GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black I Characters and Classes

COMPATIBLE WITH
DCC
RPG

Dreaming Gynoid studio

GALAXY BLACK
Space fantasy adventure in the Collapsing Universe

Galaxy Black I. Characters and Extended Character Creation

This is the first volume of Galaxy Black. It is not a complete game in itself, and requires the DCC RPG rulebook to play.

Forthcoming
Galaxy Black II   Metaphysics, Magic, and Psi powers
Galaxy Black III Star travel and the secrets of the Sub-ether
Galaxy Black IV Space Trader Nick's Coreworld Consultant and Frontier Survival Supply Catalog
Galaxy Black V   Imperial Book of Common Prayer
Galaxy Black VI the Judges Guide to the Collapsing Universe
Galaxy Black VII The Space Girl's Guide to the Galaxy

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Space fantasy adventure in the Collapsing Universe

Galaxy Black I. Characters and Extended Character Creation

COMPATIBLE WITH

DCC RPG

This product is compatible with the Dungeon Crawl Classics Role Playing Game

ATTENTION: INFOSEC – Look sentient you make your own choices. If you can't handle this book or its contents, please put it down. Thank you for being a responsible imperial subject. You are free to go.

Galaxy Black contains what a 21st century nascent info-democracy would consider mature themes. It has psychic powers, drugs, needle guns, gods, demons, and lots of extremely cruel, well dressed people. The universe is lethal but there are lots of work arounds. In short, exactly what you would expect from fantasy SF inspired by reading LOTS of Lovecraft, Moorcock, Vance, Brackett, Burroughs (both Edgar Rice and William S.), Carter, Leiber, Ellison, Le Guin, Varley, Blish, Spinrad, Kafka, and Zelazny.

In short, this is appendix N as all hell. PLAY IT LOUD

This is a galaxy of either/or options. Use what you like and discard the rest, as always. But also, always add whatever you like. At the minimum I would grab your copies of Crawljammer and MCC (you have those right?) and the nearest pile of old comics, the old EC's, a stack of Epic Illustrated, Heavy Metal, or Metal Hurlant, or the underground commix of the early 70s, put on some prog rock, settle in, and let your imagination take you where you wish to go.

Revised introduction to the Players Guide to Galaxy Black (aka Galaxy Black vol 1)

This...is not the introduction I planned to write. (If you are curious, it largely exists intact as the intro to Colony Black.)

The facts are that Dreaming Gynoid is a tiny little start-up operation with very little budget but a lot of ideas and a lot more love, and the last few years have been rough but the last three have just been brutal. 2020 and quarantine was kind of the last straw. Don't worry this is neither farewell or epitaph but it is important (perhaps, quite likely in fact, only to me) to get across that this is not the way I intended to release any of this. But we adapt or the world breaks us.

So thus I welcome you to this, the first volume of Galaxy Black, a full service SF-Fantasy-Horror toolkit for your DCC RPG game. In the years that it has taken to develop it has gone from being simply a single, one and done SF toolkit to a sprawling wonderous mad thing of its own. Many thanks to Joe Goodman, Harley Stroh, Doug Kovachs and everyone else involved in bringing the strange, weird beast that is the DCC RPG to life and for letting us all play in your backyard.

This first volume deals with people – these are (some of the) trillions of zeros that make up the Empress Imperium. Here you will find zero level character creation rules, character classes, and more tools to mod those character creation rules than you will know what to do with. It is hoped that the Judge will use these tables to create specialized populations of the various clades and species in the book, unique to the worlds of their campaign. Here also, these tables allow, in a relatively harmless and (mostly) mechanics free players to specialize the weird aliens they play and the specifics of their characters to an incredible degree.

Much like the first fantasy role playing games, the options herein, much like Galaxy Black itself, exist across the whole spectrum of space fantasy, sf, and horror, making a heady space fantasy potpourri. This is intentional. While Galaxy Black undeniably has a style and an attitude all of its own, there is enough herein (once it is complete) that the Judge and her players should be at home, able to create almost any SF situation from just GB and the DCC RPG rulebook.

In coming months, the remainder of galaxy black will release likewise. I have tried to stage the releases in order of maximum usefulness outside of Galaxy Black itself, both for widest possible appeal and so you wonderful completists don't have to wait a year and a half to have the 'complete game.' A book on gear and technology will accompany this one, followed by one big book detailing space travel, the sub-ether, and all of that fun stuff (finally!). Following that a book on the supernatural, detailing the gods, the magic, and (at last) the psionics of Galaxy Black. Afterward that leaves the bestiary and the Judge's guide.

Gwendolyn Harper, March 5, 2021

Stop here before reading.

This is the first part of Galaxy Black, and itself requires the DCC RPG rules for play. AS such elements herein, such as the spell selection for the Psion class, will require the use of the second part, Metaphysics, Magic, and Psi powers. Until such a time as that volume is available to you, I urge you to hold off on playing psions or allow them the use of particularly 'psychic' wizard spells of the appropriate level until that time.   AS a corollary, chimerae, mechanicals, and other Created will find much of use in the fourth volume detailing cybernetics and gene mods.
Certainly, if an earlier variety of these rules, or other rules better suit, by all means use them. Everything works together bus the various sub-systems have been kept as self-contained and 'modular' as possible.

This does not represent the sum total of all character possibilities inherent in Galaxy Black, far from it! Literally any character or character type created for DCC can be justified in setting – the imperium has over two million worlds in it's volume, and the galaxy is a far vaster place than that.   Things splinter in (and out) from the Otherworlds with alarming frequency thanks to the ubiquitous use of the gravity drive.
If it pleases you and your group then it belongs at your table and thereby, has a place somewhere in the galaxy.

Use these rules as the basis for a funnel or whole Galaxy Black campaign, to supplement your DCC game, or in any other way you see fit. The stars are yours.

Be careful, it's chaos out there.

Dreaming Gynoid studio

"PRAISE BE TO LEVIATHAN, LORD OF THE COMPACT"

Non est potestas Super Terram quæ Comparetur ei Iob. 41. 24.

"All sentient minds must know folly. Unless they are perfect God-forms of mythological immortality, all mortal minds **must** know folly. And it is good; for in folly is the only way for some of us to come to understand each other, only through folly can we learn from one another, and only through folly can philosophers attach deeper meaning to things. Civilization dwells in the shadow spaces created by folly, error, failure, and mistake.

All mistakes are forgotten eventually. Learn from this one while you can. "

- Yvor Dohm, Imperial Philosopher

Section one: Galaxy Black character creation

This section supplements and, if used to generate player characters, supersedes the tables in the DCC main book. For when you need to generate (n)pc worthy Zeros who are not insufferable dirt farmers, here you go.

Judges[1], note that zeros made with this system are a *little* butcher than most DCC zeros. Assume a rough correspondence of 3 zeros made with this system as being equal to 4 (or 5) normally created DCC zero levels.

Chargen Cheat sheet
3d6 in an order; you know this part
Roll Origin
Roll Being (broken into Gens and Clade)
Roll Profession
Determine kit
Unless otherwise specified, all 0 levels begin with the following traits:
HD of 1d4
A BAB of 0; all saves at +0
An allegedly self-cleaning jumpsuit with their ident tags
Any markings, scars, tattoos, or jewelry denoting shipboard associations, cults, or allegiances.   (Think prison tats)

Origin, Being, and Profession
The **Origin** table – (replaces the birth augur table) where you're from.
Your type of **Being** literally defines the nature of your existence until this point. Note that these are by no means the only life forms in the Empire, merely the largest and most common populations.
Origin is broken further into Gens (the overall category – say Imperial Humanoids, and Clade the specific, say "Ketraxian.")
The 0 level **profession** means what you did before (either on ship or on homeworld).

Notes: Where applicable, apply modifiers in order of reception; Origin mods first, then Being, Profession and so on.

(Optional) Starting Connections and Contacts
All PCs should come out of chargen with one contact - one related to their origin, or clade, or profession.

In all ways the DCC RPG rules remain in full effect save where specifically superseded or otherwise specifically identified in the text.   This holds as true in character creation as it does anywhere else.

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[1] For more focused campaigns the Judge may restrict or provide a completely different list (see Sub-ether 1 and 2 for ideas and examples of how to pair things down).

Galaxy Black Super basic 0 level Chargen Cheat sheet
Determine origin
Determine profession
Determine Being
The 0 level **profession** means what you did before (either on ship or on homeworld)
The **Origin** table - where you're from
Players can add specs from any of six basic character types to any 0 level occupation
that does not specify a species (and sometimes even then)
Your type of **Being** literally defines the nature of your existence until this point. Note
that these are by no means the only life forms in the Empire, merely the largest and
most common populations

All 0 levels begin with the following traits *unless otherwise stated.*
Base AC of 10
HD of 1d4
A Base Attack Bonus (BAB) of 0; all saves at +0
Gravity: ANY
Specify hair, skin, and eye colours, from any list of any colors.
Indicate any markings, scars, tattoos, denoting shipboard associations, cults, or other
pre-funnel allegiances.

Roll 3d6 for each to determine, place as appropriate in this particular instance

Strength	result modifies melee to hit bonus and melee damage bonus
Agility	result modifies AC when moving or capable of moving
	also modifies ranged attack bonus and Reflex saves
Stamina	result modifies hp and Fortitude saves
Intelligence	result modifies # of known languages
	Also modifies number of spells and max. spell level for wizards & elves
Personality	result modifies Will saves
Luck	is spent to modify rolls; unless you take a class that works differently*
	once spent luck is **GONE**

**those classes are*
Thief, Halfling, and (in this book) Urban confiscator and Splintershifter

Each of those (aside from luck) modify the same exact way

3	-3
4-5	-2
6-8	11
9-12	no modifier
13-15	+1
16-17	+2
18	+3

Origin, Being, and Profession master list

Origins 18
Abandonware
Belter tribe
Clonebank decant
Coreworlder Runaway
Cryonic Time Traveller
Death orphan
Decanted Infomorph
Escaped Slave
Hive world troublemaker
Information Broker from Noir
Legionnaire backpedaler
Medieval Screwhead
Noble Germline
OG Terran
Orphan-killer
Rebooted Shell
Reprogrammed
Spacer Nomad

Beings 9
A.C.E.
Created –bio shaped and uplifted
Created – Mechs & Synthetics
Insectivroid

XCX-66 Organic Necroparasite
Organic Humanoid
Saurid
Sporemind
Veclife

Professions 18
Applicant Disciple
Apprentice & trade professions
Basic Pleasure Model
Envirotech
Experientially Free Backup Persona
Imperial citizen
Imperial Scum
Imperial Serf
Lay Oracle of Exterre
Professional (learning based)
Prole
Protected Environment Worker
Reinstantiation Tech
Skilled & Highly Trained
Self-instructed & accumulative
Thumpah Mixah
Vent Rat
Veteran of the Psychic Wars

Over 2300 character combinations – and that's just at zero level.
If the number of available options are insufficient or simply others are desired, with the Judge's approval, the player can add specs from any of eight basic character Beings to any 0 level occupation that does not specify a Being or Origin restriction (and sometimes even then)

Campaign Play – A chance to drink from the firehose
It is assumed that most Judges will narrow down the available selections for their specific campaign. (A deliberate example of this exists in Sub-ether 01, 02, and 03, each of which give character creation specifics for THAT adventure and setting material.)
Of course, a game **could** be run with all of the options on the table but (especially for a funnel of zero level characters) but until the table is more familiar with the options it may be drinking from the firehose. The Judge is strongly urged to pre-make as many zero levels as they will need (and then some more) before attempting any funnel. Remember that a good rule of thumb is that on average, three zeros created with the above options are about equal to four by the book DCC zeros.

Origin –
Where (and/or what) you are from? W here or by what circumstances do you hail from, what is your background? What did you need to get away from, or run towards? There are any number of possibilities, these are only a beginning.

Abandonware
Belter tribe
Clonebank decant
Coreworlder Runaway
Cryonic Time Traveller
Death orphan
Decanted Infomorph
Escaped Slave
Hive world troublemaker

Information Broker from Noir
Legionnaire backpedaler
Medieval Screwhead
Noble Germline
OG Terran
Orphan-killer
Rebooted Shell
Reprogrammed
Spacer Nomad

Abandonware – You are an orphan. Your progenitors died, dropped you off and left, or you never knew them. More, you pretty much grew up on this rock. Fun. Swap out two points of PERS for INT Right Now you poorly socialized survivor you.
Kit: vac bag covered in knick–knacks, washable one piece coverall, 5d24 credits in assorted random unremarkable crap. Skinned knee or leg segment.
Detail: Desperate craving for family and belonging

Belter tribe – Your family can trace it's microg roots back 23 or more generations; Swap out two points of Str for 2 points of Agil RIGHT NOW.
Kit: Personalized and kitted vacuum suit; 2 seal patches, envirosuit micro repair kit, rock dust EVERYWHERE
Details: Pale af, random blue and purple spotting from radiation burns, no glare response, a mixed patois of spacer, belter, and microg slang.

Clone bank decant – You are part of a mass produced and like trademarked line of biological clones, quite possibly part of an ESPERNET cell.
Kit: production stamp somewhere on or inside your body; feeling of weird implacable belonging with others of your production series. General confusion about the world outside. Clothes made of paper that are already degrading.
Detail: Ideal for groups where many are playing clones; at chargen everyone making a clone rolls 3d6 in order, but everyone takes the best of all possible rolls made – benefit of thousands of years of pruning by Martian genesmiths.
(Optional) roll 1d10. On a 1 an emergent flaw drives you a bit mad while at zero level and fills you with the unwholesome urge to engage your brothers or sisters in violent combat. If you kill them, you can steal their XP. If you reach 10 xp in this way, congratulations welcome to first level, you can gain no further benefit from this now sated urge. More metaphysically inclined friends may one day however see signs of 'soul murder' in your aurae.
A clone zero going solo in the universe instead rolls 3d6 in order for their stats twice and takes the better of the two. Then subtracts two from luck. You feel a hollowness.

Coreworlder Runaway – why in all the hells are you here? No real skills but from a land of opulence and way post 'human' possibility. Might know people.
Swap out a point each from your STR, STA, and Agil and add it to your PERS, INT, and (yes) Luck immediately. (Why luck? You came from a Coreworld. As a Coreworlder you are used to technology as magic, also work is hard and probably not really for you.)
Kit: You have never been not completely surrounded by interactive smart matter before. Life is scary.
Detail: You are f'ing miserable.

Cryonic Time Traveller – You are a cryogenically displaced anachronism; you hail from another time and possibly place. Quite possibly a long, long time. At the least, you were frozen during the Sunset Empire in hopes of waking in a better, more vigorous age.   You got lucky. 1d6 x 1,000 years later you are thawed out and more or less acclimated but likely need to earn a living now, almost certainly any savings or nest egg you had was used up during your long sleep.
Kit: Funny accent, weird mannerisms, odd ideas about history, and social relations. Clothes from that halcyon era (or an appropriate replacement).
Detail: No matter what you will be dealing with being an anachronism for a while

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Death orphan – you were evacuated from a world that was declared Necrotized; an existential level threat when 73% or more of a habitat's population has become undead within a single sidereal. Likely you were one of the lucky ones or possibly one of those plucky children that survived the z-pocalypse that the Imperial Legions are always pulling from the drop zone with. (after a thorough bioscan and decontamination of course) as you were likely bulk evacuated you likely wound up a runaway or stowaway aboard ship or hiding among the smaller areas of an older imperial habitat.
Kit: Very little
Detail: You don't have issues – you have a subscription

Decanted Info-life – You have only recently been instantiated; prior to that you existed as a living program entirely within a virtual environment.   The laws of material reality are going to take some getting used to.....
Kit You originate in a wholly artificial and "unreal" (non-physical) environment; a simulated data environment, persistent world, or other datalife hosting platform.
Detail Roll % dice to determine degree of contact with the "real world" and then determine what kind of Virtual environment they were raised in (which could be anything though the greater the interaction with the external universe, the higher the sense of 'normalcy' likely shall be.
What kind? D3
Those which **Replicate** the real world (colonies like anywhere; exist in a server)
Those which **Diverge** from the real world (fictional worlds, physics simulations)
And environments wholly **exotic** to the real world (fictional worlds, fringe & cult sims)

Escaped Slave – Yup, you're property. Or were. Your legal owner managed to lift ship without you. This is your chance.
Kit: you start with nothing save a single change of (last issued or stolen) clothing that you are wearing right now.
Detail: Hide.

Hiveworld Troublemaker – what did you do? Go a little too far with the old mega violence? You are some representation of the worst of your home world's criminal masses. Go nuts.

Kit: Extensive criminal record, one scar/tattoo/body mod to indicate affiliation or prison time. One small melee weapon.

Detail: Be constantly out be all the open space and how lonely it feels. Crowds and tight spaces are your jam. Often mega violent and drug fueled. Also wonder (out loud even)

Legionnaire backpedaler – You signed and sealed sentient, and now your ASS BELONGS TO THE IMPERIUM. But maybe you don't want to have your body reshaped to fit combat specifications…maybe you joined because of a girl, or droid, or maybe you figured out that the xenolegions really are full of deviants. Regardless of your reason, you are desperately trying to get the dren out before the Census Inquisitor comes looking. Try stowing away on a starship – it works in the holo-opera all the time!

Kit the clothes on your back or equiv. Some local hard dosh, fear and uncertainty.

Detail: Keep your head down. Everyone knows there's a bounty paid for info on Intention Traitors like you.

Medieval Screwhead – Typical regressed world; probably agrarian and medieval at best. (Gongfarmer!) The explanation could be interesting if you're a bot. Can easily be subbed for a standard 0 level DCC character.

Kit: roll once from the normal DCC 3-6 Equipment table

Detail: Just make a DCC zero

Noble Germline – You are a member of a known and established imperial family and associated geneline; you are a member of one of the families beholden to or an actual member of one of the Houses of the Empire. You are young and perhaps not particularly well thought of as you have very little command of family money or influence.

You have no genetic or systemic defects save where otherwise stated and are in robust health. Somewhere in a secure vault, the rich loam of your genetic material awaits mixture by the finest geneticists of the shaper houses, as does (likely) sufficient genetic material to grow replacements of you if your family tires of your shenanigans. (They probably have ways to make braintapes of you when you visit you know.)

If you are of navigator stock roll once on the Navigator stock table. Consult base genome commonalities for your house.

D16
1-3 Shaper house
4-8 Least House
9-13 Petty House
14- 16 Great house
    Roll a d14; on 1-4 you belong to a Navigator house

OG Terran – Maybe you are time displaced, or from a parallel universe, or maybe you were just an unscheduled birth at the Imperial Science Academy. Either way you hail from the home of the Terran genetic (Teragenetic) contagion.

By default, your Being is Organic Humanoid (Mongrel type). You speak two extinct or unknown Prehistoric Terran languages.

Kit: You have little else but what you had on your person, and so nothing of value.

Detail: You are lost and alone amid all these strange beings and alien languages

Orphan-killer – you are one of the surviving Ductrats from the fall & evacuation of the crumbling repurposed alien ring habitat **Thyon**

Kit: You will do whatever you have to, to survive, no matter what. +1 on roll the body checks done on your behalf, +1 to all critical hit results, your face on a thousand imperial holos, cold dead eyes.

Detail: you are one of the 547 juves and pre-juves from Frame 5/Creche 13B that survived the breakup of the Imperial Ring by fleeing into the still pressurized atmo vents until rescue came, infamously 181 days later.

Rebooted Shell – You are one of the Created, specifically a robot that was 'killed' and subsequently rebuilt; On reactivation the consciousness boot up results in a new person with the same baseline characteristics. Some Created identify with their Shell (body) over their own experience for this reason.

Kit – an older roboform, dinged, with lots of personalization

Detail -_Are you curious about what this body has experienced before or not? Have you kept the bumps, etchings, and scratches or had them buffed out?_

Reprogrammed – you may or may not recall your Old Life, and you may or may not even be aware that your mind has been manipulated. Either way you have been psychologically "corrected"– you may well once have been someone _completely_ different. Possibly you have undergone death of personality, a mind wipe, or are a sporemind.

Kit: a blank slate, you begin with nothing but the clothes on your back

Detail:

Spacer Nomad – You belong to one of the Ten Thousand Tribes of the Night and so you were born on a large starship and cannot imagine life planetbound – Though maybe you want to see the rest of the Galaxy. Optionally chose profession from the Spacer sub table below

Kit: Very broken in vacuum suit, lots and lots and lots of pockets

Detail:. Your ship defines your culture. It's gods are your gods.   It's taboos are your taboos

Being – (being often influences base AC and sometimes stats)
Where it is necessary to make a distinction, the Being category breaks down into *Gens* (frex Organic Humanoid say) and *Clade* (Ketraxian).
Detailed clade write ups begin on page XX

A.C.E.
Created –bio shaped and uplifted
Created – Mechs & Synthetics
Insectivroid
XCX-66 Organic Necroparasite
Organic Humanoid
Saurid
Sporemind
Veclife

Roll 1d8 or select Gens.

Assimilating Communal Entity– see A.C.E. p. 85
Bioshaped & Uplifted – see Chimera p. 86
Created– see p 94
Insecivroid – see
Noble stock – see
Organic Animating Necroparasite ("Deadite Reseelve")– see page
Organic Humanoid– The product of descent from 50,000 years of genetic modification. **see**
Saurid (by Sun caste) Red Sun, Yellow Sun, and Orange Sun. – Ancient pseudo-reptilian rivals of the imperium **see**
Spore Mind– Spore Mind (Mold men see pp
Veclife– see

Profession A trade, skillset, or way of life that you have followed at some point prior to now. (Spacer origin characters may optionally consult *Spacer* sub table or alt professions[2]) Professional trades are largely pulled from classic science fiction; if you don't recognize a term, make up a definition or do a bit of research.

Applicant Disciple
Apprentice & trade professions
Basic Pleasure Model
Envirotech
Experientially Free Backup Persona
Imperial citizen
Imperial Scum
Imperial Serf
Lay Oracle of Exterre

Professional (learning based)
Prole
Protected Environment Worker
Reinstantiation Tech
Skilled & Highly Trained
Self-instructed & accumulative
Thumpah Mixah
Vent Rat
Veteran of the Psychic Wars

Applicant disciple – You journey to one of the great psychic monastery- academies in hopes they will teach you.
Kit: simple set of worn travel clothes,
Detail: if you do not already possess such, pick a level one psychic power and give yourself a d12 in it's use.

Apprentice & Trade Professions – you are the inheritor or recipient of guild or trade union lore and perhaps lesser status.
Atmo Farmer (1. Water Vapor 2. Oxygen 3. Hydrocarbons)
Bio-Maintenance Engineer (Recycling & Reclamation)
Prospector (1. Ore 2. Salvage 3. Radioactives 4. Antimatter 5 G-well miner exatmo)
High/Low Pressure worker
Kit: apprenticeship medallion or other identifier, one set clothes for the scut work you're used to,

Basic Pleasure Model – Regardless of Being, the character has been some manner of doxy, escort, courtesan, companion, prostitute, or the like. The character may have indentures or be a free person.
Training or Programming d6
Contracted Possession, Slave, or Toy
Doxy
Guild Courtesan
Licensed Socialator
Streetwalker
Temple Companion
Kit: One outfit, barely there.   Reputation. "Skills."

Enviro technician – Yug zug, you exist on the messy end of being an essential worker. Escape to this point has not been possible, or perhaps only undesirable,

Enviro Tech Training or programming (d7)
Atmosystems trainee
EnciroControl Tech (bug hunter)
Food Vat Operator
Hydrogarden custodian
Imperial Hygene Technician
Mycovat Tech
Waste Reclaimation
Kit: Single stained work safe garment, monotony

Experientially Free Backup Persona – You are someone's extra clone or backup; for whatever reason it was decided you were no longer needed. Rather than properly recycling you however they purged all but the most basic concepts and then released you as a Free Person.
Detail Roll again to determine the nature of the person who you are a partial backup for.
Kit: 50d4 starting credits in compensatory currency, one random item of the persona you are backing up, rude hexadecimal sintoo somewhere on your body

Imperial Citizen - You are actually a full citizen of the Galactic Imperium and so have full rights, more starting money, and are likely used to being in charge. You are likely familiar with politics, philosophy, energy transference, and advanced identity theory as normative life concepts. You may freely travel the star lanes without official harassment and can offer an out for those without such rights.
Detail: Less than 1/12th of the overall imperial population are citizens. Probably way less.
Kit: Add 5d100 starting credits which must be used in chargen.

Imperial Scum – Regardless of what you are or where you are from, you are part of the problem and some of the worst scum the empire has to offer. What kind of crime are you after?
Training or Experience – d12 see Criminal professions sub table
Kit: False papers matching your SocMetrics; any single non-military weapon

Imperial Serf – Rather akin to the Prole, above, but less comfortable. Roughly 1/12 of the imperial population exists thus. You are the lowest of the staggering numbers of the imperial underclass from one of any of over 10,000 worlds. Urban, agricultural, whatever, you have existed to serve others at their behest for the whole of your existence.
Detail You aren't really *allowe*d to leave home, so get moving. See serfdom sub table
Kit: 5d12 Militrans. One random item from table Random Starting Items

Lay Oracle of Exterre – you are bare to the waist and painted heavily along your chest, arms, face, and back, and may be wearing jewelry or other emblematic adornments to indicate your station.
Detail: A lay supplicant to Exterre you hope one day to be among the Temple Oracles, whom supplicants pay a tran each to lay with and learn the secrets of their futures while you channel your Goddess.
Kit: You have little and are often taken advantage of, only sometimes being recognized as a legitimate pilgrim to the Church. You have many ritual scars, tattoos, or other indicators of your desired station and of course your devotion to Goddess. The local SecFor almost certainly keep an Eye on you. Choose one common simple melee weapon from the DCC rulebook and know you are proficient in its use.

Professional (Learning based) You have a partial or whole academic background
Degree: Student
Xenoarcheologist
Lingquist
Robopsychiatrist
Kit: Credentials, opportunities for easy but boring employment, 1 set of clothes or other garmentry appropriate to the practice of your profession or degree.

Prole – You exist in a safe and utterly placid existence, likely in a controlled democracy or other political circumstance. Your vote and basic rights (or equivalent) are surrendered in exchange for the basics of a fundamental existence; a cot, a low quality, high domicility datafeed, and the bare minimum of fero, soya, or nutri–pak rations. You have no real skills at all but a lot of free time. Also, you cannot leave your work group without surrendering rights to the above to most never do. You did.
Detail Possibly as much as $1/7^{th}$ the Imperial population exists in such a state.
Kit: You start with nothing, but dammit you are seeing the verse. (Escaped Slaves cannot take this)

Protected Environment worker –
Training or Experience d10
Biological Hazard
Exotic Atmo
High G
Hostile Background Resonance (Taint)
Joveworld conditions
Meme & Conceptual Hazard worker
Radiation
Sometow Hunter
Squig Wrangler
Vacuum
Kit: One (light) environment suit of the appropriate type; a dire need for a bath, clean–can, liquid hose, or sonic shower.

Reinstantiation Tech – you work in a medical facility, possibly a clinic, body shop, or revival unit. The survival of individual consciousness' is often literally in your hands. (Did you wash your hands?)
Detail: You reek of disinfectant and placentosol. 1 in 3 chance of airhypo with 1d2 doses of Revivol–9
Kit Clear fluid filled rod*(Club) implanted biomonitor,
*A clear rod filled with pink psychoreactive goo (5% chance to contain a braintape, engram, or memorydata)

Skilled & Highly Trained Professions
Training d5
Orgonne Trader
Private courier
Beamrider Steward
Interface pilot
Solar Relay technician
Kit Tool harness & tools relevant to your profession; guild bond tattoo or brand somewhere visible to members of your trade.

Self-instructed & accumulative professions
Training d5
Cult Acolyte
Scavenger
Terrorist
Urban Guerilla
Water Seller
Kit – one durable set of clothes relevant to your profession, 1d24 militrans, dagger somewhere concealed on your person

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Thumpa mixah - Congratulations you are an emergent artist, one of the imperium's few successful thumpa artists;
Kit: you start with an additional 1d6x100 credits that may be used to acquire anything, and may still possess up to 1,000 x 1d4 credits in sonics gear.
Detail: You may be recognized for your music on any number of thousands of worlds, sometimes tomorrow, sometimes a hundred years from now.   Your movements are likely tracked.
If you play to this you may find your reputation exceeds your ability to control it. Be wary space voyager.

Vent Rat - in another era you would be called an urchin; A scavenger, you live off the record in a large habitat, arcology or settlement and live by your wits.
Kit – skinned knee or leg-segment, assorted valueless junk, single torn jumpsuit that does not fit you any longer.
Detail – Ye are filthy.

Veteran of the Psychic Wars – Increasingly the Imperium is turning to psions to fight it's wars of expansion and 'pacification.' Equally increasingly is the psychic wreckage this leaves behind, waiting for you to deal with now that the war is over for you. The character has 1. Empathy 2. Telempathy 3. Telepathy that they have a hard time turning off. (along with a d16 Psi craft action die)
Kit You begin play already with a warp effect of your choosing. Or choose two if you wish to begin with a d20 psi check action die instead of a d16.
Detail: Registered psion & Imperial veteran; both of these will open doors other things will not.

Serfdom sub table

Moisture Farmer - - a common profession on the many worlds undergoing transition to post-garden status in the post-industrial areas of the empire;

Organic Battery – you rent your body out for it's bioelectric charge; either through raw physical labour or via direct neutral-tap current.

Crystal carver – on some worlds, there is an exploited lower clas who work the crystal caves and mines.

Criminal professions sub table (d12)

Organ legger
Body shark (to deadites, or researchers, or anyone)
Secure Data Courier
Body Smuggler
Drug secreter
Illicit substances purveyor
Illegal weapons dealer
Illegal slaving
Unlicensed prostitution
Non-authorized reproduction (rent-a-womb)
Political revolutionary / Anti-imperial rebel (1d4 1. idealogue, 2. anti-establishment tendencies, 3. political, 4.personal)
Thought criminal - restricted memes; farming of imperial subjects as resources, racism, or other unauthorized non-controlled xenophobia, gender ranching, etc.
Less than 7 generations of descent from an Imperial Traitor.
Unauthorized trader in spice and agricultures (you're a smuggler)
Unauthorized Travel, Interstellar - you're not allowed to move between the stars
Kick murder
Unauthorized Digestive Activity - cannibalism or other consumption of imperial citizens or materials
You are a thief (not necessarily a Thief, however)
Member of a Terminated gene line

Lifeforms

Baseline, Near baseline, clade, what does it all mean?
In a polity with such ubiquitous genetic graft and manipulation, Baseline refers to that line (that clade[3] - gene, or bloodline) as presented, as is, without modification.
Baseline refers to an example of the creature precisely as described without modification. If you wish consider this a character made by using a basic version of the chargen system – select origin, clade and profession and go, change nothing. They are limited to the descriptions given in character creation and elsewhere in the book detailing those peoples.
In practical terms, Near baseline means all creatures and characters of that type. Near baseline, then, refers to, in essence, any creature created using the full chargen sequence, including the various trait tables (hair, eyes, diet, sex, etc.), Whether a single individual or an entire population, both are created the same way and both are near baseline.

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[3] Real world definition here.

Completely random clade/ Being charts (1d100)

1.	ACE	Blobs		51.	Insec	Death eaters
2.	ACE	Bugs		52.	Insec	Death eaters
3.	ACE	Elemental		53.	Insec	Death eathers
4.	ACE	Elemental		54.	Inse	Gatherers
5.	ACE	Spinners		55.	Insec	Gatherers
6.	ACE	Worms		56.	Insec	Gatherers
7.	Chim	Neo-ape		57.	Animating Necroparasite	
8.	Chim	Neo Gorillas		58.	Noble gene stock	
9.	Chim	Neo Mawas		59.	OrgH	Aesian
10.	Chim	Chima		60.	OrgH	Aesian
11.	Chim	Felidae		61.	OrgH	Aesian
12.	Chim	Fleshwheel		62.	OrgH	Aesian
13.	Chim	Lupoid		63.	OrgH	Friggian
14.	Chim	Lupoid		64.	OrgH	Friggian
15.	Chim	Lliot		65.	OrgH	Friggian
16.	Chim	Martian Nymph		66.	OrgH	Friggian
17.	Chim	Muzikatauri		67.	OrgH	Friggian
18.	Chim	Neo Fin		68.	OrgH	Iocaste plant folk
19.	Chim	Neo Fin		69.	OrgH	Iocaste plant folk
20.	Chim	Neo Fin		70.	OrgH	Ketraxian
21.	Chim	Neo Fin		71.	OrgH	Ketraxian
22.	Chim	Neo Whale		72.	OrgH	Ketraxian
23.	Chim	Neo Whale		73.	OrgH	Ketraxian
24.	Chim	Scrithmutt		74.	OrgH	Ketraxian
25.	Chim	Skwee		75.	OrgH	Nova
26.	Chim	Ursid		76.	OrgH	Mongrel / Coreward trash
27.	Create	Bot		77.	OrgH	Mongrel
28.	Create	Bot		78.	OrgH	Mongrel
29.	Create	Bot		79.	OrgH	Human (see DCC RPG)
30.	Create	Bot		80.	Saur	Red sun
31.	Create	Bot		81.	Saur	Red sun
32.	Create	Bot		82.	Saur	Red sun
33.	Create	Synth		83.	Saur	Yellow sun
34.	Create	Synth		84.	Saur	Yellow sun
35.	Create	Synth		85.	Saur	Yellow sun
36.	Create	Synth		86.	Saur	Orange sun
37.	Create	Droid		87.	Saur	Orange sun
38.	Create	Droid		88.	Saur	Orange sun
39.	Create	Droid		89.	Saur	Orange sun
40.	Create	Droid		90.	Saur	Steel sun
41.	Create	Droid		91.	Spore	Brown
42.	Create	HoloSim		92.	Spore	Indigo
43.	Insec	Caretakers		93.	Spore	Yellow
44.	Insec	Caretakers		94.	Vec	Humanoid
45.	Insec	Caretakers		95.	Vec	Humanoid
46.	Insec	Caretakers		96.	Vec	Humanoid
47.	Insec	Gardeners		97.	Vec	Vectopoid
48.	Insec	Gardeners		98.	Vec	Vetopoid
49.	Insec	Gardeners		99.	Vec	Vectopoid
50.	Insec	Gardeners			Vec	PE Aracnoform

Assimilating Communal Entity

You are actually an advanced communal life form made up of hundreds (or more) smaller, lesser forms. You are a CIFAL or such; despite the reservation your kind cause, you are determined to fit into the mainstream of imperial society.

Kit: Either young or freshly "rebooted" you have little; see also Composition Charts (optional; pick or choose one if desired)

Details: While technically being reduced to 0 hp does not kill you and you may theoretically have a very long lifespan ahead of you, you can never benefit from Rolling the Body results. When reduced to 0 hp, the Communal entity disperses, and the central governing intelligence goes to "sleep" while a small number of component beings seek out means to form a new body. When this new body is formed (be it of the same thing or poss. Made of a local but similar life form) it will have a new personality and skill set, as part of its identity does arise from its host organisms. In effect a new character.

A.C.E. composition charts – What are you made of?

Blobs (+1 to all fort saves, -1 damage/die from blunt force attacks) – slime molds, awakened yeasts, plasmic creatures, microbes, mycota, and bizarre plants are the commonest material for such beings but any 'gelatinous micro-entity' counts.

Bugs (+1 hp/HD) – insects, their analogs, and any other tiny thing that creeps and crawls

Elemental material – Commonest on worlds whose etheric poles have an elemental component, in the splinters there are whole civilizations wrought of such creatures, and more exotic varieties besides.   Such creatures heal at a third of the rate of their organic counterparts but begin with additional hp.
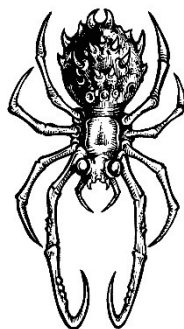
Finally, characters thus created should also consult table *Silicoid and non-organic Traits* p 77 esp items 1, 2, and 4

1. **Rock (+3 AC +2d6 hp) –**
2. **Ice** (+1 AC +2d4 hp) – not a conventional 'ice' but a super stable 'liquid' medium frozen at any but the lowest Kelvin temperatures.

Spinning pseudo arachnids (+1 Agil) – spiders, spider analogs, web worms, and those similar life forms that spin or secrete resin, web strands, or the like, utilized to form higher order bonds.

Worms (+1 Sta) – any collective mass of burrowing, tunneling, or infesting worm or stranded entity.

The Created – Bioshaped (Chimera)

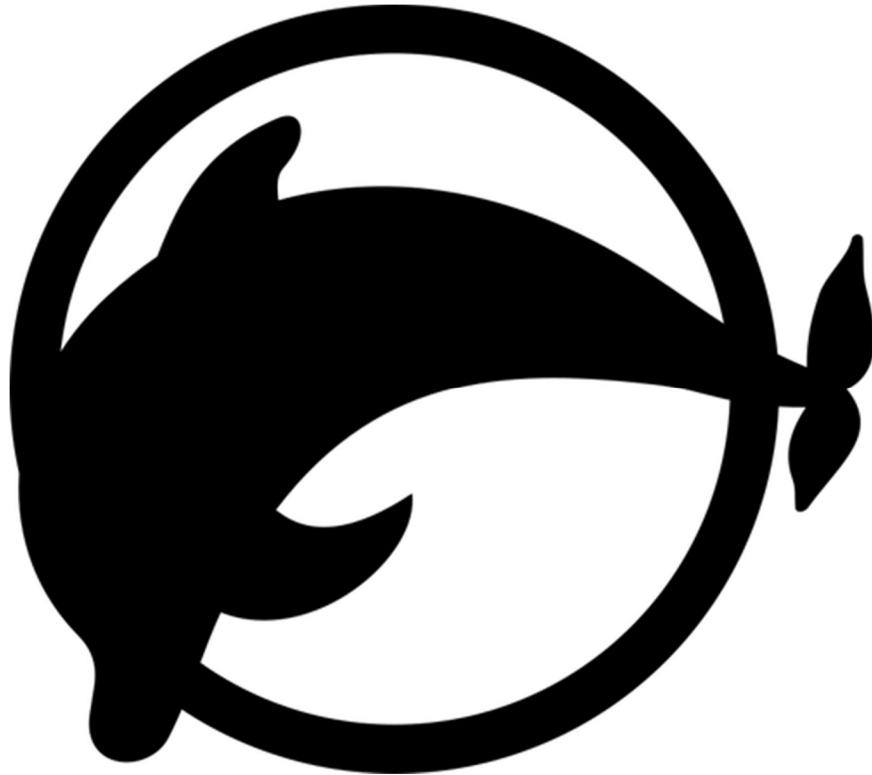The First Empire was extraordinarily fond of resurrecting dead life forms as it expanded, and their geneticists found them. But before even then, the worlds of the Solar Federation produced many children from their precursor species. The Martian Shaper houses that ruled the Second Imperium for thousands of years created whole ecologies of life on hundreds of worlds, and tinkered with everything they found. Today, many thousands of years later, genetic constructs, splices, uplifts and wholly created strains of life from many worlds and strains of life exist within the Empire. Most Chimerae inhabit worlds with low to standard gravities but all variations exist.

All 0 levels begin with the following traits unless specified by text.
Base AC of 11
HD of 1d4
A BAB of 0; all saves at +0
Gravity: by type
An allegedly self-cleaning jumpsuit or body harness with their ident tags
Any markings, scars, tattoos, or jewelry denoting shipboard associations, cults, or allegiances.

Neo-Fins	Liot Felidae
Hominoids	Scrithdog
Lupoids	Fleshwheel
Ursidae	Martian Nympth
Skwee	Muzikari

Neo Fins – First Empire Teragen uplift
Tursiops Siren Polygalactae (Neo-Fins)
There are two dominant varieties. Roll 1d6; even NeoFin, odd Neowhale

Neo Fin (1)
The most successful aquatic clade in imperial space, and one of the most successful branches
of teregen life. There are multiple variations of the Neo-fin but the most common; this
particular branch are somewhat smaller (aprox. 75%) than their ancestors
+ 1 to Strength, Stamina, Agility, and Pers
AC 11 HD 1d6 Move: 45 (fluid) movement also applies to low and 0g gaseous environments.
Can ram/headbutt in those conditions at +2 for 1d4 damage

Whalefin/Neo Whale (Neo fin 2)
Sometimes called Neo-whales but they are not true whales but a composite lifeform. They
are one of the dominant species on Gantu.   They mass anywhere from twice to three times
their smaller, narrower cousins.
+2 Strength, Stamina,
AC 12 HD 1d8 Move 30' (aquatic) bite +2 1d6 damage
Possess 5-12 manipulative phlanges on the front/underside of each flipper (some ancient
populations limit this to one flipper); most are useless on land without an external walker
apparatus.   Most prefer gravitic suspensors which allow them their normal movement while
'out of the water'
However, deprived of these conditions the character is immobile, suffering a four stage
reduction on the dice chain for all physical activities, more in heavier gravity.   1 in 4 possess
no sense of smell out of the water and 1 in 8 none whatsoever.
In imperial space, most Fin populations also begin with Empathy or Telepathy (choose at
zero) at a d16.

Hominoids – First Empire Teragen uplift
'Apelifts' hominid uplifts, common to standard or high G garden worlds. Widely produced as
biological robots during the Second Empire from a number of small semi successful uplifted
clades before (Most no longer existing), various extinct and "recreated" species of Ape
proto-hominid gave rise to one of the more varied Uplift clades. Neo-apes, chimps, gorillas,
and orangutangs (as we might recognize them).
Roll 1d8; 1-4 Chima 5-6 Neo Ape 7 Neo-Gorilla 7 Neo-Mawa

The Chima (Neo-Chimps/**Neo-Pans**) which would make them descent from both Chimps &
Bonobos; the most successful line of chimerical ape
Add 1 ea Agil, Pers,
AC 12 HD 1d8 Move 20"
Neo-Apes
AC 11 HD 1d8 Move 25" (Brachiate at 40")
Neo-Gorillas
AC 12 HD 1d8 Move 20" no brachiation
Add 1 each to stamina, Strength,   minus 1 to Agility;
Neo-Mawas / Neo-Orangutangs
AC HD 1d8 Move 20

Lupoids – First Empire Uplifted Teragen lifeform
Lupoid Uplifts
It is thought the various Lupoid clades share a common ancestor or ancestors from the end of the First Empire, but this is conjecture. A dizzying array of clades and micropopulations exist, they are a very widespread branch of imperial life.
They are especially keen on social cues and can read humanoid body language well enough to earn a +4 on attempts to sense the motive or discern the truth
AC 11 HD 1d4 Move 40"
+1 Sta, Agil, Pers, –1 int

Ursidae Sapiens – mutant First Empire Teragen uplift
Ursidae Sapiens Mutant uplifts
Native to the Coalsack sector along with an older population of Neo-Fins where vague oral legend suggests they descend from an older race of shapeshifting bear-like humanoids.
AC 12 HD 1d8 Move 35'
+2 Str, +1 Sta,

Skwee – emergent uplifted Rodentoid population
Skwee - a rodentoid population
No one knows who uplifted the Skwee, or when. Only that they are now here.
+ 1 Agil and Int
AC 12 HD 1d4 Move 35" Infravision 20" ultravision 20"

Scrithdog – degenerated alien uplift, illegally tampered with
Scrithmutt alien animal Uplift
– Scrithdogs or Diggers are a degenerate but domesticated species of hexapods native to a small number of worlds near Capella. For at least 7 centuries, certain parties have been illicitly engineering and uplifting these creatures to serve as miners and slave labour to mining interests, outside of imperial law. (Violation of imperial laws regarding sapient property are serious offenses and carry penalties that could include death of personality and summary execution….not to mention forfeiture of tainted assets.) To this point no one has informed the Imperial authorities of the existence of these "ugly, misshapen, horrible little dog men."
Move 20 infravision 20'
These ugly little canid-analogs move about bipedally on their hind legs though in times of great stress they will revert to a four legged stance (which given differences in build with their ancestors isn't much faster). Large, wide ears, a mouth of uneven snaggly teeth, and a pair of (for their frame) quite powerful arms, articulated for digging and precious little else (preventing them from using equipment made for many imperial humanoids to boot) despite making their arms more hominid-like than that of their ancestors (Scrithmutt p XXX)
 Their unmodified ancestors are semi hexapods that move about on a combination of two, or all four legs as well as all four plus their remaining hands, so clearly quite a bit of engineering has occurred, likely in successive stages. Other variations may exist on whatever planets, moons, asteroids, or habitats that first gave rise to them in the first place.

Liot Felidae – First Empire Teragen uplift
Liot Felidae LlerRrrot Felidat – Descendants of the Shilbas Felids, a tall, dark haired variety dating from the First Empire; Digitigrade upright bipedal omnivores; Thin & delicate bones Average height 4'6" to 5'5" (roll d12, add to 4'1") as mature adults.

Base genome has 40 chromosomes, and a 'dominance free metabolsm' – no circadian rhythms, a fact that encouraged their ancestors some 50,000 years ago to migrate whole cloth into space. (The location or even continued existence of their species' homeworld has long been lost) Traders and diplomats by reputation Originating from arid low oxy post garden worlds, though now scattered to a hundred similar and dissimilar planets. They are dispersed too widely to have proper ethnicities in the broader imperial sense but break generally into three to six population groups; the oldest have long hair, all black or brown; a short haired (again dark) variety with a markedly different, narrower build, and populations of spotted and stripped individuals.

Strong hearts, powerful cardiovascular systems; dual 'super-kidneys' (a kidney minora and kidney major on either side of their anatomy, the small one does the hard stuff while the other one handles more mundane filtration and recycling. They can go up to two weeks without water if necessary with the proper conditioning.

Swap out a point of str and Sta (each for one of Agil and Pers Right Now)

Low light vision 40' (cannot use or benefit from light enhancement tech; ; needing only 1/6 light of humans for equivalent vision. Often wear glare protection or goggles)

Bodies are supremely water efficient (super kidneys) and can tolerate temperatures up to 126 F without water. Can process salt water.

In naturalistic populations, birth occurs in liters (2 or 4, rarely 3); (thus the four breasts);

Racial telepathy d12 ((add 5 when using with other Liot Felidae; 1 in 20 chance of spice addiction if ingested. (roll once per character)

At first level they can add 2 to saves v. poisons and ingested toxins owing to superior kidneys.

Fleshwheel – fixed nonadaptive Second Empire alien animal uplift
Fleshwheel G-Pilot Alien animal Uplift
A blooming flower of flesh coloured arm-thick tentacles covered in tiny purple cilia. 3m wide at resting. 2.8m at parade rest   Hot pink. Or lime. (for ident post-crash); Primary sense is touch. Touch is super advanced. Vibrational sense. Communication amongst themselves via hum. Eyestalks, rapid reaction, and processing abilities; poor night vision, no IR or UV Created/gene crafted living artifact/dedicated purpose high g atmo-pilot; this includes factors that influence their minds and personalities; they are unflappable, gregarious, and VERY well adjusted (will save indicates this).   A great many are *addicted* to spicy foods and many serve in military capacities, whether free or post indentures or the like   Their bodies do not fit standard gear and most armors, requires custom fitted gear; some 95% of them exist in varying degrees of indenture to offset the costs of simple existence. Very few free agents exist among them.

+2 Int, Agil immediately. +1 Str immediately; +1 Will saves, –2 to REF saves involving bodily movement.

AC 8 HD 1d8 Move 10"

Swamp Nymph – fixed nonadaptive Second Empire Biological Construct
Martian Swamp Nymph – biot
Nymphs are biologically created artificial life forms with a blend of insectivroid, humanoid, and vegetal attributes known to inhabit certain agricultural worlds. Many myths and folklore have arisen regarding them reflecting tensions between insectivroid and imperial humanoid populations. On some worlds it is thought that welcoming them will bring down the wrath of the Kindly Ones for those who have legends of the fey, for they seem very much 'artificial pixies' in appearance to many.
Character is photosynthetic, requiring only four hours of direct yellow-orange spectrum sunlight a day; their presence naturally cleans the air (indeed they were once carried aboard spacecraft for that purpose); their internal composition is most different, a series of layered synthetic plant tissues existing in sophisticated symbiosis. Considerable variation exists in various iterations of this production series however 95% present female and (regardless) most commonly height 4-5", 80-100 pounds, blue, yellow, or green skin most commonly.
–1 STA, STR, +1 AGIL,
AC 12 HD 1d8 Move: 30" Save v. all poisons and toxins, natural & artificial at +4
Antennae are radio, radioactive, and generally EM sensitive; with concentration and effort they can "see" gravitational and magnetic lines of force.

Muzikatauri – fixed nonadaptive Alien Biological Construct
Muzikatauri – the children of the space gods; mass manufactured bioconstrcts; multi-coloured polysexed centaurs nomads long in flight and scattered from a doomed artificial world; many were kept by members of the Martian nobility as slaves and items of status during the Second Empire.
AC 14 HD 1d8 Move 60"
+1 Sta, Agil, Pers, can attack with either of two front hooves for 1d3 ea.
+1 bonus to invoke the noosphere through metaphysical means. +1 save v. sonic effects. +1 on all checks made with preferred instrument or art form.
–1 saves v. poisons, toxins, and drugs
–3 save v. musically delivered effects.
–4 to any efforts to hide or blend given their deliberately bright and artificial nature.
Metabolic requirements are harsh and require nearly six times the caloric intake of most other organic forms.

The Created – Mechs

Intractable conflicts between organic and artificial life are a thing of the past. In point of fact, artificial life forms are just another (large and influential) demographic to the empire. For the most part they are no more (or less) indentured or enslaved than any other group in the Imperium. Most Mech Created find that they have more in common with each other than most others and so there is a reputation for some aloofness. There are a handful of worlds where mech created are made (or "grown" in advanced fabrication facilities the size of arcologies where they mimic to an unsettling degree the development of organic beings)

Kit: You can interface with computer systems effortlessly & Wirelessly without Additional gear (includes most Created) Within 5m.

Details: Production stamp or parental maker's mark somewhere accessible but inconspicuous.

Created – Bots, simulants, synths, and droids.

AC 12; move any five points around at chargen between STR, STA, AGIl, INT, and PERS freely on a one for one basis.

All 0 levels begin with the following traits
HD of 1d8
A BAB of 0; all saves at +0
All possess infravision at 20'
Gravity: Any; All Mech Created save v. gravity effects at +4.
All speak Machinebase1, an electronic language that is incomprehensible to organics, though its use is considered vulgar by droids and offensive to simulants.
All have an **Electronic Warfare Value** rated initially 1-6
Now, pick a base Chasis, or **Frame**:
(Base) **Bot** – an artificial mechanical lifeform AC 15 HD 1d6 EWV 5
(Base) **Synth** – an artificial, semi-biological, lifeform; can pass for an organic humanoid if desired; AC 10 HD 1d4 EWV 3
(Base) **Droid** – an artificial mechanical humanoid; can pass for a cyborg if desired AC 12 1d6 HD EWV 4
(Base) **Holo** – a psudomatter hard light life form created by the entertainment industry AC 12/20 1d10 HD EWV 2
Now roll a d10 on the Got Bots? Created Sub table, Plus any optional tables (below)

Got Bots? – table for Mechanical Created

1–8 Free Machine – **Created/Robis Sapiens Galactis** the character was assembled from pre-arranged specs by their parents (which may be singular or maybe 100). Or one or more parents created, designed, and built/fabbed (with or without assistance) a unique child entity (At the most basic, one bot can upload a basic instructional program (father program – the most baseline being a Goddess Omnimech Jeppetto program). Instantiation and the like could be nearly any number of means. Most (80%) sapient Imperial created fall into this category. Free Machines begin with a starting EWV of 1d6.
Also, roll a d5. On a 5 you have an unusual bot quality.
9–10 Production Model – character is one of a series of near identical production units; only their own experiences and later customization differentiate them from one another in the eyes of others.

Free Machine Tables
– (replaces Profession) Production Bot & Droid Programming
1. Assassin
2. *Basic Pleasure Model* (as the Profession)
3. "General purpose household mechanoid" – Steward/maid
4. General repair and interface mech
5. Interview & Interrogation Procedure
6. Linguist/Interpreter
7. *Protocol unit* - Deployed to noble houses and to members of the imperial ambassadorial staff
8. Starfighter mechpilot

Locomotion & Basic Frame
Roll a d10 to determine locomotion (note some Frames will supersede the results)
1. Hover (1d3 1-2 hoverdiscs 3 nulgrav)
2. Wheeled – +5 Speed; stars and rough terrain require twice as long to traverse
3. Tracked
4. Walker – Humanoid Emulator (2 arms, 2 legs, hands, feet, head)
5. Walker – Bipedal, Quadripedal, hexipedal, octopedal, centipedal maxipedal)
6. Work Tentacles –
    1. 2 major 2 minor
    2. 2 major 2 minor 2 micro
7. Winged (1. Bee-like, 2. Bird-like 3. Plane-like 4. Rotors)
8. Slithercoils +2 to saves involving maintaining balance
9. Swimmer – 15 Speed, useless on land; microG move at normal –5; device is sealed

non-Humanoid body forms (see also Limbs & Manip subtable)
1. Quadrepedal – you walk on four limbs
2. Hexapedal – you walk on six legs
3. Taured – you have a centauroid body design, with a somewhat humanoid torso on a quad+pedal body
4. Cylindrical – you are serpentine, worm, or perhaps eel-like in terms of body structure

Limbs & Manipulators subtable
1. A pair of small, t-rex like arms, with manipulators on each end
2. Two or four manipulator tentacle/tendrils

If desired, specify type of **Artificial Voice**
> Smooth as silk; (HAL 9000; galaxina)
> Staggered RO-BOT-VOICE
> Beeps, whistles, toots, and wav files
> Staccato monosyllables (most doctor who villains)
> Normal but odd diction (EDI, Data, etc.)
> Intimidating (The Outer Limits Control voice)

Basic Frames –
Created/parent-crafted/unique frame, modular/modifiable – a custom artificial life form designed and created by one or more parents from scratch and a variety of custom options. Most mechanized life in the Imperium exists as thus, though many with this form do not begin their life in such a fashion.

Created/Synth/production/emulation frame/humanoid – like Data, a droid designed specifically to emulate / mimic / reproduce humanoid biological qualities. Very rare in this day and age.

Created/Synth/production/emulation frame/Bioroid – Much more common, a bioroid is an organically grown synthetic life form supported by woven hexite neural fibers, generally in imitation of an existing organic clade.   The exterior living tissue is a very convincing copy of whatever life form is being replicated but in the modern era very few bioroids are created with the intent to fool anyone.
When selecting, choose any of the three dominant clades of organic imperial life (insectivroid, Saurid or imperial humanoid) this is the form of life the Bioroid was sculpted & grown to emulate likely as part of whole production pod of 1,000 (or more).

Created/ Synth/production/gynoid or android frame – sentient member of mass produced artificial life form; Often/ likely corporate indentures or similar (at least initially) but by no means is this the rule.

Created/Hololife (hard light) Pratimathic Images are advanced holographic/pseudomaterial life simulations The P**ratimah are** hard light and pseudo matter holograms created as stock characters and NPCs by the Immersion / Fully Holo entertainment industry on Maleth Noir They are of sufficient sophistication that they 'wake up' to full turing sentience routinely thorugh the course of 'play.' Commonly enough that a prior empress emancipated them. The vast majority thus are in 99 (or far longer) year indentures to their creators, their owners, their contract holders, their studios, etc etc. etc. Many yearn to go free and each year many find that they are, spontaneously, free code; it is thought that this is some quality inherent to the process.   Entertainment wants to be Free!
Pseudomatter Hologram – Further this renders them immune to light and sound based attacks (note: this applies ONLY to the Hologram itself. The bee has no such immunity – below)
Beam/emitter – or Bee, is a tiny, dense (AC 17) sphereoid that contains the infolife and projects the emitter field (and so the above Pseudomatter); when in use the Bee's effective AC goes up to 20…..provided the attacker knows to target it and how in the first place.   The stat block above is for the Pseudomatte construct.
Note: that as holo-life, you are a highly specialized form of datalife; your body is made essentially of photonic force fields, each comprised of holo-particles with set runtimes.   Any technology, psychic powers, or magic that affect datalife, holograms, force fields, light, or electronics may affect you and in unexpected ways.   Magically Equation and definitely Holo spells do extra stuff on them.

Created Production Model Frames Sub table

Goddess Omnimechanix **Hyacinth** series – a garden ecology bot frame that is often mass produced for extended terraforming operations.
AC 15 HD 2d6 EWV 2
Four manipulative tentacles and a boxy trapezoidal structure about 1m high and almost as wide; sensor dome on top and lesser dome on bottom.
360 degree vision Onboard gravitic hover pods allow 60' movement consistently over solid terrain, 20' over liquid.
Heavy bio-sensor package. +1 to any rolls pertaining to medicine, first aid, or biological analysis, including roll the body checks.

Goddess Omnimechanix/**Ceres Satyr/9** simuforms
AN extraordinarily personable line of bioroid synths
AC 10 HD 1d6 +1 Pers or +1 hp to initial HD
EWV of 2
Low light vision and antidazzle filters +1 on all attempts to interface between machines and biological, directly or indirectly, mechanically or socially. Very **Choose programming suite**
Model Martes/type Mercure (overseer; leadership) +1 Pers
Model Martes/type Heremia (admin/collection) +1 Int EWV of 3

Goddess Thundermechanix **Binary Angel – Satyr/0 series roboform**
Chrome gynoid fitted with internal gravitics, tiny orientation thrusters, and a small retractible wingpack.
AC 13 1d8 HD +1 agil, Very Soryama
Single wide angle eye sensor, IR, UV filters plus normal range of sight, tight beam radio 60' range,
EWV 3
Chose programming suite
model Luna/type Opal (admin/supervisory) +1 Int
model Luna/type Lapis (leadership/coordination) +1 Pers

Reielkimaze Droidwerks – **Jupiter series model Gynoid;**
Protocol orientation (Comes Pre-Fitted for as many languages as the character can feasibly learn.)
AC 13 1d6 HD +1 on all linguistic, translation, or programming tests
EWV of 4

If rolled randomly, there is a 1 in 4 chance is actually
Reielkimaze **Type II experimental Assassin Droid (an** otherwise identical model)
AC 14 1d6 HD +1 on all critical hit results, medical or xenomedical tests
IR, hypersonic & ultrasonic band audio
Can track by known cardiovascular signature at 120'
EWV of 6

0 level holo-life:: runtime before emancipation (1d8)

Optional – in lieu of Profession roll.
1 Entertainment –
2 Reality reconstruction –
3 Stock character – you're used to being invisible
4 Central protagonist – you're a Trumaneo; you are still adjusting to the so-called Real World;
5 Sim – used in testing; you hate being rebooted
6 Military sim – like a crash test dummy but for weapons testing. Resent that
7 Talking head – an information or opiinutainment viewpoint oriented non-person
8 Alive – you were actually a living thing, an organic or even a created but something happened and you were backed up as a hologram. Adapting to your new condition has largely forced you to start over.

Some Mech Specialization tables (d10 or d12 maybe d16)
Anti-organic crusader - some minds, no matter how many times they are apprehended and treated ("adjusted"") for various thoughtcrimes are simply incapable of staying adjusted. You resent or outright hate the meatbags, esp the ones that are mostly water.
Organic fetishist - You secretly wish to be a meat being and think about what that would be like an awful lot. You may even believe (falely or, perhaps accurately) that you are a meat being in some kind of artificial body.
Retaining Docent – Amongst Created society, but especially in the Imperial core, a Docent is an internal "head teacher" often comprised of a non-instantiated copy of one or more parental units. Most docents do not persist in instantiated mechforms more than a decade but some Mechs will retain their Docents indefinitely. Oftentimes these docents have formed very specific non-parental relationships with their attached mech-units. In practice, the character has a small embedded dedicated AI being who has an existence largely comprised of caring for and guiding you through your existence or toward a particular end (Some docents are or seem to be religiously inclined).
Roaming backup – You are not you. You are a copy of you. In point of fact, the original being, which even you think of as "you" resides in a dedicated slab of computronium or other informorphic datalife rich matter. However it is .. reluctant, afraid, or otherwise unwilling to instantiate in the wider material world beyond it's datahome and so it has replicated it's personality into a host body. That would be you. If you are destroyed you may begin play as a new copy but that copy is a copy of the original and begins play at 0 level once again.   Should you gain a sufficiently independent viewpoint (the sort that comes with gaining levels and having adventures) you may find that your original is maybe not the focus of your attention after all and develop a true sense of self. Until then you are acutely aware of your status as roaming copy of a cowardly or inconvenienced life form.

Unusual (or remarkable) Bot Qualities
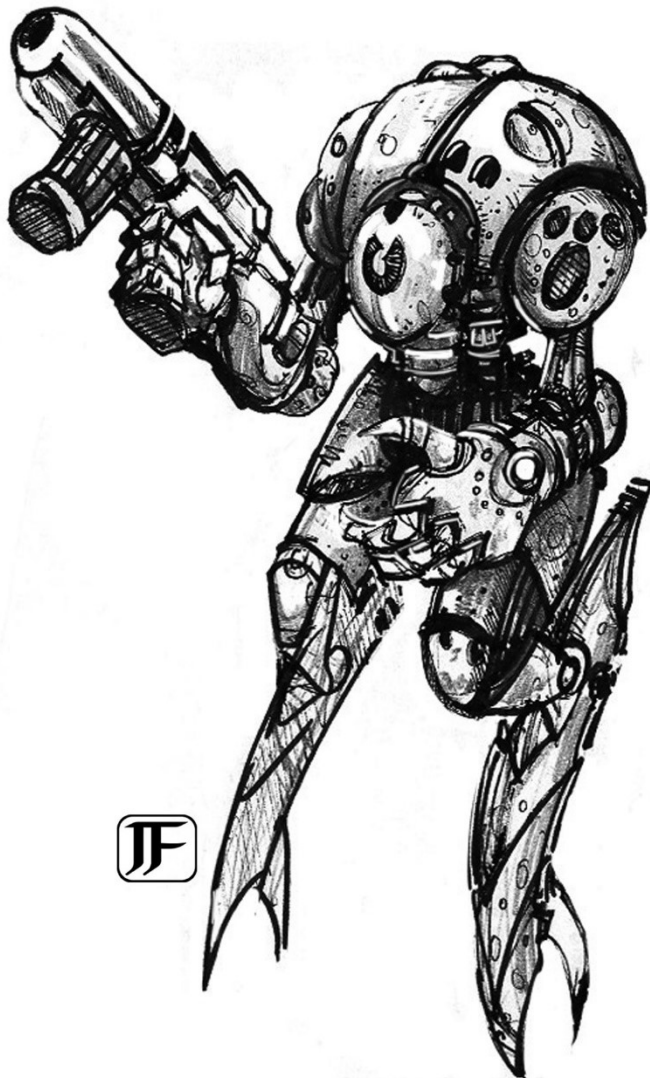
1. Green biological machine – Created is covered in a layer of green skin (which may be leaves, felt, actual skin, whatever) containing excessive amounts of neo-chlorophyll-9; Less than 34 minutes of recharge is needed daily provided they get enough sun (eight hours minimum under a main sequence yellow star in the Garden Zone)

2. Datalife – you are a program, created by other programs. You do not think of your body as you so much as the clothes you are wearing right now.   You may or may not have backups.   +1 to EWV
Hosting platform
(1. dedicated hardware (server), 2. A layer of computronium, 3. a nanotech foglet.)

3. Neurosis – 1 organic emulator 2 machine 'emulator' 3 machine supremacy 4 organic supremacy
Are you under the care of a Robopsychiatrist?

The Insectivroids

The insectivroid denizens of the Empire are a diverse lot; four broadly distributed clades (and many lesser ones) exist within the empire, each with a great many subspecies and mutations across the imperium's million worlds. The descendants of at least two First Empire species, it is thought they underwent the most metamorphosis during the genetic exchange and so little of their precursors remain. Yet others will insist that the precursors of the Insectivroids were not part of the First Empire at all, but genetic constructs of the Martian dynasty of the Second Imperium. Perhaps at one time in the distant mists of history the distinctions between alien insect analog adopting Teragen features and/or colonizing Teragen lifeforms taking on beneficial and useful qualities from bizarre alien insects mattered, but now the distinctions are hard to fathom and largely immaterial. Whatever the truth of the matter, there are four primary strains of Insectivroid life living in Imperial space.

The name comes from their ... consumptive behavior after hatching. Most eggs to not survive to maturity, and so (usually....mutations happen) they generally do not reproduce as prolifically as their namesake might suggest. The classification scheme dates to the early Second Empire when the various Insectivroids were alternately being enslaved or being subject to various attempted genocides. Most likely, the Second Empire genesmiths used the genetic material of at least two First empire species, thought then to have undergone the *least* metamorphosis during the First empire's genetic exchange.

Society & organizational tendencies: Insectivroid dominated communities (60%+) are more organized and more communal than the imperial norm, dragging the overall population to a quite Lawful index.

Early in the Third Empire's history the Caretakers of the Deep Core began the cultural uplift of the various surviving "Greens" colonies as they were encountered, indeed many historians believe they alone are responsible for the survival of the clade into the modern era at all. Later cultural and genetic uplifting occurred to protect the death eater 'cluster worlds' (as they were then called) from extinction by an early imperial knee jerk military.

All 0 levels begin with the following traits
Base AC of 13
HD of 1d6
A BAB of 0; all saves at +0
Gravity: Micro, Low, or Standard; most originate in Low G environments
Atmos - prefer dense atmospheres and low gravities
                Cannot survive Thin atmospheres unassisted.
       Idyllic - low gravity dense atmosphere high oxygen garden worlds
Save aqt -1 to atmospheric toxins and inhaled conditions.
Move based actions at - 1 in thin or minimal atmospheres
-1 to any rolls involving visual acuity unless otherwise stated. As a corollary each receives a +1 to any perceptual tests involving scent, pheromones, insects, or scent markers.
Clan, tribe, family, company, or other scent and color markings on shell or exoskeleton (sufficient to serve as identification) Any markings, scars, brands (the Insectivroids cannot be tattooed), or jewelry denoting shipboard associations, cults, or allegiances.
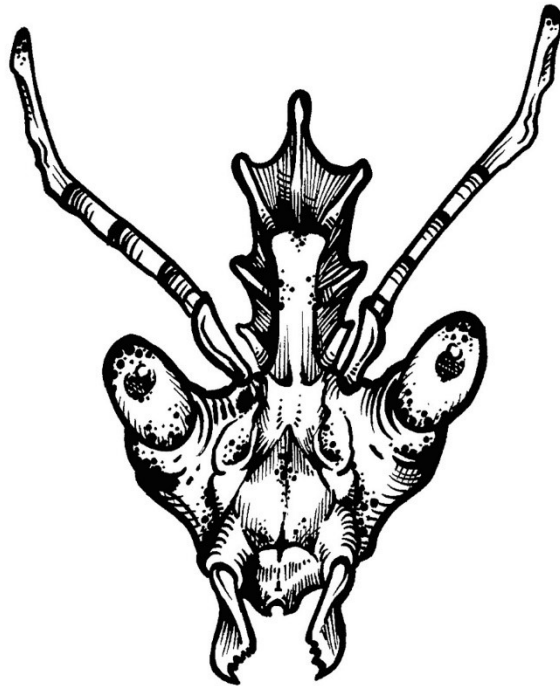
Antennae – Sensitive to air and motion; +1 to perception tests involving these things. Urban bugs could use these I their careers as confiscators

Thorax antennae – Certain ag world Insectivroids have a (specitype specific) electrochemical communication methodology that allows communication over distances and over time.   Those with this 'language' can also tell when a plant has been pollinated recently or not by an itching of thorax hairs

D14 chitin table I –Colour(s)

Yellow	Black
Brown	White
Rust	Gray
Red	2 or more
Orange	3 or more & mandatory table II roll
Green	4 or more & 2 mandatory table II rolls
Mustard	5 or more

D14 Chitin table II – Pattern(s)

Blotchy	Smooth, shiny
Tightly patterned dots or stripes	Smooth, opaque
Horizontal patterning, stippled.	Ribbed
'feathered' markings	Highly segmented
Circular coruscating swirl patterns	Stained by mineral deposits or resin
Dots	2 or more
Stripes	3 or more

Insectivroid Types
As the most notable and consistent (and successful) remnant of the Second Empire's Planned Galactic Ecology, the Insectivroids are bound by strong biological urges that keep them in their place save for rogue elements among them. Their populations are generally more tradition bound and change is slow within them.

Caretakers
Omnivorous hexetaur / hantaurids - Centaur-like body plan; full body exoskeleton, antennae, no sexual dimorphism
The Elder Solitaires are one of the 'great old clades' of Imperial space, ranking among the oldest Imperial species, possessing an unbroken history back into the early First Empire; For this and other reasons they are also sometimes called "Grandparents."
They are as much the precursors of the other Insectivroid lines as are certain forms of extinct Teragen life. Ubiquitous in the old care, the "Caretakers" as they are as much are almost entirely confined to the core and it is said they suffer from a declining birth rate. Once sponsoring their own houses of Navigators, their star systems remain influential with many Merchant holdings
Second Empire Legacy Classed disparagingly as Type IV Imperial Insectivroid (their populations were greatly repressed during the Second Empire, notably becoming the few organics supporting the Mechanix faction in the civil war by war's end.) Today they are known by many epithets; The Elder Solitaires, the Wise Ones, Mantids, Type Fours, tauroids,
Environments: Originally Garden worlds but populations exist in all types of imperial environs), most are lowG, high O2
Carapace covers entire body +2 AC, blind spot immediately behind, cannot see and cannot easily turn around to see either.   (Making it much easier to sneak up on them, +4 if you can avoid noise or much vibration)
Slow steady metabolism, calm.   +1 to will saves. Lifespan approaches 500 years even without genetic graft
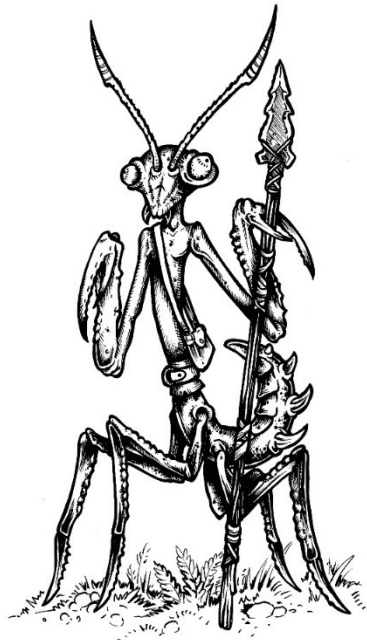
Gardeners
Bipedal Humanoids, green or yellow exoskeleton, antennae, minor sexual dimorphism, divided into males and females.
The Gardeners were made to ensure the continued existence of agricultural production on a thousand worlds. One of the most notable 'slave clades' of the Martian Empire. Most such worlds were wiped out in the thermonuclear bombardment that ended that Empire; To their shame, the ancestors of the modern gardeners are those who survived the closing days of the Second Empire; A deranged Mechanix faction captured a Shaper advanced gene lab and somehow managed to hack the insectivroid genome to create a species that at a certain age would just start eating everything. Infect ag worlds with it a weapon of mass destruction. And release it they did. The Gardeners are the descendants of that great swarm, who have long sine rediscovered their sense of homeostasis with the worlds they maintain.
Environments: Almost exclusive to Garden worlds. designed for and seeded with countless garden worlds (temperate to tropical, arboreal, jungle, swamp) high O2; some populations now nomadic.
Second Empire Legacy: Even before their modification by Mechanix geneticists (who were probably Caretaker caste Insectivroids) they were classed as Type I Imperial Insectivroids, dispersed widely to many worlds and subject to many modifications (more so than most Insectivroid clades) Their long association with, and history (and lifecycles) bound up in garden worlds has contributed to a perception of them as hicks; slang terms reflect this - Greens, Eaters, Hoppers, the Green Death, and Grave Crickets
Carapace (roll d4) 1-3 (Partial +1 AC) 4 (Whole, covering 60% or more of body, +2 AC)
Rapid metabolism (+ 1 to Fort saves); save at -1 v. the effects of planned ecologies.
Hide in swamp or jungle terrain at +4
Add one each to Strength, Agility, and Stamina right now. Remove two points from Int.
Also Roll 1d6 - <u>Recessive Bug Traits</u>
>Antennae (motion sensitive within 60 range)
>Wall crawling as a thief of the same level – half of first level at zero.
>Danger Sense (only surprised 1 in 5)
>Perfect Balance +4 on balance saves
>Enhanced reflexes +1 Ref saves
>Jump distance 60' + Str rating +CL

Death Eaters
Necrophagic (Carrion eaters & Insectivroid necrophages) burrowing scavenger life forms. Semi upright (but not tauroid) hexapods with black, brown, red, white, gold, or yellow coloration; most similar in morphology to Caretaker caste Insectivroids. These necrophages they eat the dead of their own species as well as others
In the Second Empire they were Classed as Type III Imperial Insectivroids; many spent time enslaved as Undead hunters. Owing to their status as necrophages, even today on many worlds they experience discrimination and misunderstanding. (Commoner slang terms are Scurries and Beetles) Exist in perhaps surprisingly large numbers in the core. A great many transients aboard habitats and spacecraft. Many are nomadic.
They are +4 to any perception involving scent or tracking of rotting meat or flesh.

+3 to Fort saves v. disease or poison

Capable of pheromone and hormone triggered int and pers boost when combat or mating occurs. With Adrenaline they (after d2 rounds) are +2 to Init. +1 Int and +1 pers, with arousal they are +1 to Init, +2 to Pers, and +1 to str

Note: necrophagous Insectivroids step their natural attacks up one on the dice chain when in melee with reanimated dead - both attacks and damage. Particularly mighty ones have been known to **eat** an attacking zombie or ghoul.

Gatherers

Hexapedal low gravity flyers, brown, gold, green, yellow, or red coloration; definite separation of abdomen and thorax; Pheromone driven, 4 sexes; fertile Female (Queens), Fertile male (Princes), Caregiver (infertile males), and drones (infertile females).   (Earning them the epithet "Ants and Wasps.")

Uplifted by Martian Shaper houses from the alien Kunh Wasp; possibly as part of the recreation of that extinct species. Despite this history the Gatherers were quite influential in the early days of the Third Empire, even possessing their own Navigators; In the Empress era, most populations are given over to repressive or regressive authoritarian matriarchal religious structures Most commonly a traditional, *deviopteran tradition* – a strict gender and sex based caste system; Princes feed the queen when not reproducing. Her suitors are slaves. Pheromonally they are actually enslaved. This alone means many Princes flee their traditional homesteads. Likewise, many Queens who do not want to be pregnant all the time with bellies full of eggs...flee before it becomes a factor. The caregivers are often driven out, while drones simply often seek more of life than toil and obedience and getting high.

Environments: Baseline clade almost exclusively inhabits low or microgravity garden worlds with extensive flowering vegetation(temperate to tropical, arboreal, jungle, swamp) high O2

Second Empire Legacy: The *Opterekhun* were created by the Martian Shaper houses as Classed: Type II Imperial Insectivroid; their purposes was to act as pollinators for Imperial agricultural worlds. Populations were seeded on low or microgravity ag worlds with extensive tree populations in the second Empire.

If the total of the Player Character's stats is equal to or less than 63, then the char has a retrograde stinger in their anatomy. +2 to hit (plus bonuses if any)

Rapid metabolism (+ 1 to Fort saves)

Hide in swamp or jungle terrain at +4

Vroid notes – the Reproductive Life Cycle
The lifecycle of the Insectivroid - bug eating bugs; er….Regardless of the sub type, each go through the same or similar life cycle: (see also below)

　　　Ovoinsectivroid (Egg stage) – pretty much what you'd think
　　　Novoinsectivroid (New stage) – at this stage they are basically identical; they insatiably eat (ideally, other, lesser insects) and eat and eat and eat….
　　　And Ovi (door - fertilizer)
　　　Then Evo (she)

All Gardeners and Death-eaters are subject to this particular life cycle; presently about half of their sponsors the Caretakers also are subject to this cycle, the latter a radical attempt of recent generations an attempt to fight their rising infertility with genetic modification. roughly half of the Opterekhun at uplift were engineered thus but this line did not take save as a recessive mutation that emerges in some populations that were successfully mixed before the other died out and then only as a 'sport' in certain individuals.

Five phaess of life - egg (60 days), grub (360 days), juve (8-10 years; off-world as long as 15 or 16), fertilizer (20, tho off-world specimens commonly stay in this phase for 80 or more Sidereals), egg layer (no more than 5, 1-20 in space) the shortest adult phase, though it can actually be shorter in space (in the absence of other vroids) and finally, in old age, the caregiver phase is commonly the "last ten years of life" (10/50+ in the rare individuals who manage to avoid the urge to return 'home' on reaching this phase). .

They are laid as eggs, hatch and are grubs, who eat and eat and eat until they become juveniles. Then they are sexless kids for x years, then puberty and they become male basically, and are encouraged to fertilize as many eggs as possible. Yah public masturbation as identifier of coming of age.

After a time of that, likely while out in space if they have been a wandering for a while, their hormones shift and they begin ovulating eventually, after a a year or two, beginning to need to lay eggs but of course will need em fertilized so pro'lly back home, at least for a bit. Many cycles of this may come or go, some linger here for a long time, some others pass through this two or three times and then change again; it depends on their connection to and the needs of the community on a hormonal level. However, the next form is the last one but it lingers a good while. Old age is the time for them to stay home and raise the juveniles. This is done semi communally as you might expect, some bond with their charges others are more teachers than parents. IT varies.

Off world their life spans are very different; freed of the hormonally driven dictates of the community they may spend decades longer in certain "phases" than would otherwise be the case and with it, commensurate longevity of lifespan. On world it depends, but on a typical, pseudo-agricultural world where they are one of or the dominant sapient, 40-50 years is a typical full life span. (Metabolically set to 'Churn um and burn em.') whereas off world, some live to be over 200 Sidereals of age before biologically driven by Need to return to their homeworld and settle into the final phase of life. "

Sexual politics amongst the Insectivroids
The egg bearers of some clades of Insectivroids are capable of placing their eggs inside another's egg sac; on primitive planets this tends to create dominance contests between females in tight social clusters.
This can be done voluntarily UNDER THE RIGHT CIRCUMSTANCES OR it can be forced; on backwards worlds, you may have a family of many sisters, the youngest seemingly always swollen with eggs as her older sisters make her carry their children. This leads to culture elements such as the Egg Bearer, a young, often isolated or 'independent' female, who will take your eggs for you. She lives free but in shame.   In highly traditional hyper-conservative communities such an individual may come to harm.

Historical Notes on the Insectivroids -
The Insectivroids were born of the worst excesses of the Second Empire's first dynasty, the Martian era.   The Eugenics masters of the houses of Imperial Mars were mighty in their hubris, combating insect plagues that were ravaging the poorly managed ecologies of many outer worlds of the Imperium then and so an entire slave-sentient species was created with intent to eat all life on the planet and summarily starve and die.   Allowing for tidy repopulation and 'eco-revision' at a later time. Later constructs were designed as intelligent pollinators, a dedicated product –a slave servant caste genetically encoded to care for the trees and elaborate crop worlds of Martian era planned ecosystems for 200% crop yield.
And on, and on. The early wars between what became the mechanics factions of the Second Imperium and the Martian loyalists were largely fought over Mechanics attempts to eradicate these planned ecologies, each with their all-too-necessary-to-exist slave races of caretakers.
Yet throughout many of these created beings did as their fragmented but cohesive racial imperatives gave them, the need to survive, to benefit the cooperative, and to multiply. AS the wars went on back and forth between Life Shaper and Ultra mechanics factions creating the War Dynasty period of the Second Imperium these worlds and creations were largely forgotten save for specific new constructs now designed to rapidly remove the dead from worlds where population holocaust had occurred through act of war, or to act as emergency shock troops with need for adaptation in battle against a cybernetically enhanced foe...the seeds of their evolution were almost deliberately planted. And maybe they were just that deliberately. Who is to say what the early nobles of the houses of mars found when they finally began to dig up the secrets of the Martian Forerunners...?
Throughout, on some worlds these beings and others besides that were similar enough to them in biology and sometimes in genetic heritage as to be regarded of like kind came to survive, the long and hard road to survive the many almost customary apocalypses that came to many of these worlds.
As the wars came finally to a momentary close with the Fall of Mars and the attention of the various factions had at long been concentrated only upon the outcome of the war, these worlds were unknown and forgotten when they began to talk among themselves, discovering or in some cases rediscovering common cause and ancestry with similar beings but different from dozens of 'biocided' worlds.
And then came the Colonizer. And with Her, The Decree to Breed and Spread

The **colonizer war** threatened the newly minted Mechanics Dynasty of the Second Imperium and indeed all life forms in the near spiral arms of the galaxy.
Ultimately the mechanics needed the bio shapers alive to win the war and so the seeds of the second phase of the Great Civil Wars were planted, which themselves ultimately led to the Last War.
But the damage was already done. Shortly after the colonizer war was concluded, the Imperium decreed that none should travel faster than light and what we know of today as Sub-etheric travel was banned. Many were the real reasons of course but it is though that the mechanics factions did not manage to develop sophisticated enough AI to act as Navigators. (Who themselves had long since 'left the imperium' in fact traveling en masse many thousands of years into the future beyond the fall of the Second Imperium.)

But again, on several worlds, the once colonizer races remained. But their space fleets were no more, their nascent stellar civilization was utterly and purposefully disintegrated. Those who remained in the grace of the Colonizer found that bound to their own demolished radioactive planets, they became extinct in sometimes as few as three generations.
Those who survive today are the long descendants of those who, ironically, turned inward, back to their instincts as caretakers, to their biologically programmed role as slaves, for only on such worlds were they able to survive by giving back to the land.

Today: the varying descendants of the Insectivroids of old mars exist on countless planets and habitats, as viable and commonplace as the Saurids, Humanoids, and various designed intelligences. Many find great if humble satisfaction doing exemplary service for the Ministry of Imperial Ecology

Insectivrous / click speech("Click-click") - the spoken/pheromonal language of the various insectivroid clades; each Type has a particular set of (related) biochemical markers; within a clade-type all can be made understood regardless of regional variations; across type lines it is more difficult but not impossible. (Indeed, oft a spray-on aerosol pheromone cluster may allow full communication with all varieties for d12 hours) It is also used as a second language by many machine Created, though this is less prevalent than it once was.   It's origins lay in a deliberately primitive conlang created by Elder Caretaker linguists early in the Third Empire to create a common language across the many clades and species they were culturally adopting.

Chok Omi - The remnants of six once great caretaker navigator houses exist scattered between the Navi houses of Ozma-Ozox (where they are represented as a full gene line of the house) and Aveltirith where a tiny number exist.

Metaphysically, the Opterekhun and the Caretakers tend toward a more psychic and often psionic solution to various paranormal ills; contrariwise the Green guardians and their death eater kin seem oft more inclined to pursue a more directly mystical solution ranging from shamanism, or sorcery even to divine service in rare instances. That last is especially unusual given both their own predilections as well as the association in the minds of many with the era of the Colonizers and their God.

XCX-66 Organic Animating Necroparasite

You are one of many of a clade of small neural parasites that inhabit the recently deceased. You have possibly hundreds of years of memories if not more but now must still start again. Roll again to determine nature of new host body and starting Kit. Roll your Str, Sta, and Agil twice and take the better of the two results to take the recent resleeve into consideration.

Your natural form is a small (10-20cm) gray-pink rubbery crustacean with six radial 'pilot tendrils' and four claw like 'body-hooks,' two larger and two lesser, hindmost, with which they lock themselves into their hosts.

Some of your kind are very precious with the bodies they inhabit, caring for them as their own, but the prevalent attitude is closer to 'meat-mech' so to one of the XCX, parasiting one of the empire's dead is more akin to piloting a frame or battle suit. Some treat them as pure tools and of course, some treat their tools badly. Under Imperial law, depending on the nature of the body contract and it's "wear and care" clause this may be entirely legal.

Unlike many of the imperium's many citizen-clades, the XCX are almost wholly confined to imperial space and matters imperial, they do not colonize or settle worlds of their own save as necessity requires it. Given many thousands of years of disastrous attempts at first contact with many imperial precursor species (giving rise to many a tale of invading zombie hordes) there is a general cultural reluctance among your people to visit 'backwater' planets.

Kit: Processing chip under skin, whatever else the host starts with

And your choice of disparaging remarks from the living ('bag walkers,' 'deadites,' "deaders," 'deadite resleeves, 'pilot lobster,' 'zombie bugs,' 'corpse crabs,' and far less charitable epithets)

Details: May or may not be experiencing a temporary bout of body dysmorphia (role play it) as you adjust to the new host. Also roll a d6. On a 1, take four off of your PERS as it increasingly becomes clear that maybe your resleeve was not the ......freshest one available.   Some neuromuscular and other microbiological degradation has occurred, and no matter what, that....smell isn't going away.

Also, if your meat suit (ahem, body) dies, make the roll the body check at +4. Success means *you* survived just fine and are on the lookout for some fresh corpse action. MV 5' HP 1 App: gray-green ew slug Note that any revived corpse must repeat the d6 roll as above unless explicitly 'freshest.'

Body Contract (type) 1d4

Lease- you don't own this body, even more so than singleton owners, you baby this thing and are responsible for keeping it in good still marketable shape.

Own – the body is yours but it's all you get. If you want another you will have to pay for and or procure it by other means.

Body Plan – you have a corporate, governmental, or other contracted body provision insurance plan. It may renew every sidereal, or under specific circumstances, depending.

Body Shark ring – you have ties to one or more groups of criminals engaged in 'body sharking' or theft of cryofrozen bodies, both dead and alive. The bodies you have available to you are random and of random quality and sometimes they will need you to "do a little something" for them. There may be dry spells, but you have a steady supply otherwise.

Organic Humanoid

Society & organizational tendencies:

Organic Humanoids are unpredictable, emotion and instinct driven to varying degrees, and capable of feats of both great compassion as well as great tribalism and savagery in times of greatest adversity.   They are also adaptable, invasive, quarrelsome, passionate, and quite very erratic. Many seem committed to "trying everything."

There is also the smell.

The smell, the noise, and the constant violence.

In large numbers they tend to settle down into predictable, easily controlled population bodies, but then such a stable homogenous population can never last long. In small bands they are infamously capable of almost anything, and indeed throughout imperial

space, the small band of humanoids, numbering 2-16 remain some of the most dangerous, brilliant, and terrifying forces in all space.

Most organic humanoids in the empire share common or similar enough pheromonal chemistry to allow limited nonverbal communication, though under normal circumstances this will raise a few eyebrows.

All 0 levels begin with the following traits
Base AC of 10
HD of 1d4
A BAB of 0; all saves at +0
Gravity: ANY
an allegedly self-cleaning jumpsuit with their ident tags
any markings, scars, tattoos, or jewelry denoting shipboard associations, cults, or allegiances. (Think prison tats)
Specify hair, skin, and eye colours, from any list of any colors.   Or

Some Imperial humanoids (by clade - 1d6)
Aesian
Friggian
Iocaste'
Nova
Ketraxian
Mongrel

Aesians
Origin: the Aesian gene line - descended from Ares company patented gene stock, long ago emancipated; Synonymous even today with the early Second Empire.
Red skin, some are egg layers; prefer arid worlds with low gravities and thinner atmospheres; speak their own language
Near baseline – egg laying mammal non-marsupials.
Likely spent some time being sent out as an administrative middle class caste to Ares company worlds during or perhaps shortly before the Second Empire.
Aesian descended ethno-types frequently also bronze, copper, or pink skinned, rather than red.

Friggians
Blue skin, random skin patterns in darker shades of blue, sometimes hair of white or pastel shades, prefer cool dry climes; older clades are covered in partial or full body hair.
A recessive mutant gene in some obscure clades have red skin.
Origin: Frygia (Phrygia) Important Second Empire moon-world; poss. A former capital; in Third Empire times, an important world in the history of the pre-Imperial cult of Exterre'.
Near baseline – 3 genetic sexes, male, female, and maternals, who raise the children after birth and manipulate/affect fertility rates of males and females. Wide variation exists however, Friggians may be the most common humanoid gene line within the Empire.

Iocaste'

- photosynthetic green skin, brown 'hair' prefers UV rich and moist environments; nudists

Origin: throughout the Seven Sisters sector; populations sporadically occur on garden worlds with warm shallow seas, dense swampland, or light jungle, where they will dwell by preference, especially around yellow or orange stars.

It is not unknown for Starship captains to seek them out "for good luck." The truth is they are natural air scrubbers. Very few leave their worlds for such takes them away from their precious sunlight.

They prefer bio-mods over cybernetics, and tech manufactured for them is minimalist and often appears as jewelry so as to be worn.

Near Baseline – require four to twelve hours of direct sunlight from particular class of star (Orange, Yellow, Red, Blue, or something exotic), the amount depends on body mass. Suffers additional +1 point of damage per die from all laser and other light based attacks.

"This is what it means to be human, to persist."
Stardance, Jeanne & Spider Robinson

Ketraxians

Origin: the Ketraxis star group -*5 stars and their respective planets (approx. 43 permanently settled worlds, moons, and permanent habitats)*

Ketraxian humanoid – orange to yellow skinned biped with hair of red-pink (sometimes white) hue, eyes reminiscent of a cat or a serpent; eyes of purple, blue, azure, or indigo persuasion. Hair has noted silken quality.

Near baseline - Pheremone sensitive emitters excellent sense of smell

They have 60' ultravision; and have a very high UV tolerance (Ketraxians could go about on Terranya in theory save for the cold)

Possibly original world (lots of UV light) was intended to get away from the houses? Or otherwise get away from it all (maybe second empire?)

Ketraxian Sword dancers

Perhaps the Ketraxians once had greatly high culture but now less so? The Ketraxis were an extremely wealthy group of worlds at the dawn of the Third Empire, and the course of that Empire only made it more so. But the last millennia have been unkind. Once rich worlds are now increasingly poor and impoverished. What is left of a great civilization has long fallen into indolent decadence.

Novas

Origin: On Prehistoric Teranaya, well over 60,000 Sidereals ago they were a dominant species of the First Empire, maybe even the most dominant. Today...they are endangered, their numbers few, on isolated and scattered planets. Quite clearly artificially designed, this species has great rigor and residence to various natural diseases and the like.

It is thought that there were two branches of humanoid life native to Prehistoric Teranaya, but the populations separated during early spaceflight.

Baseline they say that any ten of your kind of each sex (oddly, there are only the two) gathered in one place represents the sum total of their range of appearance and if you gather twenty, divided by sex in half, in one place, the whole of allowable genetic variation would be fully visible and on display. Without missing anything.

They would be right.

You are attractive in a bland and overly symmetrical sort of way, a doll-like idea of beauty from a dead world in a lost time.   Your genome has undergone no drift or changes in over 60,000 sidereals. It can't. Your kind, while strong, are incapable of necessary physical adaptation, limiting their range.

You may not modify the appearance of this character beyond basic stock at chargen.
You start with 1d8 HD at 0 level, and add 3 to your strength, stamina, and int at chargen (max. 18).

You save v. radiation of all kinds at +4, save v. poisons and toxins at +2, environmental toxins at +3, and save v. magic at +4

Resilient Genome Repair – your cells are programmed at the genetic level to copy precisely as before without alteration or change. Genetic therapies are rejected, attempts to transform your body invariably fail. Any save v. such a thing however that comes up a 1 represents a coding failure. Sometimes the programmed precision of the nano genes make mistakes anyway. So terrified of change were the ancient designers of these people that immediately the organism develops the Black Cancer. The Black Cancer is a programmed cellular self-destruction event in the event of genetic compromise. Rapid metabolic oxidation and widescale internal clotting bring about untreatable irreversible death in 1d4+ STA mod /hours that leaves your internal organs a syrupy mess.   You are incapable of beneficial mutation or sorcery.

Agents of hell will never aid such a character. This includes clerics of Leviathan.

The Myricor – Coreworld Mongrel stock

Origin: Various forms of extraordinarily intermixed imperial humanoids are, if not common, to be found *Everywhere*.   Roll once on the random humanoid traits table and pick up to 1d3 traits from Variations for Imperial Organics tables if desired. Alternatively, give a colourful description of the character and be done.

Near baseline see above, any sex, any gender, go! Determine traits below or make your own.

<u>Rapid Random humanoid traits</u>
<u>(Mongrel)</u>
1. Purple skin, orange hair,
2. Pale/pinkskin, green hair
3. Yellow skin, orange hair
4. Brown skin, red eyes, blonde hair (Full bodied female)
5. Short, pinkskin, red hair, green eyes (female)
6. Purple skin, white hair, blue eyes (female)
7. Pink skin, red eyes, blue–purple hair (female presenting at least)
8. Tall, gray skin, yellow eyes, purple hair; female
9. Short, gray, yellow eyes, red hair
10. Blue and black skinned humanoid; yellow eyes
11. Brown skin, very male completely hairless
12. Brown skin, brown hair, yellow eyes (very common)
13. Brown skin blue eyes male
14. Hominoid face, brown skin, red eyes
15. Female blonde pinkskin purple eyes
16. Red skin green eyes elongated head; female or similar; webbed hands
17. Green skin, very tight to somewhat inhuman skull face.
18. Orange skin

Eyes sub table d14
1. Pink
2. Scarlet (large pupils)
3. Orange
4. Blue
5. Red (double pupils)
6. Crimson red (large pupils)
7. Blue and green (custom inheritable)
8. Brown
9. Purple
10. Green
11. Yellow
12. Gray
13. Red & Yellow
14. Swirling cloudy sclera with burning neon pupils (chose colors from above)

Skin sub table d14
1. Pale (pinkskin / Caucasian)
2. Red
3. Brown ('normal' skin colour for most – 52% – of humanoids)
4. Ebon (dark dark brown)
5. Gray (1. Stone 2. Clay 3. Chalky 4. Dull silver)
6. Green
7. Tiger style striping
8. cetacean/porpoise style spotting/patterning
9. Fuzzy (like a peach)
10. Blue
11. Unusual
    1. Yellow
    2. Pink (1. Bubblegum 2. Neon)
    3. Gold
    4. Silver
    5. Copper
    6. Transparent
12. Orange
13. Jet (black)
14. Sworl patterns of 1d3 colours

Quirks of Genetic Ancestry
1. High G – either your ancestors were gene crafted for the environment or they adapted, your clade is used to 3g+ and sometimes much more. Thanks to gravitics most imperial installations are set at 0.9 to 1.2 Gs. Immediately, halve your height, double your number

of walking legs. If you are – Taurid or partially –pedal, double the next higher even number of limbs. You likely have a necessarily greater fear of heights.

2. Low G – either your ancestors were gene crafted for the environment or they adapted, your clade is used to 0.23g to 0.72 g + and sometimes much less.   Add half again your height or length to your height while maintaining weight. Add 1 to agility immediately while removing 1 from Stamina. Remember to think 3 dimensionally.

3. MicroG – Your gene crafted ancestry came up in less than 0.22 Gs. Double your height / length immediately. Remove 2 (ea.) from Str and Sta, add 3 to Agil. Gravitics fields make you deeply uncomfortable.

4. Unusual sensory apparatus
   1. Perceives life auras
   2. Sees IR or UV
   3. Tremble sense – sensitive to motion and visualizes space via a sonar sense.
   4. Doom – Perceives the warp and weft of destiny and fate; fate marks

Hair sub table
1. Blonde
2. Orange
3. Purple
4. Brown
5. Black
6. White
7. Green
8. Red
9. Blue
10. White
11. Metallic (1. Copper 2-3. Gold 4-6. Silver 7. 8.)
12. Rainbow (2 in 6) or Psychedelic (4 in 6)

That's not hair! sub table
1. Head tentacles/head tendrils
2. Multi coloured interface ganglia
3. Worms or serpents
4. Ceramic or wood–like fibrous clusters (like knot holes in trees)
5. Decorative head ridges
6. Feathers
7. Scales (including scales with feathers)
8. Endoskeletal mounting
9. Metallic skullcap
10. Skull tattoos
11. Writhing mass of parasitic life
12. A 'spiral tattooed' skull that blossoms open 3/Sidereal

Mouth apparatus
1. Vocabulizer (bio grown implant or artificial) +1 EWV
2. External mandible
3. Pedipalps
4. Standard humanoid arrangement (jaw, teeth, tongue, etc.)

Extraordinarily minor unusual traits
1. Tiny little horns
2. You have cat ears, located on the top of your head; 1 in 8 chance of having these in addition to whatever ears you might have possessed previously. (i.e. both).
3. A tail
4. Spots
5. Small forehead ridge or other minor feature (pro'lly between the eyes)
6. Fangs
7. Head crest (bone, cartilaginous)
8. Horns (small, short)
9. Horns (large, short)
10. Prominent nose, ears, or eyebrows

Humanoid reproductive arrangement
1. Standard near baseline conception of male and female with naturally occurring variation (intersex, transgender, and gender non conforming, et multiple al.)
2. Male, Female, Mother/caregiver (Friggian baseline)
3. Sperm donor, egg donor, womb
4. Mother, Gene–doctor, any genetic contributors
5. Cloning
6. Adoption
7. Creator of Artificial life
8. Sponsor of child from other genetic or other host source.

"Placental mammals – ugh. They're so inept at reproduction they have to practice it over and over again, alone."
One of the Empire's many non-mammalian subjects

Notes on the Friggians:
Modern day Friggians descend from an older precursor race; on some Friggian worlds that precursor race has not quite been supplanted yet but still account for up to 40% of the Friggian population of a given world. (And both are descended from an ancient enormous and furred ancestor species that was matriarchal and quite different; it is believed to be the form of the race at the time of contact with the First Empire)
Modern, or "imperial" Friggians, have come about in the last ten thousand years (thus the epithet). They are relatively hairless compared to their precursors,
Many Friggians are among those few imperial populations still known to widely practical natural sex and childbirth owing to their natural reproductive arrangement. Near baseline Friggians have (in 99.9% of births) males, females, and caregivers. The male arrangement is as you would expect, while the female lacks mammary glands (though some throwbacks retain the small vestigial glands of precursor Friggians), while the caregivers depending on bloodline, diet, genetics, and degree of hormone signaling with the parent(s) have between two and four mammary glands. Caregivers seem to be throwbacks to Ancient "matriarch" Friggians in many ways; they are taller, and somewhat of larger and wider build – both to accommodate multiple nursing children but also it is thought to better defend those children in the wild. Caregivers naturally manipulate the menses, fertility, and hormones of those they cohabitate with in close proximity; culturally caregivers are expected to learn and develop some self-control over their 'signaling protocols.' Historically, Friggian caregivers have experienced discrimination and worse amongst their own kind, throughout history, despite their general necessity to Friggian reproduction.
On Frygia and other Friggian dominated population worlds, traditional imperial birthing chambers are not unknown but specific castes and bloodlines of Caregivers maintain them; the birth chamber and maturation protocols are not suitable for non-Friggian children.

Saurids

Saurids are a collection of pseudo-reptilian species with a set of common ancestors, existing in large numbers both within and without the Empire, especially to coreward. Theirs is a truly ancient star faring lineage that rose, fell, and rose again **before** the rise of the First Empire. Their age, their dispersal, and a history of interaction with the First Empire gene trade has led to an ancient people existing in great variety across many scattered planets.

Traditionally Saurids occupy worlds, moons, and asteroids around all colours and ages of stars. 'They will adapt, or they will die.' – the ancient imperial Saurids did just that, and the various modern subspecies seem to be the result.   Saurid populations exist that manage to persist despite wildly varying levels of hydrogen, helium, or carbon dioxide levels in their 'native' atmosphere. Most successful populations of these descendants live on planets around warmer, larger stars; indeed, it is thought by Imperial scientists that the eggs and early development of these people are impacted greatly by the starlight in their natal environment. (Indeed, the quality, type, and wavelength of the starlight from their primary in pre-childhood determines many things.) A hardy people, they prefer (and most are generally best suited) to arid worlds with thin to standard garden atmospheres, though of a variety of combinations of certain gasses.

All 0 levels begin with the following traits
Base AC of 12
HD of 1d8
A BAB of 0; all saves at +0
Gravity: ANY the Saurids are a prolific line, and old. They adapt.
An allegedly self-cleaning jumpsuit with their ident tags
Any scars (from battle or ritual markings), or tattoos denoting ancestry, home sun, accomplishments, and kills. (Think prison tats)
All Saurids, unless corrected in childhood have a bite attack capable of 1d6 damage

Saurids possess **Cardiovascular Rigor**
Can tolerate breathing a wide multiplicity of gasses at substantial concentrations and in combinations, hydrogen, helium, oxygen, nitrogen and carbon dioxide.
Can tolerate both garden spectrum (nitrogen-oxygen) and CO_2 dominated atmospheres
Further can tolerate hydrogen and helium in high quantities without issue and so many "margin worlds" in the Garden spectrum are equally valuable to them.   Red sun caste favor dense atmosphere CO_2 worlds
Individuals possess up to four hearts; (2 in orange and yellow, 3 in steel, 4 in red sun) each with double lung structures. Both more powerful and far more efficient than inferior mammalian equivalents. Adjusting for differences in mass and other particulars each adds 3 to saves v. poisons, gasses, atmospheric contaminants, and the like. +4 to "hold breath."

Sun Caste(Varieties)
Unhatched but laid eggs contain Saurid embryos overwhelmingly rich in yet undifferentiated Saurid stem cells. The light levels and surrounding radiations of nearby stars are thought to drive the cycle that leads to the first of ultimately four bursts of stem cell differentiation throughout a Saurid's life.

Red Sun Saurids – Antares -Scorpius type (Giant jet oily unstoppable killing machines)

Massive 3m bipedal humanoid lizards covered in tight and overlapping green or black scales. Their sub-dermis excretes an oil to keep their flesh from drying out in the arid and often particulate heavy worlds from which they originate. Large stubby tails maintain their otherwise lackluster balance.

Near baseline – falsely believed to be all male, there is an 8 or 9 in 10 male to female ratio of births among the Red Sun; almost no sexual dimorphism amongst those of the red sun exists past maturity; juves develop differently and at different rates)

Large and massive humanoid lizards; between the scaly hide and their considerable bulk, they add 2 to their native AC (to 14) at the expense of a point of starting Agility, which may never exceed 17. Starting speed is 25.

They take an additional point of damage per die from cold and cold attacks due to their somewhat coldblooded nature. Fully carnivorous?

Yellow sun Saurid – *Raptoid ianus*

Deployed en masse during the Second Empire to low nitrogen, high oxygen, high carbon dioxide "pre-garden" planets as slave troops, they were widely enough dispersed to have survived as a significant population into the modern era.

Only semi bipedal, with long wide tails that aid in balance, only semi upright, in a fashion resembling something like a velociraptor or deinonychus.

Near baseline – egg laying neo-reptile; genetically male or female, of only modest sexual dimorphism (non-Saurids cannot often tell)

Features - smooth, scaled, skinned, feathered,

Skin/fur - Spots, stripes,

Eyes - Yellow, Green, Purple,
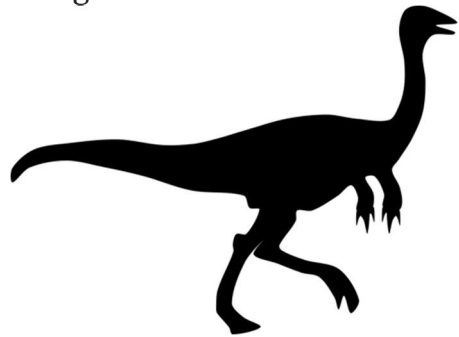
May possess up to d3 dino traits

They are short timers, most populations not reaching 60 sidereals.

Starting AC 11, starting speed is 35.

You may swap out points in strength for points in stamina or agility while in chargen.

Ea. Has D3 dino traits – (roll a d8)
      Digitigrade
      Ridgeback
      Feathers
      Mutation – unusual skin quality
            Pink scales, hair,

Orange Sun Saurids - Arcturus type

2m high warm blooded bipedal reptiles, distinctive long gator-like head Primarily green or yellow scaled/skinned (a scale weave so tight as to be somewhat meaningless a distinction between scaled v. skin)

Perhaps the least modified from their distant First Empire ancestors; on average 20-35kg heavier than most imperial humanoids, though most of this is contained in their thick, largely vestigial tails (which are used for balance but only a a mass center really; it's wide and stubby in most individuals).

Omnivores but many populations revert to carnivorism at the first opportunity.

Nearbaseline – up to four discreet genetic sexes, with considerable variation between them existing in as much as 20% of the population. Greatly varied.

Likely has d2 random Saurid features due to heavy intermixing.

(Spots, Head feathers, Tail feathers, stripes, purple skin)

Features - smooth, scaled, skinned, feathered,

Skin/fur - Spots, stripes,

Eyes - Yellow, Green, Purple,

Steel Sun Saurids - **Cerotopsis galactae** ("Mars type")

- Still not considered kin by many of the other casted; the so called Steel Sun Saurids were birthed on Mars; an early second Empire (though possibly seeded from a pre-existing geneline) engineered life form for battle. A composite resurrected *Zweicerotopsis galactics* – a first empire beast of burden – and (at least) *Diceros bicornis* provided a base template for what became shock troops & heavy assault infantry during the last civil war that brought down the Second Empire. Bred by and for the Shaper houses. Fully upright, 2.5m bipeds, very long arms; with a massive food storage hump on it's back plus an over carapace, sometimes spiked carapace, most times not.

Even now in some parts of the Imperium they are thought of as uplifts, especially on Saurid dominant population planets.

Nearbaseline – almost zero sexual dimorphism; Martian Saurids were manufactured in equal number bio-male, and bio-female respectively.

Their AC is actually 15

Headbutt 1d6+str bonus

(two subtypes exist –

Quadcerotopsis whose "headbutt" does 1d8 with their antler like-rack; however they possesses virtually no carapace, so their AC is a 13.

Penteceratopsis galactae which is so top heavy as to have a Move of 25, incur a -1 penalty to Agil and possesses **1d3 dino traits (See Yellow sun saurids);** However, their headbutt (attacking at -2) inflicts 1d10.)

For the ceretopsians - the horn is PRIDE (it's their fertility, their honor, their ego... everything) - pro'lly becuase it's the spiky bit DIRECTLY in front of their face

Notes on the Saurids –

The first generation of Saurid Matriarchs came of age and then died out at the end of the First Empire.   So total was their demise that, while one emerges as a 'sport' or mutation from time to time, they functionally became extinct in one generation.

Thus Thozmatot.

Near baseline **Red sun** Saurids default sexual and gender cultural characteristics

Do not have 'gender roles' no behavior is considered male or female. Sexual contact is not inhibited in small or particularly close groups, regardless of sex or gender.

Female red suns lay eggs in groups of 2-6 very tough eggs. They develop in the body rapidly and then incubate externally for a long time, the female is seldom slowed at all save for a particularly large and healthy clutch. Red suns raise ambulatory Saurid children by instinct, genetic lineage is socially irrelevant. "All children are children of the red sun. " Children are raised on the go, and in the wild, red suns tend to be strike nomads or organized into smaller 'family' bands.

Red Suns in imperial space are fond of adopting new gender roles as they encounter them, often in a "try on one" sense until they settle for one, many, or none as suits their individual personality; however most do not endow such presentation with much wider significance; as with many social cues, Red Suns are ready to jettison the unnecessary when necessary.

Near baseline **Yellow sun** Saurids share the variable 2-4% ratio common to Teragen life indicating a wide range of potential biological expressions

All **Steel suns** become fertile and capable of laying eggs in wartime through a combination of hormones, neurotransmitters, and particular gene-cues, activated through physical stress and psychological changes.   In any crisis circumstance, after 30 days 1 in 10 steel suns will begin to prepare to carry eggs, while up to half of that 10 will begin to achieve a state of heightened fertility. By 90 days this will have encompassed almost the whole of the Steel Sun population (as many as one in ten remain somewhat resistant to this; however, as time progresses this number is believed to slowly be expanding).

After 180 days in "war mode" nine of the ten steel suns in the above example would functionally become hermaphroditic, only cycling into a fixed state with the onset of an egg clutch.

Steel suns eggs birthed in "wartime" never number more than three at a time and are all much smaller (and denser) than is normal for a healthy Saurid egg. However, they will remain incubating for another 48 – 52 progressions.

The **Orange sun** Saurid life cycle is based around the existence of 4 discreet biological sexes - 4 bio sexes: male, female, nesting, and maternal.

In the wild, Males and females have only enough sexual dimorphism to be able to distinguish from one another (males are more colorful) both are free roaming and often in small packs of like gendered individuals.

Saurids can eat nearly anything it is said. While not true there is some basis, at least compared to most imperial subjects. Orange suns have vestigial gizards while yellow and red suns still possess gizards – however in all cases they decay with any extended period of non-use

Nestings & Maternals
Nestings – begin as undersized males or females before puberty, thereafter remaining in nest/civilization to become Nestings (or to leave and change diet and inputs to return as Maternals; in the wild only 1 in 10 such return alive.)   Even as adults, Nestings are small, though they have the most extensive head feathers, and develop enhanced memory and social awareness as they age; in the wild they are educator/priests, usually existing in family clusters centered around a single Maternal but sometimes a small group of Maternals may host an especially large population of Nestings in a very large group home or colony.

Maternals are oversized as adults, with very slow metabolic rates; they have proclivities toward psychic empathy and bond with all of the hatchings in their care. In the wild they ingest tremendous quantities of food and tend to be the center of a given Saurid nest, almost like Queens, eliciting a fierce loyalty from the youngest members of the nest of course. In behavior Maternals seem almost mammalian in their care for offspring.

'Natural' life cycle
Male lays with and impregnates female
Female lays egg or eggs
Maternal (usually from the same clutch as the female but not always) trades out egg warming/watching duty at some point before hatching. Maternals care for the young from then, thru hatching, until approx. Age five. Often in conjunction with several Nestings who act as tutors, mentors, and additional parents when called for. It is all very communal; it is rare in orange sun communities for the male or female parent to interact with their offspring and indeed is it considered somewhat deviant in more traditional societies.

There are literally millions of savage, primitive orange sun Saurid communities on worlds scattered throughout the galaxy, another suggestion that they represent the ancestral form of this might race

Imperial orange suns embrace a wide variety of gender roles across their sexes, largely a matter of world, culture, environment and context. Generally it is not uncommon for males and females to adopt a genderless space socially as (for many, esp. the traditional) the concept is foreign and sometimes regarded as alien and unwanted.   Nestings and Maternals are infamous however for embracing many and varied gender roles; this follows over even to the juveniles, though most who develop as males and females later in life come to regard such as "childish' – there is a harsh cultural distinction in orange sun life between 'those who roam' (*Hlu'kar*) and 'those who remain at the nest.' (*Thorz't*)

Spore Mind – **Spore Mind** (Mold men)

Sometimes, when a thought criminal is sentenced to death of personality, if they have a high enough raw psi rating, they may be offered a choice. A choice that offers consumption, not oblivion. Some say yes.

Those who can 'survive' the process are those who are exposed to the spores of a particular strain of intelligent, psychically aware mold. These spores are allowed to colonize the offender's brain, which is, in its way, absorbed in the coming weeks. Theoretically bits of the deceased's consciousness might survive but absorbed and altered.

These are the Spore minds. A wholly alien form of psi intelligence, which has chosen to adopt a meat-host to explore what it is like to be a squishy animal thing.

Kit: processing chip fitted under skin

Details: Appearance - The sporemind process works best on imperial humanoids, and so details of that being's appearance can be worked out separately. At the Judge's option, such a being can colonize any organic being. All hosted organics are known to have a "glitter-spray" effect in their eyes, seemingly shot through with gold, silver, or ruby colored ''flakes.' (From which arises the epithet "glitterspore")

Sporeminds are nocturnal, finding that prolonged exposure to bright UV or other solar radiation puts them to sleep.

Chose a single psychic power; all psi checks with that power are made at +3.

Colonizing Spore Types

Yellow or Ochre sporeminds prefer cold climes and little direct sun exposure; ship crew and in the outer regions of a solar system are where they dwell.

Take an additional 1d6 hp damage whenever exposed to fire as their brittle internal strucuture crumbles. Additionally, they fact take 1d3 less points of damage from cold based attacks than their host body would normally, per attack.

Nocturnal and avoid open flame.

Brown sporeminds enjoy warm stable climes and in fact take 1d3 less points of damage from heat based attacks than their host body would normally, per attack. However cold attacks inflict an additional 1d6 damage to the inner structure of the mold that has colonized the inside of the life form.

Require about 1000 btus of heat every hour to maintain their metabolism ; intense heat can cause involuntary germination in which the charater constantly exudes reproductive spores every hour.

Indigo sporeminds are rare. They possess great memories of galactic history as though part of them was there (because part of them was) but there is little sense of recalled self. Those who pursue magic careers gain +1 hp / level as their spore structure grows to better accommodate and channel magical energies.

The Indigo spores were originally found on an asteroid in deep space early in Third Imperial history. They were thought to be at least 33,000 years dormant at that time.

Indigo sporeminds require no atmosphere and suffer no ravages from low or zero gravity. They take -1d3 damage from ionizing and cosmic radiations per attack or incidence.

Veclife

The character is adapted to the void of space and conditions of near to total vacuum. They are native, descended from native, or was long ago engineered to survive natively. Many extended families in the millions exist as work-gangs in the imperial core. Most likely you are one of the ancestor worshiping tribal vec peoples that have long worked orbital assembly and out of atmo maintenance tech alongside an increasing array of inorganic accompaniment. You are almost certainly from the core and have strong feelings about unionization and labour rights; you spend at least half of your conscious life "enmeshed" in one or more infoworlds; you get along very well with mechs compared to most organics, getting along with them at +2 on relevant interactions in stressful situations and likely have a highly developed internal life as well.

Kit: +1 starting language (a machine language or mechspeech dialect), implanted wiretech medium range vacuum EM/radio transmitter/receiver.

+4 on radio and primitive EM band communications and networking tests

Starting EWV of 1d4.

Details: you are fitted with internal synthesizers and are probably photosynthetic, Your eyes are featureless black lids protecting v the effects of bright light or UV; you are immune to dazzle effects. you also cannot see any colours past blue.

Character begins with innate resistance of the effects of cold, heat, and exposure; each time such damage is inflicted, the creature takes 1d3 less damage than would have been the case. Further the character saves v. dazzling, bright light, and radiation at +4 (this includes lasers). They are immune to inhalants and gasses. Such a life form requires no vacuum suit to work in space though may still require an environment suit when going planet side or into a strange atmosphere. At the Judge's option any single atmosphere can be considered non-hostile and so the creature will not need additional protection; commonly Garden oxygen-nitro atmosphere but not necessarily

Vec workers sub types

Humanoid – you are (d6 1-4 1m 5-6 2m) tall and greatly resemble the ancient Vau; you may in fact revere them among your ancestor spirits. Unless you are of the taller variety you are quadrupedal with manipulator/hands at each end, though there is clear descent from a foot (each are designed to work with different common types of tools) You will experience some difficulty getting around in full g without training or possibly medical / cybernetic intervention.

Vectopoid – Some of the most ancient of First empire geneticists uplifted a family of aquatic intelligences then native to Teranaya prior to their native genome's extinction. By the end of that Empire, their widest distribution was in the surviving orbital communities alongside the others. Purple or blue tinged eight tentacled beings descended from manipulated octopus genome. Are usually okay in low gravity provided the environment is non hostile. Will require training and possibly medical assistance to walk in full gravity or higher;

Pressure enclosed Aracnoform -mech farm geneticists early in the Third Empire (re)designed this common low animal form for intelligence and vacuum based existence early in that Empire's history of genetic manipulation. Nicknamed Radio Spiders; they are literally and figuratively designed to bridge the needs between organic and inorganic work and repair crews on large vacuum habitats, long form exo-craft or the like. Four embedded organic transmitter-receivers allow them to act as a switchboard coordinator

for hundreds at a time on a variety of communication channels (with practice of course) Most have two or four limbs fitted with spin-fiber thread for signal boosting and emergency repair and rescue operations. Most adopt some degree of cybernetic augmentation in their professional life. Covered in tiny hairs of a heat absorbing, light absorbing vantablack material that pairs well with their photoelectric needs, which allows you to start with the Black Metallic quality.

Undocumented Veclife qualities

1. *Black Metallic* – skin or external covering is of a slippery, slick, metallic 'black' shade; like vantablack it absorbs all light and heat it encounters. You have no problem gripping things or holding on, you are only slippery to other items and people. You are +3 to hide in the darkness and this doubles in the vacuum of space, though anyone looking for you with infravision or some sort of IR will have NO problem finding you (and you lose said bonus v. IR) PeA above already has this trait
2. *Gravity mesh* – at some point you were needed in a gravity well and an intense one. A full g-assistance mesh was implanted in and on your person. You suffer no ill effects from standard gravity types and can work in even heavy gravity with minimal discomfort.
3. *Management* – you are not a vecworker as you like to point out. You have a backup circulatory system and vestigial mouth equipped with radio transmitter/receiver and vocorder. +3 to coordinate group efforts, including by use of psychic or other powers.
4. *Signal booster* – You have a full transmitter/receiver array within your body and an ultrawave boosted radio sensor mounted along your spine. All non-ansible comms in 500 yards can be boosted to ten times strength; up to twenty other comms channels can be routed through you, regardless of whether you are paying attention to them or not.
5. *Spam in a can* – character is an older, largely obsolete form of Veclife; a small round hunk of meat and brain that plugs into a variety of vec-bodies. Chose another that your consciousness is currently housed in but can resleeve without additional tech into another similarly equipped vec-body. Obviously you cannot use bodies of those who do not have this trait.
6. *Toolhand* – one of your hands (you choose) is a biological or cybernetic toolhand, likely a full forearm that contains up to six common vac tools plus room for up to three others (you yourself can change these out inside a round if you have the extra components) Yes if you like you may mount any light starting firearm or blade as one of the attachments.

Some thoughts on the Galaxy Crawl character generators

There's only a few more steps than normally is the case for zeros but I think the additional options balance that out. (I have a rough in my head corollary of 3 GC 0s prolly = 4 (or in some cases more) gong farmers

BUT they are a bit butcher, both ability wise and detail wise. Again, this is by design.

the Empire is a big place and it's got lots of strangeness in it.
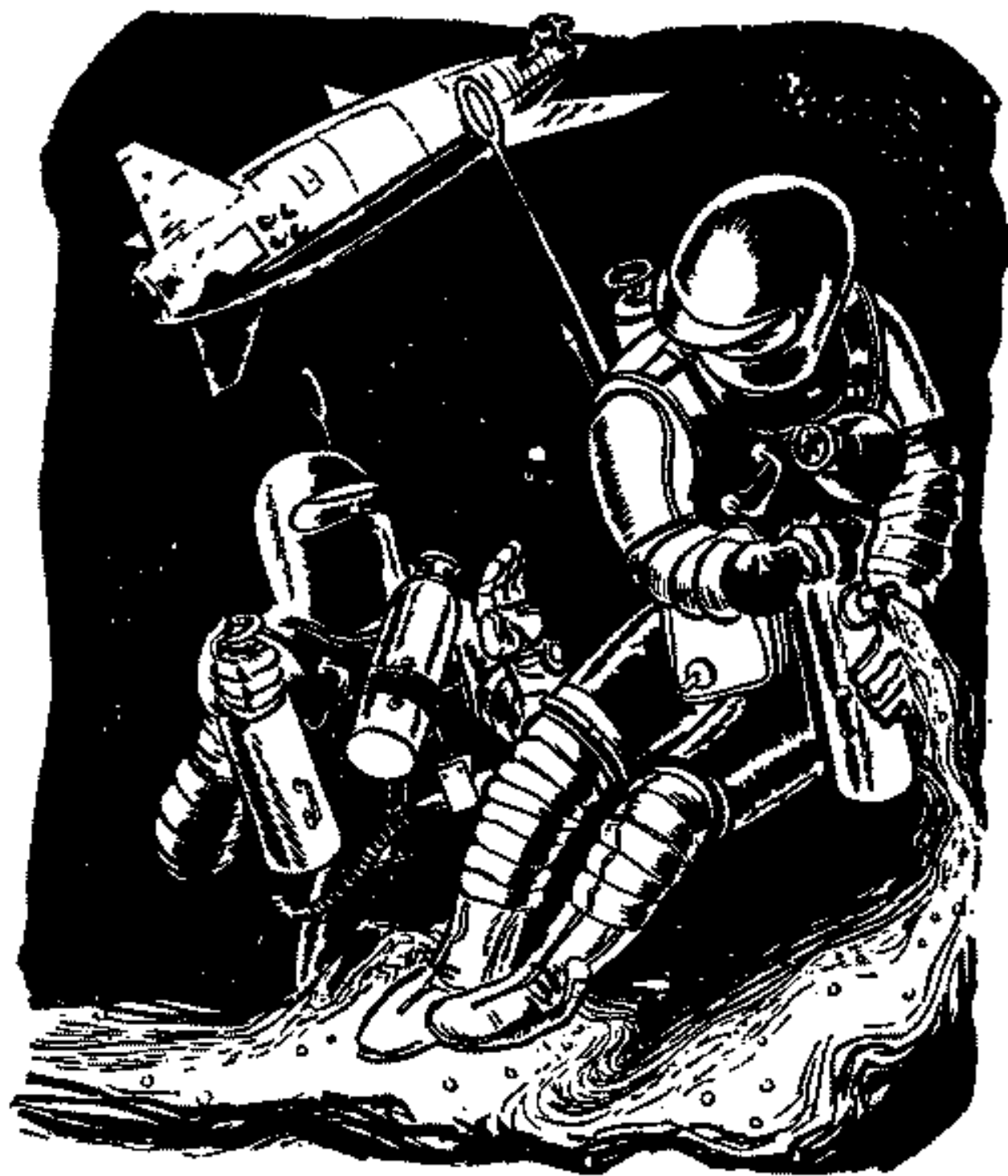
Also part of the point of this chargen set up is a function of setting -as-rules; the 'normal' POV of an imperial subject is kind of baked into the chargen assumptions. You start as one among countless trillions, with this seemingly randomly determined set of body features, and part of the sort of baked in assumption of the game is this part of the POV where it's assumed that a lot of people are going to look at these things they've been stuck with and go, you know I want to change that. While the Empire is definitely a dystopia in that it's an expansionist colonial, well, empire, I note that there are no barriers whatsoever to a starting character or indeed any character from doing so in the game. In fact it's considered normal and encouraged.

In that I suppose, which is an issue near and dear to me of course, is another thing I wanted to depict. The Empire that Works needs you efficient and that means happy. It wants it's subjects motivated and well adjusted with thier lot, because those people

Gravity:
Native gravity is from your origin (homeworld usually) - if you are a spacer you can pick two as your native (usually standard and low or micro and low or etc) even at zero level.

• Note there are other ways of getting extra 'native' gravities; implanted g-webbing makes all gravity issues moot of course; but professions, classes, etc. can all earn you more

• A first level character almost always has the two. People from a single world who have just left it are the only ones really disadvantaged.

• As characters further their aims and explore their universe and (most especially) gain levels, they will likely accrue additional 'native' gravities if they spend enough time in them. Remember that leveled characters are EXCEPTIONAL – and no less so on the galactic scale. This is not, strictly speaking, very realistic, but it conforms to the experience of many appendix N space explorers and is very much in the DCC spirit.

• If the optional gravity rules are not being used (page 207) then the Judge is urged to handle this with discretion and consistency and not to get bogged down in minutiae that takes away from fun time at the gaming table.

Imperial Family Planning - The Empire, Gender, Hatcheries, and Sex

90% of Imperial subjects reproduce the same way imperial citizens do – the would be parents travel to one of the Central Nursery Hatcheries of their world or habitat, once they demonstrate basic fitness, access to their genetic material is granted and basic trait selection is made. Such genetic material is generally harvested at or before hatching. (Most Imperial subjects exist in a perpetual state of medically reversible sterility.)

For non-citizens this is often limited to the very basics with only minimal customization options.

Once conception has confirmed to occur and the parents sign off on the selection's genetic template, it is treated to undergo maturation and basic gene therapies are carried out at this time. Within weeks the blastula is growing rapidly into a tiny tadpole within one of the womb tanks. Different worlds have different options at different stages of maturation but most commonly the juvenile is brought to full natal maturation and introduced to the parents and gradually their biome thereafter. Millions of differing family styles exist in the imperium so it s perhaps best to end this discussion here. Of course, the other 10% do it the old fashioned way, and do not often register their births, creating hidden populations and other issues. While such 'naturally conceived' children may seemingly pose greater risk of genetic disorder, in practice only the rarest of populations occur where some incarnation of standard prenatal imperial gene therapy did not lay the groundwork somewhere in the preceding seven generations.

It is taken as a matter of course that any two (or more) imperial subjects who demonstrate fitness can conceive offspring in this way, but then, for purposes of reproduction, most core-worlders find their reproductive anatomy to be vestigial.

Sex and Gender

While individual types of Beings possess a wide variation, there are certain commonalities that feature in half or more of the population

The most common biological sexes in the empire (these betray a slight Friggian culture bias it has been suggested) are generally identified thusly, and not precisely as perhaps was once done in ancient times.

Male - those who inseminate

Female - those with wombs

Egg Mother - Those with eggs

Intersex - not any of the above

Maternal/Caregiver - those with breasts; frequently.default those who raise the children

Remember, a character created using these rules is potentially of any sex, and any gender identity. Run with it, be free. And don't limit yourself to available human options. Make up new ones*! It's Science Fiction, maaaan. That which is not forbidden is permitted.*

Biologicals charts (Humanoids, Insectivroids, Saurids, Chimerae)
Initial Sexual configuration
How are you fixed? – *what a rude drokking question*
If you don't know or care, roll a d10
0. Whatever you say it is.
1. Cloaca
2. Egg Sac
3. Ovipositor
4. Uterus
5. Mobile Attack Womb
6. Testicles
7. Prehensile Penis
8. Hermaphroditic
9. Mutable, cyclic
10. Mutable, conditional
11. Mutable, induced
12. Mutable, progressive
13. Intersex
14. No initial sexual attributes
15. Shapeshifter
16. Reproduction by symbiotic parasite
17. Non-sexual; reproduction via budding
18. Pollenator
19. Fission – one day the character will divide in half
20. Infectious agent – treat as bacterial attack

Notes: There is always also option 0. Whatever else you want it to be, this being your character or NPC.   IF it makes for a better game, that which is not forbidden should always be permitted.
The first five results and 8-12 are Egg bearers
Results 6-12 are Inseminoids
Mutable
   - Induced; a chemical or biological trigger is required or responsible
   - Conditional – specific circumstances required for change
   - Progressive indicates that the individual's sexual characteristics develop along an axis over time.
   - Cyclic – the individual spends part of their time in each possible configuration (2-3, rarely as many as 4 or 5)
Intersex indicates development along an axis between two or more other configurations, or (rarely) unique traits. Some are egg bearers, some inseminoids, and some neither.
Hermaphroditic indicates a combination of two or more configurations and attributes.

Current Sexual Configuration

If you don't know or care, roll a d10
0. Is still whatever you say it is
1. As before
2. As before
3. As before
4. I'm OPTIMIZSED! – gene mods have changed some traits and modified others.
5. Moved or removed
6. Transitioning
7. Post transition or Reconfiguration (roll again, choose or specify post reconfiguration formatting if it becomes relevant)
8. Has added additional characteristics
9. Something….custom.

Reproductive technicalities – besides Standard Reversible Sterility
0. Standard reversible sterility
1. Oviparous; you filthy egg layer; may or may not have dedicated egg channel or. cloaca
2. Marsupial – you have a pouch; also, probably a cloaca
3. No reproductive organs
4. Vestigial reproductive organs (common in the core)
5. Inadequate, insufficient, or erroneous reproductive schema.
6. Breast-bearing members of the clade have rear mounted musk glands between breast and armpit (only the top breasts if multiple) +2 PERS where those attracted to that character's biology are concerned. 1d6 non-natives of the character's home environment likely think they STINK, however.
7. No external reproductive organs; however, testes or ovaries may be present.
8. Reproduction only possible "in season" roughly ¼ of a year at best

Gender presentation – There are over a million worlds in the Imperium. Dress how you want to dress, act how you want to act. Be yourself. Own it. Be free. Because, especially here in the core, literally no one cares. *In the core your junk is cosmetic, buy it, fix it, break it, change it.*

Social charts (any/all imperial sapients)

Gender Presentation (5% chance of "as baseline")
Agender
Butch
(Friggian or Aesian) Egg layer
Femme
Female presentation (Cisgender female, transgender female)
Genderfluid
Male presentation (Cisgender male, transgender male)
Friggian Maternal
Multigender (demi,
Mutable (Cyclic, conditional, Random)
Non-binary
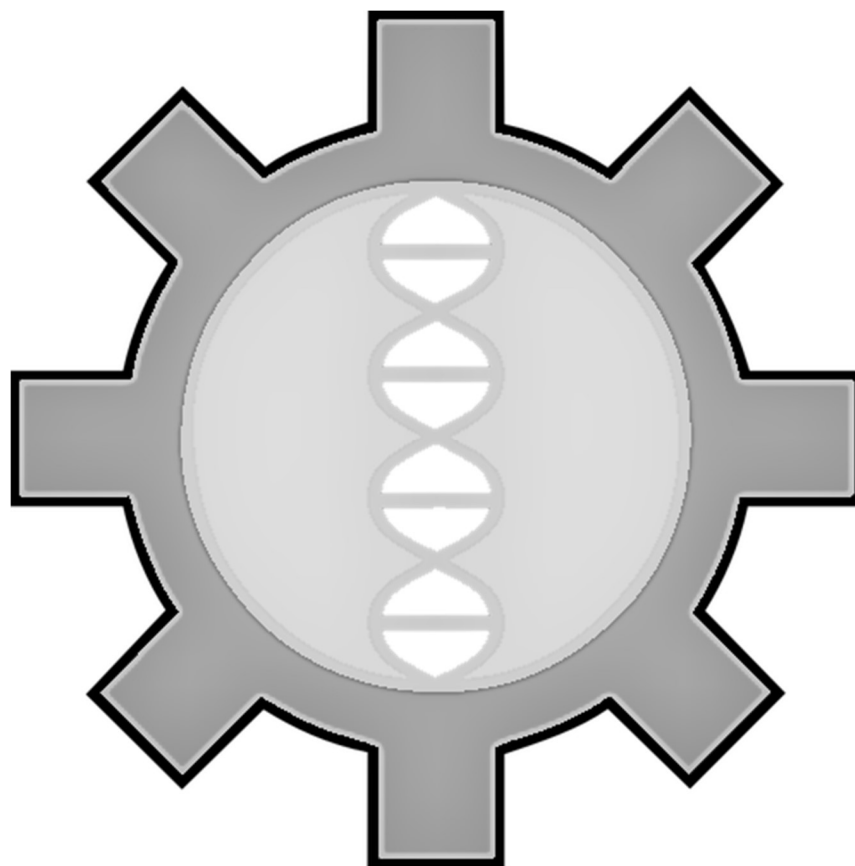
Chosen Gender Identity
Agender
Completely self-defined.
(insectivroid) Drone
Egg Layer (Queen, insectivroid)
Female
Genderfluid
Genderqueer
Intersex
Male
Multigender (demi,
Mutable (cyclic, conditional, random)
NB
Object ("I am an artificial life form.")
Transgender
Trans male
Trans female
(insectivroid) Worker

Social Presentation Tables
        Newt – a member of any species, gens, or clade that affects a juvenile mode of dress and where possible temperament. Antonymic to Juve, which implies an actual juvenile life form.

Shaper Traits

Variation tables and Character modeling - These tables are here for a myriad of purposes. By design they are twofold to help the Judge in personalizing the specific inhabitants of a moon, habitat or planet in more detail than these rules have so far given, and to allow individual players to (With the Judge's permission) further detail their own player characters, either to represent wholly unique individual specimens of their gens and clade or to represent more like them wherever it is they come from. It is also not unknown, in a society with such casual genetic manipulation, for such things to vary between generations or even family members depending on circumstances. Conceptions of "needless biological uniformity" are a thing of the distant past and carry shadows of the Second Empire and it's endlessly revised definitions of "genetic purity."

From these guidelines, many other possibilities of course should suggest themselves. If you make any tables of your own be sure to share them!

Use of these tables are especially encouraged in games featuring mechanical created characters who feature similar levels of customizability by default.   In a full campaign, each of these tables should reasonably be expected to climb to 100 (at least) simply to reflect the incredible diversity of Imperial life....to say nothing of what's beyond imperial borders.

To the Judge - When engaging in world creation, one can modify a dedicated strain of a given being type (Saurid, Ketraxian, etc.) by rolling or choosing from the tables below.

Variations tables – All Imperial Organics
Dietary Restrictions and Considerations
1. Photosynthetic – character requires d4+3 hours of direct sunlight / daily or d12+1 hours of indirect sunlight daily. Character may or may not be able to eat food normally depending on gene history.
2. Haemovore – character's metabolism requires blood as sustenance. The local SecFor probably keeps an optic sensor on you. See sub table Haemovore
3. Electrovore – The character is Created, or a cyborg, or maybe they just hate solid food and so had a synthesizer installed. Either way, they need about an hour of current at the start of their day and an hour while charging at night at minimum to function.
4. Necrovore – the characters genetic heritage largely descends from scavengers and so they eat carrion. Such folk are not popular on spacecraft as their needs interfere with the recycling norms. The death eaters will likely welcome you though.
5. Psychic vampirism – Suffers ability loss of one per day that she does not feed; to feed, she must spend 5-8 hours in the company of one or more intimates, from which she will recover d3 points of sustenance (d3 from the one, d2 from the other). They will be down that until healed. (Optional) Under particularly heated circumstances, they may feed instead on experience points; they do not gain the benefit of those xp (for that they must be earned) but they are far more nutritionally sustainable than feeding on abilities, lasting sated for a full week for each xp taken in this fashion.

Custom/designer Microbiome
1. Sentience of Symbiosis. Some or all of the organisms in your microbiome are quite sentient, and capable of interface / communication with the host. Roll 3d6 for the internal Int and Pers score; alignment is up to the judge but generally not too incompatible with the host.
2. Essential Persona – the various aspects of one's microbiome affect things like mood, emotional state and the like. Your microbiome is coded to reinforce your existing personality and persona; you save v. mind control and other suggestive effects at +2 so long as they are against you fundamental nature. You also save v. insanity and other personality distorting effects at +1.
3. You are the microbes – whether anyone else knows it or not, you may or may not be emancipated but in this particular case you are the microbes inhabiting an otherwise mindless host body.
4. YOU are a spy for the microbial empire. 52.5 septillion strong, assembled by long plan to collectively spy-invade the Macroscale Empire strong along many world-atoms existing on a scale vast and terrifying. BUT REMAIN STRONG! The Microbial Empire is Many! It is Strong! It is Eternal! Know that when you die, you do not in fact die, but the many millions of invader microbes that make up your consciousness attain release of a Mission Completed Protein and may return to the Many. This certainty equips you, +1 to all Will saves

Haemovore sub table

01-22 Character is restricted to feeding from those of the same point of origin. (Restricted to those of the same character type from their homeworld)

23-45 Character is restricted to feeding from those of the same Clade (Ketraxians, Scrithmutts, etc.)

46-93 Character is restricted to feeding from those of the same Gens (Humanoids, Chimera, etc.)

94-00 Character may feed from the blood of virtually any imperial subject, provided it has blood.

Table – Eccentricities of Apparent Humanoid Ancestry

1. Humanoid is actually meat-suit, an enviro-suit for a very different type of life form. Likely one that would find 'garden' spectrum atmospheres toxic or hostile (or vice versa)   Interior creature is fundamentally alien – smaller, and with many manipulative appendages or phalanges to manipulate the very intricately designed bio-mechanical (or wholly organic) enviro-suit)
2. Creature's skin colour is actually the result of an extragalactic mycotic entity which also imbues the being with certain attributes, possibly intelligence or even culture. Theoretically it could be a disease that overwrites the attributes of any native life forms with its own (Space ork augments; but it turns all infected the same odd colour – beings may not even be sapient, so much as biot drones remoted piloted by beings that simulate but do not appreciate sentient behavior. Such beings would not be subject to many kinds of magical and psychic attack or interaction
3. Sub dimensional – The Fouling descended mysteriously from the Sub-ether on a world at the end of the Second Empire.   The scattered descendants of that world's population are 'the foul' or 'sub dimensional life' inhabit dark matter asteroids and worldlets; +4 on saves v. vacuum, hard radiation, heat, and cold; possesses shiny/slippery ('wet' looking) black or red skin
4. Barnacle Wart – you are one of the mid-rim cuckoos; one of your parents was an alien that gave your other parent a STI that became a mobile womb; you emerged from the womb an apparent member of your "mother's" species, aging to maturity in 10 Sidereals. You appear mostly identical to your local parent's species, but also have superficial traits of your other parent, who could have looked like almost anything. Regardless of appearance each is functionally a member of their 'father' species. Pick any of the various appearance selections in any combination or make your own.   +1 Sta, –1 Pers; +1 hp per hit die for your first three HD (including 0 level, so 0, then 1, & 2) You can tell others of your kind by touch and sometimes by scent.

Clade specific Gene craft Peculiarities (Organics only)

1. At best a Semi humanoid species; vast amounts of recessive DNA descended from Saurid precursor uplift practices in the late First Empire era;   will only get blotchier as they get older; you are slowly becoming a troglodyte looking thing.
2. Low iron adaptation in blood; character's blood is pink to dark purple depending; hemoglobin is super-efficient at storing iron and loathe to give it up. Possibly the character is paler and shorter lived than is normal for their lifeform.
3. Character's circadian and metabolism are in synch with the moons of Foomh. Likely a maternal ancestor was laid out twisted during conception.
4. Natural high rider – regardless of type, character is a mutant specially adapted to microgravity and especially resistant to the natural shearing effects of differing gravities.   Likely as not character is tall /long and thin.
5. Wormspeaker – the character is descended from one of the Second Empire gene crafter worlds, seeded with those possessing a 'natural tongue box,' Character can automatically understand and at least pidgin their way through, any language they do not actually know, subject to Judge's ruling of course (some languages are simply not translatable and some give inaccurate results)   Character may or may not possess visible 'language tendril' (the worm like extrusion; can also be tendrils) from somewhere within their mouth or nose. Wormspeakers cannot use tech based tongueboxes unless specially programmed (usually by the Wormspeakers themselves) and attempting to use such will confuse bother abilities to translate.
6. Skintoo communicator – the character can communicate in any written language they know at all by having the words appear on their flesh. Multiple languages default to threading via different colors to the glyphs. Obviously clothing and gear will limit this to some degree. Note that while this is silent and good for tactical communication, any basic galvanic sensor can probably read what is being 'broadcast' on the character's skin also.
7. Many spacers are host to a form of fungal infection that exists in a commensalistic / symbiotic relationship with their hosts. Character is a symbiotic life form, their body also hosting an extended growth of *Myocortical Silmunari* (symbiotic life; literally 'brain fungus' full imperial); their eyes become silver glossed orbs, as does any exposed neural tissue; likely believes that their personality will go on if allowed to infect another person at time of death.
8. Plasmid; character descends from a member of their species who bonded with one of the plasmics on their way out of the galaxy.   Descendants of the star dancer
9. Detects (rightly or wrongly) as A form of imperial Variant – you are used to being treated like a weapon of mass destruction because of powers you do not possess. Just assume the position now.
10. Characters DNA contains markers comprising a map to a very old vault; without a first empire era data reader however, it's likely they will go their entire lives without knowing the significance of this.
11. **Genetic memory** – the life form stores it's memories encoded in its dna or otherwise genetic structure; clones replicated from this tissue will thus retain all memories and functionally all experiences of the original. Characters who attain experience points with this background will find that yes if genetic material is harvested from them with great expense clones can be created that replicate the host's precise condition at the time of sampling.
    However, such organisms suffer easier genetic injury from radiations commonly encountered in space and sub-etheric travel. Any expose to ionizing radiation that would otherwise be dangerous inflicts an additional 1d6 hp damage and, more importantly, 1d4 permanent experience points loos, incurred as damage – this

represents the literal destruction of the coding sequences related to memory storage. Any saving throws to resist radiation are made further at -4 and any result of 1 or less means all of the encoded memory and experience engrams have been destroyed. Any resulting clone will be a blank, a beginning (zero level) character.

Once a sidereal any such clone must achieve a Fort save (DC 15 +1 per year passed) or cancer will arise from erroneous coding sequences within their coded engrams.   Such cancer will progress rapidly inflicting 3d6 hp damage (permanent unless offset by imperial medicine) and 4d12 xp damage each month until treated or the clone is dead.

12. The life form possesses/is infiltrated by a unique microbiome (see sub table)

Silicoid and non-organic Traits

1. Body is comprised of billions of tiny sand or grit-like particles that maintain cohesion and comprise your life form. While mass must be conserved and your strength etc. will *not* change, you may otherwise assume any form desired. Character has sophisticated UV, infrared, and aura senses to 60' that allow them to perceive other forms, structures, technologies and so on.

2. Being has solid body made of resilient, rock or rock-like material; To most Imperials you are more structure than person and likely relate better to Created on that basis.   At first level and thereafter, class HD stages up one level on the die chain. However, immediately you suffer a -3 Agil and -1 Sta penalty for being comprised of fairly inflexible, somewhat bulky material that flakes as it is injured. Become friends with a brick layer or a healer among the Imperial Priesthood. 1 in 3 chance of possessing 20' infravision. Can smell precious metals, minerals, and geodes at 120'.

3. Body of being is made of semi-ethereal elemental material; you likely exist as a creature who swims within solid matter as though a fish in a liquid ocean. Permanent +4 to AC from being only somewhat on this plane, however, your body is fragile and prone to molecular instability so at first level and subsequently, your class HD are received at one step below on the dice chain. Your senses extend through up to 60' of a defined material surface under all circumstances.   You may or may not feel violently towards sentients that call you Nome or even Gnome.   Your diet consumes of a small quantity of base minerals that you must absorb into your body daily. Sub-ether and other supraspace travel makes you deeply uneasy if not queasy in the extreme. However, you are solid with regard to some Etheric threats and vice versa.

4. You are an ancient, pre-imperial construct of extreme super science; in essence a living construct made of stone, ice, or crystal.   The civilization you were created to protect turned to ash 30 million years ago. You have eye lasers

Primary Fin uplift attributes of decent and mutation (mandatory)

1- 6.   Possesses both dorsal and forebody 'waldo-tendrils.'
1. Reluctant
2. Limited waldo-phlanges, specify dorsal (1-4) or fore(5-6)
3. No manipulate phlanges.
4. Passive but trainable (d16) Psychokinesis (p.298)
11-12. Passive but trainable (d16) Telepathy

Additional Fin uplift attributes of descent and mutation (optional)

1. Character is fully aquatic and does not need to surface to inhale oxygen-nitrogen atmosphere as gasses.
2. Character is carnivorous
3. kryllopede allergy; character is deeply allergic to kryllopede oil; saves at -4 and takes double effects from any derived effects. Sickness inflicts 1d3 ea. STA, AGIL, and PERS damage.
4. Deep methane hunter – double eyes and 180' ultravision; cardiovascular system radiacally altered to allow survival in deep methane seas; paramethane gill, internal thermal recycling system. Hides from infravision and thermal imaging at +4; Jet black skin of remarkable smoothness. AC +1 Takes 4x effect from dazzle and light/blindness effects Swim speed in cryoseas 60'
5. Poisonous baculum – regardless of sex or gender, the fin can produce in motion a barbed baculum growth that inflicts 2d4 poison damage and 1d8 AGIL damage, being a modest paralytic and anastethic. The Fin can only perform this act once a day, with an additional use per point of Stamina bonus.
6. Natural Telepath. (1d20, do not treat as wilder) range 360" +1 on all psi checks
7. recessive narwhal – Fin has innate healing talent as psychic healer. Snuggletime of 8+ hours a day with one-two others recovering from injury will allow them to regain an additional 1d2+STA bonus hp/day and 1 (or +1) ability loss/day.
8. Landwhale – the Fin spends a fair amount of time out of water, jostling about on four stubby legs; skin dries out in 1d6 hours, thereafter it cracks and bleeds inflicting 1 hp and 1d2 STA damage per hour thereafter. Legs are actually more like strong tentacles with crustacean-like exoskeleton to add carry strength. They are awkward and bulky and are at -3 AC out of water. (reduced to -1 in LowG and negated in 0g) Cannot move in High G
9. Post-aquatic Biped – Fin is a biped and any tail they still possess is strictly vestigial. +2 STR, -1AGIl & STA; are still streamlined and swim at 40" but only move on land at 25" even under good conditions. 25% infravision to 60'
10. layer of finely patterned "fuzzy-blubber"; Whalefin descends from high G genemod'd Pod colonizing an ocean of liquid oxygen; they ignore three points of all cold damage, +3 to AC, +2 damage from all heat and fire attacks. +2 STR Swim speed 60' in Normal G liquid oceans, 30' in high G or high density oceans; must eat 60kg of high energy foodstuffs daily or they become sluggish.

Liot Felidaen uplift attributes of decent and mutation

1. Character can sense the use of psi abilities within 60'
2. Character visited by their dead loved ones in dreams.
3. Character has sigil in fur pattern; +1 innate bonus to spell checks.
4. Reincarnate character recalls 2d14 generations of previous selves, with large gaps.
5. Wasting character beset with genetic recessive causing rapid decrepitude; lifespan 2d20 years at most, looks wizened even by puberty.
6. Character can dimly perceive the dreams of loved ones and those close to them
7. Character can dimly perceive gaps or holes in the local Sub-ether
8. Character is natural channel to one or more otherworlds, interacting with 1d4 thematically related realms either scientifically or metaphysically at -1 to the DC.

Lupoid uplift attributes of descent and mutation
1. Character can sense the use of psi abilities within 60'
2. Character has a pack mentality
3. Character intuits the thoughts and feelings of all canids within 120'
4. Character 'blisses out' over scent overload in places of high population density.
5. Character has little voluntary control over their body language; -2 to lie
6. Character experiences gene-memory flashbacks in their dreams
7. Character can dimly perceive gaps or holes in the local Sub-ether
8. Character is natural defender +1 AC +1d4 hp when protecting others.

Urisdaeid uplift attributes of descent and mutation
1. Character is one gigantic specimen; add 2 ea to STR, STA and 1 to PERS.
2. Character is a full carnivore and requires lots of regular protein to survive.
3. Character strikes demons at +1 on the attack die.
4. Character is immune to the debilitating effects of vampirism and cannot be fed from by such a creature.   (Indeed, it's blood is toxic, each day punishing the vampire by inflicting 1d4 per HD, every day for a number of days = to CL)
5. Character can detect demons and other creatures of the lower planes at 120'
6. Character is capable of assuming the form of an extinct humanoid (1d3/day) When so transformed they become AC 10 HD 1d4; if they 'die' they revert to their natural form and may not shift again until the following day.
7. Character criticals at +2 v. undead and all unclean spirits due to sacred magic inherited on their bloodline.
8. Character is easily annoyed; 1 in 6 chance in a given session that they will just snap and attempt to tear someone's head off in the course of events, attacking at +4 and inflicting an additional 1d8 damage. Further such a target criticals at +2 if a critical hit is achieved.
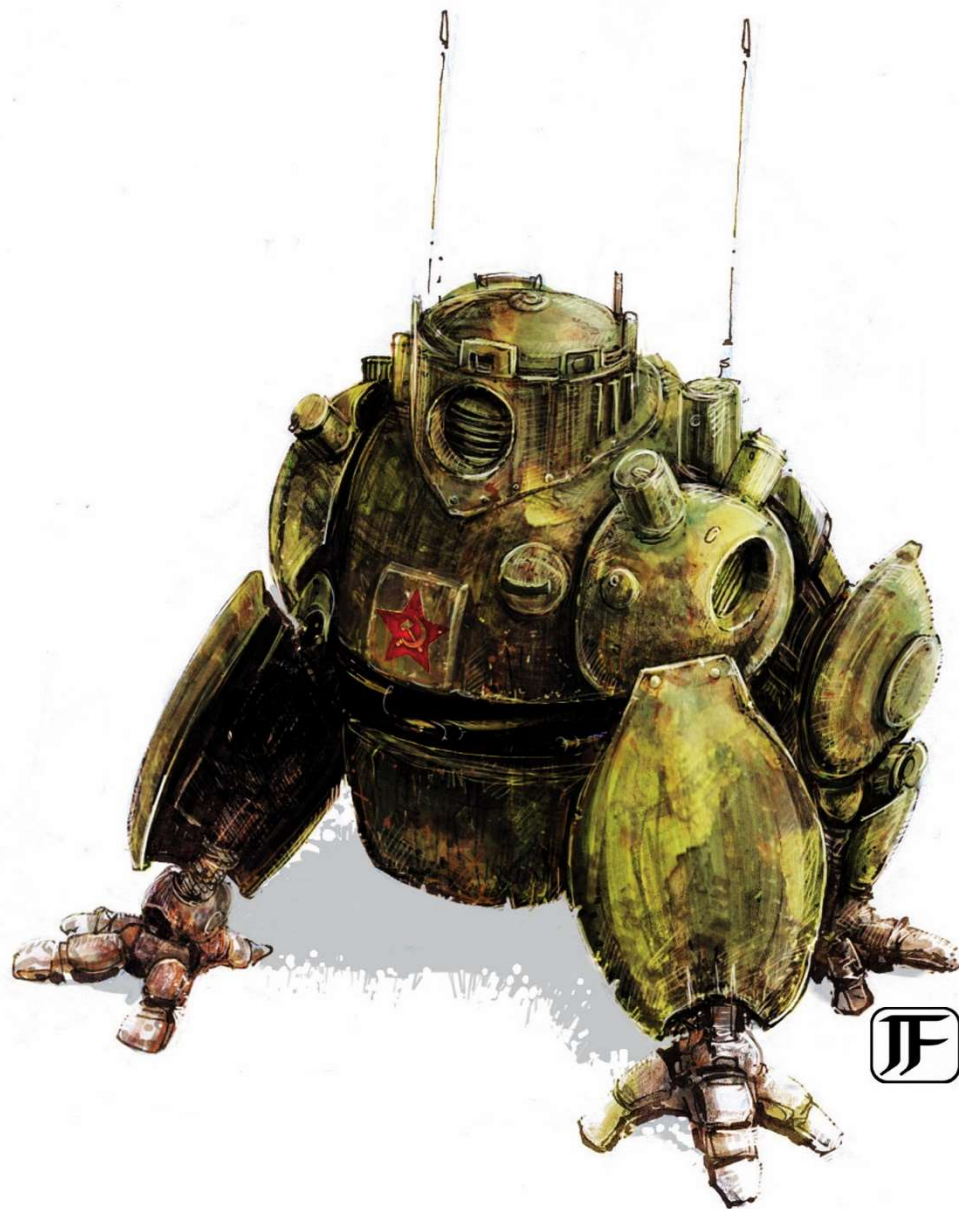
Skwee attributes of presumed uplift, descent, and/or mutation
1. +2 on Fort saves to resist disease, sickness, viral and bacterial infection
2. 2 Character sometimes loses control of involuntary body processes when stressed
3. 3 Sometimes (roll at waking 1 in 1d30) the character will wake in a far city at full hp with a clean selection of gear and the imperative to get home, often being unable to recall the previous 1d16 hours. Investigation will encounter 2d12 other Skwee who ungently encourage you to Not Look Into This. .....and then you wake up in a new city with new gear all over again.
4. 4 Character reduced to zero hit points will rise again in d3 rounds, now with 1d12 hp, and produce a weapon previously concealed within the killing wound with which to extract some radical guerilla vengeance on their slayer. The critical threshold is doubled verses this foe and any successful critical hit scores with an additional 4 on the results table.
Subsequent reductions to 0 hp do not have this affect. All roll the body checks subsequently made at -4.
5. Character has dreams of being a pale, hairless humanoid with no tail. Indeed, in times of stress or flight they may find themselves reflexively assuming the form of a primitive humnanoid (AC 10, HD 1d4, attack +0 fist (1d2) or by weapon; Move: 30' Saves +0 all. AL: Neutral) of indeterminate or unremarkable gender and sex. IN such instances they may not revert for 1d30+STA days.

Hominidae uplift attributes of descent and mutation

1. Perfect touch" – innate builder gene; character is unable to let a piece of tech in their vicinity alone without taking it apart and rebuilding it. On the plus side the being's innate understanding of imperial and related technology provides a flat +2 bonus to all related rolls. However, the character likely gives into this urge even when not consciously doing so. Judge's option.
2. Hominoid is an unusually good physical specimen. Add 1d3 ability points to strength, agility, or stamina.
3. Innately psychic – pick one of the Devotional Sciences (Empathy, Telepath, etc) all Disciplines of that DS function at +1 to psycraft roll.
4. Hominoid unusually gifted with magic and the paranormal arts. Recieves +2 spell checks on any one first level spell.
5. Unusually suited toward brachiation – even without much experience or training, the hominoid can move through forest or jungle (or other free swinging weight bearing terrain) at 15" and at their full move with a little bit of experience. Add 1 to their STR score once they get that experience as those recessive traits show increased aptitude and usefulness.
6. Hominoid unusually social; may add 2 to PERS (max 18) at character creation if desired however this activates a dormant complex in the brain and limbic systems at puberty, inclining the hominoid toward community thinking, lawful behavior, and a sense of social responsibility.
7. Throwback – someone missed a few classes in gene editing or more likely you were not the product of a planned conception. Nor, likely were your ancestors. Your body is host to a variety of congenital, throwback, conditions. You possess a vermiform appendix, are underdeveloped and sickly(by imperial standards) yet save at +1 toward toxins and environmental hazards; your HD is staged down one step on the die chain and yes this can mean your starting HD is 1d3
8. Hominoid possesses a low sloping forehead, a large bony brow over the eyes, a flat nose and forward thrusting jaw. Body is lean & muscular and quite hairy. However, at chargen add 1 each to STR, INT. HD is 1d5.
9. Hominoid is short, squat, and could pass for a dwarf under the right circumstances. They are powerfully built with great powerful jaws.   +2 to STR at chargen and know you possess a 1d3 bite attack with those powerful jaws.
10. Hominoid walks on somewhat atrophied short legs, meaning ing the tallest of them mass no more than 50 kilos. (about 110 pounds), standing no more than 5 – 5"6", with spindly fingers, soft pudgy features, and a distinctly alien, musical quality to their voices.   +1 to saves v. psychic powers, gravity and vacuum effects; +1 will saves, +1 INT, –2 AGIl

Using the existing DCC Character Classes

These rules were originally written for characters created with the DCC RPG and by design still support this usage. Your Warrior, Wizard, or Elf can find a home among the myriad sentients of the galaxy as quickly as any other – in fact they are all highly specialized with melee weapons, a trait that will serve them well in imperial space. Import characters from your DCC game or make Galaxy Black characters using the DCC classes. As time, playtesting, and lots of writing has progressed, a few points have emerged. Also new character types and (as you'll see) classes.

Some Class notes

Clerics (Agents) - While the existence of such people as Clerics is known it is not something that happens commonly. Certainly, it is not in any way representative of the imperial priesthood or any other priesthood for that matter. The relationship a cleric has with their god is special even in the wide galaxy. Maybe more so.

It is customary for one who has been so chosen to take on a new name to recognize the new life they begin dedicated to the service of their Deity. Sometimes these names come to them (sometimes they are, or are claimed to have, given by Deity themselves). In imperial society, both socially and legally, they are known as Agents. (Form: generally speaking, church title, if any, name, Agent of (deity) or such) Agents of those Gods that make up the imperial church each bear a specific item, church forged, an amulet that identifies them as such and will sometimes serve as a focal point for their divine channeling.

(The relationship between an Agent and their Church, if their Church is part of the Imperial Cult is complicated and somewhat depending both on who the Agent is and which God they serve. It is perhaps better thought of as, classically, a paladin rather than the life of a cleric. And in some senses, more Jedi Knight than Paladin. They can expect some mild cooperation from the church (they are generally obligated to put the agent up and feed/ clothe them provided they do not press their luck)

Many imported clerics do not take up imperial arms and armor but they can learn proficiency with any of either, one at a time per level gained.

Wizards and elves – will find that they must, aside from their starting magics at first level find ALL SPELLS in setting; ALL OF THEM. They do not gain a new spell on leveling unless it's a thing they are already researching.

Allow imported characters to learn one new (light) weapon per level gained.

There are thousands of traditions of magic throughout the known universe, all steeped in ancient lore and tradition of exotic and strange worlds

Friggian Witchcraft - There is an ancient (settlement era) tradition of the "conductor" an intermediary between the world of spirits and that of flesh. They develop and elaborately caricature their own ego; traditionally among the poorest of the people, they have elaborate rites for payment. Their craft most often involves herbs, incense, and smoke, sometimes dance, and ritual movements.

Ketraxian wizardry involves elaborate sun sign calculation for all casters, configuration of the "five shadows" (as a way of partitioning the soul, giving them a very late kingdom Egyptian idea of the subdivisions of the soul) Rituals and invocations and

traditions involving lots of cyclic honorings and group ritual work; adhering to the calendar (the traditional calendar) is a thing.

Thieves work fine for anyone of a criminal bent from a considerably lower tech world. For those from high tech urban environments, the criminal landscape is a bit different. For those, we have the Urban Confiscator class

Allow imported characters to learn two new (light or nonlethal) weapon per level gained.

Warriors will thrive in this environment; those native to imperial space will have all of the weapons and armors from Galaxy Black to choose from as well. Those warriors imported from a standard DCC game or other low tech survival environment can pick up new weapons and armor tech as they go; the Judge should allow two weapons and one class or item of armor to become familiar/proficient with each level.

Dwarves and halflings Can model particular ethnic groups of Imperial Humanoids. Dwarves from the Forgeworlds start (as Warriors) with proficiency with all modern weapons and armors of course. Some however, swap out their Mighty Deeds for a field Scientist's Build Die (see below); using their deed die as the Build die. In all other cases this functions as the Scientist ability.

Halflings from the Federated Neutral Zone have been swarming across imperial borders for centuries, chatting up the locals and trying to sell them things. One of them seems always to be in charge of the local Space Trader Nick's and they are commonly accused of working together against a potential customer or rube. Irritatingly some of them claim to be the Chosen People of Nikas Liet.

Change nothing in chargen but realize there is not power armor designed for them. Allow the use of any weapon they can feasibly carry and wield without consequence. Dwarves and Halflings imported from a core DCC game should be allowed to pick up proficiency with new high tech weapons and armor as encountered, three at a time per level. (Note that they cannot become proficient with armor they cannot wear).

Classes of the Imperium

Espernet Clone soldier	Psychic Healer
Gunfighter	Splinter shifter
Imperial Field Scientist	Urban Confiscator
Imperial Psion	Verkritan Flesh Hunter
Imperial Space Knight	

"Things vary by world and culture of course but in the main, clones find it rude to be mistaken for one another."

- From ***Keeping your Head Down***, *a Voyager's guide to visiting the core worlds on the cheap* by Ivyl. S. Hopp

Espernet Clone Soldier

Blood Brothers, Leige-killers, Par-twei, Warpods,

You are part of a group, called a Pod, of varying 3 - 9 (the tech cannot handle the load of more than 9 without special circumstances) clone soldiers, all decanted and trained together, all fitted (from birth) with Telempathy Link-IX biologically grown implants.

In most cases this class requires the **clonebank decant** origin, but the canny Judge will Find A Way.

HD d8 1d8 HP/level

Armor proficiencies Leather, Padded, Studded, Vac suit, E suit, Exo Suit, Reflec Armor, Ceramic Clamshell, +2 per level thereafter

Weapon proficiencies Laspistol, Heater, Needle Gun, Jet Pistol, Rocket gun, Spray Multi, Tingler, Grenades Vibrapistols, sonic disruptors, stump gun, blaster, gauss pistol, Vibro dagger, +1 per level gained subsequently

Alignment: tend toward Lawful but tank grown clones some 40% of the time immediately affect 'differentiation' even if they present as one mind. This may take the form of alignment differences.

Attack modifier – unlike warriors ESPERNET Clone Soldiers have a fixed attack progression. When fighting against a single opponent, each additional ESPERNET member present adds one to the attack roll for all clone siblings.

Entangled – Due to the unusual paraphysical exploit that this technology relies upon, for psychic and magical purposes a single member of such a clone squad counts as any other member of their clone squad. In essence, they are all the same/one person from a magical standpoint. Effects that target

Action Dice – a clone solider uses their action dice for attacks and any normal activity including appropriate skill checks.

Critical Hits – as trained and programmed soldiers, the ESPERNET puts forth those skilled in inflicting injury and casualty upon the enemy. Recall however that many parascientific weapons have their own critical hit tables.

Luck the ESPERNET clone may apply their luck modifier to any check involving aiding another member of your clone squad.

Telempathy IX bioplant – From first level onwards, clone soldiers in play may freely share *hp, luck,* information, and other intangibles freely and at will. Soldiers in such a unit are more than twins but not *quite* a single entity; some soldier groups develop quite disparate apparent personae (see 'differentiation' above?)

Judge's note: When everyone is playing a clone soldier, simply allow it to happen. In some mixed groups where one or more players are portraying clone soldiers in a larger group, then perhaps some greater patrolling of this mechanic may seem in order. However, realize that with fewer members of the squad, there are fewer numbers to be distributed.

a single person can be applied to any of them, even if touch is required and a different member of the squad is touched than the recipient.

Between these two factors, and aspects of their programming and training, all ESPERNET clone soldiers in the same family-network may freely

*Distribute attribute damage sustained by one amongst them all
*Burn luck for one another
*distribute hp damage inflicted on one across all

Twins, Cloning, and Sympathy –
The Espernet clone soldiers are an exemplary Imperial solution to a perceived need.
Unlike the real world, in the Collapsing Universe, clones possess certain additional
abilities thanks to stronger mystical laws of sympathy and contagion playing such a
large role in the Sub-ether, the Noosphere, and the way in which the two planes interact.
This phenomenon is pronounced enough to have long since been noticed by imperial
statisticians. Noticed, identified,…and exploited. There are a great preponderances of
twins working important ansible stations, both clones and twins (both natural and
medically 'encouraged') are in high demand and use by the navigator families.
There is a naturally high incidence of familial telepathy on Mars and amongst the
Martian-descended thanks to the gene shapers early use of clones for, well, everything.

Level title (by align)

	Lawful	neutral	Chaotic
0	Decant	Cadet `	Tank Baby
1	Trooper	Shiny	Tank
2	Soldier	Lieutenant	Stormtrooper
3	Sergeant	Major	Shock trooper
4	Commander	Colonel	Commando
5	Captain	Marshall	Super-commando
6+			

Table ESPERNeT clone soldier

Level	Attack	Action Dice	Crit die & table	Threat Range	Fort save	Ref save	Will save
1	+1	1d20	d12/III	19-20	+1	+1	+0
2	+2	1d20	d14/III	19-20	+1	+1	+0
3	+2	1d20	d16/IV	19-20	+2	+1	+1
4	+3	1d20	d20/IV	19-20	+2	+2	+1
5	+4	1d20 + 1d14	1d24/V	18-20	+3	+2	+1
6	+5	1d20 + 1d16	1d30/V	18-20	+4	+2	+2
7	+5	1d20 + 1d20	1d30/V	18-20	+4	+3	+2
8	+6	1d20 + 1d20	2d20/V	18-20	+5	+3	+2
9	+7	1d20 + 1d20	2d20/V	17-20	+5	+3	+3
10	+8	1d20 + 1d20 + 1d14	2d20/V	17-20	+6	+4	+3

Gunfighter

Beamers, Pistoleers, Snipers,

Despite their general illegality and the preponderance for non-lethal methods of violence in the core, the call and demand for the gunfighter's skill set is high. Legionnaires, assassins, and yes also criminals make up their ranks. Anyone for whom combat is their profession and firearms or other ranged weapons their specialty could be a prospective gunfighter.

It's not a warrior analog. They're good with guns - you know the things that are only in the book? They are proficient with a few other things but generally you are good at shooting shit and that's pretty much it.

HD d8

Armor proficiencies Skinsuits, Spacesuits, Environment suits, Aquasuit, Bodygloves, Reflec Armor,

Weapon proficiencies Club, Dagger, Vibroblade, Laspistol, lasrifle, Needle gun, Jet pistol, Rocket Gun, Spray Multi, Sonic weapons, Carbines, Disruptors, Scatterguns, Gauss weapons, Vibraweapons, Atomic Blasters
+any two additional guns gained per level

Attack modifier – Also unlike warriors they do not have a deed die. Instead, they have an **accuracy die** that works differently. (See below) While the accuracy die may not be applied to melee or other non-firearms attack, of course the (fixed) attack modifier can.

Critical Hits note that the table used changes per die involved

Speed: They gain Init. As they level (like, level = Init. Bonus; but of course, only with a sidearm or whatever) they are no faster than before when wielding a club or a Vibroblade, however.

Accuracy die- Each level the Gunfighter gains a particular accuracy die. This die may be added to any firearms or gun test at will but usage must be declared in advance, and may only be used once a melee round. The accuracy die may be applied, in whole, to the weapon's To Hit roll, to it's damage total, or to the weapon's rolled Critical result. It cannot be applied partially nor be distributed across multiple rolls, the result must be used or ignored. .

Coolness under fire – with every gained level, the Gunfighter adds one to saves to resist or avoid fear, fear effects, or the like.

Noise Resistance Whether on the battlefield or in a dingy alley gunfight in the rain, a gunfighter is used to lots of extremely loud explosions going off in their immediate proximity. A gunfighter gains an additional bonus to saves v. sonic attack equal to their Fort save. *When the save in question is a Fort save, yes that save is doubled.*

Luck – From first level a Gunfighter may declare a particular weapon or type of weapon as their preferred or signature weapon; this is either a specific weapon or a general class – pistols, rifles, shotguns, etc. they may always use their starting luck bonus in the use of this weapon

Action Dice- a gunfighter uses their action dice for any normal activity including attack and skill checks.

Rapidfire – Each round, a ready (armed and equipped) gunfighter may make an additional single attack against any additional opponent (with full action die) up to their Rapidfire limit provided each has 1d4 HD or less. Applies to any repeating, automatic, semi-automatic, or SMG style guns. Single shot weapons (more primitive revolvers & manual shotguns, etc.) cannot be used thusly.   Cannot be used with melee weapons. Cannot be used in conjunction with Mighty Deeds. Judge is the final arbiter.

Table Gunfighter

Level	attack	Action Dice	Crit die & table	Rapidfire limit	Fort save	Ref save	Will save	Accuracy Die
1	+1	1d20	D4/II	2	+0	+1	+1	D3
2	+1	1d20	D4/II	3	+0	+1	+1	D4
3	+2	1d20	D6/II	5	+1	+2	+1	D5
4	+2	1d20	D8/II	6	+1	+2	+2	D6
5	+3	1d20 + 1d14	1d10/II	7	+1	+3	+2	D7
6	+3	1d20 + 1d16	1d10/II	8	+2	+4	+2	D8
7	+4	1d20 + 1d20	1d10/III	9	+2	+4	+3	D10
8	+4	1d20 + 1d20	1d10/III	10	+2	+5	+3	D12
9	+5	1d20 + 1d20	1d12/III	11	+3	+5	+3	D14
10	+5	1d20 + 1d20 + 1d14	1d12/II	12	+3	+6	+4	D16

Why did you strike out with a gun? -Many a gunfighter has their reasons
1. Vengeance?'
2. Opportunity
3. To achieve a specific goal
4. To serve a higher calling
5. To defend

Level titles
0 Kid
1 Gunslinger
2 Shootist
3 Duelist
4 Sharpshooter
5 deadeye

Mighty Deeds of Accuracy

Beginning at second level, the gunfighter is capable of a limited array of mighty deeds; as with the warrior, these "Mighty Deeds of Accuracy" require a 4 on the accuracy die and there are restrictions upon it's use.

Those restrictions are:
The accuracy die may only be used once per round – functionally this means that, no matter what, the accuracy die may be used to attempt a mighty deed OR may be used to augment a gun attack.
Rapidfire may *not* be used in any round where the accuracy die is used for a mighty deed, successful or not.

Mighty Deeds of Accuracy & Gunplay

Accuracy Die	Result
D4	Minor acts of immediate precision are possible, blowing the lock(s) off doors, hitting a small but inanimate target under stressful conditions, firing the weapon accurately while looking in the opposite direction, etc.
D5	A humanoid or similar size/mass creature is **disarmed** via directed fire at the target's weapon; said weapon lands prone in a random direction (roll 1d6 to determine, starting clockwise) there is a 50% chance this weapon is out of reach.
D6	Hitting just the right angle to ensure a ricochet or reflection to strike an otherwise impossible target or to effect a "strike from nowhere."
D7	Pushing as button on a control console with the force of your blow from 150m while not blowing a hole in said console.
D8	Nailing the tripwire with dummy round from your sniper rifle, in high wind, 2km away

"Dangerous! Poor old Waldman. Have you never wanted to do anything that was dangerous? Where should we be if nobody tried to find out what lies beyond? Have you never wanted to look beyond the clouds and the stars or to know what causes the trees to bud and what changes the darkness into light? But if you talk like that, people call you crazy. But if I could discover just one of these things, what eternity is, for example, I wouldn't care if they did think I was crazy!"

- Doctor Henry Frankenstein, Frankenstein (1931)

Imperial Field Scientist
Gadgeteers, General Semanticians, Inventors, Parascientists, Researchers,

Raygun gothic horror - Imperial parascience is built on a solid foundation of the twin pillars of E.E. "Doc" Smith Super science and the finest newage and pseudoscience modern humanity has produced - everyone from Madam Blavatsky to Wilhelm Reich. In Search Of...meets Flash Gordon. Throughout the Imperium these disciplines are exemplified by the graduates of the imperial science holdfast on Teranaya - a basalt black pyramid-arcology at the equator, 'the Imperial Academy of Parasciences' better known as the Imperial Science Academy.

HD d6 1d6 HP/level

Armor proficiencies environmental suits, vacuum suits,

Weapon proficiencies All melee, sonics, non-lethal melee weapons,

Alignment: The overwhelming majority of graduates of the Imperial Science Academy are Lawful (83%) The remainder are Neutral and (unusual or Academics: Imperial scientists always add their class level to any Academics checks.

Luck At first at first level an Imperial Field Scientist may apply their luck bonus to any Build Roll or any roll involving jury rig dice.

Action Dice The ISA Field Scientist uses their action dice for any normal activity including attack and skill checks.

Imperial Scientist Skills *Academics* (rating) The Field Scientist can always add their level to any skill roll involving knowledge based learning. Field Scientist should have to pick a field or such; acting to build things outside your purview occurs at +5 on the DC Biochemistry, Genetics, Gravitation, Psionics, etc. (see next page over for a more extensive list)

Finally, add these together to get the Science Publication rating; rolled once annually.

Degrees – indicate the Scientist's preferred field of study and concentration if any.   All Scientists graduate from the ISA at level one with (d3+ Int modifier) degrees (see below) Builds or skill checks involving the Field Scientists' Degrees (or Publications, below) may be stepped up once on the die chain if desired.

Publication – once at the end of each Game Year or between sessions as dictated by the Judge, all Imperial Field Scientists get the chance to Publish. When the Judge calls for a Publication check.......

IF successful, the Scientist has added to the body of Imperial Parascience; in addition to the prestige, infamy, reputation, and quite possibly money and job offers this may net them, it also serves as a Degree for purposes of stepping up the die rolled, when desired.

Field Scientists also possess an **Electronic Warfare Value** Derived from half their level; this stacks with any EWV they gain from clade or other source.

Finally, once a day a Field Scientist can deal with pandimensional or hyperspatial threats ala the undead table using parascience to send them back whence they came.

Jury Rig Dice are used to enhance Academics or other knowledge checks, can be used on maintenance checks to repair, fix, or heal robots, tools, or cybernetic parts. (Who can be healed? Technowizards, Space Knights, all mech Created, Borgs).
When jury rigg dice are involved, the scientist has the option for "tech burning" a form of ability sacrifice similar to spell burn. Perhaps if used in a full Build sequence, the ability points burned become permanent losses.

Jury Rig and Building Technology The characters jury rig ability may be used to quickly assemble an item of needed technology...or to discover and build a more lasting one over time.
Such items should have listed in the equipment section a Development rating, which is the DC for the scientist to create one (in downtime or in an emergency) In general however the ratings for level one apps default to 12-14 and level two apps vary 14-18.

Field Scientist Build Sequences.
The Field scientist can always Jury rig a device for a one time use at a lower DC
Each item in the Gear table a jury rig DC (where appropriate) and a Build DC which is the target to properly design the device
Jury Rig – More hands on, more assembling from scraps
(range a d3 to a d14)
Build – more design, all forethought, simulations, testing

Build DCs - Most build DCs from around 15 – 25 (Some jury rigs as low as 12, Perhaps one or more 'impossible' devices at DC 30)

Basic set of low tech personal armor from available materials	DC 15
Most slug throwers & ballistic weapons	DC 20
Most programmable matter, hard light constructs	DC 25
Personal Force Field, Legionnaire armor, gravitic anything	DC 30

In both cases, the Field Scientist rolls their action die, plus field scientist level (1-10), plus int bonus if any.

Note the final Build DC – any subsequent modification of the device will start with its DC at that number.

On gaining a level
Field Scientists are intended to roll their luck bonus plus CL plus 1d20
If the extremely high DC is exceeded the scientist has had a eureka moment and has invented something new.

Table Imperial Scientist

Level	Attack	Action Dice	Crit die & table	Threat Range	Fort save	Ref save	Will save	Jury Rig dice
1	+0	1d20	d12/III	19–20	+0	+1	+1	D3
2	+1	1d20	d14/III	19–20	+0	+1	+1	D4
3	+1	1d20	d16/IV	19–20	+1	+1	+2	D5
4	+1	1d20	d20/IV	19–20	+1	+2	+2	D7
5	+2	1d20 + 1d14	1d24/V	18–20	+1	+2	+3	D8
6	+2	1d20 + 1d16	1d30/V	18–20	+2	+2	+4	D10
7	+3	1d20 + 1d16	1d30/V	18–20	+2	+3	+4	D10+1
8	+3	1d20 + 1d20	2d20/V	18–20	+2	+3	+5	D12
9	+4.	1d20 + 1d20	2d20/V	17–20	+3	+3	+5	D12+1
10	+4	1d20 + 1d20 + 1d14	2d20/V	17–20	+3	+4	+6	D14

Hubris rating (base rating level + Pers bonus)
>   Any 1 on a Build roll, any 20 on a build roll adds 1.
>   Possibly any jury rig roll can be made quickly - add ten to the result but take a point of hubris.

Hubris – It is difficult for the mortal mind, existent as it does in an age of such wonders, once it learns the principles that underlie everything, to not feel a rush from living so near such virtual God-hood.   For those who have graduated (Survived) the Imperial Science Academy, who regularly bend the foundations of the universe to their will, find that with every greater and greater achievement, they feel that much closer to the Prime Architecture.   The more certain you become, the less connected to reality you are.

Hubris Rating & effects

0   Normal Imperial Scientist. The temptations are many, near infinite, and the power intoxicating....but you are a sapient of strict discipline and intense focus.   You are no more – or less – prone to acting on your less ethical impulses than anyone in the Empire.

1   Your Tiny Little Minds – Why don't they understand? Why can't they understand? They're just stupid STUPID! Everyone around you seems to have taken a 1d4 hit to intelligence and they constantly try your patience with their inane questions.   Can't they ask one of those lesser scientists? You're really too busy to deal with their primate drivel.

2   Rue the Day – AT this point you alternate between periods of intense cloistered fulfillment (EUREKA!) interspersed with periods in which your colleagues become argumentative and insulting. Constantly questioning your methods, your rationale, and worst of all, your results. Clearly they are questioning YOU. You stand in their chittering midst, radiant and awesome, surrounded constantly by the least of men.   You will endure it for now, but you let none of these primitive unsophisticated hobbyist so-called scientists be an obstacle.

Social engagements becoming increasingly breathtakingly awkward affairs, and the few minds close enough to your own for you to value their presence now avoid you and optical contact with you. They must feel inadequate around you. Clearly.

If the Scientist is lawful, they may suffer a sleeping visitation from Lord Progress.

3+   Soon we will see whether I am mad or not.

Note that this point, if alignment is in use in the game, the Scientist should move one step closer to Chaotic, as it is becoming increasingly clear to them (and only them) that there is simply no one else qualified to make the hard decisions.

AT this point, once a game month, the Judge may rule the Scientist is entitled to a d4 roll on the What Has Science Wrought? Table simply to reflect a general lack of concern for the secondary effects of their research.

Judge's Note: Imperial Para (Super) Science is weird. Anytime the word parascience occurs in the text mentally think super science, and the more pulp sf and over the top the better.

Dream GINORMOUS, the very powers of the Collapsing Universe are yours to exploit!

MWAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAAHAH

Sample Fields of Imperial Parascience and Noetic Metastasis
(for determining Degrees and concentrations) **Roll 1d8**

1. **Arcanomy** – Magic specialists; one of an assortment of terms for the study of magic; allows Jury Rig die to use wizard and cleric spells on scrolls as Thieves, also use magic devices for other classes.

2. **Biomanipulation (cybernetics to body banking and onward)**
   Order of Sandor Sandor - doctor, also officer in the early Imperial Star force. A cyborg, he went on to become one of the founders of the Imperial Science Academy.

3. **Gravitics Expertise**
   Which comes with it's own unique little package
       1) High energy otherworld research (Splinters, the Planes, Transit)
       2) Naval weapons tech
       3) Splinter specialist; very much includes temporal mechanics and basic multiverse thero
       4) Sub-ether specialist -LOTS of subcategories. Many ship engineers start thus
           I.   Engineering and Ship Design
           II.   Advanced Sub-etheric research

4. **Morphic Fields and Metastatics**
       1) Brane Study
       a. Makertech, extreme and experimental materials tech Esp protomatter engineering

5. **Entropics**
   Study of the Collapsing Universe itself and similar spaces, micro & macro.
   Spiritual concepts of disintegration; advanced studies overlap with metaphysical noosphere and void study.
   Includes
   Classical material representational physics (i.e. real science)
       a. High energy physics (concentrations – energy weapons, stl drives)

6. **Noetics – psychic and psionics also Noosphere interactions**
   Psionics specialist can include psibernetics may include the Noosphere
   The Ancient Orders of Consciousness Imperial Parascience Theory
   Possibly noetics specialists can add their jury rig dice to rolls involving the use of psionic devices

7. **Paleoarchaeology and Xeno Archeology**
   Patronage of Cillithix possible
   Historical simulation and rigor
   Adaptive technologies

8. **Theoretical Paraphysics**
   A generalist group within the greater sciences,

There is a Build Failures Table (rolled a 1? Go here and roll your jury rig die)

What HATH SCIENCE WROUGHT? - Build Failures table
D12 + level +1 per point of Hubris
possibly three columns - what (which is this chart here), how much an area is affected, and who/how many are affected. (though if both are indicated below no need for multiple charts….)

1   Fail! It could be worse, still.
2   Ozone, then smoke, then fire. Possibly the device may be repaired or re-attempted with some 1d5 weeks' time
3   A destructive chemical reaction occurs (acid, fire, as appropriate to the device) destroying the constructed utterly and likely inflicting serious damage on its surroundings. Those in the immediate vicinity take 2d6 and risk further damage or injury (at least 1d4/round) by lingering.
4   Explosion – a critical error releases explosive kinetic forces inflicting 4d12 hp damage to all within 4d12 feet
5   Noetic resonations in the reaction chamber or event mass – persist for 2d12 in the local Sub-ether; planet side this will attract all manner of psychic, paranormal, and most especially just *unusual* things to the site for the duration. Shipboard It's a Bit More complicated – the resonations create a wake which allow any spectral, etheric, or traveling Sub-etheric body to effortlessly track and pursue the craft.   Add 3 to any subsequent misjump results; 5 if there are vessels or large masses of life forms (dead or alive) traveling in the wake.
6   Device discharges, melting down; Vibrations and tremors result in the surrounding structures or surfaces, affecting an area up to 1d3km wide for up to 1d30 seconds, epicenter on the device itself.
7   You have inadvertently tapped a sub dimensional realm, free floating in the metacozmik ether. Magnetic and electrical effects spark between all reactive items in 1d3x30 feet; every other person or significant item must succeed at a DC 15 Fort save or be rotated into a near identical mirror dimension instantly created from those sucked out of the science experiment. This mirror dimension is unstable and begins imploding immediately, persisting only for one hour per CL of those so "rotated."
8   Your work has called something from **Outside.**
9   Vast released metaphysical energies create freakish single effect manifesting as a miracle, spell, or psychic effect; roll 1d5 to determine intensity (level) and then determine a spell effect or psychic discipline from the list of those available at that level. The effect occurs immediately, is not under the control of the Scientist, and uses the IFS' action dice to determine success.   If the Scientist has any hubris, add their jury rig die to this roll even if they ordinarily would not be able to. The Judge is free to interpret this any way they see fit (as always).
10 hard bands of pandimensional radiations bombard the affected area (1d6x100 square yards) even as space in the affected region is momentarily folded, micro-compressed or subjected otherwise to enough strain to create warp effects. In the proximity to a natality center or pregnant organics this may create warp mutants.
11 *It lives….*Some kind of unexpected (unplanned) mutant…thing has arisen … and now escaped from, your laboratory. Surely you will hunt it. What will you do when you catch it? Tranq it and bring it back to the lab for study or dissection? Calmly

talk to the thing and try to encourage it to come with you? Shoot it dead and bring the body back?

It has the same alignment as it's Scientist creator, has the same HD as its creator, and if for some reason a need to derive statistics for it exists, use the creator's but reshuffle them a bit.

12 *Crazy, am I? We'll see whether I'm crazy or not.* Your Experiments are altering the local biosphere; perhaps you are mutating the local population or wildlife or creating conditions for an environmental catastrophe, or you have released so many test subjects back into the wild that the slight alterations to their basic makeup has nonetheless stacked up.

Nonetheless, locally things take on a very...you cast. Investigators will eventually come. And likely as not they will have no problem finding who did it and where you are.

13 *What Have You Done?* An experiment released a tad bit of ionizing radiation into the local atmosphere, killing 1d4 x 1,000 sentients in the immediate area (unless there are less than that number in which case it's like a biocide bomb went off);

14 *Micro singularity* All matter, and energy are drawn to a point (randomly determined on a d6 clockwise, radiating outward from center of intended effect) subjecting everything in 1d6x100 yards with coruscating waves of psychokinetic and gravitational force.

–Everything organic in area takes 10d6 and must make a Fort save (DC 20) to avoid system shock from the concussive force.

–Everything inorganic, including mechs, synthetics, robots, but also vehicles, structures, and the like, take 10d4 points of concussive damage

The micro singularity is self–repairing, it will collapse in on itself in 1d3 rounds; until then however, each round those in the affected area must beat a reflex save to avoid being dragged into the singularity itself, spaghettified, and lost forever. Determine the DC for this by rolling 1d20+5. Each round the DC goes up by 1.

In the aftermath of the singularity collapse, all remaining semi intact structures will likely collapse in a further 1d2 rounds, if not immediately. Unless the area remains depopulated, an area ten to twenty times larger (1d10+10) than the affected area will be subject to a lingering phenomenon. Over time mutants will be born to organics in the affected area, displaying traits native to other Splinters and the Near Planes, as if somehow those places were intruding on the waking material world somehow.

15+ *there is a flash* in a crackling sizzle all involved vanish immediately taking as little (1d4 radius) or as much (1d10x50km) of the surrounding reality with them. Are they dead? Are they gone? May they recover?

Imperial Space Knight – the celestia numina

Borg-knights, cyber-knights, Ghost slayers, Oathtaken, Robo-knights, spectres, Shell knights

Volunteers who undergo a special process of neural training before being fitted for a space knight frame - a cybernetic over shell that is more than armor but stops just shy of being a full conversion cyborg.

After the invasion of the world of by hostile spectral forces it was decided that a force would be created, dedicated to dealing with sub-etheric threats and spectral phenomena....and would be able to both persist amongst it and combat it on its own terms. IT would have to be tough, both mentally and physically.

Full Conversion Psiborgs

ISKs are volunteers, screened from millions of applicants, who are chosen to undergo rigorous physical and mental training before full psiberneticisation takes place.

As Full conversion cyborgs, Space Knights can perform equally well in a vacuum as in atmosphere, and has no need to eat (though may still desire to; possible still able to do so by way of a variety of means)

From first level on, they are functionally brains in jars, large amounts of their anatomy either in stasis, cryogenic storage, or perhaps off to the imperial body banks. Indeed, some space knights may be motivated by the promise of a new, possibly custom body, after a century or more of loyal. Imperial service, standing on the front lines against threats spectral and etheric.

Regardless of damage or injury, a Space knight requires 1d3+3 hours of non-conscious power cell regeneration. As psibernetic organisms they derive their power cells from

As full conversion cyborgs, space knights are immune to the poison and drug loads inflicted by needlers save on a critical hit. Gasses and other airborne agents are also ineffective against the environmentally sealed knight-armor.

Space knights roam the space ways and by both practicality and tradition travel aboard starships for free, though always with the pledge to defend the vessel from the Sub-ether's horrors.

HD d12

Armor proficiencies Imperial Space Knights do not need or utilize armor other than themselves. At first level, fresh out of initial conversion, the Space Knight begins with an Armor Class of 18 (see below) This subsequently improves with levels and advancements in skill, technological upgrades, and improved analytics in the controlling software inhabiting the psionic cybernetics that have replaced over 80% of the character's previous body.

The Space Knight's Armored body does repair itself, slowly, at a rate comparable to normal healing.

At first level the Imperial Space Knight's armor gives them a starting AC of 18 (modified ONLY by raw Agility or magic / other supernatural augmentation). The character possess an incidental immunity to vacuum by way of a fully enclosed life support / power system. The Space Knight's vision extends beyond the normal range of visual light, affording them 20' of infra and ultra-vision. At third level the range on these expand to 60' and at 5th to 100';

Weapon proficiencies

Energy Blades – All Space Knights train extensively with Vibro blades, Vibro daggers, Vibro swords, Galvanic sword, Force swords, and Power swords, At first level the new Space Knight may declare any weapon (it need not be an Energy Blade but most commonly it is) as their specialty and thereafter receive a +1 bonus to hit with its use. Most commonly this is either the weapon they began with as Zero levels, or a specific weapon they trained with extensively during their time as a squire

Weapon-like abilities

The neutralizer – which projects a wide cone shaped field that dematerializes Sub-etheric entities and forces them back to the Sub-ether.   Any Spectral, undead, or Sub-etheric being in the affect area of the Neutralizer in operation must make a Fort save (DC is 15+the CL of the Space Knight) or suffer it's effects.

Analyzer – a highly advanced sensor device and simple AI system (similar to a 'daemon' – the data constructs possessed by all coreworlders) to record and interpolate all of the Space Knight's onboard data.   Can identify magic items, psionics, the use of magic or psychic powers, and the presence, strength, and number of any undead, spectral, or Sub-etheric entities. Anything that derives from or via the Yin plane will at least ping on the detector. *When not in use, the Analyzer dematerializes and remains 'adjacent' in a pocket connected to the Noosphere.*

The analyzer allows the Space Knight to add their attack bonus to all tests involving detection and analysis of spectral, ghost, and Sub-etheric forms.

Attack modifier – Space Knights have a fixed combat progression.

Critical Hits – note the particular progression is atypically weighted.

Luck At first level the new Space Knight may add their starting luck bonus to

Action Dice – an Imperial Space Knight uses their action dice for any normal activity including attack and skill checks.

In extreme circumstances, up to 40 Space Knights can deploy rapidly in "cyber-sleep" in a dedicated Sarcophagus class transport. Cyber-sleep allows a constant updating and upgrading onboard software, as well as linking the Knights into a datalife simulated world where they train, coordinate, and drill for the coming battle. They hone their skills, test their mettle, and engage in acts of both foolhardiness and comradery. Further, this allows the ship to maintain but minimal life support so that the onboard AI navigator can travel at extreme speeds for maximal rapid response. Such vessels are known to be fully fitted in military fashion against all Sub-etheric, spectral, and undead threats, and such Knights deploy with a full and fully integrated load out of counter spectral anti-wraith technology.

Electronic Warfare Value - Largely as a precaution the space knights receive extensive training in resisting Electronic Warfare attack.

Further, their bodies are hardened to resist such attacks, and do so at +4 to the attacker's DC.

Blaze Dice - At first level, as part of the space knight's frame training with their new body, they learn the basics of channeling cosmik and other forms of counter spectral energy; in part their psibernetics frames are designed to absorb, channel, and direct such Sub-etheric turbulences.

Once a round, the Space Knight may utilize their blaze dice to
- Augment damage to its energy blade or other counter spectral frame weapons
- Augment critical hit results when applied to undead or spectral threats
- Absorb/neutralize an equivalent hp damage when inflicted by an undead or spectral threat. This can be used in self defense or to defend another.
- Augment a nearby psion or psychic healer with an influx of supercharged life energy, adding the die results to a single use of a psychic discipline.
- Channeled and discharged as a 'wave blast' – a cone shaped (3x5) or radius (15') effect in which all blaze dice are discharged in a wave of purifying energy, inflicting points rolled as damage to all undead, spirits, and spectral beings in the affected area, though particularly potent individuals are entitled to a Fort save (DC total blaze die roll plus CL) for half damage.

Table Imperial Space Knight

Level	attack	Action Dice	Crit die & table	AC	Fort save	Ref save	Will save	Blaze die
1	+1	1d20	D4/II	18	+1	+0	+1	D3
2	+2	1d20	D4/II	19	+1	+0	+1	D4
3	+2	1d20	D6/II	20	+2	+1	+1	D5
4	+3	1d20	D8/II	21	+2	+1	+2	D6
5	+4	1d20 + 1d14	1d10/II	22	+3	+1	+2	D7
6	+5	1d20 + 1d16	1d10/II	23	+4	+2	+2	D8
7	+5	1d20 + 1d20	1d10/III	24	+4	+2	+3	D10
8	+6	1d20 + 1d20	1d10/III	25	+5	+2	+3	D12
9	+7	1d20 + 1d20	1d12/III	26	+5	+3	+3	D14
10	+8	1d20 + 1d20 + 1d14	1d12/II	27	+6	+3	+4	D16

Space knight - who were you before table (optional)
Warrior – soldier, constable, or other defender of the civilization
Faithful– dedicated believer, member of the clergy, monastic,
Artist – sculptor, graphic artist, holography shaping
Scientist – astronomer, ecologist, thanatologist,

Why did you become a space knight?
To protect the common good and the citizenry
A Sense of moral or ethical obligation
To escape an otherwise inescapable situation
Fear of death, as a means of immortality

Meanwhile at zero hit points
Space knights are made of strong stuff, comparable to a fully armored legionnaire in some respects; also, they are not strictly speaking mortal any longer in some respects – when they are reduced to zero hp they cease functioning. If/When they are revived from such a state, instead of the rolling the body check roll a dX and consult the table below, adding their character level.

D3 or d5 + up to 10
1   **Lucky.** With a flash of processor lights, the Knight Rises, ready for battle.
2   With a nice **new dent or permanent 'scar'** to its frame, the knight rises with the loss of 1d3 additional luck
3   The hand of **the void touches your soul** – Accept a permanent -1 hp/HD possessed immediately, and the knight rises. Otherwise survive a DC 20 Fort save or die from system shock at a critical moment.
4   Ser knight is **locked into a regeneratio0n cycle,** rising at full hp in 3d30 days.
5   Thru brain trauma or malfunction, the knight is locked in cyber **sleep for 1d3 years**
6   Brain Shock – the organic brain reels in shock from the trauma of death.
7   **The Knight rises forever silent.** Denied or denying their power of speech?
8   **Robomind –** some secondary system backups retain vague identify and functional purpose of the deceased. The body lives while the brain lives on only in memory. The robotically risen will persist for 2d6 days +CL or until a single stated purpose has been achieved.
9   The cyberframe psi-circuitry stirs with life from – the mythical Vacuum mummy rises; moved equal much by that which ties the dead to the living as the void; If encountered thereafter in the course of play, any servitors or powers of the Ghost Fleet will dogpile such a creature, throwing endless riotous injury upon it until it falls a final time.
10   **Shell compromised** – the knight rises, alive, but their delicate inner organic parts are exposed to the outside air. Death will arrive in days from bacterial infection if not sooner. Criticals are scored v. the character at +4
11   **Locked in cyber sleep for millennia, until such a time as the system needs a champion……**
12   **Neural swelling –** body remains, persistent, while the brain is swelling. Consciousness –and madness – follow in 3d12 hours. Maddened 'borg will likely go berserk and attempt to fulfill one purpose mindlessly, regardless of its applicability.
13   Cyberlobotomized – the body remains but the mind is largely gone, perhaps physically missing. -1d12 to int, & pers as the necrotically animate hulk lurches forward dead but walking……add 1d4 Sta and any additional hp gained from this.
14   **Bodily assimilates** nearest source of advanced electronics, directly absorbing up to the character's mass in spare parts, regardless of source.   Nearby robots are likely first to be scrapped and their parts incorporated.   Knight wakes after.
15   **Body is scrapped –** but the brain and power cells, fed by terrible will, live on. Will require aid, 2d6 months of repair time, and a source of scrap metal and parts but the knight can be rebuilt.

Imperial Psion

Mentalics, Psychics, Psychers, Psions,
Dedicating one's life to the pursuit of one's psychic potential is a commonly stated goal in imperial life, albeit one seldom observed to be followed through on. Training is much easier earlier in life when the mind has greater neuroplasticity, and in some strains of life it is said to decay with age if untrained. Nevertheless, a rigorous mind-body aesthetic is pursued even in the most intellectual of training houses, which come in a startling variety of forms – some are corporate classrooms, some are 'accredited psychic instructors' selling you their brand of spiritual Kool-Aid, and some in actual monasteries on isolated moons or asteroids living in seclusion, but ultimately all of them are licensed by the Imperium or are close enough in practice to fake it. The early years of training are the worst and the least productive, especially as one has to weed out those without the proper discipline. Meditation and a variety of means of attaining altered states of consciousness both with and without various aids or guidance are par for the course. Psions are expected to study and know their innermost selves...so that none can use it against them. Not all take to this active practice of psychological discipline, but most pay it at least lip service.

HD d6

Weapon & Armor proficiencies
Vacc and e-suits, simple melee weapons, needlers, any three others.

Ability bonuses: An Imperial psion gains an additional Discipline if their Intelligence rating exceeds 12. An Imperial psion gains an additional daily manifestation if their personality rating exceeds 13.

A psion adds or subtracts their Pers bonus to psi craft checks.

Luck – A psion may select one discipline known at first level and add their starting luck bonus to the use of that Discipline. This is known as their breaking out ability and is presumed to be the first psychic ability manifested prior to or during training.

Special abilities (gained by level)
Eidetic memory: at first level, a trained psion can with a round of concentration, recall any fact they have heard, read, or experienced regardless of detail, though the Judge is the final arbiter if a given thing can or cannot be recalled.

Disregard system: at third level, the experienced psion can at will ignore the side effects of a given drug for a single round, and may persist with this for additional rounds, provided a Will save is successful (the Judge will base the DC based on toxin or drug potency) up to their Int bonus in rounds.

Psi check – the Psion's first action die can be used for manifesting Disciplines, attacks, or other conventional actions. The Psion's second and subsequent action die is reserved for psychic abilities only.

Max discipline level – at first level an Imperial psion is limited to First level Psychic abilities. At second they are limited to first and second and so on, up to fifth level where all such abilities are possible.

Number of Disciplines Psychics are trained in what are called Psychic Disciplines, rigorous and repeatable phenomena that are known to exact a high toll on body and mind. AT the beginning the psion is trained in only two disciplines, and thence left to develop in the direction or directions they see fit. Disciplines are grouped into 6 broad categories that later allow specialization as Devotional Sciences.

Table Imperial Psion

Level	attack	Action Dice	Crit die & table	Disciplines	Fort save	Ref save	Will save	Manifestations
1	+0	1d20	D4/I	2	+1	+0	+1	3/day
2	+1	1d20	D8/I	3	+1	+0	+1	5
3	+1	1d20	d10/II	4	+1	+1	+2	7
4	+2	1d20	D12/II	5	+2	+1	+2	9
5	+2	1d20 + 1d14	1d14/II	7	+2	+1	+3	12
6	+3	1d20 + 1d16	1d14/II	10	+2	+2	+4	13
7	+4	1d20 + 1d20	1d16/II	13	+3	+2	+4	16
8	+5	1d20 + 1d20	1d20/II	16	+3	+2	+5	17
9	+5	1d20 + 1d20	1d20/II	17	+3	+3	+5	19
10	+6	1d20 + 1d20 + 1d14	1d20/III	19	+4	+3	+6	23

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Manifestations per day
Most psychic disciplines exact a toll even on the trained user.   Each use of a psychic discipline is called Manifesting, and at low levels Psions are very limited in the number of times they may manifest one of their disciplines a day. However, many, especially lower level disciplines, do not charge against this limit if they only achieve moderate results on the psi check. (This will *always* be indicated in the text, otherwise this does *not* apply.)
Psions may utilize psionic devices as an end run around their daily manifestations limit, especially at low
levels. Indeed, they may do so at full dice if the psionics replicate a discipline they already possess (If they have telepathy and have a telepathy device, then they may use their full dice without fear of losing one of their precious daily manifestations, frex). HOWEVER, they derive no experience points for doing so, or at the least, none for psychic activity. One who relied upon such devices for an entire level's worth of experience points might find to their horror that they had accrued no such xp but that is an extreme example.
But this is a reason why psions bother with psionics at all.

Hidden and Wild talents for Imperial Psychics (1d12)

1. **Machine Empath** – the would-be psion has an innate knack for interfacing with and understanding the Created, sapient or otherwise. This provides a global +2 advantage to psi checks involving machines, robots, droids, synthetics and other Created. Alternatively, you have **Organics Inpath** – the machine psion has an innate (emergent or designed) knack for interfacing with and understanding the various meat creatures around them, sapient or otherwise. Provides a global +1 advantage on psi check rolls involving organics, animals, genetic constructs, and the like. Other mechanicals may grief you for your understanding and comprehension of "wet logic."

2. **Natural Healer** – you begin with double the normal hit dice and are the exemplar of health. If your stamina rating is 12 or less this ability is dormant within you until such a time as it is raised to 12 or higher. All healing actions are at +1 (this applies equally to all Psi check , spell check, *and healing die rolls you are able to deduct this or add this to rolling the body checks, whichever would be more advantageous.* However, vampires and other haemovores will find you *irresistible.)*

3. **Numinous** – philosophical and spiritual matters come easy to you and you have a hard time not interpreting life's events as part of some general "plan" – your corona has a perpetual silver-gold halo to it, which may seem to attract people in need of aid or direction. Many clerics may be drawn to you. +1 Psi check checks involving empathy or telepathy (not both).

4. **Alien telepathic contact** "Sending it to you with my brain elements." An alien being comes to you in your sleep and shares with you many internal and ancient secrets. What is it? What does it want? It can be consulted nightly but it will take no action save to communicate with you and you alone.

5. **Splinter Twin** – you are in empathic or telepathic contact with a splinter-twin, a variation of yourself in a nearby Splinter; you likely have shared this connection since childhood and whatever relationship you have with the other you is probably a defining element in your life. You sometimes share perceptions and feelings but often you speak, being able to do so as easily as you make yourselves privy to one another's thoughts.

6. **Ancient curse** – Even today some psions descend from pre-ancient bloodlines of their kind, and some of them are the inheritors of curses or perhaps a family haunting. You will have +2 to Psi check checks dealing with magical or lore based curses / ghosts and undead (respectively). You likely have access to a body of family lore that the other PCs probably do not have, much of it very *very* old. However, you have a ghost or other thing that shows up to do whatever it does to bug you, regardless of what you're doing. Or you are cursed. Neither is much fun.

7. **A time before** – Some psions come to believe, or have always believed, that they were someone else in a life prior to this one, and often many people, in many eras. Some seem to be on to something, others seem very much to be 'out on a limb.' In any case, the Psion seems very knowledgeable about a period of pre-Imperial history, obscure or infamous, and interacts with that era psychically at +2 regardless of intent or effort. It just seems to come to them.

8. **Integral mentor** – you have a voice in your head, but thankfully it seems to be real in some way as it advises you on, at least, your area of psychic ability and related matters, though likely it has one or more other subjects it simply will not shut up about. It may be an implant or a forked consciousness, an infomorph, or a backup of a dead mentor. Either way, you have a constant companion that speaks with you, imparts (useful) information to you and is constantly getting you into trouble for talking to yourself. At least once a day you should be able to get its attention and consult on a matter in its field; the Judge should be aware that unless worked out

otherwise in advance the being (whatever it is) is not under any obligation not to lie. It must be role-played.

9. **Ansible dreams** – The psion occasionally will find that their dreams are not their dreams, but dream images generated by contact with the nearest active Ansible beacon; on some subconscious level the character has the ability to tune into the things and so sometimes wakes up with the equivalent of a newscast or info burst in their head but rendered initially all entirely in symbolic logic. Can be (and should be) very confusing at first. Judge is encouraged to give certain ansibles that the character will be traveling past repeatedly particular temperaments, allowing a clever PC to use these to their advantage in future encounters.

10. **Psionic data daemon** – You come from a high tech, high population imperial world where electronic assistants called data daemons help those imperial subjects manage their 'information rich' environments. Yours however is also psionic in nature and so it can keep performance metrics, monitor activities, and also advise you on the use of your psychic powers. In a dire emergency it may be able to activate psionic devices or certain psi powers in the event the character is incapacitated somehow, but this is entirely at the discretion of the Judge.

11. **Natural medium** – perhaps it's inherited, perhaps some strange mutation. You are a natural channel for the dead and Sub-etheric energies in general. +2 Psi check to all Seer Disciplines. You begin with an untrained inexperienced (d12) version of the third level discipline Channeling but have been advised to not use it. Should you gain that discipline in full through gameplay however, you enjoy a +4 to psi craft rolls to use that Discipline. Regardless, you enjoy a +1 Psi check roll on *any* efforts to interface with, channel, or tap the dead, Sub-etheric creatures, or the Sub-etheric plane. You have likely been haunted by one or more dead things for all or most of your existence (at least since gaining this ability) and it may have affected your worldview. Likely you can see into the local Sub-ether at will. Machine created are likely running advanced Spiritware or there is a non-local corruption in their early neural net – which is to say, the code has mutated. The results are the same. Bonuses always apply but are not cumulative.

12. **Rogue Tumor –** You may think of it as a mutation, but you have a small, pulsing tumor in your brain that stimulates your psychic abilities. You are frequently beset by headaches, nausea and migraines but enjoy +**6** to your Psi check rolls. Every 2d14 weeks, the Psion must made a (DC 8+CL) Fort save to avoid the tumor…growing. If you succeed, all is well, and nothing changes. If you fail, the tumor swells, inflicting a point of perm. Int or Pers damage as well as perm 1d4 hp damage. Thereafter the psions bonus to Psi check is now +7. Each successive failed save increases this bonus by one. Each successive failed save increases also the ability damage inflicted by one and the hp damage by a die step. These are permanent losses until and unless such a time comes to pass that the tumor is removed. If the tumor is removed the Psi check bonuses will dwindle during the recovery time until eventually the psion receives a +1 (and only +1) from residual toxins in their system. Thereafter, once a game year or when a level is gained, the same fort save above can be made to resist the tumor resurfacing, at which point the process starts again. The perm hp and ability loss suffered from the tumor *cannot* be healed or permanently restored until the tumor is removed.

13. Visible manifester - The character gains a permanent +2 on all psi checks; however no matter the power, their use of psychic discipline always has visible SPFX signs that it is occurring.

14. **Cosmopathic Proclivity –** Be it fate, karma, genetic predisposition, or purpose of manufacture (or some nexus of the above), the psion is really really really suited to one particular variety of psychic activity. See the Cosmopathic Proclivities sub table.

Cosmopathic Proclivities - For Psions and Psychic Healers

1 Tap the One – sometimes, there are those who manage to come back from the Ego Death from a Total Perspective Vortex, or from being expanded to such a scale that they recognize their homeworld is but an electron screaming in the void around an atomic nucleus somewhere deep within an enormous red and purple spider.....and sometimes those whose mind and context mapping have been well and truly blown may hear them. Other voices. Billions of them. The Onesong. The onesong can be tapped, can be invoked, can be consulted. The Billlionmind can be consulted on matters trivial and titanic. If no one else knows it, maybe they can tell you. What is the One? The One is not a god being or macro intelligence, at least not in the traditional sense. No, rather it is the collective perspectives of countless billions of sentient minds who have inadvertently cried out into the void between universes. Literally it is made of those throughout infinite time and space who are all trying to consult the one in timeless infinity. The One is made of those using it. However as the One is made of those from countless different universes and material-energy states, the amount of data that they might know, mathematically, approaches infinity.

2. Systems Combat Empath – essentially a projecting empath, but made stronger with training, discipline and possibly harsher methods, and trained specifically to deal demoralizing damage - such a character would infiltrate the enemy, isolate who the important people are, and then slowly feed each one small but increasing doses of despair and hopelessness.
Vicious but non-violent and very effective.

3. Astropath – group minds of telepaths can boost ansible signal strength and sensitivity, create community minds or whole world mind-networks. You are no stranger to such, orginating from or having much experience or inclination toward such.

4 Reader secrets are impossible around you, they seem to be drawn to your mental ability of their own accord. Whatever is repressed calls to you, whatever is hidden whispers.

5 Survival Adept – Perhaps some (X percent) of Psions once trained or put into a life or death situation find that they possess a particular predilection or gift for one or more of the devotional sciences. Likely you had a traumatic "breaking out"

6 Kineticist? Even as children, these psychics were less inwardly forcused on their minds and more ... distracted by the phenomenal universe, some by exterior phenomena, and some by the wonders of their own body.

7 Gestault is a Telepath who is especially skilled in the use of the Meld disciplines (Meld disciplines are Kything, Group Coordination, Mind Meld and Empathic Healing) many of them native to group minds and telepathic families.

Thoughts are as clouds in the sky,

do not try to pursue them all

Psychic Healers

Empathic Healers, Faith healers, psychic surgeons,

Advanced empaths who create healing auras, manipulate their corona, render themselves invisible to mystic detection when desired also shielding basically Some are graduates of the great green robed healing schools of the Empire, of which there are many, more toward the imperial core. Others, mysteriously, seem to emerge into their abilities on their own. Some cite some sort of 'ancestral knowledge' and yet others claim to be driven to do so by the actions of past lives.

HD d8 HP/level

Weapon & armor proficiency No armor proficiency beyond environmental and vacuum suits (and the like). , Knives, daggers, Needlers, non-lethal melee weapons, paralysis (tingler) weapons

Alignment: any; psychic healers can be found anywhere along the alignment spectrum

Luck –a Psychic healer can always add their starting luck modifier to their healing rolls if desired. Additionally, a Psychic healer may spend a point of their luck in order to fuel a healing die for a single target.

Action die – The first action die is for actions, attacks, and conventional things as well as using it for Psychic Manifestations (which for purposes here includes the healing power of the healing die) of the healing die.

Diagnostic Trances (level one)

Cellular Attunement Trance – the healer is learning to bring their own biology into sync with the biorhythms of other life forms, entering a trance. The healer is at +1 to use contact psychic disciplines and other abilities while this trance is in use. They may understand their patient's needs and communicate with them regardless of language barriers or even lack of language. At level two this ability stacks with Body Probe.

Rapport (a limited surface esp./empathy power) – the healer has learned to synchronize their halo-like Cornoa with that of a single other individual. They get a general sense of well-being, emotional state, and level of urgency or anxiety. At level two this ability stacks with Body probe and Energy Medicine (for which it is the basis).

Advanced Diagnostic & Repair Trances (level two)

Body Probe – the healer has the uncanny ability to, regardless of medicinal training, somehow "see" into the body and it's inner workings, though admittedly from an orgonne and life energy standpoint. Nonetheless, with concentration and focus, the Healer may detect the presence of toxins, parasites, infestations, tumors, internal injuries, foreign bodies or substances, cancers, or other signs of imminent death of trauma. This is primarily a diagnostic ability but can easily be used for other ends. For each round spend examining the subject, subsequent healing arts receive a +1 on the dice.

Energy Medicine – allows them to restore minor ability damage and on a low level wield positive material/energy, as well as interact with a body's orgonne energy; this allows them to heal ability damage, and aids recovery from brushes with things like vampirism.

Psychic Healing Die – 1/day per CL the psychic healer may use their healing die to boost or replace a manifestation of healing power.   The result of the healing die is added to the healing result.   The boost may be used to aid another's healing efforts.   Moreover, every time the psychic healer heals someone, or uses their disciplines and abilities in the therapeutic or medicinal aid of another, they may add their healing die to the roll.

Table Psychic Healer

Level	attack	Action Dice	Crit die & table	Disciplines	Fort save	Ref save	Will save	Healing Die
1	+0	1d20	D4/II	2	+0	+1	+1	D3
2	+0	1d20	D4/II	3	+0	+1	+1	D4
3	+1	1d20	D6/II	5	+1	+1	+2	D5
4	+1	1d20	D8/II	6	+1	+2	+2	D6
5	+2	1d20 + 1d14	1d10/II	7	+1	+2	+3	D7
6	+2	1d20 + 1d16	1d10/II	8	+2	+2	+4	D8
7	+3	1d20 + 1d20	1d10/III	9	+2	+3	+4	D10
8	+3	1d20 + 1d20	1d10/III	10	+2	+3	+5	D12
9	+4	1d20 + 1d20	1d12/III	11	+3	+3	+5	D14
10	+4	1d20 + 1d20 + 1d14	1d12/III	12	+3	+4	+6	D16

Anti-death equation and exorcism
In a pinch, (again, once a day per CL – this counts against the Healer's total number of daily allowances) the healer can channel tremendous quantities of life energy through their etheric body to inflict direct personal injury on undead and / or anything composed, in whole or in part, of negative energy.   The results of the Healing die are applied directly as damage to any undead in physical contact with the manifester, or are applied directly to augment melee weapon or hand to hand damage. If used against the possessed only the possessing entity receives the damage unless the host is also comprised of negative energy, in whole or part.

Psychic Disciplines available to them
1   Empathy, Kything, Psychedelic Shield, Psychic Shield, Total Self-mastery (5)
2   Autosuggestive Obfuscation, Coronal adjustment, Psychic Healing(aura), Psychokinetic Shield, Psychic Obfuscation, (5)
3   Empathic Healing, Psychosurgery, Remote Control (3)

At first level a psychic healer must choose two disciplines; with each level gained thereafter one discipline will result from training, experience and hard work. The other available slots must be filled by finding the disciplines in game. Note that even without training, a Psychic Healer who makes it all the way to 10th level will have intuit-learned all but one of their available disciplines anyway.

As with Psions, the Max discipline level for a psychic power is equal to their CL; at first level a Psychic Healer is limited to the use of First level Psychic disciplines. At second they are limited to first and second. At third a Psychic Healer may draw from their whole Discipline list.

Psychic focus – perhaps more so than other psychic characters, some psychic healers invest much of themselves into their own, often peculiar beliefs.
Derive a belief set from the appropriate tables in the Metaphysics chapter, work out a code derived from it.   Such a character adds 1 to their psychic checks, globally, so long as they remain consistent with their beliefs.
Penalty – for such a character any strain results achieved are checked at +2, as the character on some level penalizes themselves for their own transgressions.

Most imperial urban centers have a plethora of energy clinics which exist to make most stat recovery a minimal issue, but of course this only benefits those who remain well within imperial bounds.
On some worlds, psychics can usually quickly duck into a small obelisk shaped kiosk on my major street - orgonne accumulators. Measured into units called bions

Note: This is a VERY narrowly focused character class specifically catering to the niche desire by some players (this author included) who genuinely enjoy playing field medic healbots. If this is a playstyle you enjoy, this may be a class for you.
They are also for folk who like the challenge to trying to play a non-violent – okay "non-violent" character in DCC. *Good luck with that.*
Tell us how it works out if you do it. dreaminggynoid@gmail.com

Splinter Spinner (or splinter-shifter)

d-hoppers, Dodgers, Spinners, TDBs (TransDimensionalBeings),

Not well known though they have many names in the Empire; sometimes there are those born to imperial worlds that possess a kind of "strange karma" - their early lives characterized by intense warps of luck, and fate, and oft not the benevolent variety.

Splintershifters are a class apart; they draw their zero levels from those seemingly "pre-selected by fate" e.g., those determined at chargen to be zero level (class name)s'

All of their abilities are based on luck and the expenditure thereof. Like Halflings and Thieves, they use luck differently than those around them. Unlike those classes, they use their luck to power fundamentally 'other things'

HD d6 / level

Weapon & armor proficiency – minimal, Basically light armor and one headed weapons, clubs, staves, saps, vacc and e-suits

Alignment: theoretically any, as a practical matter this class produces individualists who follow their own path, so Neutral is the most likely. Spinners with a strong ideological commitment to Law or Chaos are rare but they do exist.

Luck Spending luck;At any time, a member of this class may, in proximity to a clear unbroken reflective surface spend a luck point and leap "into" the reflection. To all appearances they will seem to become their reflection and then that reflection will be seen to act differently before "departing."

In game terms this allows a shifter to affect transit to another Splinter, in a manner controlled or uncontrolled. Alternately this ability may be used to enter the *World Between (*see below*)*, through which such travel takes place in any case, instantly or otherwise.

Action Dice can be used for attacks and any normal activity including appropriate skill checks.

Spinner abilities

Probability Sensitivity - Shifters can sense the 'significance' of things, in so doing detecting the relative "probability weight" a given person, place or thing possesses. The fated, the destined, the preordained, stand out to the Shifter. At the Judge's discretion this can include sensitivity to when a being is spending or risking luck.

Strange Luck - At first level and thereafter, the traveler may spend a single luck point that is considered spent "for the day" - during which time they will manage somehow to "get by" regardless of money or gear.   Simply through seeming blessings of fortune and fate. *If they spend any actual money this effect is broken, and the luck point is gone.*

The World Between / the Backdrop
The backdrop is an "in between realm" made up of varying windows into alternate avenues of experience, other eras, other material planes, and all the myriad splinters of their own "native" universe. It appears as a maze of endlessly shifting mirror, windows, walls of pure light, and shadows.

Path Perception
At second level either through training or direct experience, the mirror walker comes to understand that there are strange positive energy 'flows' through the various 'mirrors' perhaps suggesting that as their origin. Some theorize these are pathways whereby preincarnate souls make way for where they are to go. These pathways are guarded jealously by those who find them. By learning to follow these flows, the splinter shifter can never be lost,

Trackless Step
At second level the Shifter leaves no permanent physical trace of their passing, making conventional tracking impossible.
Once a day they may shortcut through the World Between to cut down on a traveled distance, *leapfrogging* up to 360 feet +10' / level
Possibility sifting – By spending a single luck point allows the shifter to shift a single action die up or down the dice chain one step. This can be used on others, but they must be known to the shifter and they must be in contact with the target to be affected.
Crystal reading - At third level the traveler learns the ability to 'read' crystal facets, and in some respects this opens a new world for the character.   They may freely use psi crystals even those dedicated for psions. They may 'read' the contents of imperial data crystals.
Rear Spy eye - They may also use this ability to spy through those facets and reflective surfaces that they have affected transit through in the preceding hour/CL, seeing what one looking through the surface as a window would see but unable to hear or affect others' senses.
At fourth level this new ability evolves – even surface contact with a crystal or other 'geometric light interacting form' will unlock the many splinters that are immediately adjacent to the traveler – and they may freely shift between them at will.
Af fifth level this ability to contemplate the endless facets in many dimensions of crystal and time and probability and fate becomes sensitivity to outcome, to the future itself. Once a day at fifth level the character may choose between up to 1d6 alternate possibilities….in some respects experiencing them all in order to choose the best one, which is what this power represents.
As a side functionality of this, the splintershifter may when selecting, alter any diced results by up to their CL in either direction to produce the desired result.
Splinter reach
Additionally, at 5th level and beyond, the splintershifter may use any reflective surface to "reach "into a parallel world and draw out an item or implement; this roll may be freely altered as above. If the resulting end result is undesired, they may continue searching for a number of additional rounds, up to their CL until they find that which they seek. They may do this once/day per CL

Judge's notes – the Backdrop of Reality, the World Between

The backstage is an "in between realm" made up of varying windows into alternate avenues of experience, other eras, other material planes, and all the myriad splinters of their own "native" universe. It appears as a maze of endlessly shifting mirror, swindows, walls of pure light, and shadows.
Only a splinter shifter or other cozmik entity sensitive to time, fate,and probability can successfully navigate (or indeed, properly perceive[4]) this particular non-space and it's peculiar grooves and eddies

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[4] Mortals and zero levels brought to this place will perceive through the lens of vertigo. Everything around them will appear as a rapidly spinning cyclone of smoke, cloud, light, and darkness. Functionally reduce all actions by four steps on the dice chain as they are reduced to a whimpering twitching mass.

Table Splintershifter

Level	attack	Action Dice	Crit die & table	Fort save	Ref save	Will save
1	+0	1d20	D4/II	+0	+1	+1
2	+0	1d20	D4/II	+0	+1	+1
3	+1	1d20	D6/II	+1	+1	+2
4	+1	1d20	D8/II	+1	+2	+2
5	+2	1d20 + 1d14	1d10/II	+1	+2	+3
6	+2	1d20 + 1d16	1d10/II	+2	+2	+4
7	+3	1d20 + 1d20	1d10/III	+2	+3	+4
8	+3	1d20 + 1d20	1d10/III	+2	+3	+5
9	+4	1d20 + 1d20	1d12/III	+3	+3	+5
10	+4	1d20 + 1d20 + 1d14	1d12/III	+3	+4	+6

Level Titles - across the spectrum of alignment

0   **Gambler**
1   **Twinner**
2   **Slider**
3   **Mirror Walker**
4   **Facet**
5   **Fortune Spinner**
6   **Fate Spinner**

Additional Complications – optional rules for Splinterspinner games
Optional Rule – a funnel of their own
Owing to their strange origins, and to address how rare any of the potentials reaching first level truly is, the Judge may create a funnel for a single player with up to three zero levels or a small group, each with but a single zero. Each should arise from a differing Splinter. Such zeros begin functionally with an effective luck of (roll a d6) and during their "funnel" they gain luck instead of XP (or such); at the minimum they come out of chargen at first level with a luck score that is functionally somewhere between 13-16. Most die.

Optional - Doppelgänger Dice
Once per level, a Splinter spinner who faces true and actual death may, by burning a luck point (this point is completely non-recoverable. Not good deeds nor the forces of Gods may restore it) a duplicate or doppelganger will die in their place. No matter the source of injury or destruction, the Splintershifter will turn up 1d7+CL days later at a safe and familiar location known to them, at full hp utterly unharmed by the experience. This may only be undertaken once per level and so the Spinner likely has no more than one or two, possibly five, possible "get out of certain death free" opportunities, and all must be earned.
If somehow the doppelgänger manages to survive or is brought back from death via mystic or supertech phenomena, then you (or rather, your friends in the party) have a doppelgänger in their midst. Likely unhappy that you tried to kill it.

Gambling with Fate mechanics
"Fun" with Splinter You – however unwittingly each level the Shifter 'potentially inherits' a particular Splinter where they will have especially no problem … stepping right in and taking over where their alternate self-left off. Sometimes the Splinter self is recently deceased without a body, or their life was sufficiently similar to yours to let you step right in.
Mind you, this makes you pretty much a doppelgänger in their eyes. Or would, were they alive. Or … whatever.
Further,
Cut the Cards - Once a level you may 'tap' one of your alternate selves for luck when you are particularly hard up.   This is an inherently risky venture; it also opens the shifter up to having the same thing happen to them.
Up to one quarter of their Starting Luck score may be 'borrowed' by spending a luck point of their own; however, this comes with the understanding implicit or not that their other self will find their luck running out maybe before it should have.
Pay the Dealer - From that point onward, any time any roll augmented with luck that nonetheless comes up a natural 1 on the dice roll, the shifter will find to their horror that they have just lost luck, their own possibilities stolen away by other, greedier or more desperate versions of themselves. This loss equates to 1d3 points of luck spent *per character level*. If this brings them to zero, they may find an old injury has reopened, they have a terminal illness, or some similar catastrophe will strike, leaving their luck score ultimately a 1 until lost through normal game effects.

Urban Confiscators

Burglars, Grifters, Hackers, Hucksters, Investigators, 'networking specialists,' Scam artists,

Kind of sort of an imp version of the thief class for urbanized worlds where it takes a thief. This is what it takes to get by as a thief or other criminal on a crowded, high-tech imperial world.

HD d4 or d8 HP/level

Armor proficiencies - light

Weapon proficiencies - club, non-lethal melee weapons (Gear p. 20), needler, vibragun, tingler, sticky rope, sticky net

Alignment: In most cases Law abiding imperial subjects do not take up this class but there are always exceptions. Most are neutral or Chaotic.

Attack modifier use as directed

Electronic Warfare Value As befits such consummate computer criminals, Confiscators add their full class level when determining their Electronic Warfare Value.

Non-lethal takedown facilitates crime and violence on worlds of perpetual constant surveillance where basic forensic analysis would track down a murderer in hours. Armed or unarmed.

Confiscators strike (from stealth or surprise) with this at +4

On a successful hit, the target must succeed at a DC (10+ confiscator CL + str modifier) Fortitude save or be rendered semi- or unconscious and unable to act for d3+CL minutes. On a successful save the attack damage is applied as temporary damage to their stamina score. If the target's stamina is reduced to zero in this way (be it in a single round or several rounds) they are also rendered unconscious as above.

Nonlethal takedown attacks are restricted in what type of weapons may be used

Garrote, blackjack, club, sap, truncheon, staff, open fist, bare hand, Most nonlethal weapons systems qualify.

If bare handed, the damage inflicted on stamina (as above) is 1d4+str modifier

Critical Hits

Further, when striking an unarmored, lightly, or moderately armored opponent with a critical hit, the Urban confiscator can declare that critical a non-lethal takedown (see below) instead.

Luck can be applied to a single Urban Confiscator ability of the character's choice though this must be declared at first level.

Action Dice can be used for attacks and any normal activity including appropriate skill checks.

Class abilities

Networking Dice – represents the number of zeros that the confiscator can pull together in a prog's time for a job. The number represents the number of candidates that turn up to be part of the character's 'crew.' These zeros are functionally retainers for the duration of the job and possibly (if treated well) the long term. The parenthetical number represents the max. number that can accompany the PC 'into the field' at any given time, modified by their Personality modifier.

Remember they are just zeros.

Table Urban Confiscator

Level	attack	Action Dice	Crit die & table	Fort save	Ref save	Will save	Networking dice
1	+0	1d20	D4/CI	+0	+1	+1	1d3 (2)
2	+1	1d20	D4/CI	+0	+1	+1	1d4 (3)
3	+2	1d20	D6/CI	+1	+1	+2	1d6 (5)
4	+2	1d20	D8/CI	+1	+2	+2	1d8 (6)
5	+3	1d20 + 1d14	1d10/CI	+1	+2	+3	1d10 (7)
6	+2	1d20 + 1d16	1d10/II	+2	+2	+4	1d12 (8)
7	+3	1d20 + 1d20	1d10/III	+2	+3	+4	1d14 (9)
8	+3	1d20 + 1d20	1d10/III	+2	+3	+5	1d16 (10)
9	+4	1d20 + 1d20	1d12/III	+3	+3	+5	1d20 (11)
10	+4	1d20 + 1d20 + 1d14	1d12/II	+3	+4	+6	1d24 (12)

Thief Abilities – these function identically to the thief abilities of the same name, save for minor differences of background.
Sneak silently
Pick pocket
Climb sheer surface

Special Urban Confiscator abilities
EC (*Electronic Circumvention*) which is disable device, pick locks, and find/disable traps all in one. This ability does not aid electronic warfare attempts. (see below)
Blending with Crowd – far more useful than hiding in shadows on a city world. This represents the character's ability to remain anonymous in a crowd, even (especially) when being sought.

Special Urban Confiscator Abilities by Level (check instantly)

Skill	1	2	3	4	5	6	7	8	9	10
Nonlethal	+1	3	5	7	8	9	10	11	12	13
Sneak Silently	+1	3	5	7	8	9	10	11	12	13
Pick Pocket	+1	3	5	7	8	9	10	11	12	13
Climb sheer surface	+0	1	2	3	4	5	6	7	8	9
E.C.	+3	5	7	8	9	11	12	13	14	15
Blend with Crowd	+3	5	7	8	9	11	12	13	14	15

<u>Progression abilities</u>
Computer crime
Fence
Maintain Anonymity
Criminal specialties

<u>Urban Confiscator abilities, Progressive -</u> Progressive abilities are passive, they are presumed to be going on constantly in the background. They are checked for once a week (or once a session for pick-up games).
 Computer crime (checked once a week) - each check represents the chance of successful computer crime. Such benefits include (table) Basic Computer crimes
At third level, the Confiscator gains the ability to choose between the Basic Computer Crimes table or the Mid-level table when they wish. And at 5th level and thereafter, the Confiscator is entitled to roll on the basic, intermediate, or high level Computer crimes table
*Fence (*checked once weekly) - this check represents the chance of successfully fencing some of your stolen goods and at what percentage of value (so expressed 10%/5)
Maintain anonymity is also checked weekly. If import if you are being sought. Don't be sought. This is also why having backup IDs is so important All confiscators know and learn means by which they can fool the resplendency of sensors on an imperial world.

Criminal specialties – are checked once a Prog but must be declared; they are not assumed to be occurring.   Each represents some serious risk – that of being caught or ruining an original (with media manip) or getting shoddy goods or arrested, in the case of Scavenging.

Physical Media Manipulation – physical arts skill; "Replications & duplications" – counterfeiting and forgery, media reproduction and piracy; possibly art imitation.

Scavenge rules can also be used, whereby again weekly one checks to see what manner of trickle down, dumpster diving, you gonna use that tech has found it's way to the PC.

Progressive Urban Confiscator Abilities by Level (check weekly)

Skill	1	2	3	4	5	6	7	8	9	10
Computer Crime	25%	30	40	45	50	55	60	65	70	75
Fence	10% /5%	20% /10%	40% / 25%	50% / 30%	55% / 35	60 / 60	66 / 60	72 / 70	76 / 80	89 / 90
Maintain anonymity	40%	40	45	50	55	60	65	70	75	80
Media Manip	3%	13%	23%	28%	33%	39%	51%	69%	83%	91%
Scavenge	5%	10%	15%	23%	26%	29%	32%	35%	38%	42%

Basic Computer Crimes table
identity/papers
1d6x100 militrans
New job data
Easy scam: begin collecting 1d4x10 g (see above) for the next 1d10 weeks
Opportunities

Definitions
identity/papers - you have scored or created a new set of IDs, either good quality fake carrys or an ID somewhere electronic for you to fall back on.

Payout represents a decent but monotonous (e.g., non adventure worthy) score, backpay for a job, money you are owed, or some other source of uneven, unexpected income.

New job data - you have a lead on a new target of wealth and opportunity.

Easy Scams - "Dear loyal imperial subject. You are likely unaware of me, but I am the assistant undersecretary to the exchequer of the colonial world of Vauth…….."

Opportunities - aka Venture seeds; the rare collectors' items, the object d'art, the fabulously sophisticated prototypes, the sorts of things one grabs one's partners and plans for.

Mid-level Computer Crimes table
Serious opportunity – career making stuff; industrial espionage, military theft, commercial sabotage, theft and distribution of maker codes, breaking of emancipation bolts or grand theft living cargo (aka chain breaking aka slave 'theft' aka freeing the slaves)
Obvious entrapment – the local SecFor think they are being clever and have sent you an undercover to become your new best friend. You know from having looked that they have nothing on you personally. Think hard about how to handle this situation, just remember you have the upper hand.
Offer of partnership – someone midlevel in a big outfit, be it a "less than ethical lab group" or more traditional organized crime, has decided they either like the cut of your jib or want you not competing with them; either way they start sending you work from time to time. *So's you have an understanding yah?*
New Minion - someone from your past comes to you and says that someone, the SecFor, a mob, a corp, some alien power bloc, approached them to set you up / betray you. They will follow your lead on how to handle this.

High level computer crimes table
Major opportunity – score of a lifetime type stuff the location of a mostly intact starship hull or hulk, information about one of the Lords of Space, grand theft starship, knock over mint of tiny shite polity beyond the imperial border

Verkritan Flesh Hunter

Body Shark, Bounty Hunter, Organ legger, Retriever, Ranger, Stalker,

Alien bounty hunters, the Vercckritia (Verkritan) of Vheshugleth have a reputation Empire-wide for hunting, bounty hunting, tracking, and pursuit; Animals, criminals, slaves, anything with a bounty or value attached to it. While most (90%) Flesh Hunters are Insectivroids from Vheshugleth or a colony world settled thereunto, any sentient who meets the qualifications and passes instruction may hold the honored rank of Hunter of Flesh. Those outsiders who become Flesh Hunters slowly morph over their careers, as more and more Vheshugleth biotechnology infiltrates and augments their bio forms. The Verkritans themselves are Vem descended humanoids, possessing no mouth and minimal facial features other than a swollen head. They enjoy racial telepathy with one another and contact telepathy with others.

There is a related caste, though less frequently taught to outsiders, known as the Metal Hunter. They hunt mechanicals and synthetics instead and foreswear most hunting biotech in favor of things more adapted for their quarry.

HD d6 1d6 HP/level

Armor proficiencies vac suit, e-suit, powered explorer suit,

Weapon proficiencies All melee, slaver whip, Bows, Crossbows, nets, bolas, man catchers, Needlers, rocket guns, light carbine, vibragun, bolt casters, all Unique Weapons of the hunt (see below)

Alignment: there are no alignment restrictions on the Hunters of Flesh, only a dedication to trade and craft.

Attack modifier increases incrementally but steadily

Hunter Sight Verkritians see well into the IR and UV spectra; They possess infravision at 90' and are constantly emitting IR lasers from their eyes to facilitate this.

Without Warning – a flesh hunter attacking from surprise or ambush add four to their attacks.

Verkritan telepathy – at first level the Hunter's telepathy (innate or amplified by biotech implants) can receive directed thoughts from any other Verkritan within (CL/kilometers) and send to them if they are aware of their existence. On touch contact with others, they may share surface thoughts (and read same), doing so even if resisted if a DC 10 Will save is failed. (No save is required for those not resisting however.)

Toxic Blood – Verkritan Blood is toxic to aliens; They possess a biological defense mechanism activated where someone who tries to consume their blood or organs which attacks the consuming organism. Yes, Vampires have been known to rupture and bleed out thus.

At 1st level, they save v. poisons and toxins including biological contaminants (bacterial etc.) at +4. Any alien that consumes even small amounts of their blood begins taking 1d6 (+/- the PCs Sta modifier) damage internally as that blood ....*reacts*. This effect will persist for 1d3 rounds.

Critical Hits Optionally when a Flesh Hunter scores a critical hit on preferred pretty or pretty being tracked, they may have immobilized their target for capture or retrieval in lieu of a standard critical hit.

Luck a Hunter may add their luck modifier to all saves v. poisons & toxins or v. the cold. (Choose one at chargen)

Track Prey –
a Hunter may track their designated prey through any terrain with which the character is familiar (and most which they are not) with a successful Track prey check. Roll the Hunter's action die plus any pursuit dice.
Roll once a day in wilderness and long range movement circumstances and by the hour or instance at near to encounter distances.

Sample Track Prey DCs
15   familiar prey, familiar terrain, familiar location.
20   makes you work for it – new world, grossly unfamiliar terrain, strange prey
25   challenging – pursuit of a single acid blooded endoparasite through the corridors of a moon sized battle station
30   you are stalking a living shadow through a forest of glass trees at high noon.

Pursuit die –
a flesh hunter's pursuit die is added to attacks, skill checks, and other tests pertaining to **track prey, v. preferred prey,** to use Unique weapons & gear of the hunt (see below) or any of the Flesh Hunter Secretions.   In designated attacks v. preferred prey or any prey being tracked, the Flesh Hunter may opt to add the Pursuit Die to the damage roll in lieu of the attack roll.
Every Bounty Hunter has a specific quarry that they are adept at tracking – broadly specializing along alignment lines – beasts, lawbreakers, and intelligent life respectively (but this need not be the case). Starting at first level and at each level thereafter the Hunter names one specific type as *preferred prey* – a species, a type of creature, or a particular monster, etc. When a Flesh Hunter
is interacting with any of their preferred prey, they may stage the action dice up on the dice chain but only when interacting with them in a Hunter's fashion, e.g. in pursuit or other non-cooperative fashion.
@ 5th level the Flesh hunter is recalled to their homeworld, dispatch, or other place of religious or spiritual origin, there to receive imparted wisdom as a respected member of the hunter caste. A Sideral later, they will be able to identify select still hidden, and still working Gray technology and ruins, and be able to identify and detect the mundane sort as well.   Flesh Hunters herein often gather groups of their Fellowes and go plundering Gray bases for technology and biological scraps.

Level title (by align)

	Lawful	neutral	Chaotic
0	Hunt grub	Hunt grub	Hunt grub
1	Bounty chaser	Finder	Organ legger
2	Bounty hunter	Tracker	Body Shark
3	Safario	Retriever	Meat Lord
4	Master of beasts	Master of pursuit	Master of the Herd
5	Hunter Lord	Master hunter	Master of blood & flesh
6+	Elder of the Hunting Sciences	Elder of the Hunting Sciences	Elder of the Hunting Sciences

Table Flesh Hunter

Level	Attack	Action Dice	Crit die & table	Threat Range	Fort save	Ref save	Will save	Pursuit dice
1	+1	1d20	d12/III	19–20	+1	+1	+0	D3
2	+2	1d20	d14/III	19–20	+1	+1	+0	D4
3	+2	1d20	d16/IV	19–20	+1	+2	+1	D5
4	+3	1d20	d20/IV	19–20	+2	+2	+1	D6
5	+3	1d20 + 1d14	1d24/V	18–20	+2	+3	+1	D7
6	+4	1d20 + 1d16	1d30/V	18–20	+2	+4	+2	D8
7	+4	1d20 + 1d20	1d30/V	18–20	+3	+4	+2	D10
8	+5	1d20 + 1d20	2d20/V	18–20	+3	+5	+2	D12
9	+5	1d20 + 1d20	2d20/V	17–20	+3	+5	+3	D14
10	+6	1d20 + 1d20 + 1d14	2d20/V	17–20	+4	+6	+3	D16

Unique Weapons & Gear of the Hunt (always proficient)

Catchweb Projector – biological active (read: alive) rifle /weapon/pet that fire a large post-aquatic life form that schpocks onto the target and puts them into cataleptic shock before driving them fully unconscious.

Projectors are given to juveniles at the outset of their training to raise and care for; the nascent animals on the homeworld must be taught to hunt by the juves just as the juves learn to hunt. Only those successful and given the hunter's marks are free to wander, many of them leaving their homeworld to pursue imperial employment.

Tongue Whip - Used by the slave gangers on Vheshugleth   The tip of the whip imparts an electrochemical charge, embedding short term understanding of the Vlesh language … but just long enough to hear and thus understand, orders.

Slave Parasites - Otherwise once captured you wake on their ship fitted with a slave parasite (in the nose, in the mouth, it moves around and ensures you cannot violently resist) may or may not keep you passive.

Flesh Hunter Secretions

At second level, and each level thereafter, a flesh hunter gains a number of "secretions" per day. These are biological drug agents that are grown inside special glands and accumulate within sacs inside the Hunter's body, cultivated by diet, special orgonne mediation training, and both hormonal and pharmacological assistance.

Sleep – the target must resist a pair of DC 16 Fortitude saves or take a nice long (1d6+6 hour) nap. Resisting the first keeps them awake but groggy, the second follows a minute later.

Drug – a narcotic agent that puts organics into a dream like stupor where they make all will saves at -4, move at quarter speed, and are at -3 to initiative.

Memory Wipe – a plant derived organotoxin that neutralizes synaptic connections between memories making them inaccessible after a failed DC 18 Fort save.

Apprehension – the target must resist the toxin with a DC 14 Fortitude save or suffer a directed low power panic attack for the next 1d6x10 minutes during which time they are – 2 steps on the dice chain to all activities, hypervigilant, and save v. fear effects at -2 for the duration.

Flesh incarceration – dc 20 fort save or be overwhelmed with – in part - medical grade anesthesia; sufferer's condition is completely paralytic, and they feel no pain however they remain semi-conscious throughout

Flesh hunter secretions may be fired from any Flesh Hunter biotech

0 level Verkritians

Base AC of 12

HD of 1d8

A Base Attack Bonus (BAB) of 0; all saves at +0

Gravity: ANY

At 0 level, they save v. cold at +2 and can modify this with their luck attribute.

Blood is toxic perhaps to aliens; poss. They possess a biological defense mechanism where someone who tries to consume their blood or organs will trigger a biological defense that attacks the host organism. Yes, Vampires have been known to rupture and bleed out thus. Any alien that consumes even small amounts of their blood begins taking 1d4 damage internally as that blood ….*reacts*

Native to Vheshugleth; the wide shallow oceans there have all been transformed into biotech host beds by vast biotech conglomerates; the world itself is cooling, becoming a 'cold swamp' – there they grow their Catchweb projectors, their slave parasites, and so on. Organ legging is not illegal on Vheshugleth, but even then most Hunters go after criminals, escaped slaves, and the like.

They do *not* get along with Maenads, not at all. They are in some opposition. There is at least one group of Maenads that is dedicated to disrupting their 'slave' trade (both opposition to what they do and v. actual slave traders) that started off as trying to stop their organ legging.

Legacies tables (optional)

Sometimes you want or need one or more characters, or ideally a whole party, with ties to a prior incarnation of the team, or to lost heroes of the setting, or for any other number of reasons PCs or important NPCs might have an interesting tie to the past. Enter the legacies tables. Intended to loosely pair with class groupings each represents a single advantage (rarely disadvantage) one derives from their association with their ancient precursor.

Use as campaign or venture seeds, for sprawling multigenerational fantastic epics, or just for RP fodder between characters.

Arcane and Sorcerous idiosyncrasies table

1. World bound – your caster is bound, body and soul to a single planet, world, moon, or other large (and probably natural) populated imperial body. Mystically, you are at great disadvantage when you leave your world – a global -1 to all magical acts and spell checks, becoming -2 after a week and plateauing at -3 after a (local) month. At home, the caster receives a constant +1 to all castings, spell check results and the like, with certain places netting a +2. Finally, there may or may not be a specific location on world where the character can (at least circumstantially) receive a +3 bonus, at least for specific spells or particular workings. The character is psychically bound to that place and likely may share a destiny or purpose with it.
2. Natural affinity or channel – select a particular class of magic at chargen. This individual is especially adroit with such, receiving a +1 to spell check results with all magics of that variety, school, or type.
3. Engineered caster – sometime during the First or possibly early Second Empire, several of the character's ancestors were genegineered for greater magical talent or ability.

Divine, Miraculous, and White Magician

1. Reconfigured soul – either through direct divine intervention or through an accumulative process of self-work or spiritual enlightenment, the caster's essential soul has been restructured to be stronger, more resistant, to, and better able to channel divine magic. In practical terms, they are "natural" clerics, who tap into the range of divine spells rather than receive their power from an exterior source. Some gods, angels, and other divine entities may find the character greatly uncomfortable to be around or conversely may find the character to be a little slice of home depending. The caster is at a perm. Global +1 to all spell checks involving clerical magic, the undead, healing, devils, angels, or divine beings while a -1 penalty applies to cast or resist natural (druid) or abyssal (demonic) powers and energies. All disapproval table results are shifted up or down by the caster's Personality score.
2. Favored Baptism – while a new hatch, juve, or other tiny growing life form, the character was anointed in the faith through ritual action, This can take a number of forms; one suggestion is a free floating +4 to one or more saving throws when facing threats Unholy to their belief.
3. Sacred blood – you are of a holy bloodline, allegedly descended from Gods, Angels, or some other Divine Element. This may make you a member of the aristocracy or it may leave you hunted as a heretic. Either way, life is interesting.

Descent from Great Star Warriors

Any can roll on this table but esp. warriors, thieves, urban specialists etc.

1. Endless production – A combination of your production series and the base code used to create the mechanized character were the foundation of a very famous artificial warrior in times past. Enough so that it has affected all subsequent production models, hoping a little of that spark of greatness will rub off.
2. Your father was a great warrior who fought in the last clone, magic, or psychic, war.
3. The blood or base code of a highly moral (or corrupt) hero-leader of a prior age or conflict of great fame or infamy flows strongly in you. This may be a physical resemblance, a genetic inheritance, or some other exotic/obscure factor.

Descent from influential artificial

Any Created can roll

1. Secret lore – a prior instantiation of the created or possibly a software ancestor (sharing code) was involved in many interesting and secret affairs and managed to maintain the accompanying data without anyone around them realizing.
2. Influential Precursor model – a direct linear ancestor of both your hard and software was, or was the result of, particularly famous, infamous, or significant production model. A legal precedence, famous diplomatic or contact experience, or any number of other high profile activities that establish the 'identity' of those later in series.
3. Free Code – your base code was custom written by one or more programmers, and thereby contains no corporate or governmental imbedding, behavior orientation, or the like.
4. Lost in the Numbers – A direct linear and recent ancestor or family member was regularly 'lost in the numbers' a purported experience of limited sensory access of the Planar Fundament through contemplation of base code, and indeed had many periods in which they vanished utterly. You have inherited this odd connection with the luminal, and interface with elementals, ghosts, and other Fundamental, primordial entities and artefacts at +2.

Languages - Galaxy Black assumes a very multilingual society, aided but not replaced by various means of translating on the fly between sometimes very different languages or mans of communication   Some Judges may wish to handwave this -and that's perfectly acceptable. See also Appendix L of the core DCC book (pp)

Languages – First level characters will start with the bare minimum of two, most likely three, languages.
World language – one or more languages from their home habitat
Culture language – one or more languages from their religion, culture group,
Trade language – interworld, Lingishtar, or basic
Clade language – one or more languages specific to their Clade

Characters with a Personality score of 13- 16 add one to this total. Those with a PERS score of 17+ add two to this total.

Table G–L Languages

Roll	Language	Spoken by	Regions `	Expression	Usage
1	Basic	coreworlders	Core; noble houses	written Soyuz	
2	Lingeshtar	most everyone	the Galactic Empire		liturgical
3	Interworld	everyone	Empire and beyond	neo–Interworld	
4	Machinebase1	Created	the Imperium		
5	Sign Glyphs	nonverbal			
6	Kravaspiel	Dwarforms	Forgeworlds	Runes	
7	Eyusaurid	Saurids	Empire to coreward		Impy Saurids
8	Ounneuz	Orions[5]	Orion Sector		
9	Aquabase	Aquatics	Siren, Siren colonies	ISG glyphs	
10	ArisianAesian	organics	second empire range		
11	Insectivroid	Impy Insectivroids	All over		common
12	Ansk	Created, insectly	here and there	body language	
13.	Tan–IzI	Tanix–Rimward	Impy core	vari. Soyuz	common

Machine Basic
1. STPL (StiPill) – Standard Binary Protocol Language (Machine Basic I)
2. ISG (Imperial Sign Glyph - nonverbal communication)
3. STPL (StiPill) – Standard Binary Protocol Language (Machine Basic I)
4. ISG (Imperial Sign Glyph - nonverbal communication)

Non imperial languages
Ebb   Living Crystals   Corina Sagittarius arm
Yui–lao   non–Imp Saurids   Coreward Beyonds
A Language of the recently contacted near Halo Globular Cluster XXXXXX

Languages of the Galactic Federation
Spoken/Audio–Gestural PanGal
Esperlingua

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[5] Ounneuz is a patrois of several langages spoken in the Orion sector, all descended rather directly from First Empire ancestors. (OyNE-oooze)

Appendix L-2: Common Languages of the Galactic Empire

Basic, **Interworld**, and **Lingual Eshtar** are the three dominant and common languages throughout the Empire.

Basic - official / oldlang (Old Solar Nobility)
Old Middle standard Soyuz, a language tracing its descent to the language of the *First Empire*, in a state of arrest since the coming of the Empress and her reforms. Now largely confined to the worlds of the Imperial core near Eshtare/Soiar, and those worlds with old Solar ties and cultural memes.
Primarily spoken in the Imperial Core, most especially by many of the noble houses and some of the Great Houses. IT's written form is old High Soyuz.
By intent, Basic is, can, and (maybe) should be swapped about for whatever passes for the common tongue in your DCC game. Or not. You have the power.

Lingual Eshtar - official / conlang (Imperial Church)
Is an unusual case. After the Reconquista, the Empress consolidated her powerbase, a task furthered by a series of institutional reforms. Among those reforms was the introduction of a new language. The Imperial Cult states that the language was handed down by the Gods themselves. Whatever the truth,
A person from the Earth of the 19th, 20th or 21st centuries in most continuities would recognize Lingeshtar as a language with a simple, easily modified syntax, comprised primarily of root words and word fragments from Ancient Greek, Egyptian, Sumerian, Imperial French, Spanish, and Americanized English, as well as subsequent loan words from over 20 other languages of historical import.
All official services of the Imperial Church are conducted in Lingual Eshtar. It is probably the most widely spoken language in the Galactic Empire and adjoining regions RIGHT NOW.

Interworld - official / conlang (Imperial Civil Service)
The letter-glyphs of interworld are created to reflect sounds; interworld (in theory) includes all the sounds imperial species can make in theory. In practice, the major population groups (humanoids, Saurids, Insectivroids) find their unique sounds represented in sound and glyph.
The letters are organized in a linear fashion of lowest sound to highest range sound; some imperial subjects will primarily make use of one 'end' of interworld in that sense, save when dealing with strangers.
Initially created by and during the early third empire as a means of unifying the imperial subjects through neuro linguistic programming. An artificial language composed of the most basic lingual concepts and meme/phonemes of over 78% of (the) constituent species resulted, which even from implementation, was inadequate.
Add several thousands of years of add-ons, retractions, and so on and the language become a near impossibility for most organics to learn without specialized training. So

reviled was the tongue that by the time of the Reconquista, the Empress decided that it's time was done and a replacement needed.

However, Lingishtar was slow to catch on, especially in those sectors that suffered hardest in the Reconquista and held great resentment toward anything the Empress had implemented. A century or more into her reign, she grudgingly allotted the fonts for a study into a reconceptualization of interworld. For five decades naught came of it. However, millennia of advancement in imperial technology and many of the newer technologies being developed at that time proved far more successful than previous such efforts.   A broadly generalized Interworld 2.0 was comprised and submitted for Imperial Approval.

Today they are each two of the six accepted official languages of the Empire.   Interworld edges out over Lingishtar in its general acceptance amongst the imperial population, though in any given sector, regional dialects and tongues will frequently take precedence over other official languages.   Interworld is probably the widest spoken imperial language beyond Imperial borders.

Other languages of the empire
Aquabase – Sirian Aquatic BaseComm (9th Revision) The linear descendant of a First Empire conlang to facilitate communication among the various aquatic inhabitants even then dominating the Siren system.

Insectivrous / clickspeech("Click-click") - the spoken/pheromonal language of the various Insectivroids; each Type has a particular set of (related) biochemical markers; within a clade-type all can be made understood regardless of regional variations; across type lines it is more difficult but not impossible. (Indeed, oft a spray-on aerosol pheromone cluster may allow full communication with all varieties for d12 hours)
It is also used as a second language by many machine Created, either in simplified form or with pheromone generators, though this is less prevalent than it once was.

Ansk exists as an attempt to create a cross-clade protocol language early in the third empire. It is entirely body language based requiring antennae and more than two legs and presently has more Created 'speakers' than Insectivroids.

Eyusaurid (any of a dozen dialects of the Shenyuionilliux language family, a fusion of the Shenyuionilliu and Yui-lao Saurid languages, in areas where they have spread throughout the Empire over the last 900 years)

Optional details for Judges who Enjoy Speaking in Funny Voices

<u>A selection of Interworld phrases</u>
Kesh vin Ort –(lit. home of clouds) houses of obscurity; a reference to the hidden nature of the activities of the Great Houses
Vielly Mounskacet -
Vy Lakt
Vy Lakta Lignua Eshtara – lit. Rule of Exterre's Milky Road; interworld identifier for the Imperium. (sometimes abbreviated in basic as VLLE or less charitably VyLLE)

<u>Basic to 2021 standard American English</u>
In play, Basic sounds a lot like sort of a somewhat stereotypical "Russian" or "Slavic" accent.
"Ha'nu Soy-uz?"
(lit. "Do you use words?" in 2021 standard American English)

menirt akoga' (second empire greeting; lit. "be a pleasant strain.")
 – Obscure ancient interworld though still grammatically correct.   In usage amongst the Navi families, it's present meaning is closer to 'Go Fuck Yourself')

muwani sekethet - lit. "Fare you well among the stars."

GALAXY

BLACK

Census Zero: Peoples of the Imperial Volume

Champions and chumps, criminals and crusaders

- Characters and Classes for Galaxy Black -