

DRAGONSTAR NEO-INNOVATIONS

ASTERMINER GENNIE

Physical Description:

Asterminers are human based Gennies designed to work the hard, cold, barren surfaces of asteroids and planetoids. Based initially upon an amphibian genotype, they have been further altered with several other adaptations, allowing them to function in the vacuous low gravity conditions of such environments. They stand around 7 feet tall (+2d4 inches) and weigh about 250 lb (x 1d6 lb). They are very reptilian looking covered in leathery scales from head to toe their eyes have a hard bio-luminous film which helps them see in the dark by providing a constant glow. Their heads have only small slits for ears and no discernable noses.

Asterminers have the unusual ability to absorb oxygen in liquid form through their skins and store it in their cells for later use, this along with their ability to seal their ears and mouth means they can become a self contained environment for limited periods, which aids work in an airless environment. Asterminers legs end in long three toes feet, which let them secure themselves to rocky surfaces in low gravity environments. However unlike the amphibians from which much of their DNA came they are warm blooded.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Asterminer	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Asterminers were created primarily to mine asteroids, they consider themselves to be a superior species to the original human beings. They adopt many of the human cultural conveniences, depending upon their employment, location and access to such items.

Asterminers are rarely found outside their work environment, and they virtually never venture into gravity wells such as planets, mainly because such to do so literally causes their health to fail over time. Asterminers also, thanks to their genetic programming are very industrious workers and actually enjoy laborious work often spending sixteen hours a day contentedly working at their job before finally grabbing a few hours rest, this has done much to enforce the view amongst other species that Asterminers have great stamina.

History & Relations:

The Asterminers have very little in the way of a culture, their lives are filled with work, eat and sleep, in the rare few hours off they are given they tend to congregate in groups at drinking



establishments and enjoy a few beverages. A Group of Asterminers is called a Workpool

Asterminers were created by the Empire some years ago in order to create a cheap and more productive workforce for use in low gravity or airless environments, the Asterminers were the end result. For the first few decades the Asterminers were only produced and employed by Imperial interests, but recently the Asterminers have been appearing in the employ of independent groups and companies, this has been somewhat of an improvement in the Asterminers eyes as they are treated better and have fewer restrictions and more freedom. It is unknown whether or not the Asterminers will finally develop a cultural identity of their own as a result of this better treatment and greater personal freedom to choose for themselves.

Asterminer Lands:

Asterminers have no lands of their own, as with most gennies they are most often viewed as the property of whichever corporation or government paid for their creation and as such they tend to live where they work and most accept their lot in life gladly, occasionally however an Asterminer with a genetic aberration will occur and these more rebellious sorts tend to go off exploring. In general these rogues are rarely worth the cost of hunting down, but in the Dragon Empire of today under Mezzenbones rule officials tend to like to make examples of such rogues.





Religion:

Asterminers have as much religious variety as normal humans do in general, but there is a growing trend for Asterminers to become devout followers of the Smith in recent years. This industrious god seems to appeal to the Asterminer society.

Asterminer Racial Traits:

+2 CON, -2 WIS As all Asterminers have great stamina but are quite dull witted and easily fooled.

Medium size: As medium sized creatures the Asterminer have no special bonuses or penalties due to size.

Asterminer base speed is: 30 feet

+2 Racial bonus to: Climb because of their three toed feet and Profession because of their genetic predilection towards working.

Bio-luminous vision (Ex): Asterminers constantly emit a continuous bioluminescent glow from a lens like film over their eyes as such they can see 5 feet around them in low light or complete darkness.

+4 Natural Armor Class bonus: Due to their tough leathery hides.

Self Contained Environment (Ex): All Asterminers are able to absorb oxygen for later use and seal their extremities and also metabolise huge amounts of protein to stay warm in order to work in airless environments as such they can stay exposed to a vacuum for upto 10 hours before needing to breath.

Gravity Intolerance (Ex): Asterminers cannot remain within a gravity well such as that of a planet with Standard gravity or greater for very long before their health starts to fail. After one week in such a place they start to lose a point of Constitution each day, dying when their Con reaches zero.

Bonus FEAT: Endurance, all Asterminers due to their genetic design have great stamina and can stay active for long periods.

Automatic languages: Common

Favoured Class: Commoner

Effective Character level: +0

