

DRAGONSTAR

DRALASITE'S

Physical Description:

Dralasite's are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralosite's two eyespots. Averaging about 4 feet 1 inches tall (+1d8), and weighing about 140 lb (x(1d6)lb). The internal structure of a Dralosite is very different from the other races. The Dralosite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralosite's breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

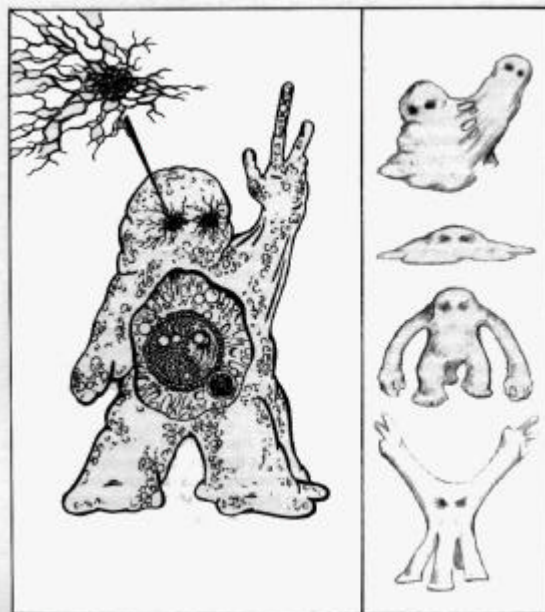
All Dralosite's go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralosite then "sprout" from its mother, eventually maturing and dropping off.

The most important sense for a Dralosite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognise familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralosite's to hear and feel.

Dralosite's see only in black and white. They see shapes and light and darkness very clearly, and can see a difference between distinct colours (blue and green, for example) because one is darker than the other, but they do not see actual colours.

Dralosites have a voicebox, but it works like a bellows because they have no lungs. A Dralosite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Dralosite	30 years	+3d6	125 years	188 years	250 years	+2d20 years



Personality:

Dralosites are philosophical and thoughtful. Their communities are small, and many Dralosite's prefer to live alone. Dralosite's do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralosite's often hold large public meetings to discuss new ideas. Discussions and debates are among their favourite ways to relax.

Steam baths are another favourite Dralosite recreation. They mix perfumes and intoxicants with the steam. These affect Dralosite's the same way alcohol does a Human, Humanoid etc..

Dralosite's are widely known for their strange sense of humour. They love old jokes and puns that make humans groan. Many human comedians who could not find work in human cities have become rich performing on Dralosite worlds.

Dralosite's do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

History & Relations:

The Dralosite are a peaceful spacefaring species, first discovered in known space many hundreds of years ago, during the reign of the Bronze Dragon Emperor. The Dralosite were accepted into the empire, mostly due to their peaceful and





philosophical nature. And being a very religious people, their calming manner and corny humour was fondly accepted by the races that interacted with them.

Nowadays Dralasilites can be found throughout the empire, on many worlds and filling many roles. And their temples of the one can be found all over the galaxy, spreading the word as it were.

Dralasilite's have no natural enemies, even their homeworld is without predators, as a result they Dralasilites have been able to develop peacefully into the species they are today, and have a hard time understanding why anyone would wish to prey on another, more often than not solely for land or property. This has sadly provided the Dralasilite's somewhat of a reputation of being pushovers. When they are threatened they seek to talk it out, if they cannot they move on. If someone tries to take what is theirs, if they only way they can avoid violence is to part with their possession then that is what they do. Note however many of the younger generations are less obliging, and have learned from their cultures exposure to a harsher universe that sometimes you have to fight for what is yours.

Dralasilite Lands:

The Dralasilite are from their homeworld Dramune, which has no great cities or settlements as such, just many many small communities. This means the world is very rural and idyllic, and not over developed like many other worlds.

When Dralasilites have colonies off world they tend to be small, and unintrusive, as such they tend to turn up alongside other races, sharing worlds and resources.

Religion:

Dralasilite are as a species very Religious and almost entirely of one faith that of the Mother, who to the Dramune is known as the "One". They believe that a peaceful, nurturing approach to life and neighbours breeds similar responses towards them. They try to see the good in people, and understand the reasoning behind any bad action, in order to show the perpetrator the right way. They are mostly non violent, but some Dralasilites have learnt through exposure to the universe, that sometimes like it or not, one does have to fight for what is theirs.

Dralasilite Racial Traits:

+2 DEX, +2 WIS, -2 CHA As all Dralasilite's are dextrous, philosophical but appear very alien.

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

Dralasilite base speed is: 20 feet

+2 Racial bonus to: Listen, Swim and Sense Motive

+2 Bonus to: all Fortitude saves to reflect their durability.

Darkvision: Dralasilite's can only see in black and white, as such they can see in the dark upto 60 feet. But it is otherwise like normal sight, and Dralasilite's can function just fine with no light at all.

Elasticity: all Dralasilites have a stretchable skin, which is supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and reabsorb limbs when they are not needed. A Dralasilite can have no more limbs total, than 1 per 3 points of Dexterity (8 max), these can be any combination 2 arms, 3 legs etc. or any other combination adding upto the total or less. Each extra leg created adds 10 feet to the Dralasilite's base movement. Each additional arm, can be used for an extra melee attack at the usual penalties -6 primary, -10 additional off hands (**GM's note:** They cannot use more than 2 ranged weapons regardless of the number of limbs), or can be used to "aid" itself, meaning if it can make a DC10 skill check for each additional limb, it can give itself a cumulative +2 circumstance bonus to it's skill check for each arm that succeeds. This only applies to suitable skills). Each limb takes five minutes to grow or absorb back into the Dralasilite, and only one can be added or removed at a time.

Bonus FEATS: Dralasilite's may choose from the following additional feats, when they are available as normal: Multidexterity, Multiattack and Multiweapon fighting.

Scent(Ex): All Dralasilite's receive the Scent ability, as per page 10 MM, this reflects their amazingly keen sense of smell.

Automatic languages: Dralasilite and Common

Favoured Class: Cleric

Effective Character level: +1



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VRUSK

Physical Description:

Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily. Averaging about 4 feet 5 inches tall and long (+2d6), and weighing about 180 lb (x(1d4)lb).

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, it's carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Vrusk have very good colour vision, but they see more of the short wavelengths (orange and red). Their sense of smell is centred in their antennae, and is slightly better than a human's. They also can touch with their antennae. Their hearing is about the same as a human's.

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths. They are capable of understanding almost any language, but must wear a throat translator that translates their clicks and buzzes into speech that other species can understand.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Vrusk	35 years	+2d4	85 years	128 years	175 years	+2d20 years



Personality:

Vrusk are hard-working and practical. Their society is organised around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: Conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set-up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Empire, specialise in one type of business. Because all Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However Vrusk that





are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

History & Relations:

The Vrusk were discovered several hundred years ago, at their Homeworld KTsa'Kar, they had spread to several surrounding systems and had a small business oriented empire of their own. They soon became friends and neighbours to the Dragon Empire for their financial savvy, and company oriented society, brought business, skills and trade deals that were much sought after.

They have had a sporadic history of their own, fraught with many interstellar scale attempted hostile takeovers, and it is believed they knew of the Dragon Empire for several decades before making contact, for their neighbours frightened them, more so since Mezzenbone has been in charge. Fortunately the Vrusk company leaders were smart and made sure the Dragon Empire had many important financial reliances and trade deals ongoing so that the Dragon Empire could not afford, literally to attack the Vrusk race.

Vrusk Lands:

Vrusk dwell in an area of Space called the Vrusk Trade Federation, it is made up of their homeworld KTsa'Kar and several neighbouring systems. These worlds are filled with splendour and Aesthetic beauty and wonders that inspire all who visit them. These worlds are also filled with business and company and conglomeracy headquarters and offices.

Religion:

The Vrusk are not overly religious, but religion is an aspect of their society as with many others. Companies and Conglomerates tend to adopt a particular god as the groups patron, and have temples included in their office buildings. By far the most common god is the Merchant in Vrusk society.

Vrusk Racial Traits:

+2 DEX, +2 CHA, -2 INT As all Vrusk are dextrous, organised & practical, but have trouble reasoning without direction.

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

Vrusk base speed is: 40 feet

+2 Racial bonus to: Bluff, Diplomacy, Appraise and Sense Motive

Vrusk Carrying Capacity: All Vrusk have a Carry capacity 50% greater than it normally is for their strength, due to their octopedal form.

Low-light vision: Vrusk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Vrusk have a Natural Armor: Bonus of +4, from their Carapace. Any armor made for a Vrusk must be specially made and costs 50% more than a normal suit of armor of the same type.

Double Jointed: All Vrusk are double jointed and ambidextrous, and as such gain the Ambidextrous FEAT for free at 1st level.

Automatic languages: Vrusk and Common (Understanding only)

Favoured Class: Any

Effective Character level: +1



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YAZIRIAN

Physical Description:

Yazirian's are tall, thin humanoids. They have long arms and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions Yazirian's can glide short distance using these wings.

Averaging about 6 feet 3 inches tall and long (+3d4), and males weighing about 110 lb (x(1d6)lb), and females 125 lb (x(1d6)lb).

Yazirian's have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in colour from glossy black to pale yellow. Their skin colour ranges from grey to light tan. Because their bodies do not sweat, Yazirian's pant to keep cool. They are omnivores.

Yazirian's have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animal-like appearance, earned them the nickname "monkeys" and "Deck apes".

Yazirian's senses of hearing, smell and taste are equivalent to a human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They cannot see in complete darkness. They usually wear dark goggles when they must work in sunlight. In bright light. Yazirian's without dark goggles suffer a penalty from their sensitivity to light.

Yazirian's have no trouble speaking human-like languages or common. Their own language is a combination of human-type sounds, snarls and growls.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Yazirian	20 years	+1d4	70 years	110 years	140 years	+2d20 years

Personality:

Yazirian communities are divided into large, loosely organised clans. All the members of a clan are related to each other. In the past, clan



ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirian's moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirian's still have a reputation throughout the Empire as proud, fierce fighters.

A custom Yazirian's have kept intact is the selection of a life enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian Trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemies, or even try to drive the other company out of business.

A Yazirian gains honour by striving to defeat his enemy. Yazirian's with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirian's do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirian's never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly coloured cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are



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worn in the Daytime. Yazirian's do not like shoes, but when necessary they wear mitten-like shoes.

History & Relations:

The Yazirian were discovered first by explorers from the Dragon Empire, some three hundred years ago. The scouts mistaking the Yazirian's from dumb primitive animals like they appeared to be, shot a few to keep them away from camp. By morning the Empire's scouts were dead, and the Yazirian's had their first access to space. Since that time they have learned much and spread to two neighbouring worlds, and been taken too many more.

The Dragon Empire made a peace with them about a century ago, seeing their strength and fighting prowess as a resource to be utilised to their benefit.

Yazirian Lands:

The Yazirian homeworld is a world in the outlands called Gruna Garu, the Yazirian's have colonised the two neighbouring worlds in the system too, and now have a few outposts here and there also.

Religion:

The Yazirian follow many religions, though of course the Warrior is very popular. Some have begun to follow the Dualist belief in recent years and the occasional temple of the Creator or Adversary has begun to spring up.

Yazirian Racial Traits:

+2 DEX, +2 STR, -2 INT As all Yazirian's are dextrous and strong, but not very bright.

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

Yazirian's base speed is: 30 feet

+2 Racial bonus to: climb, Balance and Freefall.

Low-light vision: Yazirian's can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Gliding: Yazirian's have membranes under their arms, which they can use to glide. For every 10 feet of height, beyond 30 feet, they can glide three times their base movement in distance (e.g 40 ft up can glide 90 ft, 50 ft up, can glide 180 ft and so on.), while gliding they have Poor manoeuvrability.

Battle Rage: Yazirian's train themselves to go berserk in battle, as such 1/Day they can enter a rage, while in such they temporarily gain +2 to Strength & Constitution, a +1 morale bonus to Will saves, but suffers a -2 penalty to AC. The increase in Constitution adds +1 hp/level, but these points go away at the end of the rage. Rage lasts for a number of rounds equal to 3 plus the Yazirian's improved constitution modifier. At the end of the rage the Yazirian is fatigued, suffering -2 penalty to both Strength and Dexterity, and is unable to run or charge. The fatigue lasts for a number of rounds equal to the time spent in the rage. The rage is otherwise exactly as described under Barbarian in the PHB page 25.

Life Enemy: A Yazirian chooses a life enemy at 1st level, for most this is an enemy they wish to destroy or defeat, and as such gains a +1 bonus to Bluff, Listen, Sense motive, Spot and Wilderness lore checks against the enemy. Likewise the bonus applies to damage against the foe, and even ranged damage if the target is within 30 feet. Non-combat type Yazirian's may choose something else such as a specific illness, a specific item to craft, and so forth as their life enemy and as such gain a +4 circumstance bonus on the relevant checks against that life enemy.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Yazirian for 1 round. In addition, Yazirian suffer a -1 circumstance penalty to all attacks, saves and checks while operating in bright light.

Automatic languages: Yazirian and Common

Favoured Class: Fighter

Effective Character level: +1



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SATHAR

Physical Description:

Sathar are long, worm-like creatures. Their bodies are divided into segments, like an earthworm's. They do not have a skeleton, instead, they support their bodies hydrostatically, by pumping liquid into the segments so they become hard. A shiny, clear slime coats their skin. Scientists believe they are warm-blooded, but no live specimen has ever been studied. Averaging about 4 feet 5 inches tall (+2d4), and about 11 feet 5 inches or more long, and weighing about 120 lb (x(1d6)lb).

A Sathar's head tapers towards its mouth, which is circular and ringed with teeth. Each of their two eyes has two pupils. Four tentacles, two on each side of the body, are arranged about 3 feet below the head. The first pair is slender and weak looking, and about 3 feet long. These end in four smaller finger-like tentacles. The second pair of tentacles end in paddle-like pad. This second pair is used for heavy lifting, while the smaller tentacles are used for fine work and for holding small weapons.

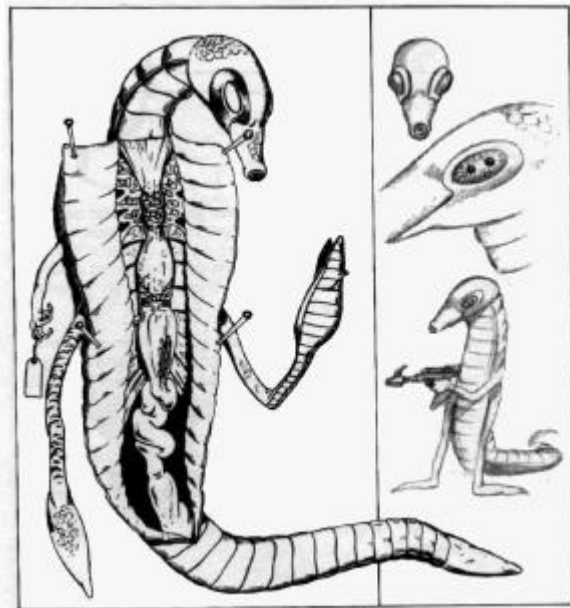
A Sathar moves by slithering across the ground with the first meter of its body raised. They also can coil like a snake, raising 5 feet of their bodies from the ground.

The colour of Sathar skin varies from yellow to brown. The tentacles are the same as the body, but with a slight greenish tint. The underbelly is pale pink. A pattern of dots, speckles and stripes decorates the back of the head. These patterns are natural on some sathar, but are tattoos on others.

Some survivors of Sathar attacks have reported that Sathar's are not effected by electrical shocks, or sleep grenades, but these reports have never been confirmed.

The Sathar's double pupils give it very wide angle vision. They can see objects in front of them and to both sides at the same time. They smell through two pits in front of their eyes. The sharpness of their senses is not known, but biologists assume their hearing, smell and taste is about the same as a human's.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Sathar	20 years	+2d4	50 years	75 years	100 years	+4d20 years



Sathar can speak other languages with ease, but they have a lisp or hiss when doing so.

Personality:

Sathar are cunning and manipulative as a race, they are very xenophobic keeping themselves to themselves, having almost no relations with any other race. Almost every vessel that has ventured into their space or encountered one of their ships has disappeared or been destroyed.

No live Sathar has ever been captured, and practically nothing is known about them or their society, except that they value deception and strategy amongst their own kind.

What specimens have been captured have died of their own accord, and very little has been gathered from them. They have even been known to destroy their own crippled vessels, rather than let their enemies capture them intact.

History & Relations:

The Sathar have no relations with any race, that is hadn't until recently. Several Sathar vessels have been sighted making remote rendezvous with Dragon Empire vessels.

Nothing is known of where the Sathar came from, or how their society developed, if indeed they are the only intelligent species on their homeworld, how they evolved and so forth.

There is no Trade with the Sathar, noone allowed in their daimed space, no embassies on their worlds or of theirs on our worlds. The race as a whole is something of an Enigma.





Sathar Lands:

The Sathar homeworld, goes by the same name Sathar and is rumoured to exist in the Sathar Expanse on the edge of known space, where it is believed the sathar lay claim to a dozen systems.

Religion:

The Sathar are believed to worship the Adversary or the Trickster. People are not sure which, but have found clues indicating both where the Sathar have been found.

Sathar Racial Traits:

+2 CHA, +2 WIS, -2 STR As all Sathar are cunning and persuasive, but are physically quite frail.

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

Sathar's base speed is: 40 feet

Darkvision: Sathar can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Sathar can function just fine with no light at all.

Resistance to: Electricity 10

Immunity to: Sleep and related effects.

Wide Angle Vision: due to their double pupils, which gives them a wide angle view, they can never be caught flat footed, or flanked.

Hypnotism (Sp): When not in combat and after speaking to someone for a full round, a Sathar can plant a suggestion in the target, as per *Suggestion* spell. The target receives a Will save DC13 + Wis modifier. Save or not the target is oblivious to the attempt. Anyone affected can make a second Will save after it has worn off, to remember having been affected.

Automatic languages: Sathar and Common

Favoured Class: Rogue

Effective Character level: +1

