

*"You'll be fine keep your eyes open and use your head"  
"Or whatever it is you think with"*

Advice to Trance in Under the Night

## **Races**

Andromeda is rich with races from over a million planets in the past most of these races were bound together as part of the Systems Commonwealth. In the 300 years since the fall of the Commonwealth; however; internal and external strife has arisen, races have become insular some to the extent of xenophobia, conquest has replaced co-operation between species.

This is a small sampling of the known races of the long night with over a million worlds to choose from and genetic engineering being the norm for many races

Humans

### **Near Humans**

Castilians  
Hegira  
Inari  
Nietzscheans

### **Aliens**

Chichins  
Kalderans  
Magog  
Makra  
Mugani  
Nightsiders  
Ogami  
Perseids  
Than  
Umbrates

### **Artificial Intelligences (To be Completed)**

Androids  
Consensus of Parts  
Cyborgs

### **Others (To Be Completed)**

Bokor  
Pixies  
Vedrans

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## Humans (*Homo sapiens sapiens*)

"KLUDGE (*klooj*) - *N.* Disparaging term for genetically unmodified human being."  
-- *A Concise Dictionary of Slang and Euphemisms*, CY 9021.



### Physical Characteristics

Mostly-hairless bipeds standing just under two meters tall, Humans form one of the principal races of the Systems Commonwealth.

Since the fall of the Commonwealth, humans have become pariahs throughout much of known space. Many sentients from other species blame humanity for giving birth to the Nietzschean subspecies that brought about the fall, and view *Homo sapiens sapiens* as responsible for the sins of their invictus cousins. But despite the prejudice and many other hardships, humans-both genetically engineered and unaltered-remain common, eking out the same hard lives endured by most sentients in these difficult times.

### Reproductive Method

Humans most commonly procreate through sexual reproduction involving two pair-bonded individuals, one from each human gender. Cloning, artificial insemination and in vitro gestation are not, however, unheard of. Neither are a wide variety of alternative bonding and child-rearing practices from same-gender pair bonds to Than-like neo-kibbutzim.

### Homeworld

Humans hail from Earth, a small, relatively insignificant world located on the outer edge of the Milky Way galaxy. Despite being admitted thousands of years after the Commonwealth's founding, humans proved clever, adaptable and vigorous. They quickly spread throughout the Known Worlds to their present near-ubiquitous state.

### Social Characteristics

Humans have embraced genetic engineering and nanotechnology with gusto, using these tools to reshape themselves to fit into a variety of hostile environments. This has resulted in many variations of the human form, including aquatic humans, humans engineered to live in space, humans adapted to heavy gravity worlds and ultimately, to the Nietzschean subspecies (see Nietzscheans).

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**Statistics**

Str	3-18	3d6		Int	3-18	3d6
Dex	3-18	3d6		Wis	3-18	3d6
Con	3-18	3d6		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

**Base land speed**

30 feet.

**Feats**

1 extra feat at 1st level.

**Skills**

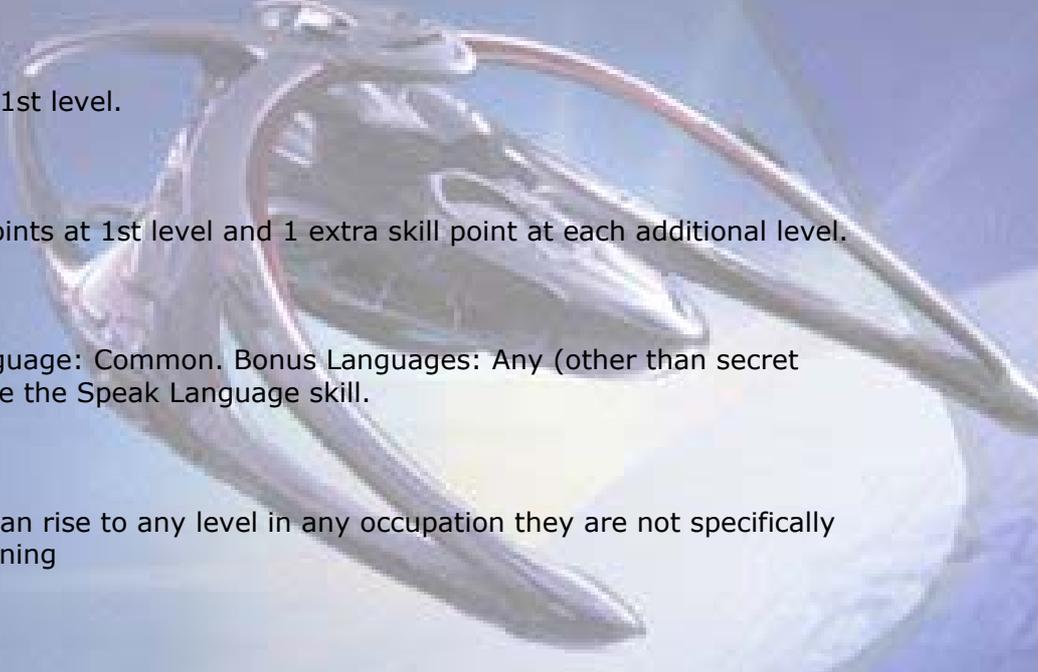
4 extra skill points at 1st level and 1 extra skill point at each additional level.

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any. Humans can rise to any level in any occupation they are not specifically barred from joining



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**Near Humans**

Humans are probably the most widely genetically engineered race in 5 galaxies. So much so that minor modifications such as “heavies” (humans adapted for work in heavy gravity environments) don’t even rate as a race instead see advantages and disadvantages.



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## **Castilians**

*"Protocol is vital to the Castilians ... his people forged a republic from a dozen habitats and cultures water breathers, air breathers beings that have lived their entire lives in space"*

Andromeda explaining the need for formal place settings to Beka



### **Physical Characteristics**

Castilia is 93% water. Humans are broadly split between air breathers and water breathers.

Air breathers are largely unmodified humans

Water breathers are genetically altered humans modified to survive in Castilias oceans. They have scales (mostly silvery) on their neck and bodies.

### **Reproductive Method**

Castilians both Air and Water breathers have two genders (male and female) and generally breed by sexual intercourse between a single permanent pair bonded union (one of each gender) or serial pair-bonded partnerships. Though these arrangements are not exclusive the use of alternative methods such as cloning is less prevalent on Castilia than many other human colonies.

### **Homeworld**

Castilia is 93% water with the only land a few series of small island chains. Technology is used to allow ease of access from air to water for all concerned so that there is no disadvantage to being an air or water breather.

### **Social Characteristics**

The Castilians are a very rule and protocol bound society. The grease that moved the republics wheels was a clear understanding of how everything fit together so there are strict formal procedures to follow for almost all business, civic, political or military matters.

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**Statistics**

Str	3-18	3d6		Int	3-18	3d6
Dex	3-18	3d6		Wis	3-18	3d6
Con	3-18	3d6		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Castilians have no special bonuses or penalties due to their size.

**Base land speed**

30 feet.

**Feats**

Water Breathing Castilians get

Cold Resistance: The Castilian ignores an amount of cold damage equal to his or her Constitution modifier.

**Skills**

Water Breathing Castilians get Swimming as an initial skill

2 extra skill points at 1st level and 1 extra skill point at each additional level.

**Other**

Water breathing the water breathing Castilians require special equipment to breath in air and should this cease to function will suffocate as per drowning rules unless immersed in water

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any. Although their water breathing nature makes them shy away from jobs involving dehydrating or otherwise overly warm conditions

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## Hegira



### Physical Characteristics

Mostly-hairless bipeds standing just under two meters tall. Hegira are a human offshoot; however, they seem to be a naturally evolved rather than genetically engineered variant

The Hegira have developed racial memory passing on knowledge from parents to children for several generations. They are otherwise normal humans but this has led to radically different views and capabilities developing.

### Reproductive Method

As with humans Hegira commonly procreate through sexual reproduction involving two pair-bonded individuals, one from each human gender due to the drop in available technology there has been little by way of technological alternative breeding methods such as cloning.

### Homeworld

Serendipity has reverted to pre industrial age lifestyle since the fall of the common wealth making it a largely peace full agrarian world. Recently Wayists have established a mission on the planet and are beginning to restore modern medicine and technology to Serendipity.

### Social Characteristics

Given each member of the society is in effect the sum of the previous members memories Hegiran society is hugely complex an inter-crossed network of who did what to whom in a previous life and a political structure that would baffle anyone without several decades to study it are presented as a remarkably simple agrarian lifestyle.

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**Statistics**

Str	3-18	3d6		Int	8-18	2d6+6
Dex	3-18	3d6		Wis	8-18	2d6+6
Con	3-18	3d6		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Hegira have no special bonuses or penalties due to their size.

Base land speed  
30 feet.

**Skills**

Hegira get intelligence and wisdom based skills handed down to them from prior generations. With disuse these skills get rusty so currently Hegirans get no benefit from technology based skills; however they pay only 50% of normal cost for any int or wisdom based archaic skill at first level.

From second level up they pay normal costs to reacquire Int and Wisdom based skills at first level through experience or training. For subsequent levels the cost is reduced to 50% of normal cost to progress in those skills to a maximum of 6 ranks in each skill.

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any. Although their pre industrial background has put that at a grave disadvantage for heavily technical positions such as engineer or pilot

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## Inari



### Physical Characteristics

Another offshoot of humanity, the Inari are genetically modified for low light levels and harsh volcanic planets.

Human-like in appearance, Inari have bony ridges on their temples and foreheads that cover additional nerve feeds to the eyes.

Once members of the Systems Commonwealth, since the Fall they have fallen on hard times. A civil war 20 years ago gutted most of their economy and killed a third of their population, and they recently have tangled with the Pyrians over a dispute involving Inari mining concerns shipping Phosphate-based fertilizer (which acts as a Narcotic for Pyrians) into Pyrian-controlled space. Human-like in appearance, Inari have bony ridges on their temples and foreheads that cover additional nerve feeds to the eyes.

### Reproductive Method

Inari apparently are close enough to unmodified humans to allow interbreeding and as a result have the same breeding options as humans.

### Homeworld

Their homeworld is the planet Inaris, a Venus-like world with an economy based on phosphate mining.

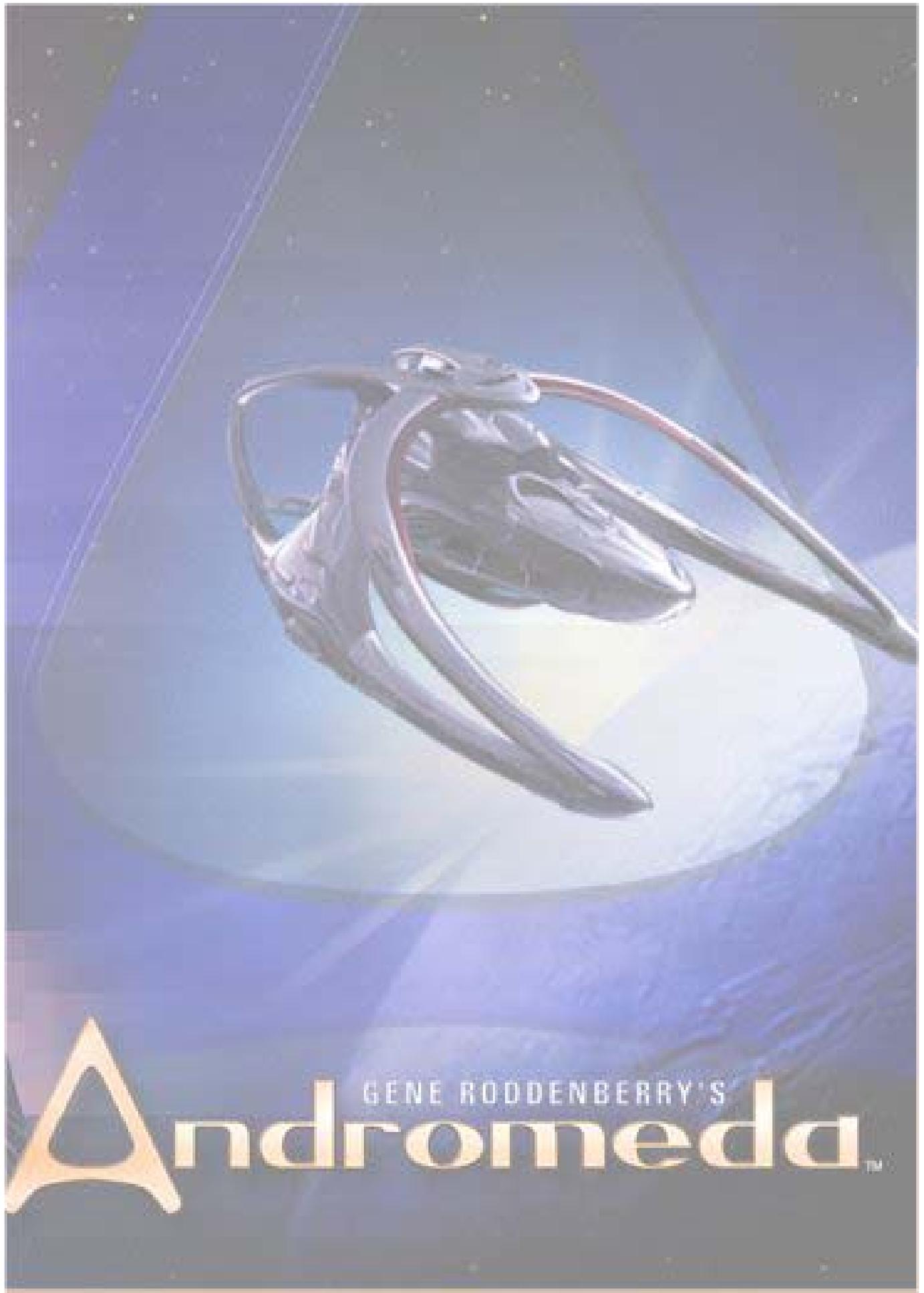
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### Social Characteristics

Currently the remaining 2/3 of Inari society are rebuilding after their disastrous civil war. The world's major source of income currently is its fertilizer production which is mostly aimed into Pyrian space where premium prices are paid for it as a narcotic.

This has led to effectively a border raid and blockade mentality as the drug shipments try to slip past the Pyrian fleet trying to prevent this drug running.

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## Nietzscheans

(Homo sapiens invictus)



### Physical Characteristics

Nietzscheans are bigger, faster and stronger than normal Humans. They are immune to most poisons and diseases. They can breathe chlorine gas without harm. They can eat a much wider variety of foods, survive in harsher environments, and pride themselves on thriving where normal humans wouldn't dare to tread.

As instigators of the civil war which ultimately destroyed the Commonwealth, Nietzscheans aren't the most popular denizens of the current post-Fall landscape. The war itself proved devastating to the Nietzschean people, with untold millions killed in battle fighting on both sides. Many Nietzschean Alliance planets were on the front line of hostilities and suffered greatly in the war, while Nietzschean populations on many Commonwealth worlds were subjected to internment and mob attacks. And the clan wars and general strife that began with Pride Jaguar's betrayal of the Drago-Kazov and continue to this day have proved even more pernicious to the long-term health and survival of the Nietzschean people. Dozens of once powerful prides-Atreus, Kodiak, Al-Sharif, Three Rivers, and Banyamulenge to name but a few-have been all but exterminated by other Nietzscheans, while still others have fallen prey to Magog, Than, or other hostile powers. Meanwhile, those prides which remain powerful, such as Drago-Kazov, Sabra, and Jaguar, spend much of their time defending territory from each other or putting down revolts by restless subjects.

### Reproductive Method

Nietzscheans most commonly practice a modified pair bonding form of reproduction which various males compete to win the favor of reproductive-age females, who choose their consorts on the basis of genetic fitness more than emotional compatibility. It is not uncommon for a high status male to have more than one female consort.

### Homeworld

The Nietzschean subspecies originated at Ayn Rand Station, a colony founded by Human geneticist Paul Museveni in a globular cluster near the Milky Way galaxy. Since then, Nietzscheans have spread throughout known space, reproducing rapidly until they now constitute 8 percent of the overall Human population.

### Social Characteristics

The Human philosopher Friedrich Nietzsche believed that strife and conflict would inevitably reshape men into something better and stronger than what they once were. As a Human subspecies, Nietzscheans took his words to heart and used genetic engineering and nanotechnology to reshape themselves into the ultimate survivors.

Nietzscheans have built their culture on the twin pillars of social Darwinism and Dawkinite genetic competitiveness. Their single-minded devotion to self-

improvement and the propagation of their own genes can strike other species (even their non-Nietzschean Human cousins) as selfish and arrogant, yet in practice the Nietzscheans' boundless energy and willpower have made them valued contributors to Commonwealth society.

### Statistics

Str	8-18	2d6+6		Int	3-18	3d6
Dex	3-18	3d6		Wis	3-18	3d6
Con	8-18	2d6+6		Cha	3-18	3d6

### Size

Medium: As Medium creatures, Nietzscheans have no special bonuses or penalties due to their size.

Base land speed  
30 feet.

### Hand to hand

Nietzscheans have arm spikes that use in unarmed combat. Treat these as daggers for range and damage

### Talents

Nietzscheans start with the following resistances:

**Cold Resistance:** The Nietzschean ignores an amount of cold damage equal to his or her Constitution modifier.

**Poison Resistance:** The Nietzschean ignores an amount of poison damage equal to his or her Constitution modifier.

### Feats

Nietzscheans gain  
Hand to hand (Arm Spikes) proficiency at first level

### Languages

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

### Occupation

**Prohibited:** Nietzscheans cannot be Priests

Warrior, All Nietzscheans start as warriors; however; they can multi-class with any other profession except Priest.

**Aliens**

Most Aliens still maintain a humanoid format (with a few exceptions) but are separately evolved without relying on original Earth Human stock in fact many of the races are considerably older than the Human race.

Most of these older races were originally conquered by the Vedran Empire during its aggressive expansionist Phase before settling into the more peaceful Systems Commonwealth.

As a result support for a renewed commonwealth is not universally supported amongst them



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## Chichins



### Physical Characteristics

Chichins are small and wiry bipeds with smooth, reptilian skin and brown, green or grayish mottled complexions. Chichins are also famous throughout the known worlds for their flamboyant tastes in clothing and headgear.

### Reproductive Method

Chichins have two genders, and reproduce through external fertilization of 50 or more eggs. Only a few young survive to adulthood, though, and Chichin parents have been known to sometimes consume their own weak or nonviable young—a custom many other species (especially the child revering Nietzscheans) regard with revulsion.

### Homeworld

The Chichin homeworld is the swampy, waterlogged planet Sissnik, which orbits a red giant in the outer Andromeda galaxy. Sissnik has never been a tourist hotspot (except for underwater cave explorers taking advantage of the planet's numerous submerged limestone caverns) and the Chichins themselves consider their homeworld to be so unpleasant that few have remained there. Most opt to seek their fortunes in the larger universe instead.

### Social Characteristics

Always a fiercely competitive species even among themselves, Chichins have largely channelled this trait into mercantile pursuits, with many of the species pursuing material success at all costs. Though not all Chichins are businesspeople of questionable ethics, enough are to give the species a rather negative reputation among other species. Interestingly, despite their chequered reputation among the known worlds, the Commonwealth's collapse and subsequent outbreak of prejudice hasn't resulted in a reverse exodus of Chichins back to Sissnik. In fact, the entrepreneurial Chichins have taken advantage of the post-Fall chaos to further establish commercial beachheads throughout the known worlds.

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**Statistics**

Str	3-18	3d6		Int	3-18	3d6
Dex	3-18	3d6		Wis	8-18	2d6+6
Con	3-18	3d6		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Chichins have no special bonuses or penalties due to their size.

Base land speed  
30 feet.

**Skills**

Chichins get Appraisal and an Appraisal specialisation of their choice at first level  
2 extra skill points at 1st level and 1 extra skill point at each additional level.

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any however Chichins tend to be drawn to mercantile pursuits, not necessarily honest ones, as a result they tend to favour the Entrepreneur class.



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## Kalderans



### Physical Characteristics

Kalderans are robust bipeds with an average height slightly taller than a human, but significantly lighter due to hollow bones and a more gracile build. Though descended from flightless, featherless avians, Kalderans have a more reptilian appearance, with elongated heads and fragile, photosensitive eyes that are often shielded using glasses or goggles.

### Reproductive Method

Kalderans have two genders, with the female typically laying one to two eggs per cycle. And much like Earth's emperor penguins, the male typically stays with the egg until hatching, a process which takes between 150 and 175 days. As befits their collectivist culture, many Kalderans participate in the rearing of young, who still maintain relationships with both parents well into adulthood.

### Homeworld

The Kalderan homeworld is Kalderash, a pleasant world in the lesser Magellanic Cloud that's nonetheless experienced great hardship throughout its history. (see Timeline) The majority of Kalderans prefer to live on Kalderash, though significant colonies, outposts and garrisons can be found throughout both Magellanic Clouds, mainly on worlds controlled by the Kalderan Commune.

### Social Characteristics

Socially, the Kalderans are a very contradictory species. Among themselves, Kalderans are radically democratic, almost to the point of chaos. Kalderan society is organized from the bottom up along roughly anarcho-syndicalist lines, with small numbers organizing themselves into so-called affinity groups, a dozen or more affinity groups making up local councils or soviets, and so on up to the governing Commune itself (see: Kalderan Commune). Nearly every decision is arrived at through consensus among -a process which would be paralyzing to most other species, but seems to work well for the Kalderans.

Unfortunately, this Kalderan love for democracy no longer extends to other species. Since the fall of the Commonwealth, the Kalderans have undertaken a vigorous campaign of conquest over their region of space, ruling firmly over their territories and ruthlessly crushing rival political entities. Some scholars theorize that this double standard relates to the ancient trauma suffered by the Kalderans after they were conquered and nearly exterminated by the Vedrans ten centuries ago, but this is cold comfort to others who find themselves chafing under Kalderan rule.

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**Statistics**

Str	3-18	3d6		Int	3-18	3d6
Dex	5-20	3d6+2		Wis	3-18	3d6
Con	1-16	3d6-2		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Kalderans have no special bonuses or penalties due to their size.

**Base land speed**

35 feet.

**Skills**

4 extra skill points at 1st level and 1 extra skill point at each additional level.

**Languages**

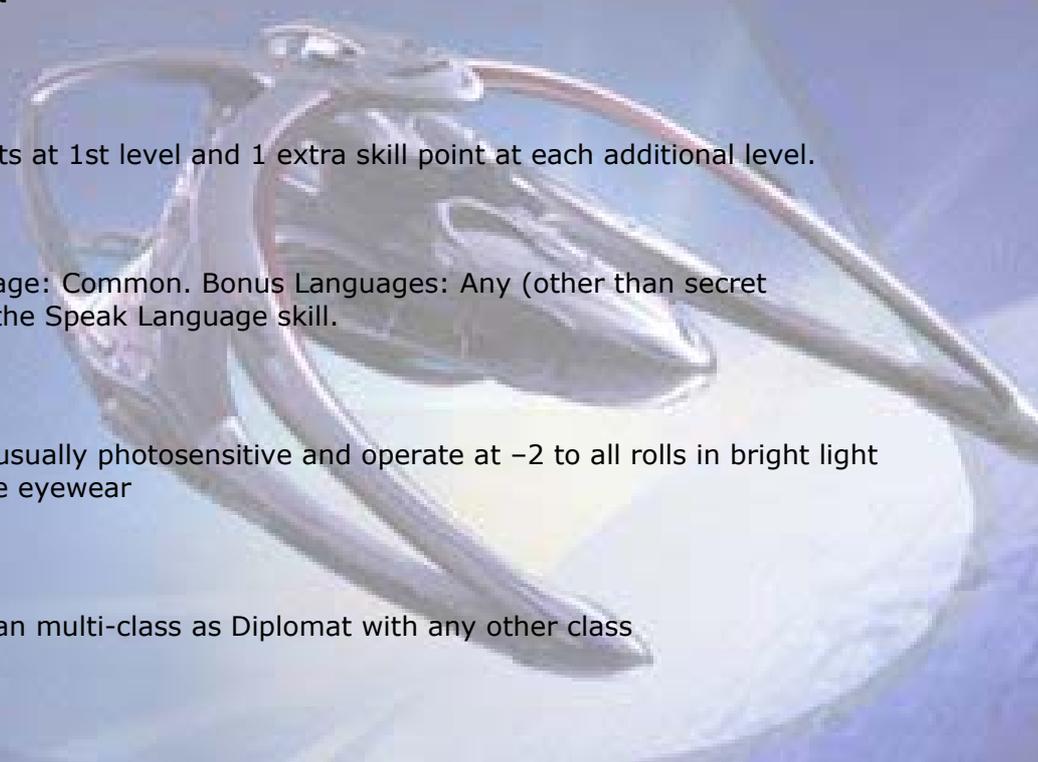
Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Special**

Kalderans are unusually photosensitive and operate at -2 to all rolls in bright light without protective eyewear

**Occupation**

Any: Kalderans can multi-class as Diplomat with any other class



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## Magog



### Physical Characteristics

The most frightening and formidable adversary yet faced by Commonwealth civilization, the Magog are coarse-furred bipeds, which average 1.5 meters in height. The Magog secrete paralytic venom from their fangs and are also armed with razor-sharp claws, superior senses which include echolocation abilities, swift reflexes and physical strength a Nietzschean would envy. They're also incredibly resistant to injury and damage and extremely intelligent, though Magog cunning seems almost entirely directed at killing other sentient beings or using them as unwilling hosts for their progeny.

While the Magog did not themselves destroy the Commonwealth, they certainly gorged themselves in feasting on its remains. Since their catastrophic attacks in the waning days of the Nietzschean uprising, the Magog have roamed through the Known Worlds nearly unchecked, launching devastating raids against populated worlds only to retreat again, leaving devastation in their wake. Thus far, no political or military entity has been strong enough to check their deprivations, though the worlds of the Than Hegemony and more powerful Nietzschean Prides stay relatively safe. But despite causing widespread death and destruction, the Magog have not expanded their former range in a concerted fashion, aside from turning a handful of former Commonwealth territories such as Double Happiness, Dyhedra, and Zinn's World into breeding worlds. For their own mysterious reasons, the Magog largely prefer to live on their own planets in the former Quarantine Zone. The other significant change since the Commonwealth's fall has been the conversion of some Magog to the new religion of Wayism (see People of the Way, Political Formations). Unfortunately, Wayism's tenets of peace and cooperation have only appealed to a tiny minority of Magog, while vast majority remain as violent and bloodthirsty as ever. [update-over a billion Magog on the breeding world of Dyhedra were recently killed when their solar system was nova bombed by their former victims, a group of child warriors living on a nearby abandoned High Guard space station. The station has since become a protectorate of the restored Systems Commonwealth, with the governments of Sinti and Castalia helping rehabilitate the station and its inhabitants.]

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**Reproductive Method**

The Magog are all one gender, and reproduce by laying eggs in the paralysed bodies of large organisms, preferably sentient ones. The Magog "parent" then watches over the host for the time it takes for its young to hatch and eat their way out of the host organism, which in the process dies a slow, agonizing death. Interestingly, the resulting Magog young seem to contain small amounts of DNA from the host as well as the Magog parent. The rate at which Magog offspring grow to physical adulthood is believed to be a function of how much food is available to the young.

**Homeworld**

The origins of the Magog are shrouded in mystery. All attempts to trace the migration route of the Magog back to their place of origins have ended in failure. The Magog currently control large swathes of space in the Andromeda and Milky Way galaxies, but are barred by the Treaty of Antares from crossing the Quarantine Zone established to demarcate the edge of Magog territory.

**Social Characteristics**

Magog society seems to be little more than an aggressive all-consuming horde. The Magog produce no art, no music, no literature. It's not known how such an aggressive, uncooperative species could have developed the spaceflight capabilities and sophisticated technologies the Magog are known to possess. In fact, some researchers theorize that the Magog are not a natural species at all, but rather some kind of bio-engineered weapon, programmed to replicate themselves and destroy everything they come in contact with. But only the Magog know for certain, and they've steadfastly refused to answer questions regarding their own origins.

**Other**

The Magog were genetically engineered, most likely to act as shock troops whether this was done by the being known as The Abyss or merely exploited by it is unclear.

Magog bodies digest themselves after a period without food.

The Magog are a very religious race

A Magog known as The Anointed founded the People of the Way (Wayists).

Their society is currently dominated by a creature called; The Abyss; who is connected closely with the Magog World Ship, under the influence of The Abyss the majority of Magog under his sway have reverted to a feral form relying on hand to hand combat and rudimentary living.

They can; however; still use weapons when it suits them and None Feral Magog away from the influence of The Abyss can function as a member of any civilised race

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**Statistics**

Str	10-20	2d6+8		Int	1-16	2d6-2
Dex	3-18	3d6		Wis	3-18	3d6
Con	3-18	3d6		Cha	1-16	2d6-2

**Size**

Medium: As Medium creatures, Magog have no special bonuses or penalties due to their size.

**Base land speed**

30 feet.

Echo Location, Magog use a sophisticated echo location system and as a result suffer no move penalty when navigating in complete darkness

**Paralytic Poison**

Magog can spray a cone of paralytic poison onto a target

**Hand to Hand Combat**

A Magog attacking with it's claws gets 2 attacks per round doing standard unarmed damage +3 for each hit.

**Feats**

Magog get Unarmed Combat (Claws) and Poison Spray proficiencies at first level

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Feral Magog have no occupation other than warrior, non-feral Magog can hold any class but tend towards priests or warriors

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## Makra

	<p><b>Physical Characteristics</b></p> <p>The Makra are somewhat under 2 meters tall lightly built vaguely feline race.</p> <p>They are swift and gracile, generally lightly muscled</p> <p>They are extremely resistant to certain poisons showing resistance that even a Nietzschean would envy</p>
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### Reproductive Method

The Makra are split into two genders and breed via sexual intercourse. The males take no further part or responsibility of the family and the females experience live birth of small litters of cubs, which they raise. To prevent undue environmental strain breeding was strictly regulated to prevent over population by use of a drug that prevents both races from going into "heat" in season.

### Homeworld

Despite having a sophisticated culture and extensive technology, an observer in orbit would be hard pressed to find any sign that Makrai VII is inhabited by a technological species.

This is due to the famous Makra environmental ethic and its equally famous motto "gentle be the hand that lies on the land." Due to their intense attachment to their homeworld, few Makra have emigrated over the centuries. And while offworlders are welcome to study or visit, strict immigration and environmental controls prevent any from settling permanently.

In more recent years this beautiful planet has more been victimized by loggers, miners, slavers, and other exploiters, most working under the auspices of the Free Trade Alliance

### Social Characteristics

Makra evolved from a simple pride structure into a more stable matriarchy. The environmental concerns at the core of their philosophy lead to a surprisingly technologically advanced society developing at a very low environmental impact.

More recently the exploitation of the planets resources by off worlders has reduced many members of the Makra back into pride lines as members of resistance groups like Tears of the Forest.

Ironically Makra selling their services are forced to act mostly as Mercenaries to the Free Trade Alliance. The contributions from these Makrans largely finances the Tears activities against the Alliance.

The members of Tears generally regard Makra working with or for the FTA as collaborators.

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**Statistics**

Str	4-14	2d6+2		Int	3-18	3d6
Dex	4-24	4d6		Wis	3-18	3d6
Con	6-16	2d6+4		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Magog have no special bonuses or penalties due to their size.

**Base land speed**

40 feet.

**Hand to Hand Combat**

A Makra attacking with it's claws gets 2 attacks per round doing standard unarmed damage +2 for each hit.

**Feats**

Makra get Acrobatic at first level

Makra get Agile at first level

Makra get Unarmed Combat (Claws) proficiencies at first level

**Resistances**

Poison Resistance: The Makra ignores an amount of poison damage equal to double his or her Constitution modifier (Chlorine and Ammonia only)

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Fierce fighters Makra tend to the Mercenary or Bounty Hunter classes

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## Mugani

*"You mean those amphibious swamp dwellers with the bad teeth"*



### Physical characteristics

Standing slightly smaller than humans at between 1.4 –1.8 meters the Mugani are a hairless amphibious race equally at home in or out of water.

The Mugani have slaves on their home planet for many years resulting in increased strength from their physical exertions but at a cost in health.

### Reproductive Method

The Mugani are egg layers. The females' plant clutches of eggs in shallow swamp areas, which are then fertilised by the male. Due to the lack of knowledge of the male parents identity the Mugani are a matriarchal society organised along tribal lines.

### Home World

The Mugani home world is a largely swamp world with rich deposits of the highly radioactive element Thorium 232. Mining operators on the planet quickly enslaved the native Mugani turning them into a slave race on their own planet largely used to dredge their native habitat in the swamps and work in the mines. Despite a minor resistance to radiation in the race prolonged exposure is still dangerous and without proper precautions fatal.

### Social Characteristics

Originally organised on tribal lines the Mugani operated a Matriarchy with leadership of the tribe being by committees of the females of childbearing age. Since the enslavement various other sub cultures have appeared based originally on the plans of labour organisation and later on resistance cells. The dredging of their home swamps for mining has produced societal pressures that will make the remaining breeding grounds very valuable should the Mugani ever win their freedom

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**Statistics**

Str	5-20	3d6 + 2		Int	6-16	2d6+4
Dex	3-18	3d6		Wis	3-18	3d6
Con	6-16	2d6 + 4		Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Muganis have no special bonuses or penalties due to their size.

Base land speed

30 feet.

Special

Muganis are adapted for a planet with high background radiation and start with Radiation Resistance: A Mugani can ignore radiation damage less than or equal to their constitution bonus

Mugani are amphibious and can breath underwater for up to 4 hours

**Skills**

Mugani gain an automatic skill in mining at first level

Mugani gain an automatic skill in swimming at first level

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any; but as a hunter culture they are generally drawn to Warrior roles.



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## Nightsiders



### Physical Characteristics

Nightsiders are dark-furred, nocturnal bipeds, averaging about 1.4 meters in height.

### Reproductive Method

Nightsiders are asexual and reproduce by parthenogenesis. They release huge quantities of "seeds" into the oceans of the worlds they've settled, seeds which hatch into non-sentient tadpole-like aquatics that roam the oceans. Nightsiders only take interest in their "children" once they've emerged from the waters and metamorphosed into full-fledged adults.

### Homeworld

The Nightsiders once hailed from the Krrendar system in the Triangulum Galaxy. But once they developed primitive industry, the Nightsiders ran roughshod over their homeworld, until by the time of Commonwealth first contact, Krrrendar IV was nearly uninhabitable (see Timeline). Since their homeworld was evacuated, the Nightsiders can be found on a variety of mostly impoverished planets and outposts.

### Social Characteristics

Because of their reproductive method, Nightsiders have no real connection to their parents. They have no permanent mates. As hatchlings, they literally eat their own siblings to survive. As a result, their society is ruthlessly competitive, with little or no check on even the most despicable behavior.

Now that their world has been ceded to the Pyrians (who found most of their "pyraforming" work had already been done for them), Nightsiders have dispersed themselves throughout known space. While some have prospered in their new environments, many Nightsiders remain at the margins of Commonwealth society, a problem our best social scientists are working to alleviate.

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**Statistics**

Str	3-18	3d6		Int	3-18	3d6
Dex	3-18	3d6		Wis	3-18	3d6
Con	3-18	3d6		Cha	3-18	3d6

**Size**

Medium: As Medium creatures Nightsiders have no special bonuses or penalties due to their size.

**Base land speed**

25 feet.

**Skills**

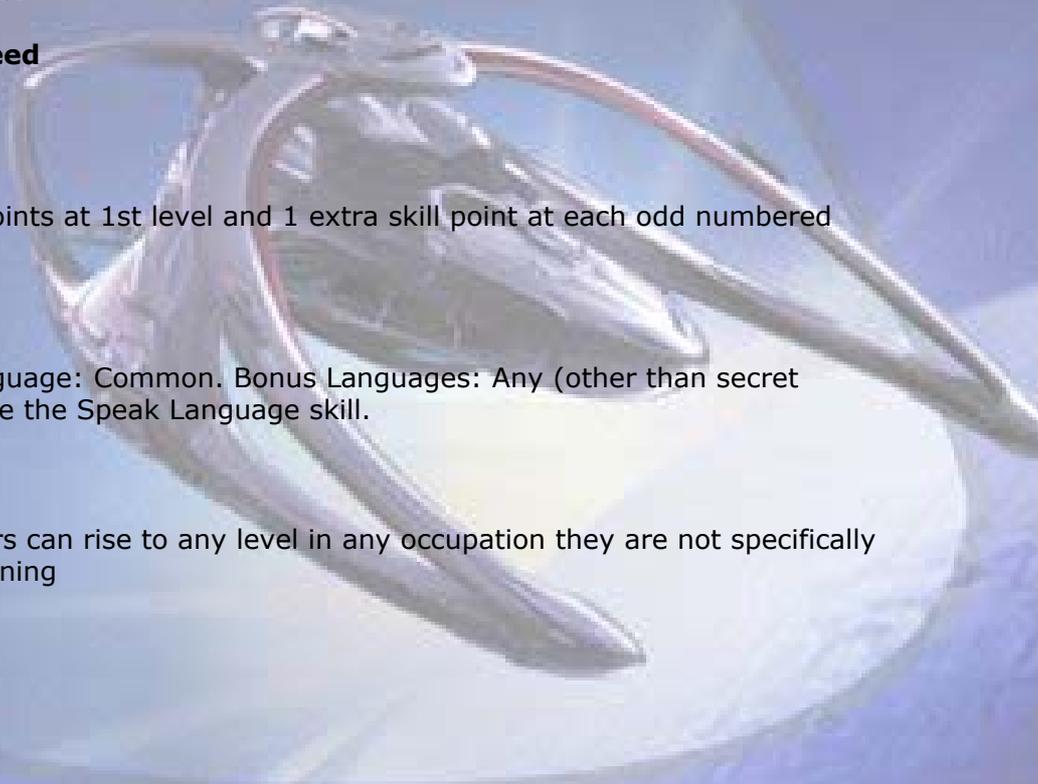
6 extra skill points at 1st level and 1 extra skill point at each odd numbered level.

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any. Nightsiders can rise to any level in any occupation they are not specifically barred from joining



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**Ogami**

*"Mercenary culture, deadly killers, never break their word, always keep their promises and always fulfil their contracts, those Ogami?"*

**Physical Characteristics**

Robust and well muscled the Ogami can give Nietzscheans a run for their money on physical stature.

They sport a series of natural bone facial ridges that provide cover for the recessed eyes and nasal membranes

**Reproductive Method**

Although there are two genders of Ogami the females are not smaller and weaker not do they exhibit secondary gender characteristics. The Ogami are tied to specific breeding cycles determined by the lunar cycle of their home world relying on pheromones secreted during those times to find a suitable mate. The Ogami female then lays eggs after a 90 day incubation period. Technological advancement has resulted in significant use of cloning techniques especially to swell the ranks of their military forces.

**Home World**

The Ogami hold world is largely a swamp world with significant natural predators as a result it makes the perfect training environment for warriors and the Ogamis' main export is its mercenary fighters renowned as much for their skill as their strict code of honesty and ethics

**Social Characteristics.**

The Ogami structure their life on extended family lines with 50 or 60 people being counted as close relatives for the average Ogami. Government is by the eldest Ogami of each house and politics is remarkably free of corruption. The Ogami have a very strict code of honour and trust this extends to their dealings with other races the Ogami will always play straight in any deal and reserve their most severe punishments for those that do them wrong in a deal.

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**Statistics**

Str	10-20	2d6+8	Int	3-18	3d6
Dex	3-18	3d6	Wis	1-16	3d6-2
Con	8-18	2d6+6	Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Ogami have no special bonuses or penalties due to their size.

**Base land speed**

25 feet.

**Armour**

Ogami bone plates give them +1 armour against none energy weapons

Feats

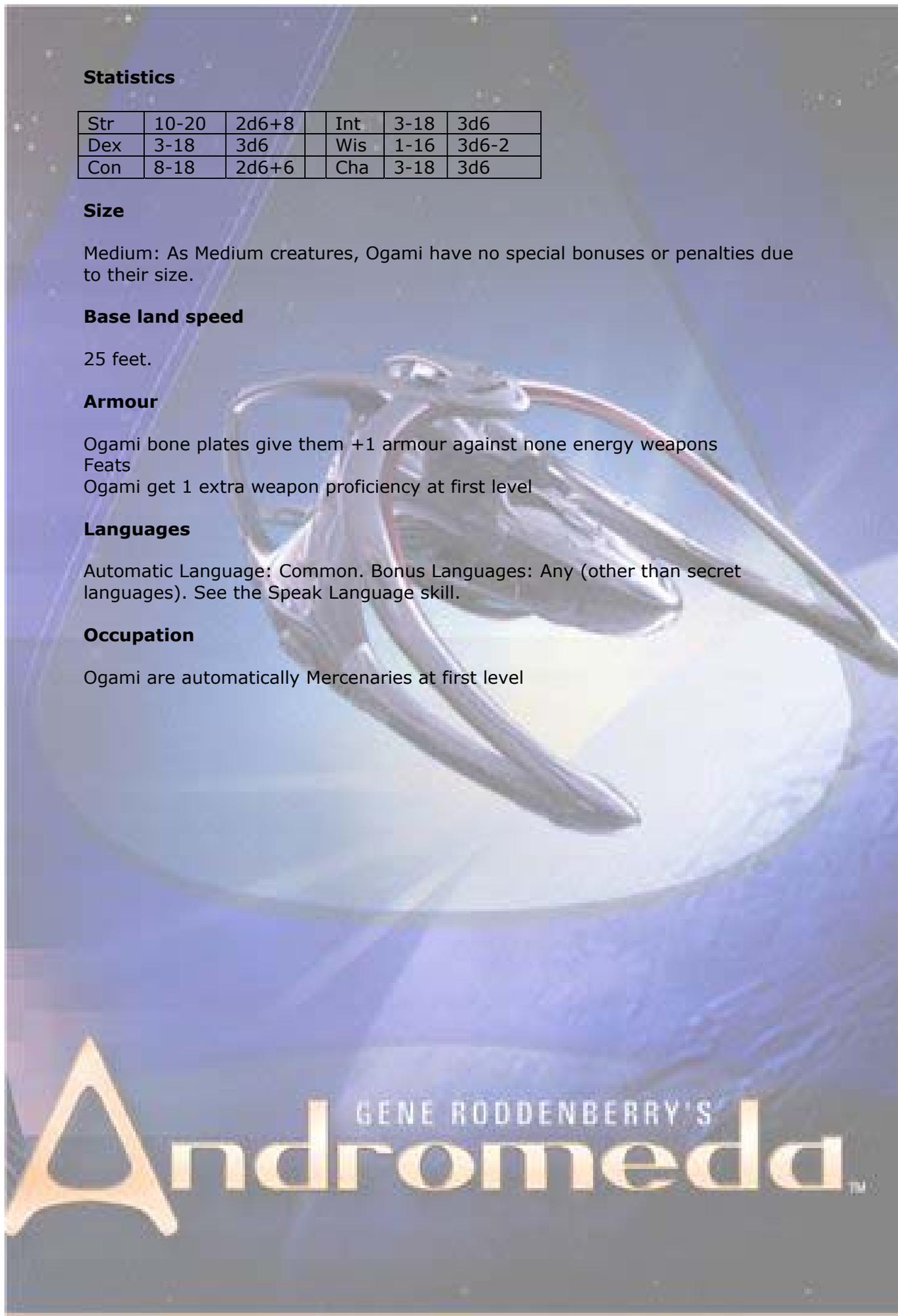
Ogami get 1 extra weapon proficiency at first level

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Ogami are automatically Mercenaries at first level



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## Perseids



### Physical Characteristics

Perseids are striking, humanoid aliens found throughout the Commonwealth. Despite their black, featureless eyes and long bony chins, Perseids resemble Humans so closely that many believe that Humans are an offshoot of their race. Countless theories have been advanced throughout the ages to explain the kinship of the two species.

This highly advanced species, which thrived under the Commonwealth and whose members were indispensable to the efficient function of its institutions, was hit particularly hard by the civil war and subsequent collapse. Accustomed to relying on the High Guard for defense and without strong martial traditions of their own, the Perseids became easy pickings for Magog swarm raids, Nietzschean bandits, and other opportunists. The result was a massive reverse exodus as Perseids from throughout the Known Worlds retreated to their ancestral homeworld of Ugroth. The "Great Ingathering," as it became known, bought temporary safety for the Perseids, but in a devastating blow to galactic civilization, countless worlds suddenly found themselves without their most capable administrators, scientists, and teachers. Indeed, many historians regard the Ingathering as one of the most important precipitating factors in the fall of the Long Night. So while a few Perseid settlements survive and even thrive on planets such as Sinti, Hamsa, and Sparborth, the vast majority of the Perseid people live on their once-scorned homeworld. Ugroth, once nearly abandoned as the Perseids spread out among the stars, is now home to nearly 150 billion Perseids, making it the most densely populated world in known space.

### Reproductive Method

Perseids are bisexual by nature, with each individual capable of both fertilizing another and gestating young itself. When wishing to reproduce, two Perseids typically form a temporary pair bond in which each individual impregnates the other. The pair stays together until the birth of the offspring, who are then turned over to the Perseid government for rearing and retain only a cursory connection to their biological parents.

### Homeworld

Perseids originated on the planet Ugroth in the Milky Way galaxy, but quickly colonized other worlds. Today, most Perseids have little if any physical or emotional connection to their ancestral home.

### Social Characteristics

On their native worlds, Perseids govern themselves via meritocracy. Their Overseers are individuals scientifically chosen for their vast knowledge and superior intellect, and the Perseids' strong bureaucratic skills make them highly

efficient administrators for the Commonwealth government as well. Initially absorbed by the Vedran Empire, the Perseids soon made themselves so valuable to their conquerors that they achieved positions of power and influence even before the Great Reforms led to the Commonwealth's establishment.

### **Statistics**

Str	1-16	3d6-2		Int	10-20	2d6+8
Dex	3-18	3d6		Wis	3-18	3d6
Con	1-16	3d6-2		Cha	1-16	3d6-2

### **Size**

Medium: As Medium creatures, Perseids have no special bonuses or penalties due to their size.

### **Base land speed**

30 feet.

### **Feats**

1 extra feat at 1st level.

### **Skills**

6 extra skill points at 1st level and 1 extra skill point at each additional level.

### **Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

### **Occupation**

Any; however; Perseids are drawn to science and engineering disciplines.

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## Than-Thre-Kull (Than)



### Physical Characteristics

The Than-Thre-Kull are highly intelligent insectoids. The Than are slightly smaller than Humans, with compound eyes and brightly colored iridescent carapaces.

Of all the major species of the Commonwealth, the Than-Thre-Kull have arguably fared best in the post-Fall universe. Safe in their home systems [see Than Hegemony, Political Formations], most Than have reverted to their pre-Commonwealth existence of hard work, strict caste lines, and indifference toward the outside universe. Like the Perseids, the Than are greatly missed by the many worlds which once benefited from their legendary industriousness and optimism.

### Reproductive Method

Than are hermaphroditic. They mate by laying large clutches of eggs in a common burrow. Up to 100 Than place their eggs in any given burrow. The genetic material of all the Than in the spawn mix, produce tens of thousands of small, helpless grubs. Than grubs are not particularly intelligent, and spend several months eating specialized fungi grown on Than farms. After that time, the surviving grubs spin cocoons where they metamorphosize into adult Than. Only one in 100 Than survive to reach their adult stage, but those that do consider every Than who participated in their spawn their "parent." Thus, Than society is supported by a web of complex family relationships in which every Than has hundreds of parents and siblings to call on in times of need.

### Homeworld

Than are natives of a planet called San-Ska-Re, located in the Triangulum Galaxy. The only known species since the Vedrans to develop slipstream technology independently, the Than had already settled nearly 100 worlds in their local cluster when they were inducted into the Commonwealth. Now Than colonies can be found nearly everywhere accessible by slipstream drive.

### Social Characteristics

Than superficially resemble Terran ants and live and work in large cities. However, Than do not share a collective "hive" intelligence. In fact, Than are highly individualistic. They take great pride in their appearance and are accomplished builders and engineers. The Than have a caste system specific to carapace color. Yellow-brown Amber Than are the most common and do the bulk of the work. Dark green Emerald Than are larger and stronger and serve as warriors. Bright red Ruby Than are specialists in technology and building. Brilliant blue Sapphire Than are scholars and scientists. At the top of the caste pyramid are the shimmering Diamond Than, a royal caste of leaders and priests. And the head of the Diamond Than is the Overdiamond, the leader of the entire Than race.

The Than are fiercely proud of their accomplishments and traditions, even while remaining loyal members of the Commonwealth. If Humans describe themselves as the Commonwealth's "backbone," the Than must be its tough exoskeleton.

### Statistics

Str	3-18	3d6		Int	3-18	3d6
Dex	3-18	3d6		Wis	3-18	3d6
Con	5-20	3d6 +2		Cha	3-18	3d6

### Size

Medium: As Medium creatures, Than have no special bonuses or penalties due to their size.

### Base land speed

30 feet.

### Skills

3 extra skill points at 1st level and 1 extra skill point at each additional level.

### Chitin

Than Exoskeleton provides an armour bonus of +3 against none energy attacks

### Languages

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

### Occupation

Any, determined by colour of exoskeleton

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## Umbrates



### Physical Characteristics

Umbrates are robust bipeds averaging 1.6 to 2 meters tall, with deep-set eyes and a set of powerful pincers on their faces. Descended from a species of subterranean tunnelers, Umbrates are impressively strong and well-adapted to low-light conditions.

### Reproductive Method

Despite a vaguely mammalian biology, Umbrates reproduce much like insectoids. Umbrates have three genders—males, sterile females, and fertile females. Before the Umbrates developed technology and civilization, males existed only to fertilize the females, and once born the resulting young were fed and raised by the sterile females. But while their biology has remained the same, Umbrates have over the millennia developed more egalitarian ways of handling reproduction and child rearing.

### Homeworld

Umbrates come from the densely populated planet of Zhu-Zhu Hwai in the Triangulum Galaxy, where eight billion citizens live in elaborately constructed underground warrens ranging in population from hundreds to the 185 million who live in Plyx Gribnath, the Umbrate capital.

### Social Characteristics

As befits their insectoid social structure, Umbrates tend to be highly cooperative beings, renowned for their deep friendships with other beings (even across species lines) and loyalty. Umbrates have also adapted particularly well to life in a starfaring civilization, perhaps because the confined spaces of space travel remind them of life in the warrens of home. During the Commonwealth era, many Umbrates served on starships and orbital stations, and to this day Umbrates can still commonly be found living on Drifts, spacecraft and other celestial habitats.

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**Statistics**

Str	5-20	3d6 + 2	Int	3-18	3d6
Dex	3-18	3d6	Wis	3-18	3d6
Con	5-20	3d6 + 2	Cha	3-18	3d6

**Size**

Medium: As Medium creatures, Umbrates have no special bonuses or penalties due to their size.

**Base land speed**

30 feet.

Dark vision

Umbrates are adapted for low and no light situations and take no penalties from operating in complete darkness

**Skills**

Hand to Hand Combat

If an umbrate successfully grapples an opponant, they may choose to make a bite attack at +4 to hit for an additional 1D6 damage

**Languages**

Automatic Language: Common. Bonus Languages: Any (other than secret languages). See the Speak Language skill.

**Occupation**

Any,



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