

# DRAGINSTAR NEO-INNOVATIONS

## BELTER GENNIE

### Physical Description:

Belters are based on the Human genotype but with certain improvements, namely the ability to survive in zero gravity for the entirety of their lives. Belters appear for the most part entirely human with as much variation in appearance as humans have. The only major difference is that Belters have opposable big toes, allowing their feet to function much like normal human hands, also they have quite reflective lenses in their eyes which are designed to allow them near perfect vision in pitch black conditions. The other changes are more internal such as their Brains modification to allow them to independently use all four limbs simultaneously. They stand around 5 feet 8 inches tall (+2d4 inches) and weigh about 180 lb (x 2d6 lb).

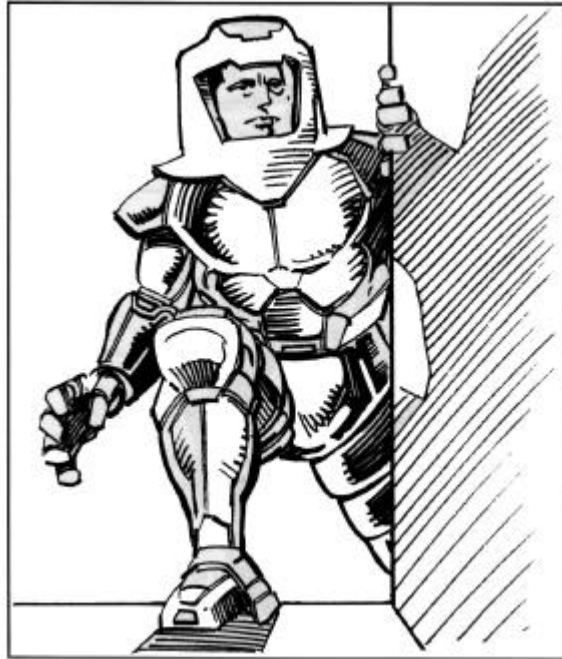
Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Belter	15 years	+1d4	35 years	53 years	70 years	+2d20 years

### Personality:

Belters are a very isolationist type people who hate outside intervention, they much prefer the company of other belters to anyone else and are also renowned for how protective they are of their own claimed areas. Belters however are not a warrior people they are workers spending much time living in zero gravity mining asteroids and the like, if such operations become threatened they often hire outsiders to help crush the opposition, this is not to say that the Belters will not help for indeed they love a good fight, but merely that they accept quite happily that in such matters others are far more knowledgeable and skilled. Belters are meticulous in their work and tend to search every inch of an asteroid for mineable resources before moving on to another. It is also a common trait amongst belters to brag about their exploits, this also tends to lead them to perform outrageous actions in order to outdo each other.

### History & Relations:

The Belters were created along with most other Gennies some fifty years or so ago, intended to mine in zero gravity environments, as such they are perfectly suited to such places. Belters were fortunate enough to earn their independence from the Empires ownership some generation or two back when in an agreement with the Imperial Council they agreed to meet all work quotas on time and in full in exchange for being able to govern themselves, their request remarkably was granted. Belters are governed by a Ruling



Council who decide on all issues which needing bringing to the fore, then all Belters within an anarchy (the term for their communities) take a vote to resolve all issues. Any citizen who is able to vote within an anarchy and does not cast his or her ballot for five times is subject to severe penalties, such as imprisonment, physical or economical quarantine, removal of air, water or food rights and so on. The Belters tend to take their independence and it's maintenance very seriously indeed and will tolerate no threats to it's continuance.

### Belter Lands:

Belters commonly form an Anarchy upon an Asteroid they are working and unlike many when all resources on that asteroid are expired they do not abandon it, but instead use it as a base of operations from which to launch other mining and survey operations. Belters do not dwell on planets but can be found quite frequently on such asteroid communities or mining vessels.

### Religion:

Belters as a people are all followers of the Smith, his industrious and fair teachings and doctrines are what led the belters to staking a claim on their own independence in the first place. Most belters know a few prayers of the Smith for bringing prosperity and productivity.

### Belter Racial Traits:

**+2 DEX, -2 CHA** As all Belters are very dextrous yet also quite isolationist in nature.

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





**Belter base speed is:** 40 feet  
**+2 Racial bonus to:** Freefall and Search.  
**Darkvision:** Belters can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Belters can function just fine with no light at all.  
**Independent Limbs (Ex):** All Belters can use hands, and feet (where appropriate) to perform independent tasks. E.g. *The left hand could hammer at a rock, while the right hand sweeps away the dust, the right foot fires a blaster and the left keeps the belters balance.* As such all Belters are considered to have the Multidexterity FEAT, and may also through the use of normal feat choices pick multiattack and multiweapon fighting.  
**Gravity Incompatibility (Ex):** Belters cannot remain within a gravity well or any gravity field greater than 0.1G for very long before it takes it's toll. They start to lose a point of Constitution each day, dying when their Con reaches zero, however if a Belter can gain access to a Zero Gravity environment to use for 1d4 days out of every week they can stave off such losses indefinitely and restore any points already lost. The Belters have also designed an armoured suit, which provides them with a constant environment.  
**Bonus FEAT:** Zero G Tolerance, all Belters due to their genetic design have improved capabilities in a zero gravity environment.  
**Automatic languages:** Common  
**Favoured Class:** Expert  
**Effective Character level:** +0

