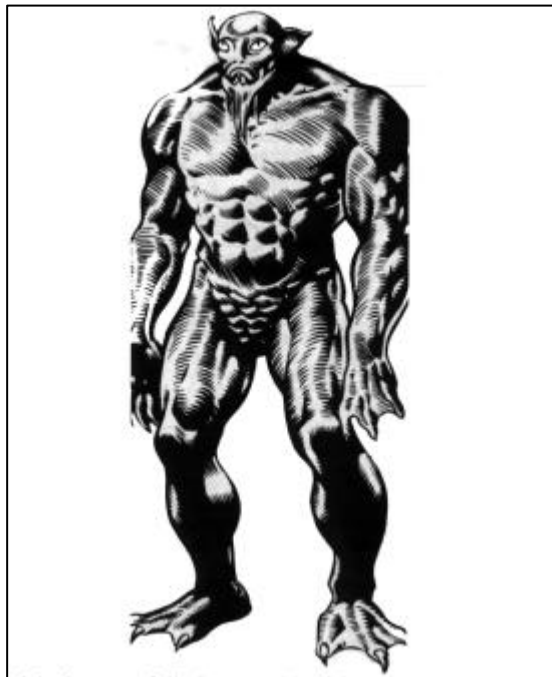


DELPH GENNIE

Physical Description:

Delphs were the first major genie created, using a human base mixed with seal and dolphin DNA. Delphs are covered in a rubbery skin in shades of blue, grey or black over a layer of blubber. They have normal human seeming eyes, recesses pinholes for ears, which are far back on the skull; the forehead contains a spongy tissue filled with oil that serves as a receiver for sonar transmissions. Their mouths are shaped with thin lips and they have pointed teeth and a short thick tongue; an altered palate allows delphs to project a clicking sound. Finally their noses are short and flat, with interior valves that close to form a watertight seal. Delph males are hairless; females have long black hair on their head that streams out behind them as they swim. All Delph has short limbs, and their fingers and toes are webbed. Double jointed, delphs can rotate their ankles more than 90 degrees, allowing them to use their feet as a tail for propulsion and steering while swimming. They stand around 7 feet tall (+2d6 inches) and weigh about 200 lb (x 2d12 lb).



the Empire considered the project a failure and sold the existing Delphs off to private companies and individuals. Delphs form themselves into communities and loosely structured clans, with the eldest member leading the pack.

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

Personality:

Delphs are much like the Dolphins from which share many genetic characteristics, they are playful, easy-going and quite charismatic. They do not like extremes of heat (for the risk of potential dehydration) and are quite reluctant at the best of times when it comes to straying far from a source of water.

Delphs are also not very big on possessions and do not own or carry much more than the loincloths they tend to wear, however Delphs do tend to keep a weapon or two, and a few other prized baubles but nothing like most humans own. All delphs are also very disinterested and unimpressed by technology, they often display curiosity about such devices, but quickly lose interest and have no interest in how they work or why.

History & Relations:

The Delph were created by the Empire in an endeavour to create a willing and industrious species whom they could use to farm and tend the numerous watery depths of a host of worlds. However the Delphs although industrious and capable of working long hours were prone to a desire to play and were easily distracted as such

Delph Lands:

Delphs own as little in the way of property as they do personal belongings. However some of the people who bought a community of Delph gennies have set them to work on various water worlds where the delph occasionally have a huge open-work raft with as many chambers above water as below. These floating communities drift on the endless currents, accompanied by herds of whales or dolphins where available.

Religion:

Most Delph communities venerate the Mother, although increasingly many have suddenly taken up the dualist faith following the Creator instead, the reason for this sudden shift is as yet unknown.

Delph Racial Traits:

+2 STR, +2 CON, -4 INT As all Delphs are strong and capable of swimming for long hours, but due to their technological incapacity they are quite simple.

Large size: As large creatures Delph lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.



Delph base speed is: 30 feet, Swim 60 feet.

Amphibious (Ex): All Delphs are capable of moving onto dry land, but if they do not fully immerse themselves in water every eight hours they begin to lose a Point of Constitution each hour killing the delph when its CON reaches zero.

Sonar (Ex): All Delphs are capable of detecting all creatures underwater within a 60 foot radius by emitting a high pitch sound outside the frequency of most people, this negates any bonus from Invisibility or poor visibility, but can be negated by a *Silence* spell.

Physical resistance (Ex): Delphs have a strong resistance by design to physical attacks due to their rubbery skin and layer of blubber, as such all delph have a natural 5/- Damage resistance to all Bludgeoning, Slashing and Piercing attacks.

Double jointed (Ex): all Delphs can rotate their ankles more than 90 degrees, allowing them to use their feet as a tail for propulsion and steering while swimming in effect this allows them to effectively swim at 180 feet per round, in short bursts for no more than Constitution in rounds once per day.

Technical Ignorance (Ex): All Delph have very little interest or capacity for technical skills. As such all Delph suffer a -4 Inherent penalty to the following skills: *Alchemy, Craft (technological crafts only), Disable Device, Open lock, Demolitions, Pilot, Repair and Use Device.*

Automatic languages: Common, Delph (series of clicks and high pitch whines)

Favoured Class: Ranger

Effective Character level: +1

