

# Races

## Character Creation

When you **create your character**:

1. Choose your race
2. Choose two racial options (these are Natural, except where noted)
3. You may take additional racial options at the cost of one Archetype Move each (cross it off your sheet), up to a maximum of three additional options.

## DEFAULT / HUMAN

You are a standard Human or from an equivalent race.

At character creation you take the Versatile racial option *twice*.

### Racial Option

**Versatile**: Choose one Advancement (equivalent of 5 Advances) from your own or another Archetype. (e.g. a Move, an increase in an Approach or a Gear slot)

## ANDROID

You are a creation of technology, not biology. You are immune to Telepathy, but can be hacked. You do not benefit from medical care, requiring expert repairs for your injuries instead. However, 'First Aid' will repair superficial damage (Wounds) you sustain.

Your racial options are always Mods.

Choose your Form: Humanoid, Functional, Compact, Other.

Choose your Propulsion: Walking, Wheels, Tracks, Hover, Immobile (take one additional Android option).

### Racial Options

**Advanced Analytics**: When you perform the Scope It Out move and roll a 7-9 you may choose one of the 10+ options in addition to your result; when you roll a 10+ you get two additional 10+ options.

**Concealed Weapon**: Your body conceals a weapon that is visible only when in use – tell the GM what it is

**Enhanced Memory**: You have a flawless memory, and can act as your own database of information on subjects you have investigated

**Enhanced Processing**: You may add +1 whenever you perform the Share Expertise move, even on tasks for which you have no prior experience.

**Fast**: You are able to move and act at high speed; when facing a slower opponent this gives you +1 Armour

**Hover**: You can float up to 5' (1.5m) above a solid or liquid surface, and may move along a surface as if you were walking/running on it.

**Interface**: You can interface with any system

**Internal Repair**: At the **start of a firefight** roll +Stalwart. On a 10+, Hold 3. On a 7-9, Hold 1. You may spend 1 Hold at any time during the battle to repair 1 Harm

**Lifelike**: Your appearance, movement, sound and smell simulates a natural race – choose which one

**Linguist**: You understand all known languages and can speak fluently those for which you are physically equipped.

- Manipulator Fields:** You use energy fields to manipulate your environment allowing you to act on things without direct physical contact
- Reconfigure:** You may spend a minute to change your shape or appearance
- Reflective Skin:** Your outer layer reflects is immune to radiation and hostile environments, giving you +1 Armour vs Energy attacks and +1 to resist hacking attempts
- Reinforced:** Your reinforced structure gives you +1 Armour, however Harm you receive cannot be healed by Tactical Packs
- Senses:** When you **use your enhanced senses to Scan something**, you may add +1 to your roll
- Shell:** You have a hard outer shell that acts as 1 Armour
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength.

## AVIAN

Your race has evolved from flying creatures. You can fly when surrounded by atmosphere dense enough to support you.

### *Racial Options*

- Born for the Sky:** when you **roll for a flying manoeuvre** you may treat an exact 6 result as if you rolled a 7-9
- Claws:** Your sharp claws are 1 Penetrating
- Eagle Eyes:** You can see things at distances other races cannot
- Instinctive Flyer:** You add +1 to your manoeuvre rolls in flight and zero-G
- Raptor:** When you **pass at target at high speed**, add +1 to your Attack roll and do +1 Harm
- Wings:** You can fly, provided the atmosphere is dense enough to support you

## BRAINIAC

Your race has evolved an advanced mind. You consider the other races dim-witted and narrow in their thinking and mental abilities.

### *Racial Options*

- Advanced Analytics:** When you perform the Scope It Out move and roll a 7-9 you may choose one of the 10+ options in addition to your result; when you roll a 10+ you get two additional 10+ options.
- Enhanced Memory:** You have a flawless memory, and can act as your own database of information on subjects you have investigated
- Enhanced Processing:** You may add +1 whenever you perform the Share Expertise move, even on tasks for which you have no prior experience.
- Linguist:** You understand all known languages and can speak fluently those for which you are physically equipped.
- Mind Sense:** You can sense the presence of other brains around you and their mental strength
- Mind Shield:** Your mind shield makes you invisible to telepathic detection and mind reading
- Mind Talk:** You can talk telepathically with telepaths and members of your own race, and can send telepathic messages to nontelepathic beings

## ENERGY BEING

You do not have a physical body, but exist instead as a bundle of free energy. You can speak but otherwise have only minimal effect on physical things (make a candle flame flicker, etc.) and can pass slowly through them.

Your unarmed attacks are 1 Harm energy attacks. Projectiles and most physical attacks pass harmlessly through you. You take normal damage from energy attacks, and suffer +2 Harm from area attacks and explosions.

#### *Racial Options*

- Disrupt Electronics:** You may disrupt or damage electronic systems by touching them.
- Energy Blast:** You can make an energy attack (3 Harm Close or 2 Harm Range) at the cost of 1 Harm to yourself. The Harm you suffer doing this can be healed only by medical care or Recharge (see below).
- Extensor Fields** (requires Interact): You can interact with physical objects at unusual distances and around corners. In addition, you can perform physical attacks that do 1 Harm.
- Floating Energy:** You can move freely in atmosphere and space
- Interact:** When you concentrate you can interact with physical objects as if you had a solid form.
- Life Giver:** When you transfer life energy to another you resuscitate them and stabilise their injuries, but at the cost of 1d3 Harm to yourself.
- Pure Energy:** You may enter, exit and travel within electrical or other energy systems. You interact with things you encounter within a system as if both you and they were physical. Harm you suffer within a system cannot be healed until you leave the system or find an undisturbed place to Recharge (see below).
- Recharge:** Stable radiation and energy sources nourish and heal you as if you were in an automated med bay.
- Shield:** You can generate an energy shield (3 Shield) around yourself at the cost of 1 Harm to yourself. It regenerates 1 Shield each time you Recover.

## HYBRID

You look like (or are) a Human-Animal hybrid, with hands. Describe the nature and characteristics of your race.

#### *Racial Options*

- Claws:** Your sharp claws are 1 Penetrate
- Climb:** If it can be climbed, you can climb it
- Heightened Senses:** You have one sense that can detect things most other races cannot
- Hide:** Your leathery skin is 1 Armour
- Leap:** You can leap great distances
- Natural Weapons:** You do 2 Harm when fighting unarmed
- Predator:** When you **mercilessly attack your prey** you add +1 to your first attack roll
- Stealth:** When you move stealthily you may treat an exact 6 result as a 7-9 but with harsher consequences, the GM will tell you what
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength

## INSECTOID

You're an insect-like creature.

#### *Racial Options*

- Antennae:** Your highly sensitive antennae detect movement and smells in your immediate area with great accuracy
- Claws:** Your sharp claws are 1 Penetrate
- Hard Shell:** Your exterior shell is 1 Armour
- Hive Mind:** You are part of a hive mind. You gain +2 to resist telepathy, and have instant access to the collective awareness, guidance and knowledge of your hive. If your link to your hive is interrupted you suffer -1 to all social and mental activities.
- Natural Weapons:** You do 2 Harm when fighting unarmed
- Poison:** You have a physical attack (describe it) that poisons your opponent when you roll a 10+ on your Attack. Choose one of the following effects for your poison (its duration is up to the GM):

- +1 Harm

- Weaken your opponent

- Slow your opponent

- Blind or daze your opponent

- Spring:** You can jump long distances and when you lash out at speed you do +1 Harm
- Web:** Your body produces a silk-like cord. You control its strength and adhesiveness, can weave it into a web, and can move along it at will.
- Wings:** You can fly when surrounded by atmosphere dense enough to support you

#### *Insectoid Racial move:*

If it fits the fiction, you may spend an Advancement to perform the following move:

- Metamorphosis:** When you **enter a cocoon and transform into your next stage of life**, do the following:

- Lose all Mods**, except those you can retain in the fiction, replacing them with held Level Ups

- Lose Natural moves you no longer want** replacing them with held Level Ups

- If you have **not reached your final form**:

- Replace one or more of your Insectoid options (excluding Hive Mind which you retain if you have it) with options you have not taken before
    - You may add additional options at the cost of one Level Up per option
    - If this means you take the final insectoid option you must instead take your final insectoid form

- If you have **reached your final form**, replace all your insectoid options with Held Level Ups, and do the following:

- (Optional) Redistribute the values of your Handy, Geek, Sharp and Vibe attributes

- (Optional) Replace your Class:

- Agree with the GM which, if any, moves carry over from your old form

- Lose all your other moves and Hold half that many (rounded up) as Advancements

- Choose a new Archetype

- (Compulsory) Spend *all* your held Advancements on Insectoid options and moves from your (existing/new) Class

- You cannot metamorphose again after having taking your final form

- You emerge fully formed - describe your new form

## PLANT

You're a mobile plant-like creature.

### *Racial Options*

- Barbed:** Your unarmed Attacks do 2 Harm.
- Bark:** Your tough skin is 1 Armour.
- Carnivorous:** You secrete digestive acids that will dissolve creatures and objects you hold against your belly. (The GM will determine if materials are affected by your digestive acids, on a case by case basis.)
- Darts:** You can perform unarmed Attacks at range.
- Nettle:** When you roll 10+ on an unarmed Attack, you poison your opponent. Choose one of the following effects for your poison (its duration is up to the GM):
  - +1 Harm
  - Weaken your opponent
- Regenerate:** Out of combat you heal wounds naturally as if you were in an Automated Med Bay
- Roots:** You can exert your full strength into any cracks and openings within reach, can attach to and climb any unpolished solid surface that will hold your weight, and when adhered to something solid you cannot be separated against your will
- Spores:** You can emit a cloud of spores that Poisons anyone within close range who inhales it. Choose one of the following effects for your poison (its duration is up to the GM):
  - Blind them
  - Slow them
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength
- Vines:** You have strong vines that can extend unusual distances and around corners

## SAURIAN

You're a lizard-like creature.

### *Racial Options*

- Armoured Skin:** Your skin is 1 Armour.
- Chameleon:** You can change your colouring to blend into your surroundings
- Claws:** Your sharp claws are 1 Penetrate
- Cold Blooded:** You do not show up on infrared scanners, and extreme cold slows you instead of causing Harm
- Fire Resistance:** You are resistant to extreme heat and take -1 Harm (minimum 0) from Energy attacks
- Natural Weapons:** You do 2 Harm when fighting unarmed
- Regenerate:** Out of combat you heal wounds naturally as if you were in an Automated Med Bay
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength
- Tail:** When you use your tail in combat you do +1 Harm
- Wings:** You can fly when the atmosphere is dense enough to support you

## SILICATE

You're a mineral based creature. You eat ore and raw minerals, and are immune to biological poisons and diseases.

### *Racial Options*

- Blend In:** You can alter your colouring, shape and ambient temperature to match solid objects around you
- Heavy:** Your high mass means you take -1 Harm (minimum 0) from Energy weapons and gain +2 to resist being moved against your will
- Natural Weapons:** You do 2 Harm when fighting unarmed
- Radiation Hardened:** You gain +1 Armour and add +2 to rolls to resist the effects of acids and harmful environments; however, Harm you receive cannot be healed by First Aid
- Rock:** Your rock-like body is 1 Armour
- Splinter:** You can fire a chunk of your body as a projectile (3 Harm, Firefight) at the cost of 1 Harm. To heal this Harm you must consume ore to replace your lost mass
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength
- Vacuum:** You are immune to vacuum and most stellar radiation, operate freely in space, and when inactive can go for decades without sustenance

## WARRIOR RACE

You're from a race where status and disputes are determined by physical combat and only the strongest survive.

### *Racial Options*

- Combat Awareness:** You cannot be surprised by an attack
- Fast:** Your highly tuned reactions give you +1 Armour
- Heritage Armour:** Your traditional robes are 1 Armour - describe them. (Your robes are a Possession, but your right to wear them anywhere is Natural.)
- Martial Training:** Your unarmed attacks do 2 Harm
- Strong:** Your physical attacks do +1 Harm and you add +1 to acts of strength
- Traditional Weapon:** You carry a traditional weapon (3 Harm) with you at all times - describe it. You may use it only in honourable combat and when drawn it must spill blood (minimum 2 Harm). (Your traditional weapon is a Possession, but your right to carry it anywhere is Natural.)