

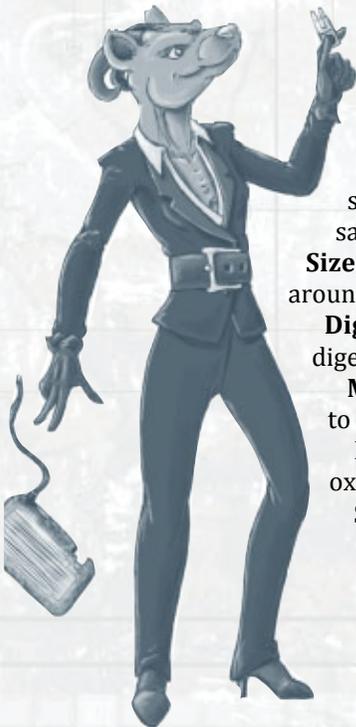
ARRAKIN [AR-AH-KEHN]

TECHNOLOGY 3, MILITARY 1, SOCIETY 2 (BIPEDAL, EXPLORERS)

Among the three species on Arim (the arrakin, mesozao, and zalari), the arrakin are probably the least hostile, but still a threat nonetheless. Much like their Arim brethren, they revel in the thought of doing combat, or pursuing espionage, with the other two; although as the decades have passed, that excitement has faded significantly. Nowadays, the arrakin maintain a standing army in case the zalari or mesozao turn to warfare using their more cunning resources and capabilities. While the zalari prefer to sneak in through the front door, the arrakins hack in through the back door.

Political and military secrets are rarely safe when the arrakins come looking. Whether disguising themselves or covering their virtual trails through sophisticated technology, they have managed to hack into the most secure places and walk away with the most esoteric information imaginable. They then use what they found for a variety of purposes including reverse engineering, replication, blackmail, sabotage, and trade. It's believed the arrakins are one of the biggest players in the black market, buying and selling all sorts of information and replicated equipment. The problem with breaking the black market is that it's so well hidden no one within the Academy or Allied Navy has ever been able to locate anyone officially known to be associated with it. There is a lot of speculation about the major black market players, but the theory is that the arrakins are able to bury so much of that information that the Academy (or other intelligence organizations in the galaxy) simply cannot penetrate.

PHYSIOLOGY



Arrakins are rodent-like humanoids, but without such prominent features, and horns on their head. They're bodies are fairly lithe, covered with fuzz-like hair, and could easily be overcome in physical combat. Instead, their slender fingers are used for bypassing security systems and rely on technology to keep them safe.

Size/Weight: Most arrakins are 1.5m tall and weigh around 50kg.

Digestion: Arrakins appear to have a fairly standard digestive track and appear to be omnivores.

Mobility: Arrakins are bipedal with feet and hands akin to most humanoids.

Respiration: Arrakins have lungs capable of breathing oxygen.

Senses: Standard humanoid senses.



ARRAKIN INFILTRATOR

Arrakins are masters at breaking and entering without every getting caught. They have been able to steal the most secured information with no one knowing how it was done. Their skill with a computer is matched by virtually no one, although their ability to fight is considerably lacking.

| | Dice | Average | 1D20 | Hit Location | AP/HP |
|-----|-------|---------|-------|--------------|-------|
| STR | 2D6 | 7 | 1-3 | Right Leg | 1/5 |
| CON | 3D6 | 11 | 4-6 | Left Leg | 1/5 |
| SIZ | 2D6+6 | 13 | 7-9 | Abdomen | 1/6 |
| INT | 3D6+6 | 17 | 10-12 | Chest | 1/7 |
| POW | 4D6 | 14 | 13-15 | Right Arm | 1/4 |
| DEX | 3D6 | 11 | 16-18 | Left Arm | 1/4 |
| CHA | 3D6 | 11 | 19-20 | Head | 0/5 |

Combat Actions 3 *Armor:* Leather-laced cotton suit (AP 1, -2 SR)

Damage Modifier -1D2 *Traits:* Electronic Security, Low Light Vision

Movement 8m

Strike Rank 12

Skills: Athletics 68%, Computers 94%, Evade 42%, Influence 62%, Mechanisms 58%, Perception 81%, Persistence 48%, Resilience 42%, Stealth 68%, Unarmed 28%

Combat Styles: Club 78%, Longarms 62%

Weapons: EMP Rifle (LB – all electronics within the blast zone are irrevocably disabled; 120m; Load: 1; RoF: 1; Shots: 16; Size: M; ENC: 2; AP/HP: 10/8), electrostick (3D6; S/S; Stun Location; ENC: 0; AP/HP: 7/7)

ARRAKIN SPECIAL TRAITS

All arrakins have the following special trait unless otherwise noted.

- **Electronic Security:** Arrakins are learned in bypassing electronic security systems. They gain a +20% bonus to Mechanisms when used against an electronic security system.

ENVIRONMENT

The arrakins call Arim their home world alongside the mesozao and zalari. The planet is very livable with a mixture of climate zones. Arrakins are slightly hardier than their zalari brethren and have extended their population to the furthest reaches of Arim, outside its extreme climate zones. The bulk of their population lives in relatively harmony with the other two species throughout the metropolises that dot the planet, but there are pockets of cities far from those regions.

Arrakins enjoy the anonymity of living in a large urban center along with the quietness that the rural areas provide. It's often within those rural areas that the majority of their scheming occurs, far from the prying eyes of the zalari. Although little of their current intelligence gathering is directed toward the zalari, the arrakins still appear to desire some type of advantage over their lifelong rival.

ORIGINS

The arrakins' time on Arim was the same as their planetary brethren. War was a common occurrence between the three and little time went by where someone wasn't clashing on some region of the planet. As time went by and technologies and body counts advanced, the arrakins became frequent victims of zalari assassinations and other precision strikes, leading them to find a way to be better than their rivals. Their solution was to use their knowledge of computers and networks to stay one step ahead. Their form of espionage turned into gathering intelligence and using that against their targets with the element of surprise solely on their side.

The arrakins spent more and more time developing technology to overcome the security enhancements the mesozao and zalari developed. They got to a point where their technology was so advanced that nothing the other two could create was anywhere near as capable as what the arrakins were developing. In what seems like a game for all three species, the arrakins grew bored and started to set their sights toward the stars where new victims could be found.

With a plethora of species and technology to be found, the arrakins started to spend less time out-engineering their kin and tried to find ways to steal the secrets that lay beyond their planet. They continued to monitor what was happening on Arim, ensuring they were always one step ahead, but most of their efforts were concentrated elsewhere; there was simply more money to be made outside Arim than on their home world. It's believed that this is when the arrakins became firmly rooted in the black market and turned it from a disorganized web of thieves to a highly organized and secure alliance that spans the galaxy.

MOTIVATION

Arrakins are an interesting breed. They don't need to gather intelligence to survive, nor do they need it to supply wealth to their species (Arim has a very stable economy). Many within the Academy speculate they are greedy and love to profit from the intelligence they gather, while others speculate the arrakins do this as a hobby with no care for financial costs or gains. Which is true will never be known as the arrakins refuse to divulge that information.

Due to their secretive nature, fully understanding the arrakins proves difficult. However, the Academy has gathered quite a bit of information to theorize what they believe is the core of the arrakin societies. First, arrakins do not run the black market; they are simply a part of it. They are a big player within that market and one of the major reasons why it has become so well organized and difficult to find. Second, arrakins have prosperous business philosophies on Arim and even have dealings with corporations throughout the galaxy. The House has made numerous attempts to make dealings with the arrakins illegal due to their illicit activities, but they have met too much resistance from the participating corporations (including monetary resistance) that no laws have been passed. Third, it's extremely difficult to identify an arrakin infiltrator versus an arrakin that doesn't participate in the gathering or using of intelligence (not all arrakins are devious). Finally, arrakins are extremely technologically advanced in their knowledge base. They have probably encountered a huge percentage of the technology secrets in the galaxy and used that against other victims. They only seem to keep the most desirable for themselves, although the Academy suspects that one day a highly-mechanized arrakin army could rise-up and terrorize the galaxy.

SHEEDA GENI

In arrakin society, engineers are highly praised for their ability to reverse engineer or simply understand foreign technology. Few are as highly respected as Sheeda Geni, one of the highest rated arrakin engineers on Arim. Although there are thousands of engineers with the skills needed, Sheeda is most well-known for her leadership abilities when it comes to gathering intelligence and selling trade secrets through the black market. Due to her standing within the arrakin society, Sheeda has a dedicated team of infiltrators and engineers at her disposal. She appears to function like a director of operations, although her ability to understand technology is renowned.

Sheeda started her career in her youth, breaking down and rebuilding any device that she could get her hands on. At some point, she stowed away on a zalari spacecraft that was forced to land shortly after take-off due to massive system failures. The zalari suspected Sheeda was responsible, but no one could truly confirm. They also suspected she was placed there purposely by an arrakin intelligence agency to sabotage the spacecraft. She was recruited immediately after that incident.

Ever since that time, Sheeda has risen quite quickly through the intelligence ranks and become powerful enough to warrant a dedicated strike force. It's unknown whether she leads the only force organized in this fashion, but it's definitely the only one known to the Academy. She also appears to be well-known by pirates, leading to the assumption that she's a very important person within the black market.

SHEEDA GENI

Sheeda Geni is a crafty arrakin whose engineering abilities have allowed her to rise to the top of the species' intelligence operations. She has a knack for reverse engineering and is able to use foreign technology within minutes after encountering it.

| | Value | 1D20 | Hit Location | AP/HP |
|-----|-------|-------|--------------|-------|
| STR | 7 | 1-3 | Right Leg | 4/5 |
| CON | 11 | 4-6 | Left Leg | 4/5 |
| SIZ | 13 | 7-9 | Abdomen | 4/6 |
| INT | 18 | 10-12 | Chest | 4/7 |
| POW | 17 | 13-15 | Right Arm | 4/4 |
| DEX | 11 | 16-18 | Left Arm | 4/4 |
| CHA | 13 | 19-20 | Head | 4/5 |

| | | |
|------------------------|------|--|
| <i>Combat Actions</i> | 3 | <i>Armor:</i> Body glove (AP 4, -6 SR) |
| <i>Damage Modifier</i> | -1D2 | <i>Traits:</i> Electronic Security, Low Light Vision |
| <i>Movement</i> | 8m | |
| <i>Strike Rank</i> | 9 | |

Skills: Athletics 68%, Computers 96%, Disguise 51%, Engineering 76%, Evade 52%, Influence 76%, Mechanisms 69%, Perception 85%, Persistence 64%, Resilience 52%, Stealth 79%, Unarmed 28%

Combat Styles: Club 78%, Longarms 62%

Weapons: EMP Rifle (LB – all electronics within the blast zone are irrevocably disabled; 120m; Load: 1; RoF: 1; Shots: 16; Size: M; ENC: 2; AP/HP: 10/8), electrostick (3D6; S/S; Stun Location; ENC: 0; AP/HP: 7/7)

Special Traits: [Technology Guru] Sheeda Geni can take any technological device and use it without penalties after making a single Engineering roll. This is due to her ability to mentally disassemble a device and understand how it works.