

XENOPEDIA

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Xenopedia* revised first edition core setting guide compatible with SWADE. Changes are highlighted in red.

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AASOV 7

Attributes: Agility d4, Smarts d12, Spirit d4, Strength d8, Vigor d10

Pace: Varies (see Special Abilities); **Parry:** 2; **Toughness:** 10 (3)

Skills: Academics d10, Electronics d10, Piloting d8, Science d10

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DX-17-A2

A humanoid service droid from the waist up, it has been equipped with a hoverpad to glide seamlessly around the ship and a virtual face replication system, producing a 3D animated humanoid face with a wide, happy smile.

Attributes: Agility d4, Smarts d12, Spirit d4, Strength d8, Vigor d10

Charisma: 0; **Pace:** 4; **Parry:** 2; **Toughness:** 10 (3)

Skills: Academics d10, Electronics d10, Piloting d8, Science d10

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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.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Skills: Athletics d8, Electronics d10, Fighting d4, Hacking d10, Persuasion d8, Research d10, Shooting d8, Stealth d10, Thievery d6

Armor: Leather-laced cotton suit (torso, arms, legs +1)

Weapons: EMP rifle (12/24/48, RoF 1, Shots 16, LBT – all electronics underneath the template is irrevocably disabled), electrostick (3D6, Requires 1 action to reload, 50% chance of causing +1 level of Fatigue)

Special Abilities

- **Electronic Security:** Arrakins are learned in bypassing electronic security systems. They gain a +2 bonus to **Thievery** when used against an electronics security system.
- **Low Light Vision:** Arrakins ignore penalties for Dim and Dark lighting.

- **Nonlethal Attack:** Arrakins are skilled in using their nonlethal electrosticks. They gain a +2 bonus to Fighting for attacking with and Stealth for concealing the electrostick.

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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.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

Skills: Athletics d8, Electronics d12, Fighting d4, Hacking d12, Persuasion d10, Repair d10, Research d12, Shooting d8, Stealth d12, Thievery d10

Edges: Command, Command Presence

Armor: Body glove (all +4)

Weapons: EMP rifle (12/24/48, RoF 1, Shots 16, LBT – all electronics underneath the template is irrevocably disabled), [2] electrostick (3D6, Requires 1 action to reload, 50% chance of causing +1 level of Fatigue)

Special Abilities

- **Electronic Security:** Arrakins are learned in bypassing electronic security systems. They gain a +2 bonus to **Thievery** when used against an electronics security system.
- **Low Light Vision:** Arrakins ignore penalties for Dim and Dark lighting.
- **Nonlethal Attack:** Arrakins are skilled in using their nonlethal electrosticks. They gain a +2 bonus to Fighting for attacking with and Stealth for concealing the electrostick.
- **Technology Guru:** Sheeda Geni can take any technological device and use it without penalties after making a single **Electronics** roll. This is due to her ability to mentally disassemble a device and understand how it works.

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BRAUK

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Pace: 5; **Parry:** 2; **Toughness:** 6

Skills: A brauk's skills are determined by its caste.

Dok: Fighting d8, Shooting d6, Survival d8

Kirish: Repair d6, Science d8, Survival d8

Kosh: Academics d8, Repair d6

Xath: Athletics d8, Electronics d6, Repair d6

Armor: None

Weapons: None

Special Abilities (A brauk's special abilities depend on its caste.)

- **Built For War (Dok):** Increase Parry to 6; immune to Shaken by spending a Benny.
- **Hardy (All):** Brauks don't suffer a wound from being Shaken twice.
- **Innate Craftsmanship (Kosh):** Decrease Vigor to d6, decrease Toughness to 5, and increase Spirit to d10; can use Spirit as a substitute for any Smarts-based roll connected with their current project.
- **Low Light Vision (All):** Brauks ignore penalties for Dim and Dark lighting.
- **Mineral Scent (Kirish):** Increase Vigor to d10 and increase Toughness to 7; can automatically succeed on rolls to discover minerals.
- **Sturdiness (Xath):** Decrease Spirit to d6 and increase Agility to d8; **can spend a Benny to avoid falling from a failed Athletics roll when climbing.**

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HOSSEP LAR

Concealed behind his respirator, this squat brauk stares you down with a gaze only a blood-soaked soldier could offer.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Charisma: 0; Pace: 5; Parry: 6; Toughness: 12 (4)

Skills: Battle d6, Fighting d8, Shooting d8, Survival d10

Edges: No Mercy, Tough As Nails

Armor: Tactical jacket (Torso +4)

Weapons: Plasma rifle (20/40/80, 2d10, RoF 1, Shots 15, AP 4, Snapfire), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto), tomahawk (Str+d4)

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CEPHLON INFILTRATOR

Your eyes focus on the strange intruder and realize it's not what it appears to be. Aware of your perception, its arms and legs split into long, sinewy tentacles grasping hold of nearby walls and corners. Every one of them connects to a small head with a large, heaving sack bulging in and out, with eyes plotting its next move. It doesn't look very willing to retreat.

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d8, Vigor d8

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Skills: Athletics d10, Fighting d6, Notice d8, Research d8, Stealth d10, Survival d8

Edges: Counterattack, Improvisational Fighter, Quick, Sweep (All combat Edges increase to Improved when a cephlon has at least four tentacles available in combat)

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CR'JUDI

Cr'judies are a carnivorous species that feed on organic xenos of all type.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Pace: 6; Parry: 5; Toughness: 6

Skills: Athletics d10, Fighting d6, Notice d10, Stealth d8, Survival d10

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CR'JUDI YOUTH

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: 0; Pace: 6; Parry: 4; Toughness: 5

Skills: Athletics d8, Fighting d4, Notice d10, Stealth d8, Survival d10

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CR'JUDI ELDER

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d10

Charisma: 0; Pace: 6; Parry: 6; Toughness: 8

Skills: Athletics d10, Fighting d8, Notice d12, Stealth d8, Survival d12

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THE DEVIL OF TSKOH

Few have ever lived to tell of the Devil, though many have felt its frosted presence and discovered its bloody victims. Every attack carries the Devil's vicious signature: an X clawed across the victim's chest.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Charisma: 0; Pace: 6; Parry: 6; Toughness: 6

Skills: Fighting d8, Intimidation d6, Stealth d6, Survival d6, Tracking d8

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KHEEPER

Few have seen the horrific visage of the cyll they call Kheeper. Wait, what is that dark figure standing next to the trees?

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Skills: Fighting d6, Persuasion d8, Research d6, Shooting d8, Survival d6

Weapons: Longbow (15/30/60, 2d8, RoF 1, Shots 5)

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DETASIRA SOLDIER

Most detasira cyborgs are programmed as soldiers. After their learning software reaches a certain level, they can become officers or commanders. Each soldier is an extremely capable foe in combat as their programming dictates them to be so.

Attr: Agility d10, Smarts d6, Spirit d4, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Athletics d10, Fighting d10, Notice d10(+2), Repair d6, Shooting d12, Survival d8

Edges: Alertness, Counterattack, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: Vibro sword (Str+d8+4, AP 8), [2] molecular knife (3/6/2, Str+d4+2, AP 2), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

DETASIRA CONSCRIPT

Conscripts are the newly built detasira cyborgs. They are replicated from the original, known design and loaded with all the original software.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 5; **Toughness:** 14 (6)

Skills: Athletics d8, Fighting d6, Notice d8(+2), Shooting d8

Edges: Alertness, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: [2] molecular knife (3/6/2, Str+d4+2, AP 2), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

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HEAVY WEAPONS DETASIRA

Heavy weapons cyborgs have better strength than the standard soldier due to materials used in construction. They also have knowledge of using heavy weapons and demolitions which the standard soldier knows nothing about.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12+4, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Athletics d10, Fighting d10, Notice d10(+2), Repair d6, Shooting d12, Survival d8

Edges: Alertness, Counterattack, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: Vibro axe (Str+d6+4, AP 6), [2] molecular knife (3/6/2, Str+d4+2, AP 2), plasma rifle (20/40/80, 2d10, RoF 1, Shots 8, AP 4, Snapfire, MBT, Heavy Weapon)

DETASIRA OFFICER

It typically takes many dozens of years before a detasira can be considered for an officer role. By this time, decades have passed and their cybernetic skeleton is beginning to weaken.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (6)

Skills: Athletics d8, Battle d8, Fighting d8, Notice d10(+2), Repair d8, Shooting d10, Survival d10

Edges: Alertness, Command, Command Presence

Armor: Battle suit (all +6)

Weapons: Vibro sword (Str+d8+4, AP 8), molecular knife (3/6/2, Str+d4+2, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

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ENGENICO

Engenicos are master engineers and build all manner of machines.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 8 (3)

Skills: Electronics d10, Engineering d12, Fighting d4, Notice d8, Repair d10(+2)

Armor: Lightweight titanium-plated leather (all +3)

Weapons: Vibro knife (Str+d4+4, AP 6), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

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HALILUPA MINER

The halilupa miner is the most commonly found version with a shell made from metal (often scrap metal) and metallic rocks. They have no combat training but are well-versed in the use of a pickaxe, mattock, hand drill, and explosives.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 4; **Toughness:** 13 (4)

Skills: Fighting d4, Notice d10(+2), Repair d8, Science d8

Armor: Metal shell (all +4)

Weapons: Mattock (Str+d6)

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HALILUPA GEMSTONE MINER

Gemstone mining halilupas are programmed to find precious stones. They are also constructed to resemble this environment due to resource availability.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 4; **Toughness:** 11 (2)

Skills: Fighting d4, Notice d10(+2), Repair d8, Science d8

Armor: Gemstone shell (all +2) (reflects all laser weapon attacks)

Weapons: Pickaxe (Str+d6), hand drill (2d6)

HALILUPA TECHNICIAN

Halilupa technicians repair and build other halilupas. They are slightly smaller and have narrower fingers for accessing smaller spaces. They can also be equipped with repair tools for the most delicate tasks.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 2; **Toughness:** 13 (4)

Skills: Electronics d10, Notice d10(+2), Repair d10

Armor: Metal shell (all +4)

Weapons: Diamond drill attachment (2d4, AP 8), soldering attachment (1d8)

GORTOTH THE DEFENDER [WC]

A worn and beaten down hokoth, this seasoned veteran of many campaigns is missing a couple fangs and sports many scars over his vastly bulkier physique. Yet, he is the first one to grab a weapon and prepare to enter the fray, holding the door open as you ponder your next move.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Fighting d10, Notice d8, Shooting d10

Edges: Berserk, Combat Reflexes, Frenzy

Weapons: Can use improvised weapons

VELACK, HOKOTH NEGOTIATOR [WC]

Walking with the aid of a staff and her hind legs supported by a wheeled device to allow greater ease and movement, this frail and petite form of the normally vicious hokoth looks up at you with her beaming eyes and smiles a warm greeting despite her affliction.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d8

Charisma: 0; **Pace:** 4; **Parry:** 2; **Toughness:** 8 (2)

Skills: Healing d8, Persuasion d10

Edges: Command, Linguist, Natural Leader

Weapons: Staff (Str+d4)

GAMBLE

Landing before you, the massive span of its four wings wrap around its body and the tall, gaunt form of this aviator gazes down at you before twisting its head curiously. A set of bone dice are pulled from a pouch on its back and dropped before you.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Charisma: 0; **Pace:** 2; **Parry:** 5; **Toughness:** 7

Skills: Fighting d6, Gambling d6, Notice d6(-2*)

Edges: Luck, Scavenger

INVISTORIK PURGATOR

Purgator is the term invistoriks use for their warriors that travel the galaxy purging and cleansing the 'unworthy'. They are highly skilled, and very intimidating, warriors.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Shooting d10,

Armor: Battle suit (All +6)

Weapons: Molecular sword (Str+d8+2, AP 4), repeating railgun (50/100/200, 2d8+3, RoF 1, Shots 12, AP 8, Snapfire, Heavy Weapon), [2] plasma grenade (5/10/20, 3d6, AP 4, MBT, Heavy Weapon)

BRAHK ALLINOY

Brahk Allinoy is a grand purgator and has served the Torism missionary ideals for five decades. He is an extremely capable warrior and time has honed his abilities into brutal efficiency. As a grand purgator, he often wears ceremonial dress over his battle suit.

Attributes: Agility d12, Smarts d12, Spirit d12+1, Strength d12+2, Vigor d12

Charisma: +2; **Pace:** 9; **Parry:** 8; **Toughness:** 16 (6)

Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d10, Persuasion d10, Shooting d12

Edges: Command, Command Presence, Inspire, Leader of Men, Two-Fisted

Armor: Battle suit (All +6)

Weapons: Vibro halberd (Str+d8+4, AP 8, Reach 1), large plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 18, AP 4, SBT), large needle pistol (12/24/48, 2d6, RoF 1, Shots 24, AP 5), [2] plasma grenade (5/10/20, 3d6, AP 4, MBT, Heavy Weapon)

RHED MOLORE

Rhed Molore is a Tor priest and Brahk's most trusted advisor. His knowledge of the religion is vast and he possesses the ability to channel his deity's power.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d12+2

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 14 (4)

Skills: Athletics d8, Fighting d6, Intimidation d12, Notice d8, Persuasion d12, Shooting d6

Armor: Body glove (All +4)

Weapons: Adamantine staff (Str+d4+2)

JHET

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Pace: 7; **Parry:** 2; **Toughness:** 5

Skills: Athletics d8, Notice d6, Survival d8, Taunt d6

Armor: None

Weapons: None (see Eager To Prove)

DOSH'HO'NI, JHET RACING PILOT

Practically hurling himself on top of your ship, this jhet whistles sharply to gain your attention, only to point at it and laugh.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Skills: Athletics d8, Notice d8, Piloting d10, Repair d8, Taunt d10

Edges: Ace

Armor: None

Weapons: None

SIRKKA'SINE, JHET WARRIOR-ATHLETE

Standing over you with an intimidating stare, the deep golden eyes of this tall and lanky blue-skinned humanoid evaluate your potential. With a proud stance, she extends her open palm and points the other towards the training floor.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Skills: Athletics d10, Fighting d10, Notice d8, Survival d8

Edges: Command, Command Presence, Nerves of Steel

Armor: None

Weapons: Varies

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KKAXZ

Attributes: Agility d6, Smarts d8 (A), Spirit d4, Strength d8, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 5

Skills: Notice d8(+2), Shooting d6, Survival d8

Special Abilities

- **Detect Currents:** A kkaxz can use its Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 60'.
- **Electrical Charge:** A kkaxz can make ranged or area effect attacks with its electropes.
- **Electromagnetic Pulse:** By spending a Benny, a kkaxz can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 10/20/40, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kkaxz gains a +2 bonus to Notice and Survival when using its enhanced sense of smell.
- **Immunity (Electricity):** Kkaxz are immune to the effects of electricity.

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KOSSAR THE DROOLER

A friendly-looking, four-legged beast lies before you, its massive tongue practically pouring saliva onto the floor. Just when you think about taking another step forward, a thin electrical charge passes between two metallic horns on its forehead.

Attributes: Agility d4, Smarts d10 (A), Spirit d4, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 5

Skills: Notice d10(+2), Research d8, Shooting d10, Survival d10

Special Abilities

- **Detect Currents:** Kossar can use his Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 80'.

- **Electrical Charge:** Kossar can make ranged or area effect attacks with his electropes.
- **Electromagnetic Pulse:** By spending a Benny, Kossar can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 20/40/80, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kkaxz gains a +2 bonus to Notice and Survival when using its enhanced sense of smell.
- **Immunity (Electricity):** Kkaxz are immune to the effects of electricity.

GRIZZLE

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d8, Vigor d8

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: Notice d8(+2), Shooting d12, Survival d10, Tracking d8(+2)

Special Abilities

- **Detect Currents:** Grizzle can use his Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 60'.
- **Electrical Charge:** Grizzle can make ranged or area effect attacks with his electropes.
- **Electromagnetic Pulse:** By spending a Benny, Grizzle can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 20/40/80, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kkaxz gains a +2 bonus to Notice and Survival when using its enhanced sense of smell.
- **Immunity (Electricity):** Kkaxz are immune to the effects of electricity.

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CAPTAIN ZHTICK

The torn dress clothes of a noble ship captain are now stretched and worn out over the body of this short, insectile pirate. Missing her right leg, she has found an ingenious replacement: a pulse rifle.

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength d6, Vigor d10

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 9 (2)

Skills: Battle d8, Fighting d6, Notice d8, Shooting d8, Survival d8

Edges: Command, Tactician

Weapons: Electrothermal rifle (24/48/-, 2d8+1, RoF: 1, AP 8)

Special Abilities

- **Acidic Bite:** A kratch's bite attack reduces the victim's Armor by 1 in that given area (the torso unless performing a called shot).
- **Armor +2:** Chitinous plates
- **Bite:** Str+d6

- **Claws:** Str+d4
- **Hive Boss:** All other kratch within eyesight of Captain Zhtick receive a +2 bonus to all dice rolls.
- **Pirate's Charm:** All kratch Wild Cards have -2 to **Persuasion**.

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SPARKS

Sitting inside a suspended chair connected to a pulley system connected to the ceiling, this rugged and cracked kratch moves about this crowded shop of spare parts, wires, and walls of metal using the large remote connected by a thick red wire to the pulleys above. A welding torch dangles from a belt to his side and goggles are worn over his eyes at all times as he scurries about his shop.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d8

Charisma: -2; **Pace:** 4 (in chair); **Parry:** 2; **Toughness:** 7 (1)

Skills: **Electronics** d10, **Persuasion** d8, **Repair** d10,

Edges: Luck

Weapons: Bite (Str+d6), claws (Str+d4)

Special Abilities

- **Acidic Bite:** A kratch's bite attack reduces the victim's Armor by 1 in that given area (the torso unless performing a called shot).
- **Armor +1:** Cracked chitinous plates
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Connections:** Anyone dealing with Sparks can spend a Benny for him to instantly know someone with a part or person needed for a mission. However, they must bring back something for Sparks as determined by the GM.
- **Lame:** Sparks' Pace is reduced by 2 and rolls a d4 for running rolls.
- **Pirate's Charm:** All kratch Wild Cards have -2 to **Persuasion**.

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MENSILO

Mensiloes are powerful psions that mentally enslave the population around them to perform various tasks, such as protect the mensilo's home. Mindslaves that have survived the ordeal report blacked-out periods of their life where memories no longer exist.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Skills: **Athletics** d10, **Fighting** d8, **Notice** d8, **Persuasion** d10, **Psionics** d12, **Survival** d12

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MENSILO OFFSPRING

Mensilo offspring are smaller versions of their parent. They are less capable but still dangerous.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Skills: **Athletics** d8, **Fighting** d6, **Notice** d6, **Persuasion** d4, **Psionics** d8, **Survival** d10

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MESOZAO

Mesozaos are small humanoids with overly accented features, such as their ears and fingers. They have very dense populations and prefer horde-styled combat over tactics and weaponry. Although short they are agile and quick to anger. They're also good at sabotaging vehicles to give them a military advantage.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Pace: 4; **Parry:** 5; **Toughness:** 5 (1)

Skills: **Athletics** d6, **Fighting** d6, **Notice** d6(+2), **Repair** d8, **Shooting** d6, **Stealth** d6, **Survival** d8, **Taunt** d6

Armor: Leather (all +1)

Weapons: Knife (3/6/12, Str+d4), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

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ORTATH CH'ASULL

Ortath Ch'Asull is a mesozao general and part of a scouting nation that finds new home worlds for mesozaos with a nomadic lifestyle. His nation has battled more species than any other mesozao nation, and they've become quite efficient at it.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Skills: **Athletics** d8, **Battle** d10, **Fighting** d8, **Notice** d6(+2), **Persuasion** d8, **Repair** d8, **Shooting** d8, **Stealth** d6, **Survival** d8, **Taunt** d6

Edges: Command, Command Presence, Fervor, Inspire

Armor: Leather (all +1)

Weapons: Knife (3/6/12, Str+d4), short sword (Str+d6), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

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MORR'D

Attributes: Agility d4, Smarts d12, Spirit d6, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: **Notice** d4, **Research** d8, **Science** d10

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S'SEVA SHO KHAN

Ragged breathing greets you as you enter the morr'd's laboratory. Looming over the equipment, studying her latest data on screen, is the melted form of a once great mind desperately trying to reverse her agonizing condition.

Attributes: Agility d4, Smarts d12+1, Spirit d10, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: Persuasion d8, Research d10, Science d12

MOKK'AR SHEVY

Using a liftchair to hover above the ground, this refined looking mork'd conceals most of its physical disfigurement behind thick robes and distracting jewelry.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d6

Pace: 4 (7 in liftchair); **Parry:** 2; **Toughness:** 6

Skills: Notice d6, Persuasion d8, Research d8, Science d10, Survival d6

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PAKSA

Paksas are vicious canines, known for their extreme aggression.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Pace: 10; **Parry:** 6; **Toughness:** 7 (1)

Skills: Athletics d6, Fighting d8, Notice d8(+2), Stealth d6, Survival d8

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Survival rolls for tracking.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.

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PAKSA ALPHA MALE

Alpha males are the highest of the paksa hierarchy.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Pace: 10; **Parry:** 7; **Toughness:** 7 (1)

Skills: Athletics d6, Fighting d10, Notice d8(+2), Stealth d8, Survival d8

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Survival rolls when tracking.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh

meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.

- **Ferocity:** Paksas alpha males are extremely aggressive. Upon taking a Wound, he becomes extremely aggressive as if his hierarchical ranking is being threatened. His Parry is reduced by 2, but he gains a +2 bonus to Fighting, Strength, bite damage rolls (not claw damage), and Toughness. This aggression only subsides once the alpha male is Incapacitated.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.

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PAKSA OMEGA MALE

Omega males are the lowest of the paksa hierarchy.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d6, Vigor d8

Pace: 8; **Parry:** 5; **Toughness:** 7 (1)

Skills: Athletics d6, Fighting d6, Notice d6(+2), Stealth d6, Survival d6

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Survival rolls when tracking.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.
- **Submissive:** Paksas omega males are scapegoats. Upon taking a Wound, they can potentially become submissive: if there are no paksa alpha males alive in the pack, the omega male moves from aggressive to passive on a successful, unopposed Persuasion or Intimidation roll and from passive to friendly on a second roll. If the omega male's pack still contains a living alpha male, the omega male continues fighting to please the alpha male.

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PENGUA

Penguas are nomadic cave dwellers with space travel capabilities.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Skills: Athletics d8, Electronics d8, Fighting d6, Notice d8, Repair d8, Science d8, Shooting d8, Survival d8

Weapons: Razorgun (30/60/120, 2d8, RoF 1, Shots 6, AP 4) [fires sharpened metal saw blades], reinforced metal baton (Str+d8) [blunt]

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JAFFA ATHIL

Jaffa is one of the largest and most vicious pengua commanders ever encountered. His bloodlust is fairly well-known.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d12

Pace: 6; **Parry:** 5; **Toughness:** 11 (2)

Skills: Athletics d8, Electronics d8, Fighting d10, Notice d10, Repair d8, Science d8, Shooting d10, Survival d12

Edges: Command, Command Presence, Hold the Line!, Inspire

Weapons: Razorgun (30/60/120, 2d8, RoF 1, Shots 6, AP 4) [fires sharpened metal saw blades], molecular halberd (Str+d8+2, AP 4, Reach 1, 2 hands)

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10TH GENERATION ROCANAR

The currently dominant rocanar generation is the 10th generation. They are the most commonly encountered version of the species.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d10, Vigor d10

Pace: 5; **Parry:** 6; **Toughness:** 11 (3)

Skills: Fighting d8, Notice d6, Science d10, Shooting d8, Taunt d8

Weapons: Hand-forged axe (Str+d6, AP 2), electrothermal rifle* (24/48/-, 2d8+1, RoF 1, AP 8, Heavy Weapon), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

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8TH GENERATION ROCANAR

8th generation rocanar are shorter than the 10th generation and serve as the current tribal elders and generals. Additionally, their skin is not as thick.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d8, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Skills: Fighting d6, Notice d8, Science d12+2, Shooting d6, Taunt d10

Edges: Command, Command Presence, Hold the Line!

Weapons: Hand-forged dagger (Str+d4, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

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9TH GENERATION ROCANAR

9th generation rocanars are the same size as 10th generation and currently serve as elite warriors. Their skin is

the same thickness as the 8th generation, but they are as tall as the 10th generation.

Attributes: Agility d8, Smarts d10, Spirit d4, Strength d12, Vigor d12

Pace: 5; **Parry:** 6; **Toughness:** 11 (2)

Skills: Fighting d10, Notice d10, Science d10, Shooting d10, Taunt d12

Weapons: Hand-forged halberd (Str+d8, AP 4, Reach 1, 2 hands), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

11TH GENERATION ROCANAR

11th generation rocanars are considered the youth of the species, although they are actually larger than the 10th generation, receive regular combat training, and have thicker skin like the 10th generation.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d10, Vigor d10

Pace: 5; **Parry:** 5; **Toughness:** 12 (3)

Skills: Fighting d6, Notice d6, Science d8, Shooting d6, Taunt d6

Weapons: Hand-forged axe (Str+d6, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

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HUR SAN

The right side of his face has been stripped of its signature stone construction, instead revealing a scarred and disfigured visage. Various other jagged shards of sehqua cover his body.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d6

Pace: 5; **Parry:** 6; **Toughness:** 6*

Skills: Battle d6, Fighting d8, Intimidation d8, Persuasion d8, Shooting d6

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LUR XAK

Huddled in the far corner of the thick stone cell, this small and lithe seh is wrapped in a tattered robe marking her as an inmate of this forgotten section of the palace.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Pace: 5; **Parry:** 2; **Toughness:** 6*

Skills: Academics d8, Investigation d6, Persuasion d8, Research d6, Science d6, Survival d6

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SHAUDEN DEVOURER

Attr: Agility N/A, Smarts d12+2, Spirit d12+2, Strength N/A, Vigor N/A

Pace: 8; **Parry:** N/A; **Toughness:** N/A

Skills: Intimidation d12, Persuasion d10, Psionics d10, Research d8

SOHTE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Research d6, Survival d6

SORGILUN

Sorgiluns are dark-skinned humanoids with an ability to harness the dark matter that exists in outer space. They often use this ability to steal technology and incorporate it into their lavish homes.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Skills: Fighting d4, Intimidation d10, Manipulation d10, Notice d8, Persuasion d10, Repair d6, Science d12, Stealth d6, Thievery d6

Armor: Light leather (Torso, Legs, Arms +1)

Weapons: Knife (Str+d4)

DREX HASHETH

Drex Hasheth is a particularly vile sorgilun who enjoys killing for sport. He uses the decimation of his species as a crutch and acts as though it's the only thing that matters in justifying his actions.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Skills: Electronics d8, Fighting d6, Intimidation d12, Manipulation d12, Navigation d10, Notice d8, Persuasion d10, Piloting d8, Repair d8, Science d12, Stealth d8, Thievery d8

Edges: Ambidextrous, Command

Armor: Reinforced leather (Torso, Legs, Arms +2)

Weapons: Molecular knife (Str+d4+2, AP 2)

TAURJERNE SOLDIER

Taurjernes are known as the fiercest, most capable warriors in the galaxy that avoid the use of augmentation. Their tempers flare quite easily and they love to be involved in a battle just for the thrill of combat.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 14 (5*)

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8(+2), Shooting d8

Armor: Tactical suit (all +4)

Weapons: Chain axe (Str+d6+4, AP 2*), laser rifle (need stats), [2] knife (3/6/12; Str+d4)

DAFTE SPIRE

Dafte Spire is the most well-known taurjerne warrior captain in the entire galaxy. He's known for being ruthless and extremely efficient. Few targets ever survive his force's attacks.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 16 (7*)

Skills: Athletics d12, Battle d10, Fighting d12, Intimidation d10, Notice d8(+2), Shooting d12

Edges: Ambidextrous, Command, Command Presence, Two-Fisted

Armor: Battle suit (all +6)

Weapons: Chain sword (Str+d8+4; AP 2*), plasma pistol (need stats), [2] knife (3/6/12; Str+d4)

TSKOHAN CASTE

Each tskohan is assigned a caste which governs their general abilities and training. Using the tskohan stat block, modify it according to the chosen caste as follows:

Advisor: Agility d8, Strength d8, Spirit d10, Vigor d8; Toughness: 8 (2); Persuasion d10, Research d8, Stealth d8; one skill from its infiltrated caste at d6.

Judge: Smarts d12; Academics d10

Priest: Spirit d10, Vigor d8; Parry: 5, Toughness: 8 (2); Fighting d6, Healing d8, Persuasion d10

Soldier: Strength d10, Vigor d8; Parry: 6, Toughness: 8 (2); Athletics d8, Fighting d8, Notice d8, Shooting d8

CLYHT

Standing at full attention along the far wall, this square-headed tskohan could be mistaken for an inanimate statue. This absolute concentration masks an ulterior purpose to her presence within this courtroom.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Skills: Fighting d8, Notice d8, Persuasion d10, Research d8, Shooting d6, Stealth d8

Weapons: Implanted vibroblaster (treat as the burst power, activated using Shooting and requiring no Power Points), runic glaive (Str+d6+2, AP 2, Reach 1, 2 hands)

SEN'SHU

A feral and aggressive individual in all regards, he painted his face to camouflage himself inside the rich greens of the forest and sports a long-barreled rifle over his shoulder.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Electronics d10, Fighting d8, Notice d8, Psionics d6, Riding d6, Survival d6

Edges: Command

Armor: None

Weapons: Psionic staff (Str+d4, can substitute Psionics for Strength if higher), hunting rifle (24/48/96, 2d8, RoF 1, Shots 7, AP 2, Snapfire)

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EXECUTIVE-51738

Attributes: Agility N/A, Smarts d12, Spirit d8, Strength N/A, Vigor N/A

Pace: N/A; **Parry:** N/A; **Toughness:** N/A

Skills: Academics d8, Common Knowledge d8, Electronics d8, Science d8

Armor: None

Weapons: Controlled device (2d6)

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ZALARI SHADOW WARRIOR

The zalari shadow warriors are those that stalk the galaxy, performing precision strikes amongst all other species to sow chaos into their daily lives.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 8 (2)

Skills: Athletics d8, Battle d8, Fighting d10, Notice d8(+2), Shooting d10, Stealth d10, Survival d10, Thievery d8

Edges: Alertness, Ambidextrous, Assassin, Extraction, Fleet-Footed, Two-Fisted

Armor: Exotic leather (all +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Athletics rolls when climbing. However, these claws are not large enough to be used as weapons.

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BARO DEANI

A deadly assassin, Baro has led many shadow teams across the cosmos.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d10, Vigor d10

Pace: 8; **Parry:** 9; **Toughness:** 9 (2)

Skills: Athletics d10, Battle d10, Fighting d12, Notice d10(+2), Shooting d12, Stealth d12(+2), Survival d12, Thievery d10

Edges: Alertness, Ambidextrous, Assassin, Danger Sense, Extraction, First Strike, Fleet-Footed, Marksman, Thief, Two-Fisted, Weapon Master

Armor: Exotic leather (all +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5), assassins rifle (60/120/240, 2d8+2, RoF 1, Shots 5, AP 4, Snapfire)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Athletics rolls when climbing. However, these claws are not large enough to be used as weapons.

ELITE ZALARI INFILTRATOR [WC]

Baro's elite zalari infiltrators are those he's worked with many times in the past and have been chosen for their tactical abilities.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Pace: 8; **Parry:** 8; **Toughness:** 9 (2)

Skills: Athletics d8, Battle d8, Fighting d12, Notice d8(+2), Research d8, Shooting d10, Stealth d12, Streetwise d8(+2), Survival d10, Thievery d8

Edges: Alertness, Ambidextrous, Assassin, Counterattack, Extraction, Fleet-Footed, Investigator, Two-Fisted

Armor: Exotic leather (All +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Athletics rolls when climbing. However, these claws are not large enough to be used as weapons.

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ZAO

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Skills: Fighting d8, Notice d6+2, Survival d8, ~~Tracking~~ d6

Weapons: Ka [spear] (Str+d8)

Special Abilities

- **Alertness:** The zao have a keen sense of awareness, gaining a +2 bonus to all Notice rolls.
- **Armor +2:** Natural armor
- **Ka-Rosh:** After spending 10 minutes in silent prayer toward the direction of their sun, a zao enters an enhanced state called ka-rosh, gaining +2 to Notice and Survival, ~~and Tracking~~. Once activated, the zao can also choose to gain one of the following enhancements: +1 to Toughness against

environmental effects and damage or +1 to Parry.
The zao's ka-rosh lasts until it becomes Shaken.

- **Unlimited Breath:** A zao can hold its breath with little effort for as many minutes as its base Toughness score (without armor). This includes any use of ka-rosh, but that ability must be used before a zao starts to hold its breath.

DOEKM ROAW

This could only be the very zao you've heard about. Aside from the distinct features of his species – the pointed ears and pale blue skin – there is the flashing red light of the electro-magnetic detonator dangling loosely from his spear.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d12+1

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Skills: Fighting d8, Notice d8+2, Survival d8, ~~Tracking d8~~

Weapons: Ka [spear] (Str+d8)

Special Abilities

- **Alertness:** The zao have a keen sense of awareness, gaining a +2 bonus to all Notice rolls.
- **Armor +2:** Natural armor
- **Ka-Rosh:** After spending 10 minutes in silent prayer toward the direction of their sun, a zao enters an enhanced state called ka-rosh, gaining +2 to Notice and Survival, ~~and Tracking~~. Once activated, the zao can also choose to gain one of the following enhancements: +1 to Toughness against environmental effects and damage or +1 to Parry. The zao's ka-rosh lasts until it becomes Shaken.
- **Unlimited Breath:** A zao can hold its breath with little effort for as many minutes as its base Toughness score (without armor). This includes any use of ka-rosh, but that ability must be used before a zao starts to hold its breath.