



MUKHADISH

Like Kernn, Mukhadish are a creation of the Vaylen Eugenecists. These creatures represent the pinnacle of the art for Vaylen—not because they are excellent in any one area, but because they are pliable, adaptable and easily controlled.

The Mukhadish are the result of a patchwork of assorted DNA. Cross-sections from human sources plus a half-dozen other alien species created this masterpiece of Vaylen scientific achievement. Mukhadish are giant creatures, taller than Kernn, and stronger.

By design, Mukhadish are more docile than their Kernn predecessors. They accept the Naiven implantation with considerable ease. They are hermaphroditic and dim-witted. While they have an aggressive streak, Mukhadish look for someone to give them instructions. This makes them very useful.

Mukhadish Characters

Since Mukhadish are born and bred to be slaves, they do not make the best leaders. This is reflected in their lifepaths. They do not start with the necessary skills to be a leader. This limits their usefulness in conflicts and in the big picture. They are fun and challenging characters to play, but they are more often found in a support role—as a bodyguard, for example—than as the leader of a faction.



Wild

Wild Mukhadish are fairly rare in the Empire. Their herds are generally found only on worlds where great battles were lost. Mukhadish Cows, pregnant and ready to birth and infest the world, ended up stranded after a battle. In the absence of a supply of Naiven, their offspring grew without having been hulled. They grew wild and free, forming herds. Generally docile, they live peaceably in the shadow of the survivors' settlements.

NAME	TIME	RESOURCES	CIRCLES	STAT
Born Wild	5 yrs	0	1	—
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> 1 pt				
Bogey	3 yrs	0	0	+1 P
<i>Skills:</i> 3 pts: Physical Training, Infiltration				
<i>Traits:</i> 2 pts				
<i>Requirements:</i> If chosen, this must be the second path and may only be taken once.				
Manhunter	5 yrs	0	1	+1 M, P
<i>Skills:</i> 4 pts: Hunting, Man-wise, Village-wise				
<i>Traits:</i> 1 pt				
<i>Requirements:</i> Manhunter requires Bogey				
Forlorn	10 yrs	0	0	+1 M
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 2 pts: Solitary, Philosophical, Addled, Slow				
Wild Cow	7 yrs	0	1	+1 M/P
<i>Skills:</i> 4 pts: Child Rearing, Den-wise, Conspicuous				
<i>Traits:</i> 1 pt: Cud Chewer, Defensive				
<i>Requirements:</i> None. Mukhadish are hermaphrodites and may be both male and female throughout their lives.				
Brute	6 yrs	1	1	+2 P
<i>Skills:</i> 5 pts: Intimidation, Close Combat, Cow-wise, Bull-wise				
<i>Traits:</i> 1 pt: Brute				
<i>Requirements:</i> Manhunter, Alpha or Leg Breaker				
Wild Bull	8 yrs	2	1	+1 M, P
<i>Skills:</i> 4 pts: Wasteland-wise, Cow-wise, Extortion				
<i>Traits:</i> 2 pts: Boor				
<i>Requirements:</i> Brute				



Underworld

The criminal underworld of the various urban hive worlds raise Mukhadish in captivity to be thugs and pets. Some Mukhadish escape and manage to find life as laborers, others wander lost in the underbelly of society. This setting is native by default, just like the Outcast and Criminal setting.

NAME	TIME	RESOURCES	CIRCLES	STAT
Born in Captivity	4 yrs	0	0	—
<i>Skills:</i> 1 pt: Dark Shattered Underbelly-wise. 2 pts: General.				
<i>Traits:</i> 1 pt				
Lost	5 yrs	0	0	+1 M/P
<i>Skills:</i> 7 pts: Undercity-wise, Physical Training, Drain-wise, Infiltration, Hunting, Rat-wise				
<i>Traits:</i> 1 pt: Abandoned, Feral, Accustomed to the Dark				
<i>Requirements:</i> If chosen, this must be the second or third lifepath. If taken as the second, it may be taken more than once.				
Lifter	6 yrs	1	1	+1 P
<i>Skills:</i> 5 pts: Back-Breaking Labor, Repair, Fire Control, Crate-wise				
<i>Traits:</i> 1 pt: Obedient, Patient, Fearless				
<i>Requirements:</i> Pet, Shudra, Forlorn				
Leg Breaker	5 yrs	0	1	+1 P
<i>Skills:</i> 5 pts: Intimidation, Close Combat, Extortion, Bone-wise				
<i>Traits:</i> 1 pt: Yes, Boss				
<i>Requirements:</i> Lifter or Ox				

CHARACTER BURNER

Gun	6 yrs	1	0	+1 M/P
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Skills: 4 pts: Squad Support Weapons, Streetwise, Gun-wise

Traits: 1 pt: Shark-Toothed Smile, Sharp Dresser

Requirements: Leg Breaker

Pit Monster	5 yrs	0	0	+1 P
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Skills: 5 pts: Close Combat, Conspicuous, Intimidation, Exotic Weapons-wise

Traits: 1 pt: Broken, Aggressive, Berserker, Light Sensitive

Requirements: Manhunter, Monstrosity, Tortured or Alpha

Monstrosity	6 yrs	0	0	—
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Skills: 6 pts: Conspicuous, Circus-wise, Cage-wise, Trains-wise, Begging

Traits: 2 pts: Freak, Enraged, Defeated, Brute

Requirements: May not be the second lifepath

Pet	8 yrs	1	1	+1 M
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Skills: 4 pts: Master-wise, Ugly Truth, Mansion-wise. 1 pt: General.

Traits: 2 pts: Tragic, Gentle

Slave

Some cultures breed Mukhadish and keep them as slaves. This setting is available when Servitude and Serfdom is available.

NAME	TIME	RESOURCES	CIRCLES	STAT
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Born to the Vats	4 yrs	0	0	—
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Skills: 1 pt: General

Traits: 1 pt

Tortured	3 yrs	0	0	—
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Skills: 1 pt: No skills; skill point must be spent on other lifepath skills.

Traits: 3 pts: Broken, Numb

Ox	5 yrs	0	0	+1 P
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Skills: 2 pts: Back-Breaking Labor

Traits: 1 pt

Shudra	5 yrs	0	0	+1 P
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Skills: 3 pts: Repair, Fire Control

Traits: —

Requirements: Tortured or Lifter

Cow	7 yrs	0	1	+1 M/P
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Skills: 5 pts: Child Rearing, Den-wise, Inconspicuous, Conspicuous

Traits: 1 pt: Breeder

Requirements: None. Mukhadish are hermaphrodites and may be both male and female throughout their lives.



Alpha 5 yrs 1 1 +1 M, P

Skills: 3 pts: Intimidation, Close Combat
Traits: 1 pt: Brutal, Unflinching, Booming Voice
Requirements: Shudra, Leg Breaker or Manhunter

Slave Bull 10 yrs 1 1 +1 M, P

Skills: 4 pts: Command, Alpha-wise, Conspicuous 1 pt: General.
Traits: 2 pts: Cruel, Tough as Nails
Requirements: Alpha

Stat Pools for Mukhadish by Age

Starting Age	Mental Pool	Physical Pool
1-5 years	3 pts	13 pts
6-12 years	4 pts	15 pts
13-19 years	4 pts	18 pts
20-27 years	4 pts	20 pts
28-36 years	4 pts	19 pts
37-48 years	4 pts	17 pts
49-85 years	3 pts	14 pts

