

FTL:2448

**LOST
RACES**



Additional Alien
and Historical Data
for FTL:2448

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Lost Races

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Mazbak

Extinct

Home World **Unknown**
 Colonies North Western Starmap Area

BIOLOGY

SIZ: 6-7 ft.
 GRA: 1.03
 LSP: 90/460
 SEX: 2
 GES: Unknown
 BIR: 1
 ENV: 35-110
 SLP: Unknown
 SML: E
 VIS: E
 TAS: F
 TOU: F
 HEA: F
 VOI: Bass

PSYCHOLOGY:

TMP: 55
 MOT: 47

PERSONALITY AND VIEWS?

ISCO: Kids Playing
 ICL: Police
 Family: Important
 Work: For Machines
 Play: With Family, Friends
 Wealth: All Equal
 Justice: Responsibility
 Honor: Rarely Offended
 Humanity: Early Mazbak
 Politics: For The Good of All
 Red Tape: Inconvenience
 Space: Expansion
 Warfare: A Waste

SOCIETY

CON:
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Mazbak 99%
 Common 99%
 Other ?%

SKILL TENDENCIES:

Engineering, Construction

GOOD TRAITS:

Teachers, Builders, Innovators

BAD TRAITS:

Smug, Know they are the Best Teachers and Builders

USUALLY SAYING:

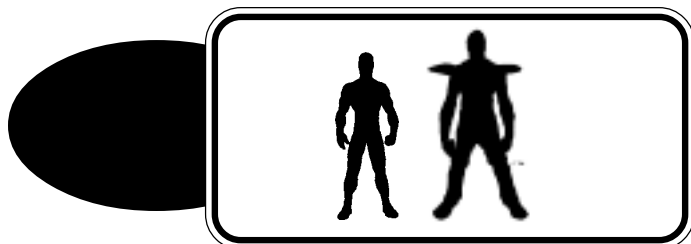
'But its easier to do it this way and...'

NAMING:

Complex family names Erese Sanga Neelum of the House of Moyle Hogobom of the Generation Drelink. Stal for short.



SIZE COMPARISON



Data on the Mazbak Empire and its artifacts have become the most coveted archeological treasures across ISCO space.

Legends of the oldest races tell us that 200,000 years before the advent of humanity a humanoid race built an empire that spanned a thousand light years.

As the Mazbak expanded and built their vast cities of glass and steel they became the friends and teachers to hundreds of Alien Races as they uplifted them from their primitive beginnings. Then the Mazbak met the Akitee, a truly Alien life form with no consideration for other life forms.

The war with the Akitee crossed hundreds of light years and the results were terrifying. Worlds were sterilized, continents shattered and suns destabilized. The result was the utter obliteration of the Akitee and the Mazbak as well as many other races.

What remains in 2448 are memories and fragments of this once proud race.

STATISTICS MODIFICATIONS			
STR +08	CON +08	DEX +04	AGL +04
WIZ +02	ADA +04	ATU +04	STB +10



AKITEE

The Akitee rose from an insect like ancestor on a light hot world. Somewhere a mutation occurred that gave this predatory species intelligence. In a hundred thousand years they learned cooperation and headed for the stars.

After a golden age of expansion and disposing of lower life forms the Akitee crossed the path of the Mazbak. They simply disposed of Mazbak colonies.

The Mazbak stunned the Akitee with the violence that was returned. The conflict became a mutual war of complete annihilation. There was no mutual ground for communication between the two races. The Mazbak sterilized every world where there were Akitee Nests. The Akitee learned to Nova Suns as their enemy released a Bio-Specific plague across a thousand worlds.

The average Akitee is highly Psionic. They can be the master of mental illusion and telepathy. Only 20% of the line possessed other talents like mind control and pyrokinesis. This made them formidable in close battle.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
+0	+12	+10	+06
WIZ	ADA	ATU	STB
+0	+0	+0	-25

Akitee

Extinct

Home World **Unknown**
 Colonies South West Starmap Area

BIOLOGY

SIZ: 7-8ft.
 GRA: 0.85
 LSP: 100/400
 SEX: 1
 GES: Unknown
 BIR: Cluster?
 ENV: 40-170
 SLP: Unknown
 SML: E
 VIS: C
 TAS: E
 TOU: E
 HEA: E
 VOI: Light Trilling/Buzz

PSYCHOLOGY:

TMP: 44
 MOT: 05

PERSONALITY AND VIEWS?

ISCO: Food
 ICL: Food
 Family: Servents
 Work: What is needed
 Play: Sometimes
 Wealth: Unknown
 Justice: Worthless
 Honor: Never Offended
 Humanity: Food
 Politics: Unknown
 Red Tape: Unknown
 Space: Akitee Property
 Warfare: Winning is all

SOCIETY

CON:
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Akitee 99%
 Other 05%

SKILL TENDENCIES:

Psionics, Hive Building, Growth

GOOD TRAITS:

Dilligent, keep humanoid servents and pets.

BAD TRAITS:

No regard for Alien life, consider them protein. Self centered and Evil. Hate music, mercilous. Eat or lay egg clusters in pets. Play with their food. Kept Mazbak children as pets.

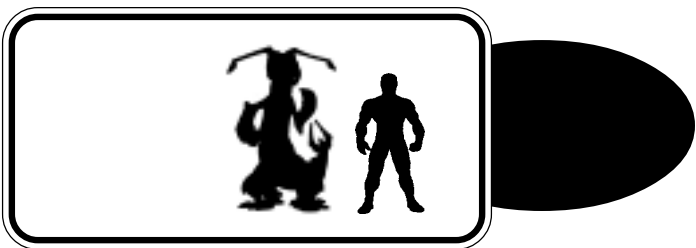
USUALLY SAYING:

'small food, first I take a bite, watch it move, take a bite...'

NAMING:

Buzzing sounds modulated with pitch and tone differences.

SIZE COMPARISON



Trebottl

Extinct

Home World **North Eastern Starmap Area**
 Colonies **Unknown**

BIOLOGY:

SIZ: 3-5ft.
 GRA: 0.94
 LSP: 65/110
 SEX: 2
 GES: Unknown
 BIR: 1 or 2
 ENV: 30-105
 SLP: Unknown
 SML: E
 VIS: E
 TAS: E
 TOU: E
 HEA: D
 VOI: Whispering Tenor

PSYCHOLOGY:

TMP: 55
 MOT: 85

PERSONALITY AND VIEWS?

ISCO: Wastefu Empire
 ICL: Accepted Law
 Family: Most Important
 Work: For Future
 Play: Often
 Wealth: Small Family
 Justice: What is That?
 Honor: What is Honor?
 Humanity: Alien
 Politics: Discussion
 Red Tape: Dislike
 Space: Dark Cold
 Warfare: Never

SOCIETY

CON:
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Shandi 99%
 Broza 50%
 Other 07%

SKILL TENDENCIES:

Bio-Engineering, Bio-Construction, Bio-Electronics, Bio-Fabrication, and Agriculture. Asteroid and ORT mining.

GOOD TRAITS:

Ecologically Conscious

BAD TRAITS:

Stagnant Culture, Fearful, Little ExpansionDependency on Organics.

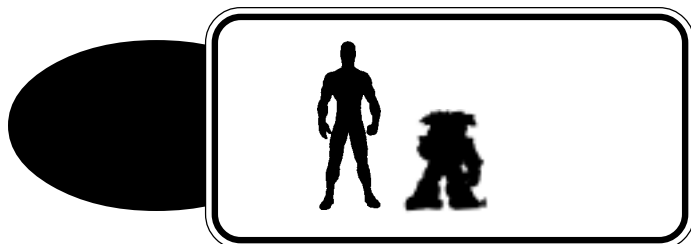
USUALLY SAYING:

"I can grow it for you..."

NAMING:

Often a string of short names and colors. Red Jaye Hargo Blue Yellow.

SIZE COMPARISON



The Trebottl are often called the disposable Starflight Culture by archeologists that study their artifacts.

This odd humanoid species pushed into space a little over 20,000 years ago and left no colonial sites.

The Trebottl artifacts are known from a handful of starship artifacts left in asteroid belts and ORT clouds. These ship fragments are literally trees that have been adapted for spaceflight. These massive shells were able to hold crew and cargo as they jumped between stars. Another class of ship, barrel like in structure, is believed to be a harvester that collected ice or minerals. Ships Engines and Stardrives were completely biological in nature.

It is assumed that a biological or botanical plague ripped across Trebottle space and they were unable to stop it. Recent research speculates their star may have gone Nova due to the scorched exterior of one smaller craft found and the several hundred individuals that were trapped in it.

Krelvins hope to reconstitute the race from frozen DNA.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+04	+01	+01
WIZ	ADA	ATU	STB
-02	-04	+0	-04



Artesee

Extinct

Home World: Unknown
 Colonies: Everywhere?

BIOLOGY:

SIZ: 2-3ft.
 GRA: .85
 LSP: 90/?
 SEX: 2
 GES: Unknown
 BIR: 2
 ENV: 40-105
 SLP: Unknown
 SML: D
 VIS: C
 TAS: D
 TOU: E
 HEA: E
 VOI: Unknown

PSYCHOLOGY:

TMP: 75
 MOT: 62

PERSONALITY AND VIEWS?

ISCO: Big Fuzzy People
 ICL: Lawgivers
 Family: Big and Extended
 Work: Enjoyment
 Play: When not Working
 Wealth: Unknown
 Justice: Lawgivers
 Honor: Never Offended
 Humanity: More People
 Politics: To Discuss
 Red Tape: Unknown
 Space: A Greater Place
 Warfare: Almost Unknown

SOCIETY

CON:
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Artesee 1 90%
 Artesee 2 10%
 Artesee 3 03%

SKILL TENDENCIES:

Monolithic Engineering, Construction, Medical, Electronics, Business, and Law. Civil Service and Support.

GOOD TRAITS:

Good Natured, Easy Going, Great at Organization

BAD TRAITS:

Slow, Easy Going, Didn't understand Warfare

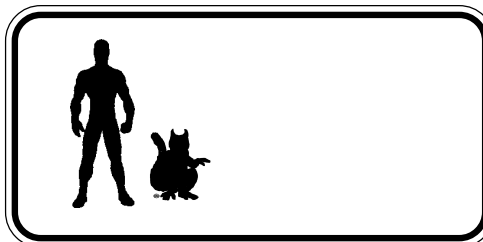
USUALLY SAYING:

Play now, work later.

NAMING:

Unknown. Three undecipherable Scripts of writing exist so it is assumed at least three languages were used. No names seem to survive.

SIZE COMPARISON



A half million years before mankind and ISCO space a race of Lemur like creatures crossed the galaxy and faded into history. These are the Artesee, a tiny Alien Race with astonishing engineering skills.

Sadly, the only fragments left of the Artesee culture are ceramic plates that decorated their mile high towers and industrial centers. After 490,000+ years even these are hard to find and require major excavation.

From these plates a culturally rich race takes light, a small but diligent species that perfected flight and headed for the stars in great spherical ships. Scenes show diverse home life, robotics, music, crafts and games being played. Oddly no other Alien races were shown alongside the Artesee and that alone may indicate a high degree of Xenophobia.

Artifacts have been located at the far corners of ISCO space so it is assumed the race was very wide ranged. Another interesting fact associated with the Artesee is a layer of Iridium dust associated with their sites.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
-06	+06	+04	-03
WIZ	ADA	ATU	STB
+04	-06	-02	-40

Artesee

Gosto

Home World: **Neladan IV** Home +2 (3) DM+32 2241
 Colonies: None

BIOLOGY:

SIZ: 5-6ft.
 GRA: 1.01
 LSP: 45/200
 SEX: 2
 GES: 310
 BIR: 1
 ENV: 30-95
 SLP: 17w7s
 SML: D
 VIS: D
 TAS: C
 TOU: D
 HEA: E
 VOI: Varied

PSYCHOLOGY:

TMP: 48
 MOT: 50

PERSONALITY AND VIEWS

ISCO: Aliens
 ICL: Alien Military
 Family: Important
 Work: A Necessity to Eat
 Play: Children
 Wealth: Food and Comfort
 Justice: For the Wealthy
 Honor: Offended Easily
 Humanity: More Gosto
 Politics: Strength
 Red Tape: Keps Us Hungry
 Space: Not Important
 Warfare: Necessary

Quarenteen

SOCIETY

CON: 2315
 JOI:
 HRS: 1900 BC
 QHR: B
 ATE:
 SPC:
 STF:
 REL: B3

LANGUAGE

Dendeen 60%
 Teen 31%
 Belko 17%
 36 Other 02%

SKILL TENDENCIES:

Finding Food, Repair of "Necessary" Technology, Agraculture, and just Staying Alive

GOOD TRAITS:

GrimSense of Humor, Determined, Hate their Government and the Anti-TechBrotherhood

BAD TRAITS:

Virtually Enslaved and Won't Fight, Destitute, Hard Life, Substance Abuse rampant.

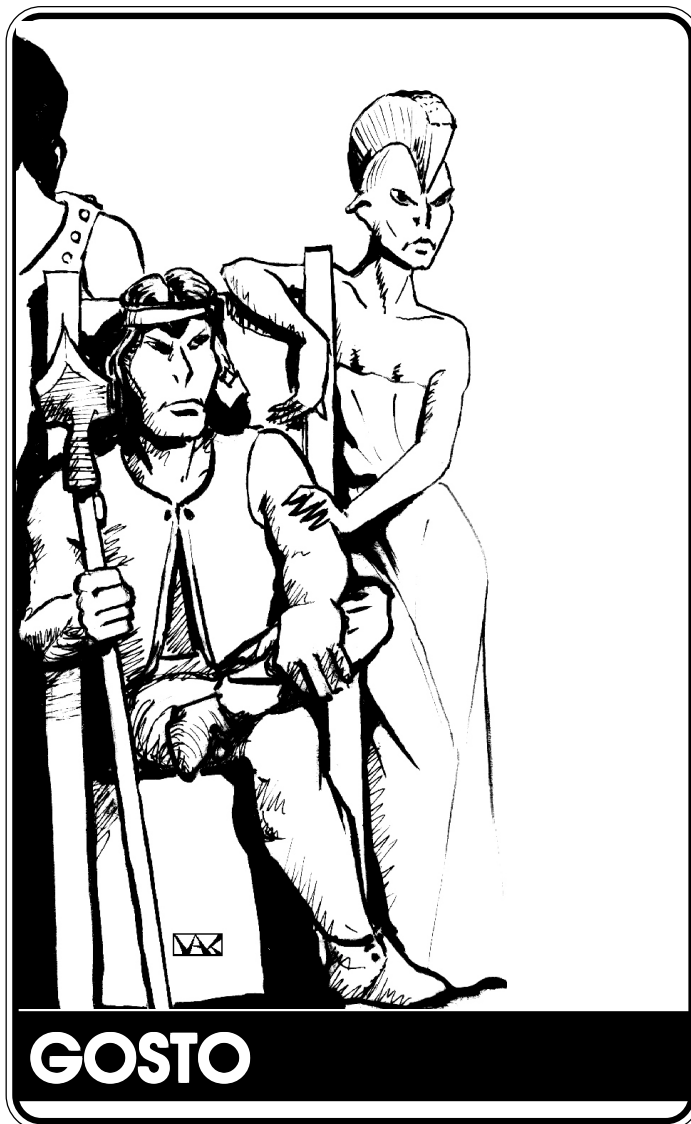
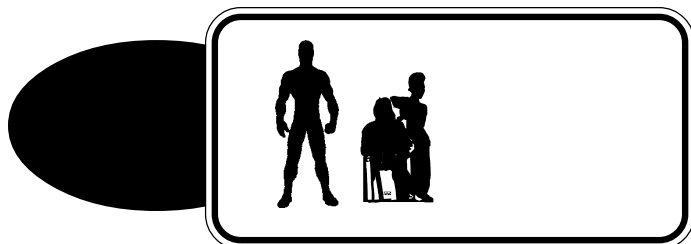
USUALLY SAYING:

"Life is work and then you starve and die..."

NAMING:

Triple Names Lir Rafo Canabro, Fam Corpo Aramfa

SIZE COMPARISON



GOSTO

Humanity's first contact with the Gosto showed them what could happen when war, religion, and poverty destroyed a culture and people.

Near humanoid, the Gosto reached a technological level equivalent to Earth's 20th century. At that time a few years of famine created an impoverished under class that demanded food from an already weak government. Claiming technology was the cause, they began to smash their progress with a religious fury. Cities became armed camps and finally the entire system collapsed back to Warlords and a near feudal economy. Disease finished the system and put the Gosto back into a dark age where ignorance is fashionable.

ISCO hopes to remedy this world and put them back on the right track if only they would stop burning the psychologists sent to do the job.

An orbital station has been established to quarantine this world until a new renaissance can be started and the people can re-enter a technological age.

STATISTICS MODIFICATIONS

STR +01	CON +04	DEX +0	AGL +0
WIZ -08	ADA +0	ATU +0	STB +01



Nalani

Extreme Quarenteen

Home World: **Nogulaa** (Home -2 (6) DM-28 433)
 Colonies: None
BIOLOGY:
 SIZ: 6-7ft.
 GRA: 0.96
 LSP: 60/150
 SEX: 2
 GES: 244
 BIR: 1
 ENV: 25-100
 SLP: 20w5s
 SML: C
 VIS: D
 TAS: C
 TOU: D
 HEA: D
 VOI: Any
PSYCHOLOGY:
 TMP: 49
 MOT: 45

PERSONALITY AND VIEWS?

ISCO: Aliens
 ICL: Police
 Family: Happy and Large
 Work: For Wealth
 Play: Sometimes
 Wealth: Buys Social Status
 Justice: All Important
 Honor: Important
 Humanity: Who?
 Politics: Necessary Evil
 Red Tape: Universal
 Space: Almost There
 Warfare: Imminent

SOCIETY

CON: 2440
 JOI:
 HRS: 2120 BC
 QHR: C
 ATE: 2410
 SPC: 2440
 STF: -
 REL: B2
LANGUAGE
 Nalani 95%
 Other 60%

SKILL TENDENCIES:

Labor and Heavy Equipment Operation, Engineering

GOOD TRAITS:

Friendly, Have Potential, Rich Culture and History.

BAD TRAITS:

Territorial, Warlike, Easy to Anger and not Forget. Love their countries far too much. Emersed in senseless politics.

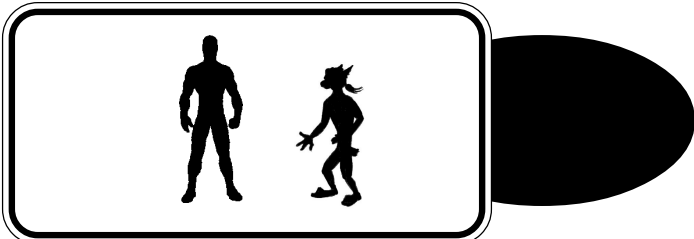
USUALLY SAYING:

"We have the right..."

NAMING:

Two names, first is family, the second personal and the middle the number of Generations that name has been used in the family. Boro 13 Grezatt, Moro 7 Hesso, etc.

SIZE COMPARISON



The rich culture and strong family life of the Nalani would be a great addition to ISCO. Unfortunately their love of politics and their precarious balance on the brink of war has caused Nogulaa to be quarantined.

With 104 feuding states (38 Governmental types) and 300 smaller client states, the map of their world is a crazy patchwork of alliances, friends and enemies. Compounding the problem is a 1950's Earth equivalent technology and Nuclear Weapons.

Three of the nations have achieved space flight and are building several research and weapon platforms.

The ICL maintains stealth craft for monitoring Nogulaa and a base has been built on the dark side of one of their 3 moons. Psychologists have advised ISCO to avoid contact that could start a Nuclear Holocaust, but continue their covert plan to create a United Nations to stabilize the situation. They hope this planet will survive its nuclear era as Earth did or hope to pick up the pieces if they fail.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+0	+0	+0
WIZ	ADA	ATU	STB
+0	-06	-06	-10

Huk

Extreme Quarenteen

Home World: **Meradak** (Colony A +0(42) DM-5 5674)
 Colonies: None

BIOLOGY:

SIZ: 4.5-5ft.
 GRA: 1.08
 LSP: 25/200
 SEX: 2
 GES: 270
 BIR: 1 or 2
 ENV: +40 to +130
 SLP: 14w9s
 SML: E
 VIS: F
 TAS: D
 TOU: D
 HEA: F
 VOI: Varied

PSYCHOLOGY:

TMP: 28
 MOT: 40

PERSONALITY AND VIEWS

ISCO: Demons
 ICL: Demons
 Family: Protect
 Work: Find Food
 Play: After Food
 Wealth: Much Food
 Justice: Eye for Eye
 Honor: Huh?
 Humanity: Demons
 Politics: Chief Says'
 Red Tape: Unknown
 Space: Sky
 Warfare: Good

SOCIETY	
CON:	2414
JOI:	
HRS:	
QHR:	
ATE:	
SPC:	
STF:	
REL:	F1
LANGUAGE	
Huka	99%
S Huka	10%
Shuda	05%

SKILL TENDENCIES:

Food Gathering, Warfare

GOOD TRAITS:

Don't Eat their Children

BAD TRAITS:

Cannibalistic, Waring, Ill Tempered, Ignorant, Savage

USUALLY SAYING:

"Gimmy that!"

NAMING:

Names are a simple one syllable word. The higher the rank in the tribe, the more syllables. Each syllable has a different meaning. Ord is a Hunter Ord-Onk is a hunter who is a success more often then not.

SIZE COMPARISON



This race of primitive cannibalistic tribesmen would have been ignored except for the fact of a survey shuttle crash and the discovery they were 99% human in DNA composition.

Resembling the Amazonian natives of Earth's 20th century, this group has apparently been seeded to this tropical world sometime in long past millennia. The seeding of other races is a given fact but the Huk language is unlike any of its terrestrial counterparts.

Huk life is centered around a fort like village and a ring of farm land. Women farm and Men hunt and wage war on neighboring villages. Captives of these little wars are ransomed for food or eaten.

An orbital station monitors this society and keeps outside contact away. As this is a human colony, ISCO believes it has the right to help the Huk regain their human heritage. The first problem they see it contact, education, and not landing in the stew pot.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-02	+10	+02	+03
WIZ	ADA	ATU	STB
-08	-10	-10	-30



Parne

Protectorate

Home World: **Thaltron B** (Colony F (+0) 34 DM+24 1357)

Colonies: None

BIOLOGY:

- SIZ: 4-5ft.
- GRA: .95
- LSP: 40
- SEX: 2
- GES: 270
- BIR: 1
- ENV: 35-130
- SLP: 12w11s
- SML: E
- VIS: E
- TAS: E
- TOU: E
- HEA: F
- VOI: Varied

PSYCHOLOGY:

- TMP: 48
- MOT: 55

PERSONALITY AND VIEWS

- ISCO: Sky Kings
- ICL: Guards
- Family: Most Important
- Work: For Serfs
- Play: Hunting
- Wealth: Gold/Silver
- Justice: A Fact of Life
- Honor: Most Important
- Humanity: Star People
- Politics: Part of Life
- Red Tape: Solved Witha Blade
- Space: Not Our Realm
- Warfare: Honorable

SOCIETY	
CON:	2435
JOI:	2447
HRS:	1000 BC
QHR:	B
ATE:	
SPC:	
STF:	-
REL:	A3
LANGUAGE	
Roane	95%
Skeda	20%

SKILL TENDENCIES:

Fine Crafts, Stonecarving, Wood Work.

GOOD TRAITS:

Developing Very Slowly, Logical, Think before they act, Honest for the Most part.

BAD TRAITS:

Steadfast in their beliefs. Refuse to change or modernize their industry.

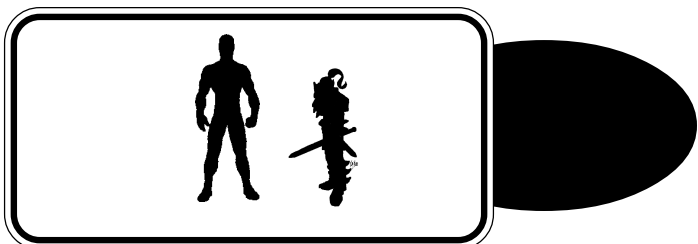
USUALLY SAYING:

"The old king did it that way..."

NAMING:

Triple Names often Associated with a craft or social office. Baker Morn Telk or Lord Asgot Dermok

SIZE COMPARISON



The Near Human Parne moved into their Feudal era and promptly stayed there. With their religion backing the system, the lords entrenched themselves in custom and created an amazingly stable society.

Nothing changed for more then a millennia until the advent if man.

A shuttle crash and early contact by an exploration team left the Parne are fully aware of space and the worlds around them. They are picking the technology that best fits into their system of government.

Psychologists call the Parne stagnate but healthy, a far kinder and more gentle people then humans in their same period of time. Because of this ISCO hopes to gently bring them into the best of the 25th century while making a minimal number of modifications on their society.

The Lord Emperor of the Parne has granted the ICL land in the Northern Tundras and the ability to set up an embassy office at the royal palace.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
+0	+0	+0	+0
WIZ	ADA	ATU	STB
+0	+0	+0	+0

Parne

Grathn

Home World: **Zamak** (Colony E +1 (05a) DM+7 1997b)
 Colonies: None

BIOLOGY:

SIZ: 5-6ft.
 GRA: 0.98
 LSP: 30/140
 SEX: 2
 GES: 440
 BIR: 1
 ENV: +25-+120
 SLP: 16w6s
 SML: B
 VIS: C
 TAS: B
 TOU: E
 HEA: F
 VOI: Varied

PSYCHOLOGY:

TMP: 42
 MOT: 39

PERSONALITY AND VIEWS

ISCO: Rescuers
 ICL: Police
 Family: Few Survive
 Work: To Survive
 Play: Dig Deeper
 Wealth: Survival
 Justice: Simple Necessity
 Honor: Important
 Humanity: Friends
 Politics: Starts Wars
 Red Tape: Continues Wars
 Space: Lost
 Warfare: Had Enough

SOCIETY	
CON:	2410
JOI:	
HRS:	4000 BC
QHR:	E
ATE:	2380
SPC:	
STF:	
REL:	B3
LANGUAGE	
Stejo	95%
Shalmeze	25%

SKILL TENDENCIES:

Survival, Medicine, Scavenging, Wood Work.

GOOD TRAITS:

Peaceful, Hard Workers,

BAD TRAITS:

Always Angry, Hate Authority, Carry a grudge, Confused, Shy, Live in underground shelters. Depressing. Go into Radioactive areas to scavenge.

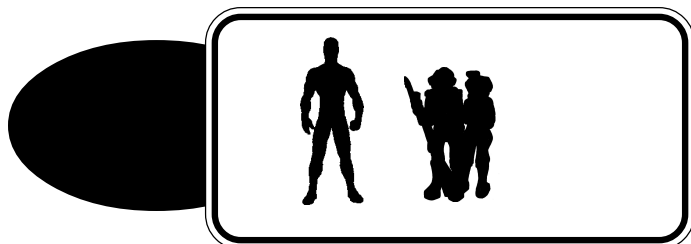
USUALLY SAYING:

"It was great here before politics blew it all to hell!"

NAMING:

Short syllables in a group and a city name. LLoro Ja Hoosak from the remains of the City of Moozo

SIZE COMPARISON



Quarenteen



GRATHN

ISCO was 30 years too late to stop the Grathn from blowing each other back into a dark age.

Originally with two superpowers and several 'between' states, the Humanoid Grathn developed a twentieth century technology and Nuclear Weapons. The missiles sat in their silos for 20 years before something triggered the conflict that slugged a hundred cities and cultural centers.

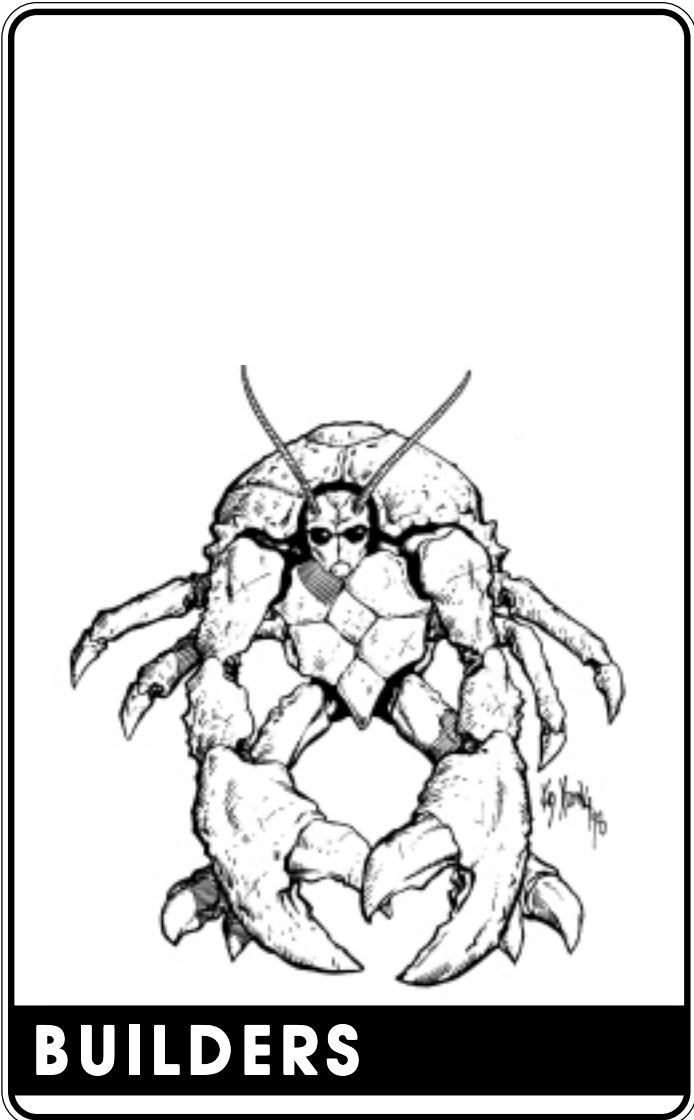
The survivors decided they had enough war and subsequently hung every politician, royalist, and member of the establishment over the rank of civil servant. They then vented their hatred on the Computers and Higher tech equipment of the military.

The net result of all of this was a zero. The handful of survivors were found grubbing an existence by gathering and raiding the still radioactive ruins.

With no choice ISCO has set up bases on Zamak and started health programs to save the survivors. The natives still mistrust ISCO's motives and the high tech equipment.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+12	+00	+01
WIZ	ADA	ATU	STB
+0	+0	+0	-45



BUILDERS

ISCO researchers first classified the builders as they classified the Army Roach Pests that sometimes took up residence on starships. Given time and a second look, they discovered a highly intelligent race of alien life.

The builders were so unlike any of the other races of ISCO space that they were immediately quarantined and left to develop.

Builders are industrious, creating vast cities that tower a hundred feet in the air. Spanning buildings are ramps and gardens. Avenues of commerce dot the cities as well as bioluminescent lighting and use of the wheel.

Beyond that, these crab like creatures will not acknowledge researchers in any way or form. Humans are free to walk through a city and watch. Accidentally damaging a structure is permitted. If the researcher deliberately damages or kills a Builder the punishment is immediate and complete as thousands of the creatures attack and dispose of their foe. ISCO is still watching and learning.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
01	+0	+04	+04
WIZ	ADA	ATU	STB
+0	+0	+0	+0

Builders

Home World: **Sadler IV** (Colony F +0 (42) Pollux)
 Colonies: None

BIOLOGY:

SIZ: 0.50ft.
 GRA: .89
 LSP: 20
 SEX: 2
 GES: 55
 BIR: d100
 ENV: 25-116
 SLP: Unknown
 SML: G
 VIS: B
 TAS: G
 TOU: H
 HEA: C
 VOI: Click

PSYCHOLOGY:

TMP: 75
 MOT: 98

PERSONALITY AND VIEWS?

ISCO: Watchers
 ICL: ?
 Family: Large Communes
 Work: Building is Life
 Play: ?
 Wealth: ?
 Justice: ?
 Honor: ?
 Humanity: ?
 Politics: ?
 Red Tape: ?
 Space: Up There
 Warfare: Dispose of Enemies

SOCIETY

CON: 2345
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Click 99%

SKILL TENDENCIES:

Building

GOOD TRAITS:

Very Fast, Agile, Not Hostile

BAD TRAITS:

Alien Minds, No point of Mutual Understanding

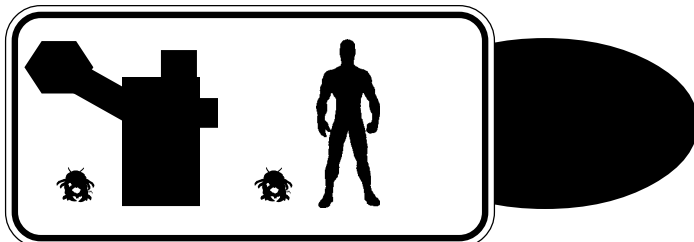
USUALLY SAYING:

"Click....Clic...Click.....Click..Click..Click"

NAMING:

Click or Click, Most often Click. ISCO research teams have code tagged some builders for observation and in turn have been tagged by the builders.

SIZE COMPARISON



Builders

Scombo

Protectorate

Home World: Morgan III (Colony G +0 (36) Airal)

Colonies: None

BIOLOGY:

SIZ: 6-7ft.
 GRA: 1.05
 LSP: 50
 SEX: 2
 GES: 340
 BIR: 1
 ENV: -45-+96
 SLP: 20w5s
 SML: C
 VIS: D
 TAS: E
 TOU: E
 HEA: E
 VOI: Mild Tenor

PSYCHOLOGY:

TMP: 50
 MOT: 56

PERSONALITY AND VIEWS

ISCO: Tribe
 ICL: Warriors
 Family: Lodge & Children
 Work: Accepted Necessity
 Play: Sometimes
 Wealth: Many Things
 Justice: A Fact of Life
 Honor: IFact of Life
 Humanity: Weird Tribe
 Politics: Tribal Law
 Red Tape: Unknown
 Space: Heaven
 Warfare: Happens

SOCIETY

CON: 2435
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL: D2
LANGUAGE
 Skule 90%
 Preta 20%

SKILL TENDENCIES:

Fine Survival Skills, Primitive Metalworking.

GOOD TRAITS:

Very Fast, Agile, Honest

BAD TRAITS:

Primitive, Bad Hygiene, Quick to anger and fight over some trivial thing. Multiple wives.

USUALLY SAYING:

"I Kodo... trade you skin, fine skin for knife"

NAMING:

Short syllables in a group. Kodo the Hunter, Cev finder of Drivakas, Ioto Carver of Horn.



SCOMBO

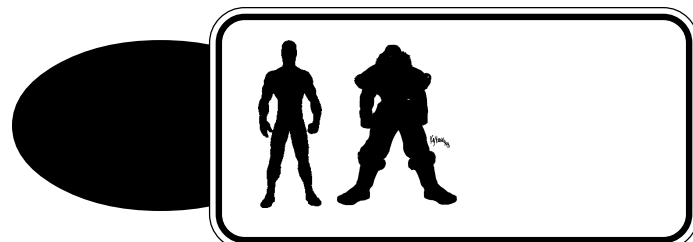
This group of bronze agers got a real surprise when their sun began to decline and those people from the sky moved in.

Once thriving, the Scombo are now nomadic hunters who are ever being encroached on by the ice sheets that are reclaiming their world. It is estimated they have little more than a century before their seas become ice locked and the last of their wildlife freezes.

Due to the small size of the population left on Airal, ISCO sees the possibility of a massive relocation operation to save this race.

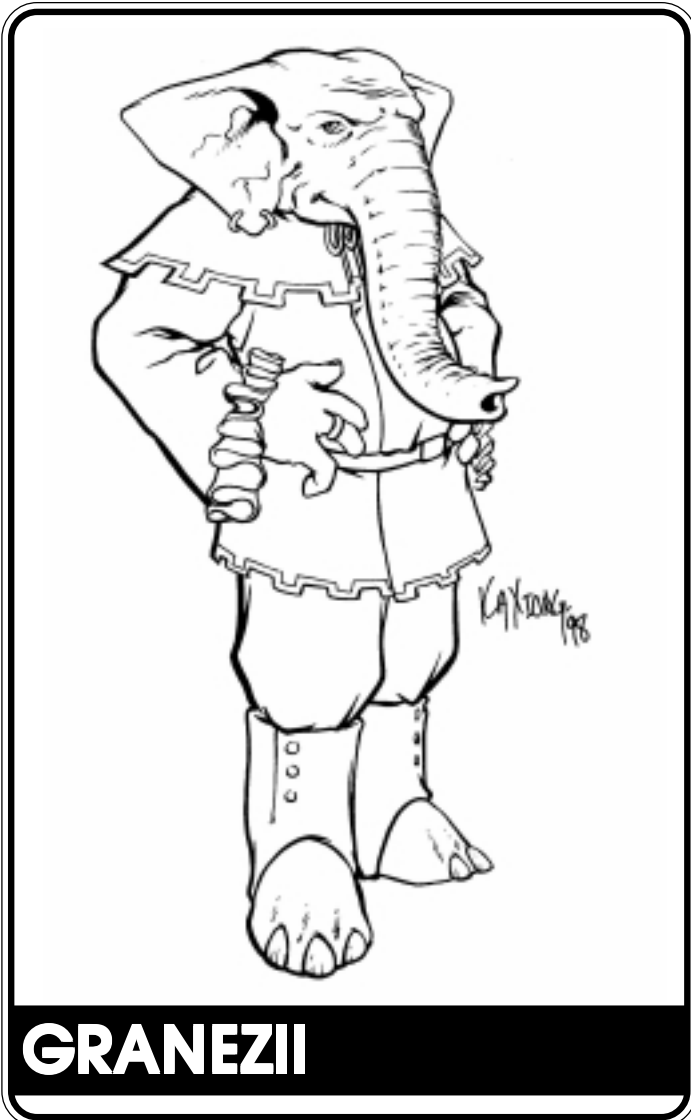
Before this can be accomplished ISCO must first seed wildlife to another world before they attempt to transplant a small number of natives. After 20 years the project will be continued to include most of the Scombo. Before being placed in Cryo Sleep for their journey all will be made disease free and restored to optimum health while trying to avoid excessive cultural shock.

SIZE COMPARISON



STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-01	+0	+02	+04
WIZ	ADA	ATU	STB
-01	+0	+02	+04



GRANEZII

This ponderous Elephantine like race has pulled itself from savagery to a technological renaissance in less than 1000 years. In the last 200 years the fruit of their inquisitiveness has been amazing.

The Granezii are now in their age of exploration, sailing their stormy seas and charting continents. Their technology is an Earth equivalent to the 1490's with one striking difference. The difference is flight. For all their weight and size, they are learning to fly. ISCO surveillance has spotted gliders and balloons as well as their first runway. Several great telescopes have been spotted and unverified reports show very basic solid propellant rocketry is being attempted. Close surveillance shows tracks are being laid for what may be their first steam powered train.

The Graneziis lack of enemy nations, other than their savage cousins, and little wholesale bloodshed has fascinated sociologists who believe this race will be knocking on ISCO's door in a century or two.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
+15	+10	-08	-06
WIZ	ADA	ATU	STB
+04	+0	+0	+10

Granezii

Home World: **Kallon** (Frontier 6 +0 (04) DM-51 1535)
 Colonies: None
BIOLOGY:
 SIZ: 5-6ft.
 GRA: .89
 LSP: 70
 SEX: 2
 GES: 350
 BIR: 1
 ENV: 15-106
 SLP: 18w12s
 SML: G
 VIS: D
 TAS: F
 TOU: E
 HEA: E
 VOI: Low Bass
PSYCHOLOGY:
 TMP: 72
 MOT: 70

Quarenteen

PERSONALITY AND VIEWS?

ISCO: Unknown
 ICL: Unknown
 Family: The Joy of Life
 Work: Accepted Necessity
 Play: With Children
 Wealth: Status
 Justice: A Fact of Life
 Honor: Important
 Humanity: Unknown
 Politics: Part of Life
 Red Tape: Part of Politics
 Space: High Flight
 Warfare: Caused By Primitives

SOCIETY

CON: 2439
 JOI:
 HRS: 120 AD
 QHR: F
 ATE:
 SPC:
 STF:
 REL: B2
LANGUAGE
 Copo 95%
 Kodo 50%

SKILL TENDENCIES:

Crafts, Woodwork, Stonework, Sailing, Basic Science

GOOD TRAITS:

Intelligent, Honest, Inquisitive, Inventive

BAD TRAITS:

Dull, Careful, Ponderous, Love Politics and Discussion, Sniff Everything, Limited Dexterity.

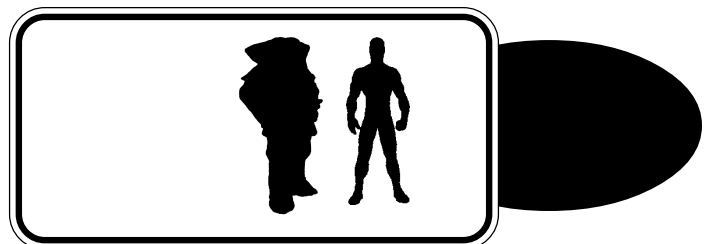
USUALLY SAYING:

"Consideration is given to this methodology of metal engraving but surely we can change..."

NAMING:

Massively long names with honorific titles. His Regal Govenor of Street Shoveling, the Exhaulted Brominforryekalli. IV

SIZE COMPARISON



Granezi

Nyrn

Home World: **Tebble** (Frontier 11 +0 (02) DM+45 404)
 Colonies: None

BIOLOGY:

SIZ: 4-5ft.
 GRA: .79
 LSP: 60
 SEX: 2
 GES: 370
 BIR: 1
 ENV: 35-96
 SLP: 16w10s
 SML: C
 VIS: D
 TAS: D
 TOU: E
 HEA: D
 VO: Mild Tenor

PSYCHOLOGY:

TMP: 79
 MOT: 43

PERSONALITY AND VIEWS

ISCO: Government
 ICL: Police
 Family: Who cares
 Work: Why Bother
 Play: Too Much Work
 Wealth: A Full Belly
 Justice: Why?
 Honor: Stupid Concept
 Humanity: Works Too Hard
 Politics: Lost Art
 Red Tape: Unknown
 Space: Too Far
 Warfare: Too Destructive

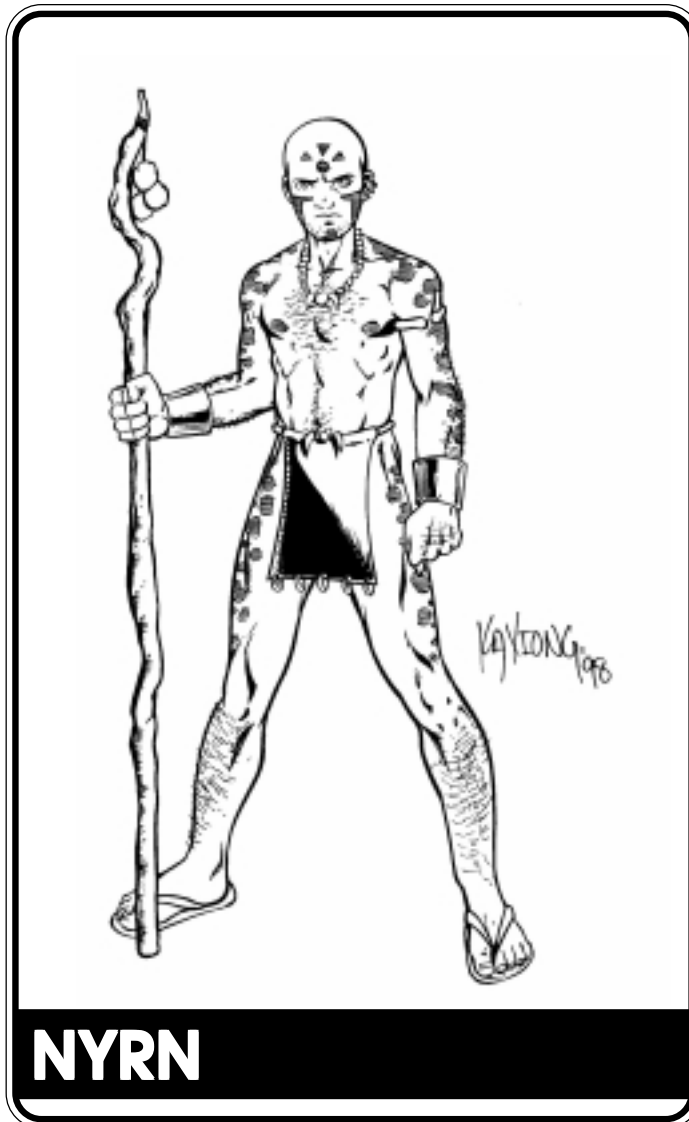
Protectorate

SOCIETY

CON: 2440
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL: C1

LANGUAGE

Nyami 95%
 Kedaka 20%



SKILL TENDENCIES:

None Currently. Once they were outstanding craftsmen and builders with stone. They left monoliths and terraced cities in the jungles of Tebble.

GOOD TRAITS:

Slow, Work on light jobs, Happy

BAD TRAITS:

Mooch Food, Don't Care, Don't Think, Live to Sleep, Lack of Personal Hygiene, Ignorant

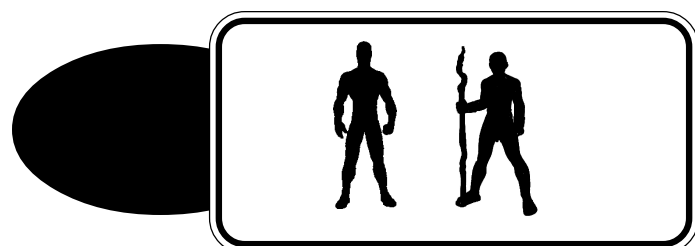
USUALLY SAYING:

"Sleep..."

NAMING:

Short syllables in a double group. Hach-My, Ne-Qceps,

SIZE COMPARISON



Tebble is best described as a large world covered in steaming jungles and sluggish rivers.

The residing intelligence is the Nyrn, a humanoid species close to humanity in structure.

The Nyrn were master builders that created cities, castles and monolithic buildings of natural stone. They aqueduct fresh water in and composted waste for terraced gardens. Ceramics abounded as well as stained glass.

More than a thousand years ago the Nyrn simply stopped developing, building and running their society. Their achievements abandoned, they walked back to the jungles to live in small family bands.

Thinking this might be a medical problem, ISCO established a ground base and began its fruitless search for why the Nyrnese just quit civilization. Just a few of the natives talk to ISCO personnel, telling them there is no reason to work when food is easy to find and life is just a step from Nyrtala, the paradise of the Gods.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-04	+05	+0	+02
WIZ	ADA	ATU	STB
-07	+10	-12	+24



Geemer

Ancient Alien Race

Home World: **Witchita** (Colony E+1 (22) Callisa A)

Colonies: None

BIOLOGY:

- SIZ: 6-7ft.
- GRA: 1.01
- LSP: 120/540
- SEX: 1
- GES: 30
- BIR: 6
- ENV: 35-135
- SLP: Milenia
- SML: C
- VIS: C
- TAS: H
- TOU: H
- HEA: G
- VOI: Cool Bass

PSYCHOLOGY:

- TMP: 82
- MOT: 88

PERSONALITY AND VIEWS?

- ISCO: Colonists
- ICL: Colonists
- Family: All Geemer
- Work: Unknown
- Play: Unknown
- Wealth: Knowledge
- Justice: What is Right
- Honor: Unknown
- Humanity: Podlings
- Politics: Unknown
- Red Tape: Unknown
- Space: Hostile
- Warfare: Nauseating

SOCIETY

- CON: 2431
- JOI:
- HRS:
- QHR:
- ATE:
- SPC:
- STF:
- REL:

LANGUAGE

- Geemer 99%
- Telepathy 99%

Wichita was unique in climate and position ISCO space. It was the only local system rich in minerals and fuel. It also had a missive inhabitable planet.

Of its 18,000 mile circumference a mere 2000 miles at each pole were perfectly habitable. The rest of the world was a raging magnetic and wind storm the likes of which were never seen.

Out in that trackless void are the legends of Geemer, a plant like race of creatures that are sleeping and waiting for a special time to return their planet to a botanical paradise.

Now with a human Corporate Colony at each pole the dreams of the Geemer have intensified among the Psionic of the 80,000 colonists. Many believe the Geemer are still hiding from the Mazbak/Akitee war 200,000 years before. Linemen working for the Corp have reported finding stonework in the deserts. The Meta-Star corporation refutes these claims and knows they will loose their ISCO lease of an intelligent species is found here.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+0	+0	+0
WIZ	ADA	ATU	STB
-10	+10	+0	+40

SKILL TENDENCIES:

Engineering, Climate Control

GOOD TRAITS:

Keep to themselves. Long lives, maybe wise.

BAD TRAITS:

Believe humanity are just podlings about to grow up even if they have settled the Geemer world.

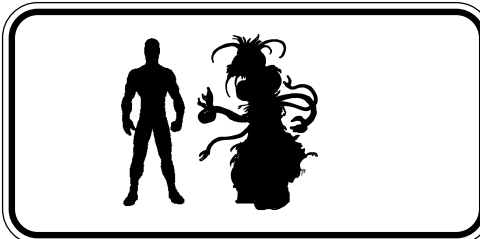
USUALLY SAYING:

"mmmmmmmmmmmmmm"

NAMING:

No names known. Contact has been extremely rare. Groups of Geemers talk to individuals while in a dream state when captured or under special circumstances.

SIZE COMPARISON



Geemer

Aphonop

Hostile Intelligence

Home World: **Garson II** (Colony B+1 (21) DM-58 8327)
 Colonies: None

BIOLOGY:

SIZ: 3-12ft.
 GRA: .82
 LSP: 20
 SEX: 2
 GES: 140
 BIR: 2x d100 Workers d100 Warriors d10 Royals
 ENV: 35-160
 SLP: Never
 SML: B
 VIS: D
 TAS: E
 TOU: F
 HEA: B
 VOI: High Pitch Chitter

PSYCHOLOGY:

TMP: 10
 MOT: 20

PERSONALITY AND VIEWS

ISCO: Hostile Food
 ICL: Hostile Food
 Family: Hive
 Work: Workers
 Play: Never
 Wealth: Unknown
 Justice: Unknown
 Honor: Unknown
 Humanity: Food Group
 Politics: Unknown
 Red Tape: Unknown
 Space: Unknown
 Warfare: Defend Nest, Expansion

SOCIETY

CON: 2370
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:

LANGUAGE

Aphonop 99%

SKILL TENDENCIES:

Nest Building, Farming and animal husbandry of bovine like species and humans.

GOOD TRAITS:

Very Fast, Agile, Think, Tactical

BAD TRAITS:

Believe Humanity is a Food Group, Hostile, Killers without Emotion.

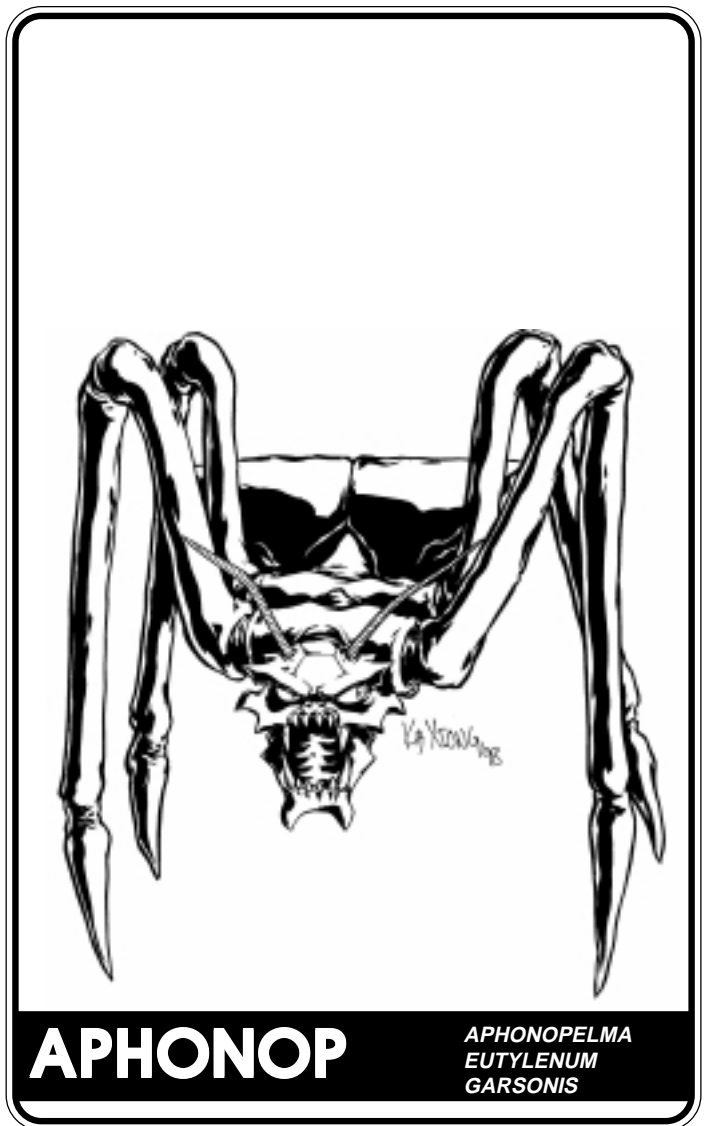
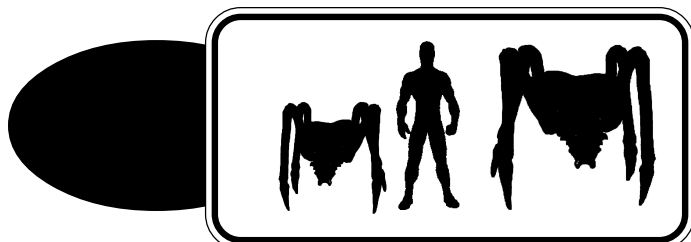
USUALLY SAYING:

“t'tttttttttttt...ssssssss”

NAMING:

No names, part of a mass hive structure like the Kendak but much more primitive. Individuals may be designated by scent.

SIZE COMPARISON



APHONOP

APHONOPELMA
 EUTYLENUM
 GARSONIS

The Garson's Green Colony was evacuated after coming under attack by a hostile spider like species. Their 6 months under the Aphonop were a living hell.

More than 40 colonists vanished and were found live in holding pens in a mountain valley. After their bloody rescue the hive opened its doors and began relentless attacks on the 4000 colonists. At rescue only 1600 were taken away.

The Aphonop is a spider like species with the habits of insects and an amazing degree of intelligence. They can learn and pass knowledge to others. Structure of the hive, depending on size is 25,000 workers, 3000 warriors, and a handful of Males that attend the Queen and her egg laying sisters.

As ISCO began its observation, from orbit, it discovered the Aphonop farmed, fished, and conducted warfare against their neighbors. Technology for these aliens remains at the level of Spear and fire use. It appears metal is now being refined and exterior structures are being built.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-04	+10	+08	+08
WIZ	ADA	ATU	STB
+0	+0	+0	+0



DOGO

If ISCO didn't have enough problems on the Western Frontier, the advent of the Dogo have added another front to the expected upcoming conflict between Human and Hagonni.

These diminutive aliens are self centered and obnoxious, leaving ISCO psychologists to wonder how they ever blundered into space or gained the technology to build a Stardrive.

Contact with the Dogo has been limited and hostile. Exploration craft have easily escaped their inferior technology.

The Dogo are firm believers in using brute force to build what they need. Their ships have been described a lumbering monstrosities composed of iron using nuclear detonations for propulsion. A damaged shuttle retrieved by the ICL shows welded 'Tin Can' construction, tubes, wires, and natural rubber-like seals. The most amazing part of the ship was a simple Anti-Grav lift system far too advanced for the rest of the ship.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
-10	+05	+05	+05
WIZ	ADA	ATU	STB
-08	+05	+05	-10

Dogo

Home World: **Unknown** (Northern Starmap Area)
 Colonies: Unknown

BIOLOGY:

SIZ: 3.5ft.
 GRA: 1.30
 LSP: 60/?
 SEX: 2
 GES: 258
 BIR: 4
 ENV: 45-165
 SLP: Unknown
 SML: B
 VIS: C
 TAS: D
 TOU: D
 HEA: D
 VOI: Singsong

PSYCHOLOGY:

TMP: 32
 MOT: 38

PERSONALITY AND VIEWS?

ISCO: Invaders
 ICL: Pirates
 Family: A Nuisance
 Work: Gets Wealth
 Play: Murder
 Wealth: At Any Cost
 Justice: Right For Dogo
 Honor: Gets You Killed
 Humanity: Godsless Aliens
 Politics: For Uppers
 Red Tape: Slows All
 Space: To Take
 Warfare: Ordaned by the Gods

SOCIETY	
CON:	2447
JOI:	
HRS:	5600 BC
QHR:	D
ATE:	
SPC:	
STF:	
REL:	D1
LANGUAGE	
Dogo	99%
Low Dogo	70%

SKILL TENDENCIES:

Menial Labor, Heavy Engineering, Mining, Mammoth Constructions

GOOD TRAITS:

Away from ISCO Space,

BAD TRAITS:

Use Brute Force and Ignorance for Starflight, Greedy, Nasty, Smell, Live in Squallor, Murder Each Other.

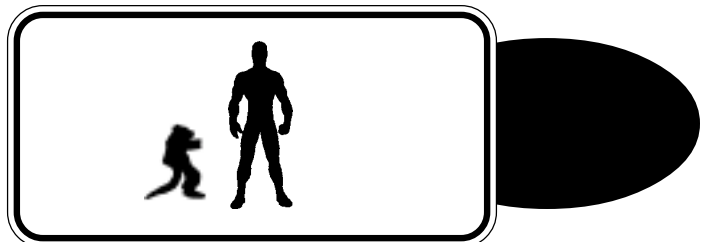
USUALLY SAYING:

"Use a hammer, hammer, yessssss... hit it fast fast.!"

NAMING:

A Code number on their tail with occupation code.
 810-3344191ENG, 267-3721446 WAR etc.

SIZE COMPARISON



Dogo

Omreth

Hostile Alien Race

Home World: **Unknown** (North Eastern Starmap Area)
 Colonies: Unknown

BIOLOGY:

SIZ: 4ft.
 GRA: 1.04
 LSP: 80/?
 SEX: 2
 GES: 670
 BIR: 1
 ENV: 25-120
 SLP: 12w2s
 SML: G
 VIS: D
 TAS: G
 TOU: C
 HEA: F
 VOI: Raspy Growl

PSYCHOLOGY:

TMP: 20
 MOT: 30

PERSONALITY AND VIEWS

ISCO: Not Omreth
 ICL: Not Omreth
 Family: Big is Good
 Work: For Omreth Good
 Play: Combat With Young
 Wealth: Expansion
 Justice: Family Matter
 Honor: Family Matter
 Humanity: No Use For
 Politics: Family Matter
 Red Tape: Family Decision
 Space: Belongs to Omreth
 Warfare: Defend Family, Expansion

SOCIETY

CON: 2447
 JOI:
 HRS:
 QHR:
 ATE:
 SPC:
 STF:
 REL:
LANGUAGE
 Omreth 99%

SKILL TENDENCIES:

Coordinated Colonization, Resource Gathering, Organization, Determinatio, Good engineering.

GOOD TRAITS:

Agile, Smart, Ecologically Conscious, Resource Conservative, hate the Dogo.

BAD TRAITS:

Xenophobic, Hostile, Protective, Territorial, Growl, Spit and use claws to make a point. Expansionistic to the max.

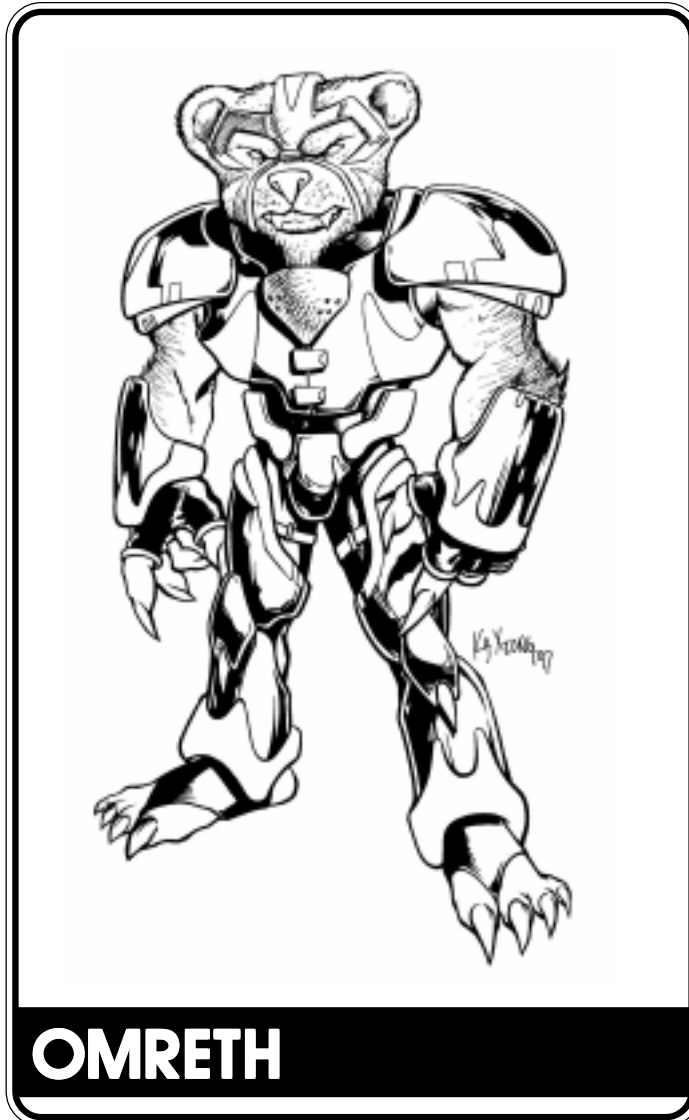
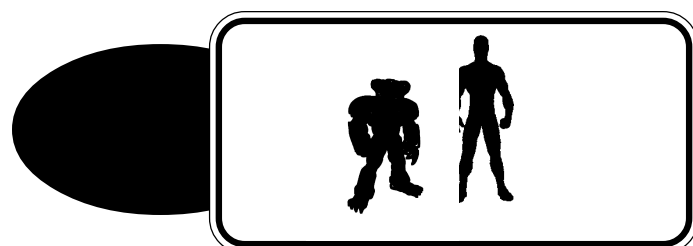
USUALLY SAYING:

"ggggggggg-This Asteroid Fragment is MINE!"

NAMING:

Shuewew 'Tk Family Tribdal Patriarch

SIZE COMPARISON



OMRETH

As ISCO pondered the new hostiles on the Northern Frontiers a second race showed its fangs both figuratively and literally.

The Omreth can best be described as a humanoid version of a Terrestrial Wolverine with an attitude to match. The ICL realized their first mistake in meeting this race was to back off and give ground. Little did they realize the tenacity and psychology of this expansionistic race.

The Omreth are the ultimate end of the Nuclear Family. Extremely protective, they form large extended family groups that manage starships or starship groups. All is dedicated to the survival of the family and finding a habitable world for the family to grow on. Omreth commerce only with other Omreth and consider humanity and its allies lower life forms only worthy of serving as slaves.

ISCO is lucky in the fact that the Omreth have only been in space for a half century and their technology is nearly 200 years outmoded and they refuse to steal higher tech.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+08	+10	-02	+02
WIZ	ADA	ATU	STB
+0	-10	-15	+0



Orban Workers
Humanoids
under
Hagonni
Occupation

ORBAN

Imprisoned on their own world, the Orban are now the focus of several ICL covert operations. The Hagu invaded and added Brycinon to the Sphere of Prosperity. Suppression of the local monarchy, and the installation of a Hagonni puppet government, has done more to upset the Orban than oppress them.

The Orbans were a progressive, peaceful people, ready to accept and adapt new technologies into their culture. The height of scientific achievement was their Bi-Phase FTL drive. Only Hagonni prejudice and pride has kept them from recognizing the benefits of this new technology.

It is rumored that "rogue" Orbanian scientists are hard at work, finding a way to drive the Hagu and their Zanke soldiers from their world.

Male Orban have fleshy "feelers" that grow from their foreheads at puberty, but until then, both male and female Orban children are identical.

STATISTICS MODIFICATIONS			
STR	CON	DEX	AGL
+0	+01	+0	+01
WIZ	ADA	ATU	STB
+01	-03	+03	+15

Orban

Captive Alien Race

Home World: **Brycinon** (Eastern Hagonni Space)

Colonies: -

BIOLOGY:

SIZ: 5-6ft.
 GRA: 0.99
 LSP: 60/120
 SEX: 2
 GES: 312
 BIR: 1
 ENV: 25-115
 SLP: 15w7s
 SML: G
 VIS: C
 TAS: C
 TOU: G
 HEA: F
 VOI: Tenor-Soprano

PSYCHOLOGY:

TMP: 62
 MOT: 82

PERSONALITY AND VIEWS?

ISCO: Rumored
 ICL: Secret Friends
 Family: Most Important
 Work: As Hagonni Direct
 Play: When There is Time
 Wealth: Doesn't Hurt
 Justice: Important
 Honor: Important
 Humanity: New Friends
 Politics: Once Was Fun
 Red Tape: Hated
 Space: Taken Away
 Warfare: Avoided Until Now

SOCIETY

CON: 2448
 JOI: -
 HRS: 300 BC
 QHR: H
 ATE: 2254
 SPC: 2334
 STF: 2397
 REL: C3

LANGUAGE

Orba 95%
 Freeno 29%

SKILL TENDENCIES:

Engineering, Construction, Electronics, Art, and Sciences.

GOOD TRAITS:

Loving Parents, Diligent workers, Teachers

BAD TRAITS:

Unassertive, Shy, Paranoid about aliens

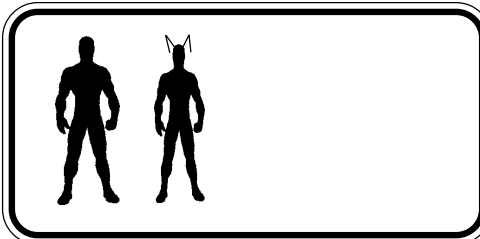
USUALLY SAYING:

"Have 4 children; Vilfre, Sijhy, A'Ne, and littleTi'Mhe..."

NAMING:

Orban take a name at puberty, usually a traditional family name, but until then, and sometimes after, they use the diminutives that their parents bestow upon them. Traditional names are Vreen, Hyut, Buin, Reig. Diminutives are similar.

SIZE COMPARISON



Orban

Kartama

Captive Alien Race

Home World: **Katama** (Eastern Haggonni Space)

Colonies: -

BIOLOGY:

SIZ: 5-6ft.
 GRA: 1.21
 LSP: 40/60
 SEX: 2
 GES: 278
 BIR: 1
 ENV: 20-118
 SLP: 15w12s
 SML: E
 VIS: D
 TAS: C
 TOU: E
 HEA: F
 VOI: Bass-Soprano

PSYCHOLOGY:

TMP: 40
 MOT: 62

PERSONALITY AND VIEWS

ISCO: Who
 ICL: What
 Family: Very Important
 Work: No Choice
 Play: Teach Young
 Wealth: Buys Freedom
 Justice: Desperately Needed
 Honor: Important
 Humanity: Who?
 Politics: Haggonni Play
 Red Tape: Haggonni Torture
 Space: Heaven's Chamber
 Warfare: What is Needed

SOCIETY

CON: 2448
 JOI: -
 HRS: 2203
 QHR: B
 ATE: -
 SPC: -
 STF: -
 REL: B1

LANGUAGE

Katoi 99%
 JeHuNoi 23%
 Otoi 15%
 Others 05%

SKILL TENDENCIES:

Agriculture, Engineering, Construction, and Mining

GOOD TRAITS:

Steadfast, Reverent, Honorable

BAD TRAITS:

Prone to anger, Fanatic, Easily insulted

USUALLY SAYING:

"By the god Benazti, you'll die for that!"

NAMING:

Surname first, name second. Surnames are passed along gender lines: Males take their father's surname, females take their mother's surname. Surnames are based on clan and family affiliation, Grine-Hyu Joko is of the clan Grine, family Hyu,

SIZE COMPARISON



Caught behind the lines of the Haggonni Sphere of Prosperity, the Kartama live in fear of their very lives. A "servant" race under the Hagu, Kartama have been thrust from the 3th century into the 25th century unprepared.

On the whole, they have not adapted to the new ways imposed on them by the Hagu. Most believe the Hagu are demons sent by their gods to punish them for their sins. A few see them for what they are: Invaders.

Kartamii are humanoid in appearance, skin coloring varies from a light yellow-red, to a deep orange-brown. Hair color is less varied, shading from a golden brown to a jet black. They have four digits on each hand, and use a base twelve number system.

The Kartamii's extensive feudal system has been smashed and small town are the norm. The strong and the young are used as labor in the Haggonni small industry that is scattered from pole to pole. These are connected by road and steam powered railroad.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+02	+01	+01	-01
WIZ	ADA	ATU	STB
+0	-06	+0	+05



MALLORY'S BALLS

Mallory's Balls

Mallory 3

Home World: **Mallory's World** (Eastern ISCO Space)

Colonies: 1

BIOLOGY:

SIZ: 1-2ft.
 GRA: .25
 LSP: 160/320
 SEX: 2
 GES: 940
 BIR: 1-4
 ENV: -30-130
 SLP: 20w2s
 SML: G
 VIS: n/a
 TAS: D
 TOU: B
 HEA: E
 VOI: n/a

PSYCHOLOGY:

TMP: 75
 MOT: 60

PERSONALITY AND VIEWS?

ISCO: Friends
 ICL: Fascinating
 Family: Important
 Work: Fascinating
 Play: Yes
 Wealth: Good Idea
 Justice: Good Goal
 Honor: Never Cheat
 Humanity: Friends
 Politics: And?
 Red Tape: Potential Fun
 Space: Nifty
 Warfare: They do What?

SOCIETY

CON: 2441
 JOI: 2447
 HRS: 42 BC
 QHR: E
 ATE: 2254
 SPC: -
 STF: -
 REL: F3

LANGUAGE

Any 95%

SKILL TENDENCIES:

Trade, Psychiatry, Mediation, Engineering

GOOD TRAITS:

Loyal, Friendly, Slow to Anger, Mediate

BAD TRAITS:

Inappropriate humor, Love Bars, Objects float around them, Paperwork is an alien concept. Disrupt Bowlers.

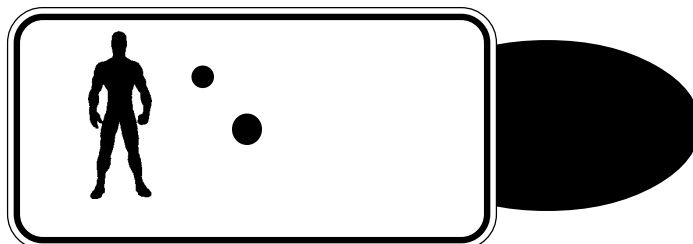
USUALLY SAYING:

"I didn't do that." or He is firing a missile at us and it reminds me of a joke..."

NAMING:

Short names or nicknames. Zebulon Sphere 348, Jack Rotational 21 or Ralph Tennis 798

SIZE COMPARISON



These pleasant aliens look and feel like large black or midnight blue bowling balls. Mallory's World, their home, is a cloudy, fow shrouded planet where this race evolved without sight. They compensated with impressive mental powers, "seeing" with Clairvoyance, communicating with Telepathy, feel sound and manipulate their environment with Telekenesis. While their usual mode of locomotion is to roll, it is not uncommon to see one bounce or fly.

Balls are often found using their PSI to good effect as psychiatrists, mediators and micro mechanical engineers. This race has a marvelous sense of humor that runs from puns to storytelling. They can be charming to clusters of aliens and generally enjoy the emotional 'high' from gatherings of happy people and bars.

The average Ball starts out with d4 +4 average PSI skills in Telepathy and Telekenesis. These talents have no WKP costs for them within line of sight. They can not control minds or lift more then their own weight.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+10	+0	+06
WIZ	ADA	ATU	STB
+02	+06	+0	+06