

# Species

## Calemora

VITAL STATISTICS	
+40 Strength	+10 Manual Dexterity
-10 I.Q.	+20 Agility
+40 Constitution	-10 Aggression
+15 Intuition	-20 Charisma
SECONDARY STATISTICS	
-15 Terrestrial Knowledge	-10 Persuasion
-5 Bargaining	
GENERAL INFORMATION	
<b>Body Points:</b> 15+d10	<b>Movement:</b> 7/13/120
<b>Height:</b> 62+d6	<b>Weight:</b> 300+2d10 x 10
<b>Attacks:</b> 2 Punches	<b>Dam/Attack:</b> d2
<b>Vision Modifier:</b> -5	<b>Hearing Modifier:</b> 0 ( -50 )
<b>Smell Modifier:</b> 0	
<b>Home Planet:</b> Calemor	<b>Starting Money:</b> d6 x 100
SPECIAL ABILITIES	
2 point Threshold	3 <sup>rd</sup> Level Hand-to-Hand skill
3 <sup>rd</sup> Level Kray skill	Immune to Pain
Don't Sleep	Physical Skills cost 1 point less
Archaic Hand skills cost 1 point less	Double Normal Healing
Double Lift and Encumbrance	Double Death's Door
Resist Critical Hit Effects	Don't Panic, Berserk, or go Suicidal
3 <sup>rd</sup> Level Body Equilibrium	Matrix Use
LIABILITIES	
Thermographic Vision Only	
SURVIVAL MATRIX ROLLS	
<b>CHEMICAL:</b> 40	<b>RADIATION:</b> 30
<b>BIOLOGICAL:</b> 40	<b>MENTAL:</b> 70
<b>POISON:</b> 38	<b>SONIC:</b> 15
<b>ELECTRICITY:</b> 50	<b>FIRE:</b> 98
<b>ACID:</b> 25	<b>COLD:</b> 40
PRIMARY OCCUPATION	
Combat Specialist	
MIN/MAX	
<b>Strength:</b> 81/150	<b>Constitution:</b> 61/150
<b>Agility:</b> 47/150	<b>I.Q.:</b> x/90

**SKILL POINTS:** 35

**SKIN COLOR:** 1-50=Tan, 51-100=Brown

**SKIN TEXTURE:** 1-100=Smooth

**EYE COLOR:** 1-50=Brown, 51-100=Black

**FOOD:** 1

**WATER:** 1  
**SLEEP:** N/A

### **GENERAL KNOWLEDGE**

Possibly the most physiologically advanced species known, the Calemora are one of the few races capable of contesting the Eridani's claim of being the "Ultimate Warriors". All Calemora train as martial artists in vast pyramidal structures known as Catongs.

### **GOVERNMENT**

No formal government appears to exist. The Calemora are divided into groups similar to clans, but there appears to be no in-fighting amongst them.

### **CULTURE**

Calemoran culture is governed by a code of honor, the **CODE OF THE DRAGON**, developed by the Dragon Catong. Personal ambition is almost unknown as their lives revolve around the Code and the race as a whole. All elders are called "Father", all members of the same generation, "Brother", and those younger are called "Son". They are expected to show respect to Brothers and Fathers, and to receive respect from Sons.

They are a gentle race, stern but merciful, stubborn, with a profound respect for all life. They show no emotion, nor do they form friendships, as such, but they may have close relationships based on mutual respect. They do not practice torture, and prisoners are either slain (if dishonorable), or released (if honorable).

### **PHYSIOLOGICAL MAKEUP**

Calemora have a top-heavy appearance, as the bones and muscles of their arms, shoulders and chest are as massive as those of their legs. They have no ears. Instead, special receptors in their chest and back process vibrations and pressure changes, translating these as sound. Their eyes do not perceive visual light, but instead translate infra-red energy as heat emissions. Their vision is very sensitive to minute temperature changes. They do not sleep, preferring to rest and meditate for about four hours per day. They suffer no ill effects if they do not rest, but if this is a common practice, it is known to shorten their life spans.

### **WEAKNESSES**

None in particular, but if the chest and back are covered, their hearing is severely impaired.

### **QUIRKS**

The Calemora are strict vegetarians. They all bear scars, brands and tattoos. And they spend most of their free time practicing martial arts. The Calemora use as few words as possible when speaking, and this leads most people to believe that they are not too bright.

### **HISTORY**

For thousands of years, the Calemora lived peacefully, developing their minds and bodies with their planet undisturbed. That changed in 1195 A.D., when the Zin-Shee arrived. The Zin-Shee had been conquering worlds unopposed for centuries until they decided to conquer the primitive world of Calemor. They believed this would be a short conflict, expecting their superior technology to dazzle the Calemorans. Their fleet was badly damaged by a surprise meteor storm. And they were thoroughly surprised by native resistance. This conflict, now known as the Blood Feud, lasted until 2190 A.D., when the planet was discovered by the Alliance. The Alliance interfered, and after a time, the Alliance, the Zin-Shee, and the Calemora were able to produce the Treaty of Final Blood. Impressed by the wisdom and benevolence of the Alliance, Calemor joined.

### **FAVORITE ITEM**

None in particular.

### **DRESS**

The Calemora normally wear only a loincloth and leather harness (or web gear). On rare occasions, they will wear special Calemoran armor (usually worn only by younger members of the race).

## HANGOUT

Catong, or a gymnasium or dojo.

## ABODE

Catong or their assigned quarters.

## COMBAT TACTICS

Calemora try to match an opponent, avoiding any unfair advantage. Should the foe prove to be dishonorable, the Calemora will fight as dirty as necessary, providing his own honor is not compromised. They do not use missile/ranged weapons.

## GENERAL OCCUPATION

The Calemora generally serve as elite soldiers, specializing in hand-to hand combat.

## FAVORITE PETS

The Calemora keep Ahuk as pets. These are mammals that stand about three meters tall, are around six meters long, and weigh 10 tons.

## THE CALEMORAN VIEW

**ON LIFE:** Live by the Code.

**ON WAR:** Necessary, but not good.

**ON THE UNIVERSE:** Unimportant.

**ON THE ALLIANCE:** Acceptable.

**ON THE FAMILY:** Respect and respected.

**ON SELF:** Live for the Code.

## NOTABLE CALEMORAN STATEMENTS

You dishonor yourself.

You need exercise.

By the Code...

START	CHILD	YOUNG	MATURE	MIDDLE	OLD	ANCIENT
40+3D10	10-15	16-45	46-90	91-120	121-200	201-300

## CODE of the DRAGON

This is the code that governs Calemoran society. It was originally developed by the Dragon Catong. Disobeying even one law of the Code is grounds for exile. An exiled Calemoran is shunned by all Calemorans, unless he commits a crime, in which case he is sentenced to death at the hands of the nearest Calemoran.

## THE CODE OF THE DRAGON

- You will not brag.
- You will not suggest or instigate retreat from battle unless you are the commander.
- You will only lie to protect or aid worthy causes greater than yourself.
- You will follow all commands of those ranking above you or resign your post.
- You will protest your family name and add honor to that name.
- You will protect Calemor and add honor to your species.
- You will not show emotion.
- You will spend your time listening, learning, and observing.
- Speaking, especially out loud, will convey information in as short and efficient a manner as possible.
- You will study and observe the ways of your Catong.
- You will honor your master and the other members of your Catong.
- You will not hear personal insults. However, insults to your species, family, Catong or post will be taken as a challenge to a personal duel.
- Time is irrelevant.
- Once you decide upon a course of action you will not waiver without good reason.
- You will not procrastinate.
- You will not allow substances to enter your body which reduce your physical perfection.

- You will maintain your body at peak physical condition.
- You will avoid unnecessary luxuries.
- You will personally own only that which you can carry.
- You will not complain.
- You will not speak of our ways with outworlders.

## Draca

VITAL STATISTICS	
+25 Constitution	+30 Aggression
-10 Intuition	-25 Charisma
SECONDARY STATISTICS	
+10 Terrestrial Knowledge	+30 Military Leadership
-20 Persuasion	-15 Bargaining
GENERAL INFORMATION	
<b>Body Points:</b> 4+D6	<b>Movement:</b> 8/12/120
<b>Height:</b> 72+3D6	<b>Weight:</b> 230+3D6*10
<b>Attacks:</b> 2 Claws and Bite	<b>Dam/Attack:</b> D2/D4
<b>Vision Modifier:</b> 0	<b>Hearing Modifier:</b> -15
<b>Smell Modifier:</b> 0	
<b>Home Planet:</b> Maka "Egg Home"	<b>Starting Money:</b> 5D6*100
SPECIAL ABILITIES	
270 Monochromatic Vision	Military and Weapon Skills cost One point less
Fight to ½ Death's Door	Heal 2x normal
LIABILITIES	
Cannot Eat Vegetable Matter	Lose 5 points of Agility and Man. Dexterity per 10 degrees below 0 C
SURVIVAL MATRIX ROLLS	
<b>CHEMICAL:</b> 23	<b>RADIATION:</b> 19
<b>BIOLOGICAL:</b> 24	<b>MENTAL:</b> 70
<b>POISON:</b> 40	<b>SONIC:</b> 67
<b>ELECTRICITY:</b> 17	<b>FIRE:</b> 65
<b>ACID:</b> 40	<b>COLD:</b> 5
PRIMARY OCCUPATION	
Stormtrooper	
MIN/MAX	
<b>Strength:</b> 51/135	<b>Constitution:</b> 51/140
<b>Agility:</b> 21/120	<b>I.Q.:</b> x/125

**SKILL POINTS:** 50

**SKIN COLOR:** 1-75 Green, 76-100 Brown

**SKIN TEXTURE:** 1-98 Scaly, 99-100 Smooth

**EYE COLOR:** 1-40 Brown, 41-70 Green, 71-100 Yellow

**FOOD:** 3

**WATER:** 3

**SLEEP:** 4

### GENERAL KNOWLEDGE

The Draca are a bipedal, reptilian species, with thick, scaly skin, that is most often brownish, or greenish. They are a warrior race who believe that the path to perfection lies in cybernetics. They excel

in cyber-sciences (Dracan cybernetics only reduce Constitution scores by one-third the normal amount). They see war and conflict as the natural state of the universe. As a race, the Draca seek to crush weak races, and prepare the strong for a universal war.

## **GOVERNMENT**

The Dracan state, the "Holding", is ruled by an individual known as the "Egg Mistress", so-called due to her ancient role as the defender of the clan's eggs. Beneath the Egg Mistress are the Clan Leaders, whose word is law within their clans, unless overruled by the Mistress. All advancement is through dueling combat.

## **CULTURE**

The Dracan culture is geared towards war. All Draca are trained as warriors (25% of starting skill points must be spent on Weapons and 15% on Military). There is no sexual discrimination, nor is there any concept of romantic love. Mates are chosen based on military achievement. Most of these "Procreative Alliances" last only for a single mating period.

The Draca rarely form friendships, but sometimes, they may initiate a "Blood Bond" with another warrior. This indicates that either blood-sibling would lay down his life for the other. These oaths often involve the exchange of valued cyber-devices.

Dracan language is harsh, guttural, and spoken loudly with arrogant authority. Virtually every statement can be interpreted as a challenge. They may also communicate simple emotions and commands through hissing. They have a monotheistic religion, worshiping the "Great Egg Mother", and they believe in reincarnation. Clan members are honor-bound to avenge the death of family members.

## **PHYSIOLOGICAL MAKEUP**

The Draca are a humanoid, reptilian species, who live up to 200 years. Due to their reptilian heritage, they grow sluggish in cold conditions. They are strict carnivores, as their bodies are not designed to process vegetable matter. Draca are hatched from eggs laid by the female once per year. The young mature quickly. Dracan vision is monochromatic (grey), but due to the width of their eyes, they have a 270 degree field of vision.

## **WEAKNESS**

As previously stated, the Draca become sluggish in cold conditions. They also tend to underestimate their opponents.

## **QUIRKS**

They like to cut off their limbs and replace them with metal ones, and then pass these on to their children.

## **HISTORY**

Dracan history is one of war and conquest. For thousands of years, the Dracans swept outward, expanding the Holding, conquering all they could. In 317 A.D., they met their match in a race of unrelenting armored beings. The Draca captured one of these beings, and learned that they were called the Reavers. These beings desired nothing less than the destruction of all life. A short time later, the Draca were contacted by the Mutzachans, concerning the Reavers. The Mutzachans suggested an alliance. In the face of the superior Reavers, the Draca accepted. A joint task force, the Savior Fleet, managed to drive the Reavers into the Motaran Rifts, but the fleet was destroyed in the process. The Draca cut off contact with the Mutzachans and returned home.

In 2270 A.D. the Mutzachans contacted the Draca, warning that their ancient foe may be returning. The Draca have sent troops to the Alliance to learn to work with, and prepare the other races for the coming conflict.

## **FAVORITE ITEM**

This is usually some treasured cybernetic family heirloom.

## **DRESS**

Most Draca wear only a loincloth and sash, which is decorated with clan symbols, honors, awards, etc. Most of their external cybernetics are customized and stylized.

## HANGOUT

When off-duty, Draca like to hangout in places where they can expect a fight, or in saunas and spas.

## ABODE

Dracan homes are spacious, meticulously clean buildings, filled with weapons and trophies of war.

## COMBAT TACTICS

The Draca fight savagely, doing whatever is necessary to win. They like medieval-style weapons that inflict massive damage, like two-handed swords, spiked clubs, and axes. They are also very fond of loud weapons.

## GENERAL OCCUPATION

The Draca seem to be finding work as heavy weapon stormtroopers.

## FAVORITE FOODS

Tok-Da Ge: This is a carnivorous Dracan cow-equivalent.

## THE DRACAN VIEW

**ON LIFE:** It is mine to give and take.

**ON WAR:** A wonderful method for weeding out the weak and inferior.

**ON THE UNIVERSE:** It is ours to conquer and rule.

**ON THE ALLIANCE:** In time, we will be the Alliance.

**ON THE FAMILY:** My clan is strong.

**ON SELF:** My glory is vast. I am mighty.

## NOTABLE DRACAN STATEMENTS

This is a wonderful addition to my body.

Who are you who stands before me as an equal, why do you deserve such status, and why should I not kill you for your presumption?

You are not honorable, and for this you shall slowly suffer and die with my name on your lips as you beg for mercy.

START	CHILD	YOUNG	MATURE	MIDDLE	OLD	ANCIENT
25+3D4	5-10	11-30	31-80	81-110	111-160	161-200

## Kess Rith

VITAL STATISTICS	
+35 Strength	-10 Agility
+30 Constitution	+20 Aggression
-5 Intuition	-10 Charisma
SECONDARY STATISTICS	
+15 Military Leadership	-20 Persuasion
GENERAL INFORMATION	
<b>Body Points:</b> 16+D12	<b>Movement:</b> 7/14/200
<b>Height:</b> 72+2D8	<b>Weight:</b> 450+3D10*10
<b>Attacks:</b> 2 Punches	<b>Dam/Attack:</b> D2
<b>Vision Modifier:</b> -5	<b>Hearing Modifier:</b> +10
<b>Smell Modifier:</b> -10	
<b>Home Planet:</b> Kess	<b>Starting Money:</b> 3d6 x 100
SPECIAL ABILITIES	
2 point Threshold	3 <sup>rd</sup> Level Archaic Hand Weapon
Double lift and encumbrance	

LIABILITIES	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 30	RADIATION: 35
BIOLOGICAL: 42	MENTAL: 56
POISON: 64	SONIC: 41
ELECTRICITY: 29	FIRE: 47
ACID: 25	COLD: 15
PRIMARY OCCUPATION	
Stormtrooper	
MIN/MAX	
Strength: 81/150	Constitution: 51/150
Agility: 23/94	I.Q.: x/130

**SKILL POINTS:** 50

**SKIN COLOR:** Kess Rith skin color is a mottled grey, green, and brownish.

**SKIN TEXTURE:** 1-99=Smooth; 100=Bumpy

**EYE COLOR:** Red

**FOOD:** 6

**WATER:** 12

**SLEEP:** 4

### GENERAL KNOWLEDGE

The Kess Rith are massive, powerful creatures that are capable of besting Rams in bare-handed combat. They combine the body of a rhinoceros with a powerful tail, and a humanoid torso that makes most body builders look weak. Armored plates protect their tail, torso, arms, neck and head. Their eyes are red, and to most non-Kess Rith, their hides appear grey. They follow a code of honor similar to that of Bushido (the code of the Samurai of ancient Japan).

### GOVERNMENT

The Kess Rith are ruled by the Great Dominator, who is chosen by the Thirteen, who are chosen by the Council of Champions, and so on, down to a clan Dominator. Kess Rith can fight for positions in the government. In this government, decisions are passed down from on high, but are ratified or rejected all the way down to the clan level. It's kind of unorganized overall, but they seem to make it work.

### CULTURE

Kess Rith are organized into extended, polygamous families, or clans, led by a Dominator. Each son has one to five wives, determined by his Dominator. The typical clan consists of the Dominator, his wives, his sons and their wives. Females join their husband's clan when they marry. Clans combine into Herds, based on related Dominators. The strongest Dominator becomes the Herd's Patriarch. The position of Dominator is determined by a three-part challenge: The first part is a survival test for the candidates, the second is a verbal battle, and the last is physical combat.

The Kess Rith enjoy verbal sparring with other races. They call this "Malavoqa", or Sweatless Combat. They particularly respect Humans in this, due to the Human talent for punning. Females are limited in political positions, but hold equal footing in the military. The Kess Rith have little respect for those who do not value combat.

### PHYSIOLOGICAL MAKEUP

Kess Rith live, naturally, up to 100 years. They bear their young live. Pregnancies last 23 months, and the young reach maturity in about 15 years. Females bear children from maturity up to around 40. Females can control their rate of pregnancy. From a single impregnation, a female can retain enough genetic material to fertilize as many as a dozen eggs.

### WEAKNESS

None in particular.

## QUIRKS

The strangest quirk of the Kess Rith is their Code of Honor. This binds them to family, homeworld, and Dominator Clan. It governs everything from forms of address for all manner of family, clan, and herd relations, to the proper way to kill oneself to expunge a spot on your honor (generally by doing whatever you can to take as many of the enemy with you). This code specifies 1,296 different shades of dishonor, and 432 different acts that will atone for those dishonors (93 of which involve dying).

## HISTORY

The Kess Rith were first discovered by the Eridani in 49 A.D. The Eridani, as normal, tried to conquer this race and planet. At this time, the Kess Rith were a Tech Level 3 race. The Eridani discovered a race of warriors who were their equal. The fighting lasted for 4 years, and ended in a peace treaty ( the Treaty of Equals ). From the Eridani, the Kess Rith gained intergalactic travel technology. They then began to conquer new worlds. They finally joined the Galactic Alliance in 2120 A.D.

## FAVORITE ITEM

Usually an ancient family weapon.

## DRESS

Kess Rith normally wear battle armor. Otherwise, they just wear an Honor Sash (used to denote rank, clan, and other information).

## HANGOUT

The Kess Rith enjoy hanging out at Cyball events.

## ABODE

Kess Rith homes are huge structures made of stone and metal, with weapons adorning the walls.

## COMBAT TACTICS

The Kess Rith are brutal in combat, often hacking a foe into many pieces before moving on to the next.

## GENERAL OCCUPATION

The Kess Rith most often work for the Galactic Stormtroopers.

## FAVORITE FOODS

For some reason, the Kess Rith have developed a liking for pizza.

## THE KESS RITH VIEW

**ON LIFE:** Life is for battle and the preservation of the Clan.

**ON WAR:** It weeds out the weak and puny.

**ON THE UNIVERSE:** It is ours to mold and shape.

**ON THE ALLIANCE:** Useful now, but it shall someday fall.

**ON THE FAMILY:** Very important for producing new warriors.

**ON SELF:** I serve my people, and slay all who defy me.

## NOTABLE KESS RITH STATEMENTS

Could I get extra, extra pepperoni on that?

You are unfit to continue as Dominator.

Rams, Phentari, Eridani, all are weaklings compared to us.

START	CHILD	YOUNG	MATURE	MIDDLE	OLD	ANCIENT
15+D10	6-10	11-15	16-40	41-60	61-80	81-100



# Shanask

VITAL STATISTICS	
-15 Strength	+40 I.Q.
-15 Constitution	+25 Intuition
-15 Charisma	
SECONDARY STATISTICS	
+50 Terrestrial Knowledge	+20 Persuasion
GENERAL INFORMATION	
<b>Body Points:</b> 2+D6	<b>Movement:</b> 9/8/250
<b>Height:</b> 78	<b>Weight:</b> 250
<b>Attacks:</b> 2 Pseudo-Touches	<b>Dam/Attack:</b> 0
<b>Vision Modifier:</b> -15	<b>Hearing Modifier:</b> 0
<b>Smell Modifier:</b> n/a	
<b>Home Planet:</b> Unrevealed	<b>Starting Money:</b> 6d6 x 100
SPECIAL ABILITIES	
<b>Matrix Use</b>	Constant 1" Air bubble
Do Not Bleed	Do Not Eat, Drink, Sleep
Heal 3x Normal	Sorce Speak
Immune to Poison, Disease, Temperature Extremes, Vacuum	Move silently and without tracks over any surface
Unaffected by Critical Hits and Unconsciousness and Paralysis	Robes cannot be removed by any means
Robes have more carrying capacity than it appears	Radiate Fear in a 3 feet radius
LIABILITIES	
90-degree Monochrome Vision	0% resurrection
Cannot be healed except by time and Sorce	
SURVIVAL MATRIX ROLLS	
<b>CHEMICAL:</b> 120	<b>RADIATION:</b> 120
<b>BIOLOGICAL:</b> 120	<b>MENTAL:</b> 94
<b>POISON:</b> 120	<b>SONIC:</b> 95
<b>ELECTRICITY:</b> 120	<b>FIRE:</b> 120
<b>ACID:</b> 80	<b>COLD:</b> 120
PRIMARY OCCUPATION	
"Sorcerer"	
MIN/MAX	
<b>Strength:</b> 1/60	<b>Constitution:</b> 1/90
<b>Agility:</b> 15/94	<b>I.Q.:</b> 65/150

**SKILL POINTS:** 50, No Physical Skills.

**EYE COLOR:** Red

## GENERAL KNOWLEDGE

Very little is known about this strange race. No one knows where their homeworld is, or what they look like, other than two glowing red eyes. They control a form of energy called Sorce that is similar to other energy matrices.

## **GOVERNMENT**

They form of government practiced by the Shanask is unknown.

## **CULTURE**

Next to nothing is known about the Shanask culture.

## **PHYSIOLOGICAL MAKEUP**

The true form of the Shanask is unknown. When a Shanask dies, the "body" inside the robe disappears. This has led many to believe that they are composed of some sort of energy. Some believe that the Shanask are actually a more active form of the Dane.

## **WEAKNESS**

None are known.

## **QUIRKS**

The Shanask rarely show emotion. They never laugh, and are always serious. They do not engage in idle conversation. They do not sit down, or lie down. They absolutely will not touch other sentient life forms.

## **HISTORY**

The history of the Shanask is unknown up to the point when they announced themselves to the Alliance in 2258 A.D. Since then, they have helped the Alliance, and many "work" for the corps, even though their agenda is unknown.

## **FAVORITE ITEM**

Unknown.

## **DRESS**

All Shanask wear full-length robes that cover every part of the body.

## **HANGOUT**

None of note

## **ABODE**

Unknown.

## **COMBAT TACTICS**

The Shanask primarily use the Sorce to attack. They will not physically touch others, but they will get close enough to use touch-based Sorce powers.

## **GENERAL OCUPATION**

Matrix Controller

## **THE SHANASK VIEW**

**ON LIFE:** It is.

**ON WAR:** It occurs.

**ON THE UNIVERSE:** It is.

**ON THE ALLIANCE:** It is.

**ON THE FAMILY:** ?

**ON SELF:** I am.

## **NOTABLE SHANASK STATEMENTS**

You must be prepared for what is to come.

**DISCLAIMER:** The Calemora, Draca, and Shanask are adapted from a game called *Guild Space*.

METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd. ©1993 Dream Quest Games. Ltd.

Used without permission

The Kess Rith are from a Game called *Renegade Legion: Legionnaire*.

RENEGADE LEGION, INTERCEPTOR, and CENTURION are Trademarks of FASA Corporation, registered in the U.S. Patent and Trademark Office. LEVIATHAN, TOG and LEGIONNAIRE are trademarks of FASA Corporation. Copyright ©1990 FASA Corporation, All Rights Reserved.  
Used without permission.