

Alien Races

While not usually permitted, in the event of needing to swap to a new PC while on a deep space or extraplanar adventure it is possible to play any of the core races of the Galactic Federation. Many humans from federation planets look identical to humans of Mystara, but there are also populations who are coloured blue or green. Dralasilite, Vrusk and Yazarian are considered civilised peoples and are fully capable of taking on any of the standard character classes (with XP

modifiers and changes to attributes shown below.

While within their own spacecraft and on their own worlds, these races have many complex and powerful technological items at their disposal, when restricted to what is available on magical worlds they may take on any character classes (other than sathar, which cannot have a divine class) and use magical items and equipment as usual. They may learn

skills and weapon mastery as appropriate to their class.

All citizens of the Galactic Federation speak their own racial language and Pan-Galactic, a simplified language of words and hand gestures. Note that sathar are not considered a playable race except in the most exceptional circumstances.

Race	Str	Int	Wis	Dex	Con	Chr	HP	Base AC	XP
Dralasilite	+1	-1	-1	0	+1	0	+1	7	+15%
Vrusk	-1	+1	+1	0	-1	0	+1	5	+10%
Yazarian	-2	+1	+1	+1	-1	0	0	9	+15%
Sathar	0	0	-1	-1	0	+2	0	9	+25%

Dralasilite

Dralasilites are a spacefaring race of invertebrates, one of the core races of the Galactic Federation. They are rubbery, elastic creatures able to change their shape at will, earning the nickname of 'blobs' around other races. They are short, rarely taller than 4'6", and completely lacking in any hard body parts other than an outer skin which is somewhat rough and scratchy. A network of thin veins seems to cover their whole surface, and these seem to come together to make two dark eye spots on the part of the body where their head may be assumed to be. Their internal structure is almost like a single liquid sac in which there is a central brain and other organs floating within the liquid space. There are no identifiable lungs, dralasilites breathe directly through their skins, and possess an excellent sense of smell (enabling them to identify creatures by scent alone).

Dralasilites may form a number of limbs based on their dexterity scores according to the following table.

Dexterity Score	Number of Limbs
3	3
4-5	4
6-15	5
16-17	6
18	7

They may freely choose as many or as few arms, legs, or flippers as they choose, and may use items in arms as they see fit, with no modifiers. With a single leg they may only move at a speed of 30' per turn, with two they may move at 90' per turn, and with 4 or more they can move at 120'. They may use arms to handle weapons as they see fit, and suffer no 'off hand' penalties, so for example a dralasilite with three arms can handle a two-handed weapon and a one handed weapon with no penalties to either.

Dralasilites are renowned for having an abiding interest in philosophy, and care little for treasures or trinkets, judging themselves by the quality of their thoughts and ideas rather than the value of their goods. They often carry many strange and exotic tools that can have value to others, but have little intrinsic worth as such. They are also well known for having a terrible sense of humour, loving puns and word games. Their love of philosophical argument makes them excellent at detecting whether they are being lied to (thus all possess the detect deception skill).

Dralasilites are hermaphrodites, passing through male and female periods in their lives. The males exude spores, and when the females choose to become mothers they accept spore and bud off a new young dralasilite in around 4 months.

Dralasilites may be of any character class, but most often choose to be thieves.

Vrusk

Vrusk are a large, spacefaring insect like race. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the

abdomen and vaguely humanoid, with two arms connected at the shoulders, and a head at the top of the abdomen. Vrusk hands are

circular pads with five fingers spaced evenly around the edge. A vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle

without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints. Their broad spread legs and strong exoskeletons allow them to carry greater burdens than mere humanoids, allowing them twice the carrying capacity of humans and demi-humans.

Yazarian

Yazarians are a spacefaring race of roughly man-sized creatures resembling short-furred simians, with tan to brown fur across most of the body and a rather thicker mane of fur around the shoulders and head. A flap of skin stretches between their arms and legs, allowing them to glide, at an angle of 30° downwards or less, at a rate of 180' (60').

They are the most intelligent of the core races of the Galactic Federation, a fact often masked by their tendency to be pushy, aggressive and on occasion simply hostile. They train themselves to enter a rage in

Sathar

The Sathar are a strange extra-terrestrial race rather resembling limbed, segmented worms with reptilian features. Their long, tapering, glistening bodies taper to heads with huge eyes with twin pupils and thin mouths/snouts with round, toothed mouths. Their lower body tapers to a powerful, muscular tail. They have four limbs, capable of bending at any point, the rear two being thick and ending in larger pads, the forelimbs being thinner and ending in a cluster of tentacles useful for manipulating tools. In motion, they use their tails and rear limbs to propel themselves. Their motion is distinctly alien, possessing

Vrusk have large, compound eyes that are protected by a hard, clear covering. Their mouths are surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim (effectively having to hold their breath when immersed or trying to swim).

Vrusk are diligent and hard-working. It is customary for a young Vrusk to take employment at a business, conglomerate or trading house and devote their life thereto, their loyalty being akin to a form of patriotism.

melee combat, giving them a bonus of +4 to hit and damage.

Yazarians have excellent infravision (90') having evolved in near dark primal forests, and can suffer in bright light – they invariably wear darkened goggles in such conditions (if deprived of such goggles, in sunlight they gain no bonus to hit or damage in melee combat). They favour light, open, loose clothing and rarely wear shoes (their feet being almost as dextrous as their hands). An interesting aspect of yazarian culture is the concept of 'life enemy', chosen at any time in a yazarians life. This may be a competing clan, an enemy race, or

no kind of skeleton their musculature works purely on hydrostatic pressure, giving them an eerie jerkiness in motion. Sathar skin is yellow to tan, with pinkish underbellies and green tones on their tentacles.

Their twin pupils and large eyes positioned on each side of their head gives them excellent all round vision, and their wet skin is itself a sensory surface for smell. As a consequence, they can only be surprised on a roll of 1 on 1d10 and can faultlessly track foes by scent.

Vrusk are, at heart, lovers of order, law, and organisation. The laws drafted to govern the rules of business between corporations are so labyrinthine that no other species comes close to understanding them, and their tastes tend towards higher arts, music, and theatre. All vrusk are lawful, whether or not they are good.

It is a rare vrusk that seeks adventure, and typically such creatures are seeking business opportunities to do the most daring thing of all – start their own businesses. They may be any character class, and those who have settled on magical worlds make excellent merchants, magic users and thieves.

even a specific disease (if the yazarian is a doctor) or company (if the yazarian is in business). The more potent the selected enemy, the more honour there is in that choice, and it is seen as fitting and noble to try to defeat that enemy. If that enemy is defeated (a cure is found for the disease, the company folds, the enemy killed, *etc.*) that is considered a worthy achievement in yazarian society, and the yazarian might or might not choose a subsequent foe.

Yazarians may progress in any character class, frequently preferring to be fighters or mystics.

Sathar are an aggressive spacefaring race with no regard for the desires, welfare or safety of any race. They are not part of the Galactic Federation and are in fact sworn enemies thereof. Their goals, collectively or individual, are unknown, but encounters with their horribly bewepioned battle convoys are always spectacularly brutal. No sathar has been captured alive, they have means of ending their own existences before any can be questioned, and in every encounter, should violence be the result, they will fight until they or, more likely, their foes are dead.

They are immune to electrical attacks, paralysis and charms, and while unarmoured they are relatively easy to hit (AC8) they also frequently don collapsium armour that confers an AC of 0. But perhaps their most deadly weapon is their capacity to charm – once per round a sathar can stare at any foe within 30', and if that creature is not actively looking away they must make a saving throw vs. spells at -2 or become charmed.

Sathar may pursue any non-divine character class (there are no sathar clerics or avengers, for example) and fighters, magic users and thieves have been observed.