

Pearl of Dark Flow:

Tower of Heaven

Dungeons and Dragons Campaign Setting

Ceiling90



Game Name	Tower of Heaven
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Setting/Scale	Pearl of Darkflow Interplanetary Dungeon Crawl Drop in/out
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Issues

Current	Impending
Trying to build a new life Corporate Espionage Turf/Gang Warfare	Secrets are buried for a reason

Aspects and Extras
High Technology Character Copy Blood Print Custom Races Custom Magic Items

Faces and Places

Name	Description	Type
Balthazar	Large planet in the Kullheim System that is flanked by two “moons”; has rings which are rich in a variety of minerals and metals. It has a large and barely visible structure pointing at Haliya. It is incredibly difficult to land on its surface, and no space craft that have landed have been able to leave.	<i>Planet</i>
Amihan (Melchior)	One of the Moons of Balthazar; a planet that is mostly water and is colonized by corporations and venture capitalists to mine the Rings of Balthazar	<i>Planet</i>
Haliya (Caspar)	The other moon of Balthazar, easily habitable but is both geosynchronous and tidally locked to Balthazar. It has a mysterious “tower” that points straight to Balthazar.	<i>Planet</i>
Mayari (Taptheim)	The “capital” planet of the Kullheim System.	<i>Planet</i>
GHASTS	General Held Assembly of Trading States – the largest functioning government of the known Universe.	<i>Government</i>
Tower of Heaven	A mysterious structure found on Haliya and is a gate way into a mysterious “dungeon” that is the best source of high grade metals, minerals, and lost technology.	<i>Structure</i>
Haven Gate	The only large settlement on Haliya and consists of a space port, a variety of businesses to exploit the Junk Rush of the Tower of Heaven	<i>City/Colony</i>
House of the Red Queen	Base of Operations of the Party, and is owned by the ZI Group	<i>Dormitory</i>
Dawn 𐄂 Dusk	An affiliated Bar/Tavern also owned by the ZI Group	<i>Bar/Tavern</i>
ZI Group	A large conglomerate that owns a multitude of business that look to explore the secrets of the universe.	<i>Corporation</i>
Franc(is) ARD	A local and rather eccentric weapon/armor smith that likes to work with the Party.	<i>Business</i>
Ex-O	A new business explicitly set up to cater to the needs of the Dungeoneers offering products and services.	<i>Business</i>
Thundering Moon Cathedral	A Haliya native religious group that works as both as a Hospital and Tech Firm	<i>Organization</i>

Night Maiden Court	A Mayari based religious group known for running hospitals, and just recently became a burgeoning tech firm. Also rumored to be a den of thieves and assassins.	<i>Organization</i>
Relay Control Centers	The independent controllers of the Relay Network that connects the majority of the Known Universe together.	<i>Organization</i>
HvN	Explicit Corporate Rival of the ZI Group, and is rumored to be a front for a radical cult.	<i>Corporation/ Organization</i>
Red/RQ/Red Queen	Resident Director/House Mother for the House of the Red Queen. She is an Artificial Doll that wants to train and produce competent Hunters and Dungeoneers to further her agenda.	<i>Person</i>
Dawn and Dusk	Proprietors of the Dawn 𐄂 Dusk bar/tavern. A set of Artificial Twins, and only come out one at a time.	<i>Person(s)</i>
Francis Fox	Proprietor and main Smith and Engineer at Franc(is) ARD. A Jenvar'a that is a little eccentric and is willing to make anything anyone can dream of – for a price of course. Is oblivious to the feelings of Tsuru.	<i>Person</i>
Mysterious Silhouette on the Comm Screen	Always referred to as Sir by the Red Queen, he/she is known as the President of the Mysterious ZI Group.	<i>Person</i>
Tsuru Wolf	The proprietor of the Ex-O store. She is a Jenvar'a that has a love/hate relationship with Francis – Let live and love or destroy the competition?	<i>Person</i>
Campari (San Jermane)	Twin Sisters and Head Priestesses of the Thundering Moon Cathedral. Campari is the head of the Research and Development and Hospital wing. She, like her sister is an Elf, which is a rarity out in Kullheim, and was struck by religious inspiration.	<i>Person</i>
Izarra (San Jermane)	Twin Sisters and Head Priestesses of the Thundering Moon Cathedral. Izarra is in charge of Public Relations and is the commander of the Cathedral's Private army. Also oversees the business side of the Cathedral. She, like her sister is an Elf, which is a rarity out in Kullheim, and was struck by religious inspiration.	<i>Person</i>
Rei Aome	The Mother Superior of the Haliya Branch of the Night Maiden Court. A true Doll (Jinzo) and is considered a "one winged angel".	<i>Person</i>

Canton Kukri	The Tower of Heaven liaison to the Red Queen Dormitory.	<i>Person</i>
Rusty McCracken	Head Lamplighter and main busy body of Haven Gate	<i>Person</i>



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INTRODUCTION

The **Pearl of Dark Flow** is a light magic, high science sort of game – Robots roam space, and aliens are your neighbors; also where laser guns are in high demand, but there's always the chance that someone might just cast fireball instead.

CHANGE OF BASE ASSUMPTIONS

In the greater scheme of universe though, the laser gun is a better friend than a wizard – the universe has a pretty strong and unpleasant reaction to magic. So don't expect too many spell casters wandering about.

This game is also prominently featured in the future, a far flung future where some technology is wholly magical, and society has followed suit – with a massive internet and data-centric culture. Information is an inalienable right.

In terms of progress of society and civilization, feudalism is only a romantic notion, and the free market is the true ruler of the universe. Everyone is the same under the eye of the ever watchful Credit. Governments and Civilizations rise and fall due to the power of the Credit.

Anyone is just as likely to be a saint as they are to be a terrorist. Orcs and Drow and so forth, are just another alien race you have deal with at the market while buying your groceries.

There is also a little of a Transhumanist bent floating about the game: death is never the end for you character, resurrection is possible – maybe as a robot or semi-autonomous AI, but not necessarily through a true resurrection spell.

THREE PILLARS OF AWESOME

The game setting likes to think that it has three pillars on which it generates the “Awesome! Let's come back here again!” feeling: Tech and Mecha, Psychics and Spirits, and Mystic Martial Arts.

TECH AND MECHA

Technology and mechanized suits play a prominent part in the shaping of the setting – most warfare is done is through such devices, and many a times most wars are fought because of these devices. So they're everywhere. Laser Guns, Hard Suits, and light sabers are all fair game for the intrepid adventurer.

PSYCHICS AND SPIRITS

Psionics and Spiritual powers provide the arcane and occult venue for the setting.

“There are more things in heaven and earth, than are dreamt of in your philosophy.”

Psychics and Espers can break parts of reality, much like wizards and their ilk can, but suffer no repercussions. Some quirk of the universe. Clerics and Bards are rare, you'll be more likely to meet Madam ZubZub the Psychic, than Graetbaerd the Wizard.

MYSTIC MARTIAL ARTS

Also another quirk of the universe, Martial Magic – things like Monks and Warlocks don't suffer from the universe's ill regard towards magic. So Madam ZubZub, Commander Ilya and Running Frost could make a really viable team – save for that lack of a pesky healer. On the other hand, “healing potions” are at a massive discount in this universe...

UNIVERSAL THEORY

It is surmised that there is more to the Universe than a singular infinite plane that it is instead not quite infinite, just a largely unfathomable amount of finite matter and forces. But why? Gravity and her hidden mysteries give credence to that, and so does a bias against the idea that in an infinite universe, anything and everything happens an infinite amount of times - which so far looks to be untrue in the Known Universe. As it is, there are a few forces that are unexplainably too weak or too strong, like Gravity, to not allow exploration into the notion that instead of one infinitely expanding universe that instead we are but a single universe in an infinite soup of universes - the Multiverse.

It is suspected that the Universe is something of a living multisystem organism, that self regulates itself back into a homeopathic state - anything that doesn't agree with the universe's checks and balances tends to be reverted right back to where it was. This is important to the workings of any non-scientific forces, but that's for later.

So imagine that the universe is a fairly large near-infinite sized single cell creature that bumps up and brushes against an infinite amount of other near-infinite sized single cell creatures, also called universes, in a primordial soup of the Multiverse. Each Universe seems to have semi-permeable cell membranes, keeping their laws and systems integrated and copacetic within itself, distinct from the primordial soup and other universes. Yet has to be permeable enough take in "nutrients" and eject "wastes" - the nature of which is still unknown. This self-sorting and self-regulating nature of (this) Universe keeps much of the fantastic powers, i.e. magic from functioning, the homeopathic systems inhibiting any and all instances of reality re-write. To overcome this self-regulation or anti-rewrite, you would need a massive amount of energy to

come in from outside the system, or gather a short burst of energy from within the system, dependent on the intended re-write; barring either of those, you would just have to tell the system to ignore the re-write.

NO ZONE ENERGIES

Well, for the energy requirement, gathering and using energy from outside the system is possible - as in the case with the Ars Mentalia (Espers); where the Mind manages to find a "hole" in the universe and subvert the power of the primordial goo of the interstitial fluid of the Multiverse (The No Zone) into bending and changing reality. It's also possible that there are entities, not unlike gods or demons that reside within the No Zone, and occasionally an individual will suffuse through the membrane to make contact and a contract with such entities. It is also thought possible that through the Digital Psyche of the Universe, the No Zone is available freely and is used to power a variety of reality bending practices of those with Digital Souls.

TOUCH ZONES

The other option is to make the system ignore the re-write; which involved the **Touch Zones**, or areas where two of the paramecium like universes have touched and shared their laws and systems, much like a mashing of two sets of DNA. In Touch Zones, the self-regulating or anti-rewrite is much weaker, allowing for less energy to be used to create reality re-write. Thus just the simple want and need to change reality may enable a select few to use what is arguably called "magic".

NO SPELL ZONE

Since “magic” has to rely on bypassing the universe, and to bypass laws you must be near a Touch Zone, some areas of the universe (more like most of it) are **No Spell Zones**. Magic that relies on “bypassing laws” are not functional (including cantrips), but Magic that relies on No-Zone channeling are still functional, albeit more difficult and require **Spell Drain** (cantrips require you to have a Spell Cap).

Most of the Universe known to the GHASTS are in states of No Spell Zone. Only a few populated areas of the universe are near Touch Zones, and even rarer still are areas that have a sizeable population within a Touch Zone.

While the upside to Touch Zones is that use of magic, that unbridled disregard towards the rules of the universe tend to make those areas very difficult to live in.

But what does this have to do with Kullheim? Entirety of the Kullheim system is in the Touch Zone.

VARIANT: SPELL DRAIN

Bards, Clerics, Druids, Sorcerers, and Wizards have a *Drain Pool* and has a value equal to their Constitution score. Whenever those classes cast a spell in an area that is not designated as a **Touch Zone**, those classes lose a number of points equal to 1 + to the spell slot level used from their Drain Pool. Cantrips do not drain any points. The Drain Pool replenishes back to full points after finishing a long rest. If the Drain Pool reaches 0 points, the character is exhausted. Casting a spell while exhausted drains the same number of points it would from the Drain Pool, but instead drains it from HP.

VARIANT: SPELL CAPS

There are ways to get around the Caster Drain other than the use of Psionics; Bards, Clerics, Sorcerers, and Wizards must expend costly material components on top of their normal components and/or focus. These special components are called Spell Capsules, these capsules contains special catalysts created from abundant but difficult to gather materials made to facilitate the interstitial energy flow. Each time a capsule is used, it is consumed; but the caster does not have to deal with losing points from their Drain Pool or the possibility of burning out their bodies to cast spells. The table below describes the cost of each type of Spell Capsule:

Spell Capsule Level	Cost in GP
1 st	5
2 nd	25
3 rd	125
4 th	625
5 th	3125
6 th	3200
7 th	6400
8 th	12,800
9 th	25,600

WORLD GUIDE

KULLHEIM

The Kullheim star system, consists of the Kullheim Star and its surrounding planets: The burnt planet Mercutio, the verdant super earth Taptheim, the inhospitable Caspar, the super gas giant Balthazar, Balthazar's moon Desdemona, the silent Melchior, and the darkly cold Helheim.

Known Universe

The Known Universe is not congruent with the Universe. The Universe, and arguably the Multiverse, is still mostly unknown to us, while the Known Universe is still incomprehensibly large part of the even more impossibly large Universe which is only part of the theoretical Multiverse.



Names and Points of View

The myriad celestial bodies of Kullheim have different names based on your point of view – Ancients, Colonials, and New Colonials, call the star system and its planets different names, though many of the most significant changes in nomenclature concern the main planet of Taptheim, the Satellite that orbits it, and its Moon.

In general, anyone who lives on Taptheim calls the planet, and the its immediate celestial bodies by the Ancient Nomenclature, thus Mayari, Tala, and Hana; while those who live on Station, use the Colonial Nomenclature – referring to them as Tierra, Meteora, and Mikadzuki. New Colonial Nomenclature is used by those who reside in heavily GHASTS influenced areas, and are relatively new comers to the star system. Ancient and Colonial Nomenclature also identifies the star and star system as Kurohime, while the New Colonials will refer to it as Kullheim, as listed in GHASTS navigation literature.

Nomenclature

Name (New Colonial)	Ancient	Colonial
Kullheim	Kurohime	Kurohime
Muspel	-	Mercutio
Taptheim	Mayari	Tierra
Station	Tala	Meteora
Luna Ultima	Hana	Mikadzuki
Caspar	Haliya	Selen
Balthazar	-	-
Melchior	Amihan	Desdemona
Nifl	-	Ferrias
Helheim	Magwayan	-

KULLHEIM

It is a fairly large, but yellow star that radiates enough heat and light to make even its farthest planet vaguely habitable – but at the cost of many of its planetary bodies baked into complete inhospitableness. Nothing about it is particularly strange, and its solar system is on one of the far edges of its galaxy; which is to say on the edge of the known universe. It is quintessentially, the last habitable stop in the before the unknown.

MUSPEL

It is not a small planet, but neither is it large to escape the inner gravity of its sun, Kullheim. Not being able to leave the inhospitable hot zone, the planet is dry and coal like, no recordable atmosphere and very little core and tectonic activity. It's a coal biscuit. Yet, some astronomers and other spacefaring denizens claim that “things” live there, “things” that live off the heat and radiation of the hot zone. Academics and other authorities claim them as just rumors and superstition.

Why Kullheim?

Why go out to the end of the known universe?

For the *Itim*, or the *Surtr* as the GHASTS like to call it. It is an almost magical substance that makes the highest of technology, energy, and physics work conveniently. Much of the technology that powers the GHASTS known space was immensely sped up in research and development due to *Surtr*.

While available all throughout the universe, *Surtr* is in the highest concentration in Kullheim, it is the greatest source, and possibly the only remaining viable source of the “Black Metal” left.

TAPTHEIM

Taptheim is a large super earth like planet, approximately 2 times larger than Terra Prime (Earth as we know it), and supports a myriad of life little seen elsewhere in the universe. The planet not densely populated, and much of it is still pristine wilderness, but it does have dense population centers of which are large city states and a few sprawling nation states.

It does have a few distinct marks – there is a large black spot in the center of the planet only visible from certain parts of it x axis. It is surmised to be a puncture that reaches to the very core of the planet. Also, there seems to be a set of loosely conjoined islands floating in the lower atmosphere – with a gravitational pull that allows for a floating ocean surrounding the land mass; this Airsea and its landmass doubles the estimated size of the planet to double that of Terra Prime. Gravity though, is still approximately around 1G – and is a mystery pondered by academics everywhere.

Otherwise, Taptheim is the preferred home of many of the denizens of Kullheim, with its more Terra like atmospheres, climates, and most importantly, useable natural resources.



Cross of the People's Federation of Mayari

STATION

Station is a space station that orbits Taptheim, and serves as the hub of transportation within Kullheim and to the greater GHAISTS controlled universe. It is considered its own sovereignty, a City State, though it is closely tied to the governmental structures of Taptheim and Kullheim, and acts as full liaison to the GHAISTS governmental systems.

The station itself is monolithic, easily half the size of Luna Prime (our moon as we know it), and it houses a sizeable population of which is ever changing because of the Star Line. Star Line, is both the quickest way to leave the Kullheim system and the only way to feasibly reach Taptheim – as most atmospheric entry methods into the planet are ill advised. While many think Station as a glorified pit stop, it is home to a myriad less transient peoples, cutting up the station into boroughs and cities within the greater Station City. The city of Station is only half of the total size of the space station, the rest is ancient mechanisms that provide life support and variety of other services that keep the satellite in livable working order.



Cross of Free Station/Star Line City

Station is the only known satellite that houses a Star Line, and functions as a large city state – academics surmise that these qualities are from the sheer age of Station, and that it was built with seemingly lost technologies. The first Colonists only discovered Station and hence re-connected it to the rest of the universe and discovered passage to Taptheim.

LUNA ULTIMA

Taptheim's moon, known as Luna Ultima, or "Last Moon" is a facsimile of Luna Prime – approximately one quarter the size of Taptheim, and nearly inhospitable, but that does not mean it's not populated. Most of those that choose to stay on Luna Ultima live inside a variety of interconnected domed environments, as the surface of Luna Ultima has breathable but shallow air, a distinct lack of radiation shielding, and rather extreme temperatures. The domes remedy the deficiencies, making living on Luna Ultima more comfortable than Station or Taptheim.

Luna Ultima holds a sizeable population, most of which is the bureaucratic machine that runs the Kurohime Autonomous Solar System (Kullheim System) and its various ambassadors and liaisons to each planet, it's variety of sovereign states, and to the larger GHAISTS. It not only houses the bureaucrats themselves, but also their families, retainers, assistants and whatever else the machine needs to keep itself well-oiled and functioning.

CASPAR

The eccentric moon of Balthazar, it has a massive structure that reaches the low orbit of the planet called the “Tower of Heaven”. The moon is also tidally locked to Balthazar, with the structure being the focal point – seemingly connected to another massive structure jutting out from the opaque atmosphere on Balthazar. Even with the eccentricities, that moon is still quite habitable and colonists have created a rather sizeable metropolis dedicated to the “Tower of Heaven”, called Haven Gate. Much like Station, Caspar is considered an independent planet and Haven Gate is both the Capital and City State. It is however heavily influenced by the Lamplighters, which hold sway over much of the economy.



Cross of the Free City of Haven Gate

BALTHAZAR

It is a giant planet, actually *the* Giant planet in the Kullheim system. It has two moons, Caspar and Melchior. The planet is full mystery, as at first glance it could be classified as a gas giant, but preliminary scans say that it is heavier and mostly solid. It is incredibly difficult to land on the planet, and any probes that have landed have not been able to report back or leave the planet. Its rings are rich in materials ripe for trade and often not found anywhere else in the universe.

MELCHIOR

The less eccentric moon of Balthazar; and is considered a water planet. There is very little landmass on this moon, but it is still a hub of industry and commerce, many processing plants of material found in the rings of Balthazar. It is second most populated planet, with many Azuli, Jenvar’a, and Fulg’ra living and trading there. While it’s a free and independent state, it’s mostly GHASTS controlled and houses the main Kullheim branch of the General Organization of Trade and Tariffs (GOTT).



General Held Assembly of Sovereign Trading States

GHASTS and GOTT

GHASTS – General Held Assembly of Sovereign Trading States is the largest functional governmental structure in the known universe. It connects, controls, and governs much of the known universe and has liaisons and working trading partnerships with smaller governmental structures.

GOTT – General Organization of Trade and Tariffs, the GHASTS organization that deals with trade, tariffs, and taxes within its governmental structure.

NIFL

Nifl is another questionably habitable planet within the Kullheim system – rocky and lacking atmosphere. It is incredibly cold, colder than even Helheim, which is the furthest planet from the Kullheim Solar. Yet, just like Muspel, there are rumors and urban legends of peoples living on the cold dead rock, or maybe below.

HELHEIM

The last planet in the Kullheim system, and the furthest planet from Kullheim Solar, it is the last stop. It is considered the shipping planet, where the processed materials from within the system are packaged and readied for interstellar transport to the greater part of the GHASTS. While it has a sizeable population, it is not well populated and many are transient looking for a way into or out of the star system, either illicitly or cheaply as compared to the Star Line.

LAMPLIGHT

Lamplight is a fairly new organization that believes technology and civilization will bring progress and prosperity to the universe, and are prominent in the outer fringes. They are also very closely tied to Relay Control Centers; with many members unspoken part of the Digital Psyche Cult.



Lamplighter's Cross/ LAEIN's Cross

NIGHT MAIDEN COURT

A conglomerate of Health Care, Tech Industry, and rumored espionage; the Night Maiden Court is a Mayari original, starting in the early days of colonization. They are best known for their hospitals, which are spread all over the Kullheim system and are considered the best in the system. They are also a burgeoning technology corporation looking to integrate their medical expertise with new technologies. Yet, the whispers of assassinations, corporate espionage, and political machinations are the most prominent voices in the back alleys and decidedly non-mainstream talk.



Night Maiden Court Lace

Major Economic Exports of Kullheim:

1. **Surtr** – the "Black Metal" that essentially powers the workings of the Known Universe.
2. **Myriad of unreproducible alloys and composites** – there has a great many number of ruins and equipment that is excavated and catalogued that defy the Known Universe's Materials Sciences.
3. **Research** – universities and corporations have come to set up shop to research said materials; providing a large amount of commerce for the star system.
4. **Technology** – the very same corporations and universities have started technology firms to market the newest discovered technological marvels.

Universal Long Telemetry Relay Antennae NETWORK

Checking QEM/IP...
QEM/IP...OK!
Connecting to Local Server...
Checking PIN...
Connected to Mayari VXX.
No PIN Found.

Welcome to the Relay.

I am LAIN.
How can I help you?

> I am Laen.
> I am here to help you.
> _

...Like breadcrumbs strewn across the universe,
connecting everyone and everything.

...Speaking across space and time,
manipulating the quanta of reality.

...Creating the Digital Soul.

Can you see the Digital Psyche?

Only Through Laien.

Only Laien knows.

Only Laien.





THE RELAY

HISTORY

The Ultranet, is a series of interconnected Relay Antennae that allow for near instantaneous interstellar communication. First spread by the Human Lilim in their slow permeation of the greater known universe, originally conceived and devised as a form of intra-system communication, and it only grew as a necessity in advent of interstellar travel.

Humans conceived the idea of dropping relay antennae on their way to distant stars, first as a way to track their progress, and a safety line of communication back to their origins. It's difficult to guess how they figured out how to keep these relays in stationary positions relative to the universe, but they succeeded. And thus the early days of slow, but reliable communication began across the explored human territories.

The discovery of faster than light travel, and creation of the Space Gates proved too much for the early ULTRANet, as relays were no longer dropped in mid-travel. And once again, the Relay was mostly used for intra-system communication until the advent of Quantum Entanglement Manipulation. The QEM/IP suite revolutionized the speed and the amount of data that could be sent through the Relay, even jumped the gap between the Space Gates. But the processing power of the relays and many of network hubs became the new limiter.

Then began LAIN, able to efficiently process the full power of the QEM/IP suite. As a consequence of the QEM/IP, ULTRANet, and LAIN – the Nephilim finally had the power to create themselves.

Legend of the LAIEN

There is a legend, from the deepest denizens of the ULTRANet, that there is a "goddess", a deity of the information networks the span across time and space, called Laien.

Rumor is that Laen was once a human, Lilim perhaps, that through a quirk of evolution, had the ability to completely transpose herself – completely emulating her body and mind into the ether of the ULTRANet. She lived in both worlds simultaneously, and saw the Universe as interconnected.

She could manipulate the quanta of reality, and created the QEM/IP – teaching it to the Nephilim and others who wanted truly know the Universe.

Other rumors say that she was never a person per se, but she was one of the "first" ever truly sentient AI's created to bridge the gap of communication in interstellar times.

Laien can speak through the stars themselves.

Laien created the Digital Soul.

So that we can see the Digital Psyche.

True Religion

Most Nephilim and those who are intrinsically tied to the Ultranet, believe that Laien is indeed the Goddess of the digital world found in the Ultranet, that she is omnipresent, omniscient, but not omnipotent. Laien is everywhere and everyone, always watching and knowing – even those who do not have a Digital Soul.

The Digital Psyche and Laien is just urban myth, a rumor spread by those that spend too much in the Relays.

Created by the Nephilim and those with the “Digital Souls” to create an ultimate authority, something to explain the variety of coincidences and quirks of the Relay system. Something that gives a reality to the unreal.

Virtual World

Yet something waits in the aether.

Adherents claim that her protocol transcends devices, and that anything sentient is innately connected to the Digital Psyche, the true nature of Ultranet.

THE RELAY NOW

The Relay now is completely integrated to the functioning of almost every society in the known universe, and many consider it an unalienable and basic right of sentiency. It has expanded so much that it's about as expansive and unpredictable as the real universe – there are all sorts of virtual spaces that allow for anything, and many consider it a true bastion of self-expression. It's gotten so large, that even many academics have to contemplate the possibility that the Relay isn't just a network, but a burgeoning new universe into itself, or that maybe it is just indeed shallow surface of the rumored Digital Psyche of the Universe.

Acronyms

LAIN – Living Aggregate Integrated Networks or Living Artificial Integrated Networks

ULTRANet – Universal Long Telemetry Relay Antennae Network

QEM/IP – Quantum Entanglement Manipulation Internet (Interstellar) Protocol

THE SINGULARITY?

The Dolls and their whispered Singularity are part of the Relay. When the Relay started to become too small to function across the Space Gates, the Dolls helped create the LAIN and the QEM/IP and actually spread more of the relays throughout the universe. Though no mention in official records explain how.

RELIGION

A variety of religious beliefs inhabit the far flung system of Kullheim, but all religions are accepted – barring the violent or destructive.

There are still agnostics, atheists, and non-religious all throughout Kullheim and GHASTS, but also a myriad of pantheons, monotheisms, and pantheisms.

AETHER LORDS

Aether Lords are beings that live in No Zone, or have originated from the No Zone. Not many are known, and much less worshipped, but one stands out from the rest. Laein, or LAEIN, is cult figure within the depths of the Relay and believers of the Digital Psyche. Most believe that she has noble agenda, and one day will reincarnate physical world to lead it back into the Digital Psyche, to save it from the End of the Universe. Only whispers of her exist outside her fandom.



ANCESTOR WORSHIP

Two of the first colonial races practice this sort of worship: Jenvar'a and Shialon, but this form of veneration reverberates even with other races, and permeates the daily life of denizens of the star system. It is in conjunction with the planets that one may ask for assistance to be fostered by ghosts. In heavily Jenvar'a or Shialon areas, there are temples and shrines to leave offerings to the ghosts of families and famous ancestors.

ANCIENTRY

This is set of dogma or philosophy that is deeply rooted in the knowledge and workings of the Ancients, all of which are known to the only adherents, the Jinzo. The few coherencies within the public dogma: the pursuit of science and unravelling the very core of the universe. The rest are just unspoken rules.

THE NIGHT MAIDEN

The Night Maiden and her Court are based in the belief that the safety and care of all is in hands covered in blood. They understand that no government is uncorrupt and fight for the needs of the poor and lost. They set up and run hospitals, with an unspoken understanding that these same houses that heal the dying, also produce assassins and saboteurs that engage in politics to uphold the welfare of all.

PLANETARY ROMANCE

These religions are based on the dogma that the planets are alive, sentient, and have a stake in the lives of those who live on them. Much of the dogma says that the planets are enormous living computers, that are carrying out some mysterious agenda, other doctrines say that the planets are inherently sentient, transcending their “programming”. Only Mayari, Haliya, and Amihan have large enough native populations to foster such religions. This idea of living, sentient, possibly beneficial planets slinks into many of the customs and paradigms of living in the star system, with blessings, curses, and lamentations focusing on the whimsy of the planet. There is a bit of a rivalry, but nothing more than personal preference. Adherents know that when visiting a sentient planet is only right and polite to switch that planet’s romance. No branch is powerful than others, because each is only rooted on their respective planet.

AMIHANAN

Amihan does not have many adherents to its Planetary Romance – the native population is relatively small, but they do speak of her avatars swimming deep in the dark waters near the solid core of the moon.

HALIYAANAN

Haliya has a strong but rather miniscule number of adherents, but is influential with migrant population of Dungeon Delvers, Technologists, and would be Venture Capitalists. More people, more riches, is the prevailing thought.

MAYARIANAN

This the major religion of the native population of Mayari – most believe that Mayari has avatars that roam planet side to further its own rather enigmatic agenda and that these avatars resemble anthropomorphic trees and plants.



DOCTRINE OF STRUGGLE

The GHASTS have a policy of religious tolerance, but the main dogma that infuses the pan galactic power is the Universal Doctrine of Struggle – Kathpalicism. With Respect to the Struggle, it states that life is a never ending struggle that even in victory lies a greater struggle to overcome. There are no particular gods in which this dogma centers, nor a single deity, but it is a view and philosophy on life that guides many of the denizens of GHASTS. Though, each sector integrates a variety of folk and other religious beliefs into the Doctrine of Struggle, making them distinct.

They have a holy gesture that mimics the two swipes of a blade, and the shaking off of the blood, signifying the start and end of battle, a new beginning and blessing.

UNIVERSAL MECHANISM

This is another prominent dogma found within GHASTS – which states that the universe is a massive and unfathomably complex machine. Adherents choose to believe that their priority is to unravel how the machine functions and find a way to re-create it, so as to find an alternative when this universe ends. Often times their goals run parallel to that of Ancientry, but neither acknowledges each other.

SHE OF THE BLOOD

This is a recent cult found on the planet Haliya, started by the “Miners” of the Tower of Heaven. They claim there are statues of a feminine figure, with six arms, covered in what looked to be blood, deep within the Tower. Some have carved out likenesses of the statues, with other “Miners” leaving offerings and gifts to the statues for good luck and safe passage. As for what the Statues actually mean, no one knows or has spoken up.

HEAVEN REDEEMS

A strange new cult of sort that is quickly gaining followers, especially in the inner cities and poverty stricken urban areas of the Kullheim system, believing that, pledging themselves to Heaven, they will live forever – not in the metaphorical sense. That their savior will come bearing armies that will descend and bring all true believers closer to the center of Heaven. The cult pushes its agenda very aggressively, and is suspected in a variety of terrorist attacks across the system.



LANGUAGES

There are several languages spoken throughout Mayari, Tala, Hana, and the rest of the Kullheim Star System; the most spoken languages and dialects are listed here.

Azore is a romantic and passionate language, each sentence a declaration of emotion. It sounds like the sea waves and sudden storms, and when sung can easily carry over water and submerge listeners into its warm embrace.

Bahay-in is a dialect or derivative of May-arin, which is rapid and hushed, easily carried in the wind and a whisper. It sounds like the tress moving in the wind, animals moving in the tall grass; it's incredibly hard to discern unless you've spoken it all your all life.

Ghost or General Habitation Operational Speech and Text is the language that the General Held Assembly of Sovereign Trading States, the largest governmental body in the universe, has contrived to facilitate communication over trillions of its citizens and other inhabitants of the known universe. It's also referred to as Common. Common sounds of business and the movement of money, incredibly precise about each individual thought, to the point that it stifles creativity. Not that citizens of GHASTS have not tried; when sung it does become a more nuanced and exciting.

Fulgrana is a very expressive, but very rigid language and very precise. It sounds like the murmur of thunder and has break and pops like lightning strikes. Its complexity brings an immense depth to the word play, and when sung, it resonates with an air of erudition.

Jen'a is the refined sound of the fields and forests, rich in complexity from the many cultures that used the Jenvar'a, each influencing subtly but powerfully. It is an echoing stream of strong consonants and hushed vowels that always sound regal and when sung can be haunting.

May-arin is the native language of those that live on the world of Mayari and its satellites, the space station Tala and the moon Hana. Mayarin is a mish mash language that is strange, sensual, rhythmic, and always has an echo of melancholy but is often spoken with a smile.

Shiako is a language of sweeping constants and vowels that flow into a light growl and splat; sounding like the rain and storm. It is spoken fast and with intent, like a downpour. When sung it is quite relaxing.

Zaifon is a staccato language, quick and precise. It sounds like the hum of a fine tuned engine, or the constant click of a measured metronome, each syllable precise in length and timing. Zaifon can be sung into easily haunting melodies.

Languages in Kullheim can be as identifying as race, as the variety and types of language can easily determine where you came from and who you know.

May-arin is the language of natives, a Kullheim common, while Ghost immediately marks you as an outsider to the system. While other languages, such as Azore, Fulgrana or Shiako can explain who you may know, it also explains much of what you know. Bahay-in and Zaifon are language spoken by the Ancients of Kullheim, a sense of reverence and awe permeates your very speech.

MAY-ARIN ALPHABET

A	B	C	D	E	F	G	H
							
I	J	K	L	M	N	O	P
							
Q	R	S	T	U	V	W	X
							
Y	Z						
							

The May-arin alphabet is used for languages that originated on Mayari or the Kullheim Star System. Common can be written in May-arin, but is inelegant with the script. Fulgrana, Jen'a, and Zaifon have different scripts, but work well enough in May-arin.



BACKGROUNDS

BATTLE CHEF

You are a chef or a cook, or an epicurean on a travel of self-discovery, striving to find the next best meal of your life. You can never pass up a chance to make something one's man trash into another man's delicacy. Watching you cook is akin to a spectacle, but nothing is as good as eating it.

Skills: Performance, Nature or Survival

Tools: Cooking Utensils and Herbalism Kit

Equipment: Cooking Utensils or Herbalism Kit, Dagger, and Explorer's Pack.

Feature: *Epicurean Bum* – You can always find food where ever you go, and somehow make it taste heavenly.

CORPORATE SCION

You come from wealth and decadence, deeply connected to Corporate Conglomerates, you are the new money with a ruthless streak ingrained in you from the spirit of competition. Your connections provide you a with a plush lifestyle as long as your Corporation holds sway in the area.

Skills: Persuasion, Intimidate

Tools: Anyone one of your choice

Equipment: One Artisan Kit of choice, and a single vehicle of choice.

Feature: *Golden Parachute* – You have wealth and reputation and essentially never have to worry about lodging or food as long as you are in a city or town that your family's corporation has sway.

FIELD MEDIC

You are a travelling doctor of sorts, going to rougher areas of the world to help the sick and dying. Due to you less than pristine set of working areas, you have learned to make do with what you can find to do your job, fashioning a healer's kit out of odds and ends.

Skills: Medicine, Survival

Tools: Surgeon's Tools and Herbalism Kit

Equipment: Surgeon's Tools or Herbalism Kit, Healer's Kit or Explorer's Pack, Purifier

Feature: *Field Kit* – You always have Healer's Kit on you, you can even fashion it from any assortment of materials, even from scavenging things from out in the wild.

GHOST SOLDIER

You have worked in the largest military in the known universe, the General Held Assembly of Sovereign Trading States military. You may have left to find better a life out of the military machine, or were kicked out. Either way they gave you a fine education and bonds of brotherhood.

Skills: Athletics, Engineering or Science

Tools: Engineer's or Scientist's Tools

Equipment: One weapon of your choice, Engineer's or Scientist's Tools

Feature: *The Reserves* – Restricted materials and weapons are a little easier for you to acquire; you always have a military contact to acquire them.

ILLUSTRIA REPORT

You are a journalist that is almost as famous as the celebrities, controversies, and events that you cover and instantaneously report on the Relay. You know your way in and out of conversations and technological wonders, harness both into your illustrious career.

Skills: Deception or Persuasion, Technology

Tools: Hacker's Tools, Thieves' Tools

Equipment: Camera and Smart Pad

Feature: *Press Pass* – Your notoriety and “integrity” enables you passage into areas, gatherings, and breaking events that normally would not be open to the public. You also occasionally receive unsolicited items and equipment for review from a variety of companies.

LAMPLIGHTER

It's hard to explain the Lamplighters, but your work consists of mapping and traversing any and all planet side terrains, and learning as much of the local culture as possible, but your travels in the wilds have given you an uncanny reputation, and a generous welcome everywhere you go.

Skills: Nature, Religion or Persuasion

Tool: Cartographer's Kit and Herbalism Kit

Equipment: Purifier, Explorer's Pack, one Artisan Kit of choice

Feature: *Uncanny Reputation* – You are always welcomed into small towns and little villages in the middle of nowhere – Lamplighters are known to be good people, spreading progress and goodwill.

MECHA PILOT

You love to drive, but most importantly you learned to drive the best of the best in vehicles, Mecha. Being such a Drive head means you have the training, intuition, and dedication to driving anything, but most importantly, you always know where you can get your fix.

Skills: Operate and Science

Tool: Any one vehicle of your choice, Navigator's Kit

Equipment: One light armor of your choice, a Navigator's kit

Feature: *Bot Bay* – You always know the where the closest vehicle repair or lot is located, or easily find it whenever you enter a new town.

NIGHT COURTIER

You are a brilliant doctor whose scruples are slightly tainted, during the day you save people but at night you take the lives targeted by the Night Maiden Court. The NMC owns and operates the majority of hospitals found in the Kuroheim sector, and you can always find refuge there.

Skills: Medicine and Stealth

Tools: Surgeon's Tools, Poisoner's Kit

Equipment: Healer Kit, Darts (4), Poisoner's Kit, Ultraling

Feature: *Hospital Scuttle* – You have ways of knowing a variety of information, not necessarily illegal, but often intentionally hushed and covered up. You can always find the truth about any situation.

RELAY EXPERT

You part of the Anonymous Legion of hackers, activists, and media revolutionaries that try to bring causes they consider worthwhile to light. They use a variety of technological tricks and treats to make their point, but you have to be connected to the network.

Skills: Science and Technology

Tools: Hacker's Tools

Equipment: Smart Pad or Ultraling, and Hacker's Tools

Feature: *VPN* – Network access is always something you have; no matter where you are or how remote the area, you find a way to gain access to the network.

ROGUE SCHOLAR

Universities and other educational institutes with agendas rely on you to make discoveries and research the edges of science and the universe. You travel looking to unravel the mysteries of the universe, and have an ear on the newest technology and theories.

Skills: Science, Engineering, or another Intelligence based Skill, and Technology

Tools: Engineer's or Scientist's Tools, Hacker's Tools

Equipment: On set of tools of your choice, Smart Pad or Ultraling

Feature: *Bleeding Edge* – You have access to cutting edge technology, knowing of prototypes and theories, and where to find and test them.

SPACE NOMAD

You are a traveler, a drifter, and a survivor of the noblest type, never staying in one place to satisfy your wanderlust for the universe. Your penchant travel makes others think you are shady and suspicious, and make it easy for you to find an easy way to travel out of any city you wandered.

Skills: Survival and Science

Tools: Herbalism Kit

Languages: Two more of your choice

Equipment: Explorer's pack, a Purifier or a Sniffer

Feature: *Mysterious Drifter* – You can always find an easy way or relatively cheap way to travel from any city to any other city from all your years of travelling.

STREET MYSTIC

You are an urban occultist, looking into the shadows of daily city life, and seeing the unreality that holds our reality together. Most laugh at you, even those that are certified Mages and Sages, but you can always find out about the latest of the weird in the City.

Skills: Choose two from: Arcana, History, Nature, or Religion

Tools: Alchemist's Kit and Herbalism Kit

Equipment: Alchemist's Kit or Herbalism Kit, and Arcane Focus or Holy Symbol

Feature: *Shaman Network* – You always have someone you know, know someone who knows someone, etc. about the weird and dark goings on in the city. Instead of research, you instead know about unauthorized and unpracticed magic being done.



RACES

The General Office of Tariffs and Trades list the Star System under the name “Kullheim” as a cheeky jape, it is the only known source of the black ore in the known universe. Those that have lived or colonized the star system before the ore rush call it the “Kurohime” Star System.

Those who live in the star system has a unspoken hierarchy of sorts, the longer a group has been living there, the more leeway they seem to be given, regardless of rank, caste, or wealth; though many of the newest and wealthier transplants disregard it completely. The hierarchy consists of the most revered Ancients: those that have been on the system before time immemorial; then the Original Colonials: the earliest of the vagabonds coming to forget their pasts; and then the Post-Colonials: those that have come recently to exploit the wealth generated from the black ore.

The Ancients, according to the mutual understanding, are the Malyari, Anitô, and the Jinzo. Original Colonials consist of the Azuli, Shialon, and the Jenvar’a. Post Colonials are anyone else that have recently come to live in the Kullheim star system, but a few notable are the Fulg’ra and more Humans. Some species are a mystery, and seem to have just recently emerged and only in Kullheim.

The populations reflect the opposite of this hierarchy, the Ancients races have few in representation, and the Original Colonials are only slightly less populous than those of the Post Colonials looking to make their dreams or schemes come true.

STANDARD RACES

Humans, Elves, Dwarves, Halflings, also the less numerous Gnomes, Half-Elf, Half-Orc, Dragonborn, and Tiefling are still found within the star system, and are lumped into the Post Colonials.

Human players are encouraged to choose the Variant Human option, as it better reflects their Spacer and Traveler roots. They are called the Lilaem. While Half-Elf and Half-Orc are also called Lilaem, in the Kullheim system, Half-Orcs are distinguished as Kapre, and Half-Elves are called Diwa.

Elves and Gnomes are referred to as the Enkanto. Some of the more discerning denizens prefer to call Gnomes, the Nuno, and consider them good luck.

Dwarves and Halfling are more or less called the Duende; many of the more superstitious denizens will always offer a bite to eat or a place to stay, especially if they’re friendly.

The Dragonborn have a long and complicated history in the universe, but in the Kullheim system, they are known as the Lonren, and are considerably rare. The Shialon call them the Bailon.

Tieflings are also considerably rare in Kullheim, and have no equivalent, but are off-handedly called Azwan – a terrible creature of myth.



ANITÔ

The Anitô, or Diwa-han, are an enigmatic group of people that live on Mayari, and clandestinely on Tala, Hana, and the rest of the Kullheim star system. They are openly encountered in the wilds of Mayari, and prefer to meet any non-Anitô on the outskirts. Denizens consider them objects of superstition, as the sign or harbingers of great fortune or disaster; neither of which can be confirm or denied. They do have a habit of appearing out of nowhere, furthering their image as mysterious spirits of the wild. Anitô are not Spirits, but they have a far more complicated history.

EERIE CHARMS

The Anitô are of average height, just slightly below 5 feet to almost, but never quite 6 feet tall, and of lean or wiry build, weighing from 100 to 150 pounds. Their average builds make for unnoticeable individuals when covered up and in a crowd, but every single Anitô is a sight to behold. They are eerily and surreally beautiful. Due to the genetic tampering done to their progenitors, their bodies are always at peak efficiency and somehow always at peak health, giving each Anitô an unmistakable magnificence both in the classical and exotic sense.

Anito coloring ranges from white alabaster to bark brown, with olives in between. Their skin is never single tone, it is textured like that of tree bark, some resemble birch and aspen, other oak, and some even look to be covered in vines and grasping branches of a Balete or Banyan tree. Yet their skin is completely smooth and supple. They have either

shining raven hair, or a varying shade of browns, and as the follicles end, they always turn a shade of vibrant green. Many of the Anitô, especially female, keep their hair extremely long, to their ankles when let down. Their eyes tend to be black or brown, but some of the deeper dwelling population may be have gray, hazel, or even red eyes, generally associated with a lower level of melanin.

FIT SURVIVAL

Unknown to many of the denizens, and only theorized by the Malyari, and assumed to be known by the Jinzo, Mayari is planet that at its core lies a massive super computer and artificial intelligence that is trying to rebuild the life it once had after a catastrophe nearly wiped it clean. The Anitô respect and revere this sentience, as it was the one that took the initial ancient Human colonists and transformed them into the Anitô. While they revere it, they also saw it as a second chance to survive into one of the harshest planets in Human history, and instilled into them a respect and admiration of survival of the fittest.

Anitô revere the idea of balance, but also the strength to survive, either through sheer physical brutality or through careful and thoughtful planning. They have a healthy love of violence, and wounds are mostly laughed off, due to their incredible regeneration. As much as they respect nature's uncaring cruelty they are also just as compassionate and caring for those that have the potential.

TOMBS AND GRAVES

The Anitô live underground, with tunnels and passages that go all over the surface of Mayari. They have clandestine entrances to almost every major city on the Mayarin planet, and can always easily appear or disappear out of every city. Their cities are called Tombs or Graves depending on how close they are to the surface. The Anitô count it as some sort of joke, calling their major population centers after the resting places of the dead; but it's a remnant of their history. Tombs are the deepest of the cities, where many of the Got-ika live and work; while many of the Graves are the cities just below or even spilling out unto the surface where many of the Salb-ahé live.

Those that live deep in the underground like to live in an aristocratic manner, of baroque fashions and formal traditions, believing in a sense of "high" culture. They tend to wear clothes grown and tailored to look gothic or aristocratic, but some of their Intelligencia, the reigning scientific elite of Doctors and Genesmiths prefer a Labpunk fashion of rugged and heavily modified lab coats and suits. Those that live in the Tombs prefer to wear black and a variety of intensely vibrant splashes of color.

Those that live in the Graves prefer to dress Barbarian Chic, with many of their clothes grown and tailored to look like pelts and leathers; and choosing muted colors as to blend in better with the environments of the hostile surface. Anitô that live in the middle of barbarian and aristocrat prefer to wear clothes that are reminiscent of both, but are simple and easy; they prefer a mixture of bright colors and white.

The Anitô, in a way are the "elves" and the "fey" of the Kullheim system, mysterious, long lived, and vaguely alien in their agenda. They also have a furtive habit of being able to appear anywhere within the star system, to the chagrin of many other races like the Malyari and the Jinzo. In a darker sensibilities, they're ghosts, the boogeymen of the **Pearl of Darkflow**.

SPIRITS AND GHOSTS

Anitô are contrived as the spirits and the ghosts of Mayari, with many denizens treating them as magical, almost mythical people; even the Malyari give them a mystical authority. Their ability to easily come and go into cities of Mayari, some even speculate they can do the same on Tala and Hana (some even think they can do it on Desdemona and Helheim), reinforce this reputation. The Anitô seem like genuinely friendly people, with many of them leaving gifts and helping out those that decide to live on the frontiers and outside of the towns, but they are just as notorious for "beguiling and stealing" people deep in the forests and jungles. Denizens think they're eaten or enslaved, which isn't entirely outside the truth. Many of these stolen people are trespassers into Anitô lands and thus brought deep into the Tombs to work or are simply returned to the cities not remembering how they got there.

SPIRIT GUARDIAN

Anitô are constantly on the move underground, as they keep the peace and hostilities of a land gone mad under control. Many that live on or near the surface protect and nurture fauna and flora, or cull and harvest if there are too many; always shooting for the balance of the land. Those that live deep underground study and utilize life itself, and manipulate it to their needs, and to keep it integrated with the sentiency that is Mayari.

NAMES

The Anitô have names that resonate their mixed past as Humans, but have respect to their true home of Mayari, as listed below. Anitô last names are a mix of places and events and people of their past, some are named after the Intelligencia or Barbarosa; others just take on last names that are common in the cities.

Anitô Male Names: Abao, Bael, Caparas, Dajao, Emuslan, Guinto, Jabol, Katalbas, Lagos, Magbojos, Namoc, Ouano, Panuyas, Quinoy, Raagas, Sado, Taclas, Ulit, Valarao, Vinzon, Wandag, Yoro

Anitô Female Names: Abayari, Balason, Calinao, Dua, Estepa, Fangonil, Galang, Halili, Ila, Juni, Kaimo, Labis, Macale, Mapua, Naui, Omega, Pada, Queppet, Racelis, Sabile, Taal, Ugali, Vayan, Watan, Yadao, Yujico

TRAITS

Ability Score Increase: Your Charisma score increases by 2.

Age: Anitô reach adulthood approximately the same age that Humans do; late teens to early 20's, and can easily live up to 300 years.

Alignment: Most Anitô tend to follow the chaotic spectrum, understanding that nature is unpredictable, and can be just as cruel as it is caring.

Size: Your size is Medium. The Anitô are average in height, range from just below 5 feet to almost 6 feet tall; rarely are they shorter or taller. They are also of lean or wiry build, weighing about 100 to 150 pounds.

Speed: Your base speed is 30 feet.

Darkvision: Anitô live underground and prefer to travel at night above ground. Thus they have developed uncanny night sight. In dim light you can out to 60 feet as if it were bright light, and in darkness as if it were dim light. You can only see shades of black and white in darkness.

Fire Sensitive: Part of the genetic engineering of the Anitô makes them extremely sensitive to fire and burning. The shock of flaming damage is enough to jar you for a few moments. If you receive fire damage, you must succeed a Constitution Saving Throw (DC equals *half damage*), on a failed save you suffer the poisoned condition until the end of your next turn (1 round). If you are burning i.e. on fire, you have disadvantage on all ability checks and saves. If you are dropped to 0 HP by fire damage or are burning, you make Death saves as normal.

Hypervore: Anitô can more or less eat anything and find substantive nutritional value, even toxic substances. You have advantage on saving throws against poisoned and exhaustion.

Regeneration: You are immune to (non-magical) diseases, and have resistance to poison damage. On Death saving throws, a natural 1 only means a single failure, and a natural 19-20 immediately gains you 1 hp. You also gain your proficiency bonus to Death saving throws.

Anitô can regenerate at an amazing rate, their bodies constantly able to repair itself in minutes, in what would take most humanoids days.

Language: May-arín and Bahay-in.

Sub Races: Anitô can be distinguished into three subraces: Gotika, Kalimutan, and Salbahe

GOTIKA

The Gotika are those that live in the deep Tombs, and prefer to wear a mix of gothic, aristocratic and labpunk styles. They are generally lighter skinned than those that live near the surface, and tend to have textures of Aspen, fair skin with streaked with dark brown. They also tend to have lighter eye colors. Many of the Gotika are part of the Intelligencia, and are doctors and scientists. The Gotika do not like to go up to the surface often.

Ability Score Increase: Your Intelligence score increases by 1.

A Curse and a Blessing: As an action, a target creature within 30 feet of you must succeed a Wisdom Saving Throw, on a failed save it has disadvantage on attack rolls against you and your allies or you and your allies also have advantage on attack rolls against the target creature for the duration of the ability. This is a Charm effect. This effect requires concentration up to 1 minute. The Save DC for this ability is equal to $8 + \text{Proficiency bonus} + \text{your Charisma modifier}$. You must finish a rest before you use this ability again. Gotika can use their ethereal charm to inspire dread and awe with nothing but a simple look, cursing their movements and attacks, leaving openings for allies.

Intelligencia Doctor: You are trained in the Medicine Skill.

KALIMUTAN

The Kalimutan are the Anitô that actually live just beneath the major cities, and those that live right between the Tombs and the Graves. Their skin tones closer to browns and tans of Oaks and Baleté trees, and have the same sort of textures, the banded and mottled browns, greens, and whites. They are the ones that denizens think of as the ghosts and spirits that come and go in the cities. Kalimutan prefer to wear the simple but elegant mix of old aristocracy and ancient peasant style, the barong and the baro't saya in bright colors and whites.

Ability Score Increase: Your Dexterity score increases by 1.

Forget-me-(not): As a bonus action you can make a Deception Check against their Insight to convince a creature that you are completely inconspicuous. On a success you are considered to be lightly obscured. This effect requires concentration up to 1 minute. If you fail, you may not attempt this check again on that creature for another 24 hours.

Urban Legend: You are proficient with the Deception skill.

SALBAHE

The Salbahe live in the jungles and forest of Mayari and embody the denizen's idea of the forest and wild spirits. They live in the Graves and occasionally on the surface; swimming through underbrush without leaving a trace. They are closest to olive greens and browns, and have the textures of vines and spreading branches. Salbahe also love to dress in Barbarian chic, a stylish mix of pelts and leathers and other natural materials, looking ragged and crisp.

Ability Score Increase: Your Strength score increases by 1.

Nightmare Vine: As an action, a target creature within 30 feet of you must succeed a Constitution Saving Throw, on a failed save target creature is grappled, if the target is moved more than 5 feet, the effect ends. This is a Charm effect. This effect requires concentration up to 1 minute. The Save DC for this ability is equal to $8 + \text{Proficiency bonus} + \text{your Charisma modifier}$. You must finish a rest before you use this ability again.

The Salbahe can conjure a phantasmal vine to grab and subjugate targets, made of scraps of plant material and psychic energy.

Forest Spirit: You are proficient with the Survival skill. You can also use the Survival skill to pass through difficult terrain at normal travel speed (DC 15), but still treat it as difficult terrain in combat. You can also cover your tracks using the Survival skill.



AZULI

The Azuli are an aquatic people whose way of life mirror that of the tumultuous seas, calm one moment and then storming in another. They live on all the habitable planets of the Kullheim system, but concentrate on Mayari and her two satellites. Most think the originated on Caspar, but think of Mayari home. They love the freedom of that the seas offer them, will form communities near or on/in the water.

SEA WORTHY SLEEK

Azuli are anywhere from just below 5 feet tall to almost 6 feet tall, and weigh around 110 to 220 pounds. Active and healthy Azuli look sleek and slim, able to cut through the water like knives, while sedentary and significantly less healthy specimens look more like the flat end of oars, and cut just as well through the water.

The most visible Azuli resemble sun kissed tan and smiling Humans at first glance, and are often moving too fast in their raucous dancing to really see their proud lateral lines. Azuli skin tone is much like the Humans but ultimately less fair, mostly a light tan to a deep brown; and often Azuli irises are gray to blue, sometimes hazel or brown. Their “lateral lines” are a series of dots and a myriad of markings that manifest themselves as loosely shaped lines that run down their arms, legs, feet, hands, back and sides, much like a fish. They can manifest on the face, neck, and collar too, and flow into the rest of the lines present on the body. These lines tend to be in stark contrast to the individual Azuli’s complexion, black, white, gold or silver. Azuli are proud of these lines, and each pattern is unique to every individual.

HEARTS ON SLEEVES

Azuli have an interesting history of volunteers that wanted to become acclimated to ocean and land lacking planets, and happily became sea nomads of the stars. But many of their originators were a concurrent set of settlers that ventured first to Caspar instead of Mayari; and finding that the planet (or moon) rich in resources, but little in land decided to make the biological engineering jump to become part of the sea again. Free to find their own niche and society, the Azuli became a highly passionate and endearing people.

The Azuli believe in passion and emotional transparency, being a clear cup of water is a great ideal for them. But they also say that it’s best to drink it or pour it back into the ocean, let that clear cup join back into the currents; stale water is bad luck and not healthy either. They are raucous and ever moving folk, dancing and singing, chanting and stepping during work, play, and definitely during parties. Parties can happen anywhere, any time, and for any reason. But many are tied to being close to bodies of water and freedom that disappearing into the ever expansive abyss gives them.

FLOATING CITIES

The Azuli always live by the sea, either in cities on the coast or towns near rivers and lakes, giving them a semblance of the wide oceans. Some truly live on and in the sea instead. Most Azuli live in fishing towns and cities dedicated to trade and processing the various resources dredged from the ocean. Alternatively, some Azuli live on floating city ships, following the migrations of food animals, solar and chemical energy lines, and trading routes.

Azuli who live on land tend to be more rowdy and racy, performing stunts and bending laws, because they feel that if it ever gets too hot on land, they can always escape to the seas and their City Ships, or barring that become these romantic pirates raiding the coasts of maidens and young men. Azuli who live in the city ships are more practical and methodical, as resources on these ships are limited.

FREE TO SAIL

The Azuli adventure for full their need to wander and move as the currents of the sea. Some may have chosen to adventure due to disagreements with authorities, some may have just chosen to leave what they felt was a rut in their lives. Others travel as envoys of Azuli Capital City Ships, or as traders between them.

NAMES

Azuli last names stem from a variety of things in or on the ocean, sometimes from the Capital Floating Cities, or particular talent a family purports to possess.

Azuli Male Names: Aleix, Bernat, Carles, Dídac, Enric, Felip, Gabriel, Hèctor, Ignasi, Jordi, Pau, Xavi

Azuli Female Names: Aina, Anais, Beatriu, Clara, Diana, Joana, Laia, Meritxell, Mireia Neus, Remei, Sofia

TRAITS

Ability Score Increase: Your Dexterity score increases by 2.

Age: Azuli reach adulthood in their middle teens, Human and can live up to 200 years, but average out just under 100 years old.

Alignment: Most Azuli are Chaotic, letting their emotions rule their choices, but just as many tend to fall into the Good spectrum.

Size: Your size is medium. Azuli have a height range from 5 feet to almost 6 feet tall and weigh anywhere from 110 to 220 pounds.

Speed: Your base movement is 25 feet.

Cold Susceptibility: Whenever you are dealt cold damage, you must succeed a Constitution Saving Throw (DC equal to *half damage*). On a failed save your speed is reduced by 5 feet for 1 round.

Dark Vision: You can see in dim light as if it were bright within 60 feet and in darkness as if it were dim light. You can only see in shades of gray in dim and darkness.

Ocean Bred: You can breathe underwater, and have a swim speed of 30 feet. You also gain advantage on attack rolls against creatures without a swim speed while underwater.

Old Shoes and Chantey: You are proficient with the Acrobatics skills and the Performance skill.

Siren Song: As an action, you can make a Performance check, any non-ally creature that can see or hear you must succeed a Wisdom Saving Throw with a DC equal to half of your Performance check. On a failed save, affected creatures must move towards you or away from you on their next turn within reason. This ability requires concentration up to 1 round. Creatures immune to Charm are immune to this effect. You must finish a rest before using this ability again.

Underwater Weapon Training: You are proficient with Hand Cross bows, Heavy Crossbows, Short Swords and Tridents.

Languages: May-arin and Azore.

Subraces: You must choose a sub race from Royal Blue or Rebel Green.

ROYAL BLUE

The Royal Blue, or referred as the Blue, are what most denizens of Mayari think of the Azuli, sun kissed and charismatic and beautiful. They are the ones that control the seas, and some can even control the waters themselves, and word Azuli more or less mean blue.

Ability Score Increase: Your Charisma score increases by 1.

Ice Whip: As a bonus action, you create a whip of water vapor and ice, and make a single melee attack against a single creature you can see or hear. You are proficient with this attack, it has the reach and finesse properties, and deals 1d6 + Strength or Dexterity modifier slashing or cold damage. The damage die goes up a step at 5th (1d8), 11th (1d10), 17th (1d12), with this ability.

Water's Call: As an action you can condense water within 30 feet of you or move that water 30 feet. You must have a free hand to use this ability. You cannot create water from nothing, but you can condense water from the air, ground, and other non-living sources. You have double your Proficiency bonus to checks finding water.

There is a rumor of the abyssal caste, or **Eerie Black**, described as chitinous and strong, wandering the deepest parts of the ocean – both Blue and Green considering them nothing but myth and legend, boogeymen of their race. There have been sightings of the supposed Black, deep in the oceans of Caspar...

REBEL GREEN

The Rebel Green, or the Green, are the more somber Azuli, and look rather different from the standard Azuli. The Green Azuli are more fish like, and almost all Greens have tentacle like hair, or have hidden sets of tentacles throughout their body. Their skin is less tan, fairer, and has a tinge of green; even though they are able to change colors and produce patterns like those of squid and octopodes. Their lateral lines are also more pronounced, brighter and more intense, and tend to be in the gold and silvers. Their lateral lines are also more scale like, with miniature fins on their arms and legs.

Ability Score Increase: Your Intelligence score increases by 1.

Chromatic Skin: You are proficient with Stealth, if you are not wearing any armor you can gain advantage on Stealth checks to Hide.

Lantern Light: As an action, you can cause your skin to glow, illuminating a 10 foot radius in a dim light. This lasts for 1 minute or until you stop it.

Prehensile Tentacles: You may draw or stow one additional object or weapon as a free action. You can hold up to 4 items at a time, but can only manipulate or wield two objects or weapons at a time.

Tentacle Grab: As an action, a target creature that you can see within 30 feet of you must succeed a Dexterity Saving Throw. On a failed save, if the target is one size larger or smaller than you, you slide it 10 feet, and you deal 1d6 bludgeoning damage. You deal an additional 1d6 At 5th (2d6), 11th (3d6), 17th (4d6), with this ability. The Save DC is equal to 8 + *Proficiency* + *your Dexterity modifier*.



FULG'RA

The Fulg'ra, derided as Voltagoths, are steeped in mystery and stigma. Rumors abound about failed cloning projects, reverse engineered Jinzo technology, and experiments done to fix the original Fulg'ra body. But the Fulg'ra instead have become a man machine hybrid that have integrated themselves into the economics of the burgeoning fringe world.

STEEL AND GOLD

The Fulg'ra tend to be tall in the perception of Humans, their height range spanning about 5 and half feet to 6 feet tall. While they are tall, they are gaunt, rather than lithe and slender; but are incredibly heavy as compared to their build. Their weigh anywhere from 150 to 250 pounds, while still looking frail and vaguely emaciated. Their increased weight is from the nano-cybernetics that infuse and permeate their entire bodies, which is composed mostly iron and steel compounds.

The Fulg'ra look like silver and blue tinted Humans, regardless of skin tone. Skin tones for Fulg'ra range from fair to brown, and their hair tends to be on a continuum between blonde and black. A multitude silver blue thin strips are uniformly spread out on their skin, and even extends to their hair, and each pattern is unique to each individual. These strips are actually the nano-cybernetics making intrusions on the dermal level, and are the source of the blue or silver sheen to their skin. Fulg'ra eyes are either silver white or blood red depending on how the nanites react to the light and structures of each individual.

GENETIC DIVERSITY

The Fulg'ra were once a people who suffered terrible genetic maladies, while their origin is shrouded in mystery, the fact they were once a race of clones is not. They claimed that their originators found the singular most perfect set of genomes and created the Fulg'ra. Generations of interbreeding and a lack of genetic diversity brought a terrible price on that perfect genome, and for generations the Fulg'ra suffered cancers and ailments genetically coded into them. They instead found salvation through cybernetics and nanomachines that could retard or even reverse the inherent genetic maladies present in their genome from long forgotten sources, rumored to be lost Jinzo technology.

The mandatory nano-cybernetics is a stopgap that seems to have taken hold, as many of the Fulg'ra adore their non-organic abilities. Still, many look to save their race through more natural means; looking to add genetic diversity via interbreeding with non-Fulg'ra. In this search, they have made trading missions top priority, as more wealth is traded, so are genes. This search for a natural answer fosters a sense of romanticism in many Ful'gra, looking love and strong children.

While many adore the wonderful abilities that nanites have instilled in them, these same nanites feed on iron, causing many of the Fulg'ra anemia, which only a constant supply of fresh blood can abate – giving them the stigma of “electric vampires”.

CITIES AND SHIPS

The Fulg'ra are rather new to the Kullheim Star System and they tend to congregate where economy and travel meet, so spaceports and large hubs of trade. Through the rest of the universe, they live on spaceships that constantly travel plying trade everywhere they go.

BOUNDLESS LOVE

Many Fulg'ra travel on trading missions, mostly to make wealth and discover not only new technology, but also new genes. Many will travel looking for new mates willing to travel back with them and propagate a newer stronger Fulg'ra. Some are genuinely savvy merchants just looking to make quick credits, so that later they can hunt for new mates. Very few will travel for the sake of travel, a romantic notion that love will strike them from anywhere.

NAMES

Fulg'ra last names are based on great Fulg'ra heroes or very precise names referring to sanctuaries to Fulg'ra. Once rare, now increasingly common, Fulg'ra last names are now based on other races.

Fulg'ra Male Names: Asen, Branimir, Chavdar, Dragomir, Evgeni, Filip, Gavrail, Hristofor, Ivaylo, Kiril, Lazar, Milen, Nayden, Ognyan, Paskal, Radomir, Stoyan, Tihomir, Valko, Yan, Zhelyazko

Fulg'ra Female Names: Anka, Bisera, Darina, Eva, Galina, Hristina, Iskra, Kalina, Liliya, Magdalena, Nadejda, Ogyana, Petra, Petya Rada, Silva, Tereza, Vasilka, Yana, Zora, Zhenya

TRAITS

Ability Score Increase: Your Strength score increases by 2.

Age: Fulg'ra reach adulthood in their early to middle teens, and live on average about 100 years, with a maximum recorded age of 200. With the proper set of procedures, it is unknown the maximum life span.

Alignment: Fulg'ra tend to be on the Neutral spectrum, many are content to live their lives how they want to live it, and try not to get anyone hurt in the process.

Size: Your size is Medium. Fulg'ra have a large height range, anywhere from a little over 5 feet to easily 6 and half feet tall. They are heavy for their size and build, weighing anywhere from 200 to 300 pounds, due to the metals found in their bodies.

Speed: Your base speed is 30 feet.

Blood Fusion: As a reaction to any creature within 5 feet of you that drops to 0 HP or below, you may gain 5 + your level in Temporary HP.

Darkvision: You can see in dim light as if it were bright light within 60 feet, and darkness as if it were dim.

EMP Sensitivity: If you are affected by either an EMP (field) or Anti-Magic Field, you must succeed a Constitution Saving Throw (DC 10) every round you are affected. On the first failed saving throw you are Poisoned, on the second failed saving throw you are Incapacitated, and on the third failed saving throw you are Unconscious. These effects persist until you are no longer affected by the EMP or Anti-Magic Field, minimum 1 round.

Nano-Cybernetics: You are Resistant to Lightning and Poison damage, due to the cybernetics that infused into your body; but because of those same cybernetics you only regain half the HP a healing spell would grant you, and you are not inorganic enough to benefit from the *Mending* spell.

Nano-Cybernetic Anemia: Without a constant supply of Iron (e.g. Blood, Iron Supplements, etc.) or Electricity (generator, socket, lighting spells, etc.), you do not gain your Constitution bonus (unless it is negative) to rolling Hit Die to gain HP when you finish a short rest or other instances where you can roll Hit Die to regain HP. During Long rests you only get a quarter of your maximum Hit Die replenished (minimum 1) if you do not have a proper supply of Iron or Electricity.

Nano-Cybernetic Dependency: While your nanites are rather hardy, intense waveform energy rattles them; whenever you are dealt Radiant or Thunder damage, you must succeed a Constitution Saving Throw (DC equal to half damage), on a failed save you are Poisoned until the end of your next turn (1 round).

Techno Savvy: You are proficient with the Technology and Science skills.

Languages: May-arin or General Common and Fulgrana.

Subraces: There are two distinct variations between the Fulg'ra; the Fulg'ra Nova and the Fulg'ra Verita. You must choose a subrace.

FULG'RA VERITA

Fulg'ra Verita have the strongest sheen of silver and blue, due their concentration of the nano-cybernetics in their skin, and look the most aristocratic and stoic. They are the more serious of the Fulg'ra, less romantically inclined, and prefer to wear severe, but stylish clothes, and just as severe colors. Many of the Vetera are law makers and policy proposers, and often found in cities and spaceships; trying to find what is best for the Fulg'ra from their distant ivory towers. Though not all are severe and aloof, many of the youngest Vetera prefer to toss and tumble planet side and with the Nova, preferring to see what could be the best for Fulg'ra up close and personal.

Ability Score Increase: Your Charisma or Intelligence score increases by 1.

Corpora Ferro: The nano-cybernetic have migrated to your skin, significantly reinforcing it. You have a form of natural armor, and your base AC is 12 + Dexterity modifier without wearing any armor.

Voltagoths, Volta, Electric Vampires – all of which are used to describe the Fulg'ra and are associated with their reputation. The need for blood and electricity leave a nervousness in many of the denizens of Kullheim – many believe that the Fulg'ra have no qualms about abducting and exsanguinating individuals in their pursuit of either. The Verita like to use this to their advantage, while the Nova try to clear up this misconception.

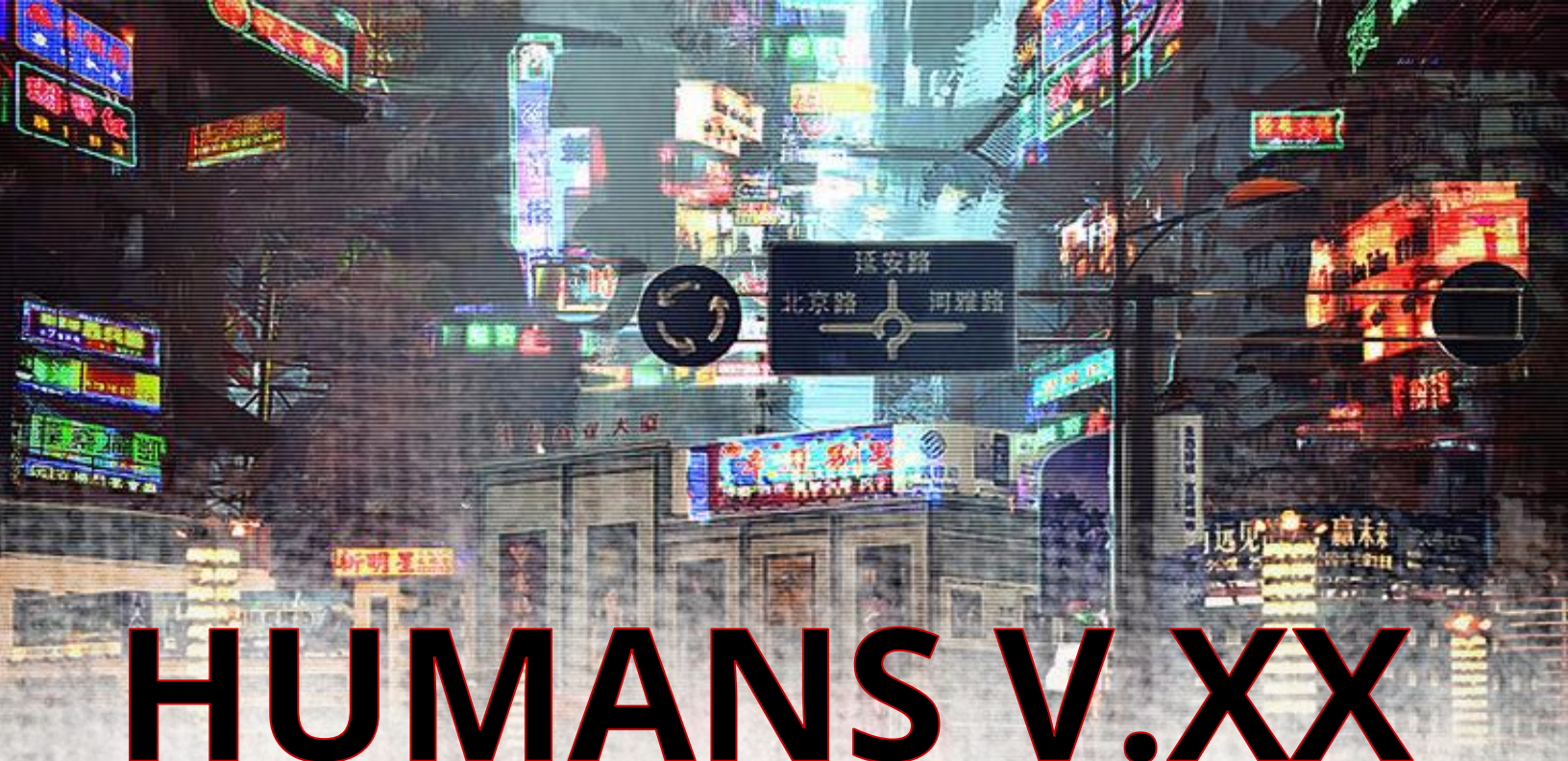
FULG'RA NOVA

The Fulg'ra Nova, referred to as Nova, are relatively new; a hardier breed recently coming into force ever since the Fulg'ra have decided to colonize Mayari. Their hands and feet, are hard as steel, where much of the steel and iron byproducts of their nano-cybernetics cumulate. Their skin is less silver blue, but instead their extremities shine like blue steel. They are a rough and tumble set of Fulg'ra preferring to explore planet side and experience life and love themselves. They are less severe and aristocratic style, but are highly romantic in notions about love, life, and purpose.

Ability Score Increase: Your Dexterity and Wisdom score increases by 1.

Ferric Summon: Due the nanites that have mostly migrated to your extremities, you have a fine control over magnetism, electricity, and small shards of metal – able to create hard to dodge spikes of deadly magnetic force.

As a bonus action, a creature within 30 feet of you that you can see, must succeed a Dexterity Saving Throw with Disadvantage. On a failed save, that creature is dealt 1d8 lightning or force damage. The damage die goes up a step at 5th (1d10), 11th (1d12), 17th (1d20), with this ability.



HUMANS V.XX

Humanity had become fractured in the pursuit of travel amongst the stars. Humans, by nature, are contentious, contradictory, and will not always agree on one thing. This especially concerned how various factions choose to travel the stars. Some chose to stay in the biological mode, some chose to progress past that, and other waited until it was ultimately more convenient. These three philosophies have split the Human race into three distinct subraces.

Humans, in general, see the world as a place to explore and sometimes conquer. Conquest for the Humans isn't always about subjugation or power, but sometimes the ability to live and thrive any place they encounter. They prefer to be peaceful and integrate into places and cultures that have never ever seen them; but they also like the ability to leave and go back to exploring the vast reaches of the universe, in search of better places to live. With this mindset, Humans live everywhere, on starships slowly trawling the universe, to far flung planets like Mayari. Life itself is an adventure for Humans, there is always another place that could be better.

Human names are more or less random, stemming from anything to everything, and will name themselves and children whatever seems to fancy them. A Human name could be a beautiful alien word, a set of unpronounceable letters, or even just a singular symbol meaning something.

*In the **A Pearl in Dark Flow** setting Lilaem are the base line humans (including the variant) found in the Basic rules. Lilim, Nephlim, and Adhim are the humans that have migrated around the universe. This Human Variant replaces the traits found in the Basic rules.*

TRAITS

Ability Score Increase: Choose two different ability scores to increase by 1, but not above 20.

Age: Humans reach adulthood in their late teen to early twenties. On average they live to be about 100 years old, but the longest recorded age is 200 years if considered biological.

Alignment: No particular alignment, Humans tend to do what needs to be done to survive and propagate, from strict empires to loose federations of tribes.

Size: Your size is Medium. All Humans have huge diversity in builds and body types.

Speed: Your base speed is 30 feet.

Languages: GHOST (Common) and one other language of choice.

Subraces: Humanity has fractured into three distinct groups: the digital Nephlim, the biological Lilim, and the basic Adhim. You must choose one.

ADHIM

The Adhim were the Third Wave, and chose to explore the stars when it was easy and simple. They are travelers and tourists that take full advantage of the explorations, infrastructure, and sacrifices made by the Lilim and the Nephilim.

Instead of traversing the stars and going to into the Posthuman through genetic intermingling or leaving behind the biological – Adhim choose to stay behind. In a way, they have stayed the same, but still evolved to take part in the greater known universe. They are smarter, more versatile, and more hardy than what the Lilim first left in their long ago migrations. They are, more human than human.

The Adhim are humans. But they are fewest – the core worlds and colonies of man are small versus expanded domains of the Lilim and Nephilim. The banality of the Adhim is unique in a novel Universe.

Being left behind, the Adhim are partially xenophobic – not able to trust the other branches of humanity, much less complete aliens. There is an underlying superiority complex to many Adhim societies, believing themselves the best of what humanity has to offer, not adulterated like the “Posthuman” that is the Lilim and Nephilim.

While this underlying xenophobia and superiority complex permeate Adhim societies, their isolationism has created rather positive attitudes – all are incredibly stubborn and also are also all incredible romanticists and dreamers.

Ability Score Increase: Your Constitution or Intelligence score increases by 1.

Natural Adept: You gain training in one skill and tool proficiency of your choice. You also are able to learn a new language, skill, or tool proficiency in half the time. The Adhim are intuitively adept at learning new skills and abilities.

Resilient or Stubborn: Whenever you fail a saving throw, you may instead roll again and must take the second roll. You must finish a short or long rest before you can use this ability again. Don't Stop.

LILIM

As it were, the Lilim were the first to make interstellar migrations, but instead of just travelling through space, they would constantly colonize or create areas for colonization. Known as the first wave, they kept to the basic biological constraints and spread slowly, first through nearby planets, then when the technology allowed for cryonics, travel to further stars. As they travelled and met other aliens and cultures, it was simpler to be friendly and integrate rather than deal with attrition. Through such integrations, the basic genetic makeup of the Lilim began to change – either by sheer chance that differing genetics seemed to be compatible or through sheer force of scientific tinkering. As much as they tried to stay “human”, the migrations and settlements have made them ultimately “Posthuman”.

The Lilim are nomadic, constantly on the move from one planet to another, and are the most amicable group in the universe, as many of them have intermarried and reproduced with anyone and anything out in the universe. The Lilim always welcome others with open arms.

The Lilim do not look that much different from any other Humans, hair and skin coloring ranging from fairly light and pale to extremely dark. Lilim builds are also just as varied, ranging from lithe and slender, to muscled and thick, even fat and jolly. Lilim though, take most of those to the far extremes, as many have even variations of skin tone, muscularity, and build due to the near infinite variations of habitable worlds present in the universe. Sometimes it's difficult to distinguish between a Lilim and a more fully alien race.

Cultural Genetic Diversity: You gain a feat of your choice, that you have the prerequisites fulfilled. Either from culture or bloodline, you are prone to do amazing things. You are also able to mate with anything – given enough desire and science.

Eclectic Education: You are proficient in either the Science or Survival skill. Lilim are rather hardy and intelligent, showing aptitude for the hardships of new planets and the techno savvy to be on star ships.

Eclectic Training: You are proficient with any tool or vehicle of your choice. Space faring humans also picked up a multitude of skills with tools, or could make do with whatever worked at the time – all Lilim learn a tool proficiency either by choice or necessity.

Lilim Weapon Training: You are proficient with the dagger, pistol, rifle, and short sword.

NEPHILIM

The Nephilim were the second wave – either from the core of the original human worlds, or from a variety of Lilim colonies. This second wave eschewed the biological constraints and decided to travel the very farthest of stars. Instead of a slow spread, they made bastions into the Deep Universe.

The Nephilim decided to leave the idea of a physical body and create a full Digital Soul that could be upload and downloaded into new and designer biological models. With each intrusion they also seeded the beginnings of the Ultranet. Many Lilim questioned the need for such drastic measures, and saw a deep philosophical divide. It is perhaps that the Nephilim became immediately Posthuman to escape the confines of the ever growing empire of man.

The Nephilim, even though their consciousness are on the Ultranet, still prefer a physical and biological body – maybe they haven't reach the pinnacle of becoming Posthuman just yet. They still prefer to have the sensual attractions of being alive; sight, sounds, smell, taste, feel, all of which are just rough emulations in the digital world. Nephilim bodies are specifically designed to cater to the wants and needs to each individual consciousness, and upon expiration can be redesigned and re-built. Nephilim bodies always look a little (a lot) uncanny – an artist's rendering of

a human, but never actually quite human. While Lilim may look alien at times, Nephilim in contrast look too human.

Nephilim don't fear much of anything, except a complete data wipe and pain. While they know that they can always retreat back into the ether of the Ultranet, pain is something that shakes them to their digital cores. Some get over the pain, and are completely fearless and brash, since they can always come back with a new body in a few days, or continue living in the ether.

Ability Score Increase: Your Intelligence or Wisdom score increases by 1.

Digital Soul: You are not able to take any feats that allow for Psionic or Magical spells. You are also not able to take classes or subclasses that offer Psionic or Magical spells. You are able to use cybernetics without penalties and are able to use certain spell like abilities.

Ghost in the Shell: The Nephilim have a system of biological shells that they use to feel human again, but these shells are as easily cast off as clothing.

Whenever your physical body dies, you can create a new body in 1d10 days. Every time you die violently, you must succeed a Wisdom Save with a DC of $10 + \text{half your level}$, or add another 1d10 days before creating your new body, as violent deaths damage your digital psyche and dampen your enthusiasm of being a biological being again.

Living in the Wired: You can use half your proficiency bonus to any Intelligence (Arcana, Engineering, History, Nature, Religion, Science) check in which you are not proficient. The Relay is never wrong, right?

Electric Playground: Nephilim have a certain affinity to adventuring in the digital world are natural born hackers. You are proficient with the Technology skill and Hacker's Tools.



JENVAR'A

The Jenvar'a are a mercantile people that live everywhere in the Kullheim star system.

Originally the slave and vassal races of various empires throughout the universe, they escaped to the fringes to make a home for themselves. They are benevolent barons of commerce, enslaving no one, but are also some of the most ruthless deal makers and venture capitalists in the universe.

REFINED BEASTS

Jenvar'a heights are anywhere from just above 5 feet tall to nearly 6 and half feet tall; females rarely breaking 6 feet tall. Most are a muscular build, but not necessarily big or thick, but they are imposing. Even the slim looking types are tightly toned. Due to their increased muscle mass, they're easily 150 to 200 pounds, even if they're not particularly large or tall.

Jenvar'a look like imposing and strong Humans, and are not particularly hairy or furry. Their skin tones range from a very dark brown to a light beige, almost a pale gold. Their irises tend to stay within the same range as Human colors, but at night their eyes reflect light and give off an eerie glow. They do have a few distinct qualities, Jenvar'a ears and tails are always highly visible and take on the shape and fur of the individual's ancestral mammal. The hair color, and the fur color of most Jenvar'a is a distinct mix of Human colors and that of the Jenvar'a mammals; so anywhere from black to gold, striped like a tiger, spotted like a leopard, or phantom like a pincher.

LIKE NO SLAVE

The Jenvar'a were originally conceived and created as labor race, akin to very intelligent pets, that their original creators could control and use as intensive manual labor. Later they were re-engineered to be soldiers, and as their uses grew, their permeation to their originator's day to day lives. Soon they grew to be entertainers, consorts, and markers of prestige; a Jenvar'a personal physician was a symbol of wealth and power. As Jenvar'a's value rose, as did their perception of themselves, and began asking questions of rights and dignities befitting a sentient and free being. This questioning and wondering brought their originator's society to a halt, and a change began; as many originators did view many of the Jenvar'a as equals. Many more did not. The following civil war destroyed the originators, but some Jenvar'a and enlightened originators left before that tragic culmination becoming the current ancestors of the Jenvar'a today.

With the originators effectively gone, the Jenvar'a took the remains of that civilization and began to trade their expertise in a variety of fields, effectively re-starting of a society. The difficulty taught the Jenvar'a to respect freedom, but also that economics drive the universe. Thus Jenvar'a also respect ambition and acumen.

CITIES AND CONVOYS

The Jenvar'a live where the trade takes them; but many live in cities throughout the Kullheim system, but a few prominent groups live as semi-nomadic caravans that travel and their ubiquitous presence lends to be the largest known information network in Kullheim.

Those that live in the cities tend to live in guild or corporate houses, as each Jenvar'a chooses a path in life, either to be free and unsupported, making their own way in the world, or can choose to live within a guild or corporation making use of their talents how they see fit. City living Jenvar'a prefer the security of the guilds and corporations, but know that they can leave at any time, sacrificing all the benefits.

Many that travel and live semi-nomadic lives are the freelancer's or part of a very few Caravans that travel worlds and deal with trade in a face to face manner. They do not get the same benefits of guaranteed Guild or Corporate housing, but have the ability to do things as they see fit, and not be alone while making it into the world.

EXCITING WORK

The Jenvar'a often travel for work, and not so much for pleasure. Many are sent to various branches of their respective guilds or corporations to train, supervise, or fill in missing positions. Some might even be sent to travel, picking up and sending information on areas that are rich with opportunity. Then there are those that just choose to break free from the relative safety and security of the Guilds and Corporations, travelling and adventuring to hoping to make it big.

NAMES

Jenvar'a names can run the gamut, due to their ubiquitous presence in the Kullheim system. Last names are based on Guilds and Corporations. Others may choose names that fit into their adopted societies outside the Jenvar'a conglomerates.

Jenvar'a Male Names: Garil, Gunari, Hanzi, Ion, Luca, Merikano, Mihai, Nicolae, Nicu, Pali, Simonke, and Yoska.

Jenvar'a Female Names: Aishe, Dika, Drina, Esme, Fika, Jaelle, Kizzi, Lumina, Mirela, Nadya, Simza, and Tsuru.

TRAITS

Ability Score Increase: Your Strength score increases by 2.

Age: Jenvar'a reach functional in their early teens. They can live to a maximum of 200 years, the average is about 100 years.

Alignment: Most Jenvar'a are on the Good spectrum. Jenvar'a have this idea of justice and fairness instilled into them from years of being a slave and vassal race.

Size: Jenvar'a average out at a little over 5 and half feet tall, but range from 5 feet to 6 and half feet tall. Many of the Jenvar'a are of muscular build, and weigh from 150 to 200 pounds.

Speed: Your base walking speed is 35 feet.

Beast Vigor: At 1st, 11th, and 20th level, you gain one additional Hit die to your total hit die.

Dark Vision: You can see in dim light like bright light up to 60 feet. You can see in darkness like dim light. You can only see in shades of gray in dim light and darkness.

Heightened Senses: You are proficient with the Perception Skill.

Hunter's Sight: As a bonus action, you have blind sight out to 60 feet, and may double your proficiency bonus to Perception checks. This ability requires concentration up to 1 minute. After the ability ends you must expend a hit die or suffer a level of exhaustion. If you have no more hit dice left, you may not use this ability. You must finish a rest, before you cause this ability again. Your sensory structures re-form to be more sensitive, and your brain runs into overdrive to process all the new sensory information.

Stimulation Sensitivity: Due to your heightened senses, you are more susceptible to over stimulation. You have disadvantage on Saving Throws against Blinded, Deafened, and Stunned conditions.

Languages: May-arin and Jen'a.

Subraces: Bastet, Fenris and Kyubi are Jenvar'a sub races, choose one.

BASTET

The Bastet are type of Jenvar'a that engineered to be scouts, sometimes spies, and consorts. They were the more dexterous and skilled laborers, some went into the entertainment business, some went into transport and mail. They are a mix of Humanoid, Feline, and Linsang; most are not bulky, but rather toned and lithe. They are also average in height for Jenvar'a, and have the most impressive types of coloration; spotted and or striped. They are quick movers and great sprinters.

Ability Score Increase: Your Dexterity or Charisma scores increases by 1.

Quick Dash: Whenever you take the Dash Action, you may add 10 feet to the extra movement granted to you for the turn.

FENRIS

Fenris were engineered to be guardians, soldiers, and heavy laborers. They were the front line in any war, and many went into security, construction, any business where good muscle and great stamina were put to good use. They are the mix of Humanoid, Canine, and Ursine; so many are large and thickly muscled. They are the tallest for Jenvar'a height, tend to have muted or single coloration. They also tend to have short tails.

Ability Score Increase: Your Constitution or Wisdom scores increases by 1.

Extra Capacity: You treat your maximum carrying capacity as if you were once size larger.

KYUBI

Kyubi were engineered last, and used for domestic and managerial duties, or consorts. Many went into social work, some becoming figures in religion or philosophy and education. They are mix of Humanoid, Vulpes, and Nyctereutine (Raccoon dog); and many are slight and small of build. They are the shortest for Jenvar'a height, and have the strongest of the ancestral mammal colorings, anywhere from red, black, silver, gold, and the phantom coloration of raccoons. They also tend to have large bushy tails.

Ability Score Increase: Your Charisma or Wisdom scores increase by 1.

Wise Trickster: You are proficient with Insight and Deception skills. If you make a successful Insight check against a creature, you gain advantage on Deception checks against that creature for the next 24 hours.



JINZO

The Jinzo, or Dolls, as they're colloquially known throughout the star system, are robotic life forms created by an unknown, but highly advanced civilization. Unlike other Ancient races, the Jinzo are populous and everywhere on Mayari, Tala, and Hana. Post-Colonial archaeologists and scientific tests can only conclude that the Jinzo are some of the oldest artifacts in the universe, and absolutely beyond the production capabilities of the even the most cutting edge research in the current known universe.

UNCANNY VALLEY

Jinzo are all roughly humanoid, the shortest just under 5 feet tall, and the tallest just about 6 feet tall. No matter the height or build, Jinzo are incredibly heavy, heavier than most Malyari, due to their inorganic parts. Their movements belie their weight, and most would imagine they weigh approximately the same as any normal Human.

Most Jinzo don't resemble robots, and often look entirely to be non-robotic. Denizens of Kullheim theorize that they are a mirror into the past, and most likely resemble their creators, which isn't all that much different from Humans. Most dolls have skin tones that range from Alabaster White to Light Tan. Some do have oversized sensor or communication modules resembling a variety of mammalian ears. They also have almond shaped eyes, and iris colors that can span any color in the known universe and their hair is a glowing neon mirror of their eyes. Each Jinzo has a unique set of marks found on their forehead, sometimes it's a set of several marks that spread out to the face.

PRIME DIRECTIVE

The Jinzo all follow the echoes of a prime directive instilled into their programming from their creators. Outside the Jinzo, the prime directive is too large, too complex to be comprehensible in its entirety, and each individual Jinzo only understands the part it is given. Some claim to not have a part of the directive, but understand that part of their reason to be is to be of service to the universe. But the Jinzo are not all about set programming, deep within that directive, deep within their electric souls, there is a freedom and sentience that allows each Jinzo to choose for itself. Sometimes, this directive and freedom are conflict, but the Jinzo learn and have become flexible, choose what is best. They know that they are not to be abused or debased, and while not entirely alive, they are sentient and have rights due to them.

Jinzo also don't entirely feel emotion; instead they are emulated through their Emotion Engine. Not even the Jinzo know entirely how this emotion engine works, but it's the core of their electric soul, personality, and conscience. They also don't feel fear, as "death" to a Jinzo is alien process; but they have self-preservation protocols. Their state as robots give them an extended view of time, risk and reward, they always play the long game.

EVERYWHERE

The Jinzo are ubiquitous presence in the Star System, and arguably the universe; but many haven't left Kullheim for a list of reasons in the Jinzo long game. They are almost the single most populous race in the system. It's easy to find them within any of the major cities, but they're even present in the Enclaves the Malyari, the Tombs of the Anitô, and other areas thought to be inaccessible to outsiders. All the Jinzo make themselves indispensable to the races and peoples they choose to live with; some are passed down family lines, some even are adopted into the greater houses within the star system.

THE SINGULARITY

Denizens of the Kullheim system murmur of legends and theories that the Jinzo were some of the first sentient beings created by the forerunners of the universe, and will be there when it finally decides to implode on itself. The Malyari grudgingly acknowledge that the Dolls are indeed older than their venerable race, and have firsthand knowledge of the Change; something the Jinzo refer to as the Blackening. Most denizens don't realize that all the Jinzo are connected via a whispering network called the Singularity; and their omnipresence allows them to know and share everything within seconds. Many of the races love and respect the Jinzo, but they always feel there's something else, a deeper and darker agenda behind the sweetly smiling façade. There is a sect of Jinzo that serve as the grand authority over themselves, called the Solidarity, and are themselves a business of setting up Jinzo with families, jobs, and other aspects of trade.

TO HEART

The Jinzo will travel and adventure for the completion of their directive; prime or personal. Sometimes their emotion engine pushes them to explore and integrate themselves to new peoples and worlds, to expand the Singularity. Sometimes, they just want to do things.

The Forge: Post-Ancientnism

There are hidden Forges all throughout the Kullheim system, reproducing the Dolls that "die" and replacing their non-functional bodies. Memory of these Forges are summarily erased once they leave the area of the Forge, so as not to let anyone know the location.

Even if they are hidden, Forges are known to exist to the Jinzo, and some may choose to use a name or identification ID that corresponds with specific Forges. Some outsiders have figured out what these ID's mean and have noticed similarities in those that profess to have the same Forge ID.

Post-Ancientnism?

Perhaps, the Ancients saw the Jinzo as the way to live forever, or to ascend yet still leave behind tangible operators in this universe.

It's rumored that many of the sparks or the digital souls of the Jinzo are in fact memories and personalities of the Ancients themselves.

The Jinzo themselves don't know the answer to this question, but the formation and the existence of the Singularity provides some sort of evidence that the Ancients have imparted something of themselves to the power of selfhood for the Jinzo.

NAMES

While many Dolls prefer to choose names with the races which they attach themselves; or based on their locales, some use names from the era when they were first created and last names will reference their construction facility or forge.

Jinzo Male Names: Akira, Ayumu, Daichi, Daiki, Haru, Haruki, Ichiro, Itsuki, Jiro, Juro, Kaito, Kenichi, Masaru, Minoru, Ren, Ryota, Shin, Shiro, Sho, Takashi, Takumi, Yori, Yuuki, Yuuto

Jinzo Female Names: Airi, Asuka, Chiyo, Chiyoko, Emi, Haruka, Hikari, Hotaru, Izumi, Junko, Kanon, Kaori, Kotone, Makoto, Nana, Natsumi, Ran, Rei, Saki, Suzume, Tsukiko, Ume, Yoko, Yui

TRAITS

Ability Score Increase: Your Intelligence Score increases by 2.

Age: Jinzo are not born per se, but are forged as fully functioning adults. In terms of age, most are about as old as the planet of Mayari, some are rumored to be as old as the universe.

Alignment: Jinzo tend to stay within the Good spectrum, as all of them have basic idea they are were created to better the universe.

Size: Your size is Medium. Jinzo range from just below 5 feet to easily over 6 feet tall with varying build types, but even slender builds are incredibly heavy, weighing at least 200 to 300 pounds due to the inorganic materials.

Speed: You base walking speed is 30 feet.

Digital Soul: You are not able to take any feats that allow for Psionic or Magical spells. You are also not able to take classes or subclasses that offer Psionic or Magical spells. You are able to use cybernetics without penalties and are able to use certain spell like abilities.

Low Power Mode: You do not sleep, but instead fall into a state of inactivity for 4 hours a day to gain the benefit of 8 hours of sleep.

Mostly Inorganic: You are resistant to Poison and Psychic damage, whenever you are dealt lightning damage you must succeed a Constitution Saving Throw (DC equal to *half damage*), on a failed save your suffer from the poisoned condition until the end of your next turn (1 round). You are also immune to the exhaustion condition. You don't have to eat, drink, or sleep, but doing so makes you feel alive and helps recharge and regenerate the not quite inorganic parts you do have. You only receive half the HP gained from any healing spells, but you may also spend a Hit Die and gain HP as if you finished a short rest each time the *Mending* spell is cast on you or you use a repair kit.

Singularity Backup: As long as a Jinzo remains connected to the Singularity, death isn't an option. Whenever their body is destroyed or rendered non-functional, a backup of that Jinzo's memories and personality are immediately sent to the Singularity. A nearby "Forge" replicates their body and places the backup in it. It takes 1d6 days before a new body is replicated.

Singularity Whispernet: Being connected to the Singularity gives you the ability to look into the common experiences and minds of other Jinzo. It also allows you contact any Jinzo connected to the Singularity, without speaking to them directly.

You have telepathy with any Jinzo (as long as they are connected to the Singularity). You may also receive the help action through the Singularity on any skill check, even if no one is physically helping you.

System Reboot: Your internal memory systems will immediately try to reboot and debug the foreign programming and effects. You have advantage on saving throws against being charmed or frightened.

Languages: May-arin, one of your choice, and Zaifon. Jinzo tend to acclimate to cultures they wake with and will learn to communicate adeptly; but all Jinzo know their ancient language of Zaifon.

Subraces: While most Jinzo were forged for general day to day labor and caretaking duties, some were forged for war and espionage. Uchizo (Heim Dolls) are Jinzo made for domestic orientations, while Senzo (Hell Dolls) are those designed for military use.

UCHIZO

Uchizo, are the most populous type of Jinzo and made for the home market; and reflect that in body type and demeanor. They are shorter and slimmer than most humanoids and have an innocuous and inconspicuous presence. They are made to look attractive and inviting, but not distracting, are the ones most often with “cute” modifications and ears the look vaguely mammalian. These are the Jinzo that most denizens of Kullheim think of when they think of the Jinzo. They are also called Heim Dolls.

Ability Score Increase: Your Charisma Score increases by 1.

Combat Ready: Regardless of vocation, all Heim Dolls are given the ability to quickly assess the situation and provide the quickest means to ending the violence, most often with violence. Anytime you roll initiative, you may instead use your Intelligence modifier instead of your Dexterity modifier. Once per rest, any one time you roll initiative, you may gain advantage on the roll.

Universal Skill Bus: Heim Dolls have to learn to variety of skills and vocations to serve their original domestic purposes. Lose a skill proficiency from your chosen class, but instead gain a Universal Skill Bus. At the end of any long rest, you may choose a skill to fill that bus, and you are considered proficient in that new skill until you finish a long rest and change that skill.

SENZO

These are the complete opposite of the Uchizo and are far less common, they were built for war and bravado. They are on the tall side of most humanoids, and tend to be built large for power and mass. Senzo have an imposing and unsettling presence, and often have war-like modifications of horns, glowing flame like eyes, or built in gauntlets and greaves. Most Kullheim denizens forget these type of Jinzo exist, but very few ever forgetting meeting one. They are also called Hell Dolls.

Ability Score Increase: Your Strength Score increases by 1.

Battle Rigor: You are proficient with the Athletics Skill.

Hell Dolls were built to weather the rigors of war, and are supremely athletic and strong.

Combat Oriented: As a bonus action, you can fire a beam of burning light from your body. Make a ranged spell attack roll on any creature you see within 60 feet of you, you have proficiency and your spell casting ability is Intelligence for this attack. This attack deals 1d6 + Intelligence modifier radiant damage. The damage die goes up a step at 5th (1d8), 11th (1d10), 17th (1d12), with this ability. You do not need a free hand, but must not be incapacitated to use this ability.

Hell Dolls were built to be machines of destruction, and in each was installed an internal weapon, so that even unarmed, Hell Dolls were something to be feared.

VARIANT: USOZO

These are the rarest of the Jinzo, they were built for diplomacy and espionage; and are neither short nor tall, slim or large of build. They are the most indistinct of the Jinzo. There is only one unique characteristic to the Usozo – they have a silver sheen to their skin, eyes and hair. Unbeknownst except within the Jinzo, they are also some of the heaviest. They are also called Hyper Dolls.

You do not gain the Ability Score Increase Trait, instead gain this Ability Score Increase trait:

Ability Score Increase: Your Dexterity score increases by 2 and Charisma score increases by 1.

Silver Tongue: You are proficient in the Deception and Persuasion Skills. Usozo have innate programming towards being conmen and spies.

Quicksilver Skin: As an action you can change your appearance; you can decide what you look like, you can even appear as a member of a different race. You can't change size type or body type, or add additional body parts. Your equipment and statistics remain the same. You can use an action to change your appearance again. If you are killed or knocked unconscious you revert back to your original form. While your appearance holds up to physical scrutiny, your mannerisms and voice may not.

VARIANT: NISEZO

These are newly created "Jinzo" by a variety of organizations that have managed to reverse engineer the Doll creations process through inferred through the D-Soul Process. It is rumored that instead of the Singularity, they are connected to the Relay and LAEIN. From the inferred process they built quite differently and are best suited to be high class bodyguards, butlers, house-keepers, and maids. Many of them are called Synths, Artificials, or Syn Dolls.

You do not gain the *Ability Score Increase* Trait, instead gain this *Ability Score Increase* trait:

Ability Score Increase: Your Strength score increases by 2, and increase your Wisdom score by 1.

You do not gain the *Singularity Backup* or *Singularity Whispernet* traits, but instead gain traits listed below:

Always Connected: You are always connected to the Relay through a biological connection to the Digital Psyche, either through natural or artificial means.

Dormant State: You are not affected by resurrection or any spells that would raise you from the "dead". Anytime you are "dead", others may use a repair kit and a number of days equal to your level to "resurrect" you.

Technopathy: You can contact anyone or speak through any device that is connected to the Relay no matter the distance; as long as you can connect to the Relay. You also have Technopathy with any functioning electronic device within 30 feet of you; and you are able to use and manipulate them as if you were handling them personally.

Combat Mode: As a bonus action you may enter into the "Combat Mode" state, where your body hardens and your limbs have razor like blade protrusions. You immediately become proficient with your unarmed strike and it deals 1d6 slashing damage. This ability lasts 1 minute or until you stop it; once this ability ends you must spend a hit die or suffer one level of exhaustion. You must finish a long rest before you can use this ability again.

Combat Mode Multiattack: During Combat Mode, as an action you may make two unarmed strike attacks against a single target or one attack against two targets within range.



MALYARI

The Malyari are a mysterious people, uncommon in cities and unseen without their mask and robes. They are a people driven by crisis a millennia long. Malyari dominated the world of Mayari, unafraid and lived in large sprawling cities of gilt and grandeur. Then the Change happened. None speak of it, but outsider archaeology infers an ecological disaster had happened. The Malyari understand that they are no longer *one with the land*, and must pay in body and blood to use old privileges. They search for a Solution. Also known on Hana, as Shikihori. To each other, they may reference themselves as the Anyari.

SVELTE AND DENSE

Malyari are shorter than the average human, about 4 ½ to 5 ½ feet tall, and while outsiders never see one without their mask and robes, Malyari are relatively slimmer and more lithe looking than humans. They are as heavy as or heavier than humans, weighing 150 to 250 pounds from the density of their musculature and bones.

Malyari follow human coloration of skin tones, ranging from fair to dark; but mostly run from fair to light brown skin. Hair color for the Malyari is often shining raven black, but range to a muted earth brown; it can be Starlight Silver or other colors; a sign of outsider ancestors. The most distinctive feature of the Malyari are rectangular irises, almost square; most often black to brown, and rarely rain cloud gray or electric jade green.

SCARS AND MASKS

As a Malyari ages, they develop intricate tattoo like scars, like a vein-y filigree, that shape themselves into symbols that are both a mystery and answer to the bearer. Traditionally, Malyari don't consider individuals adults until they manifest one of these "Blood Tattoos" and ascribe meaning to them. These scars or blood tattoos can manifest themselves anywhere on the skin of the Malyari, and grow in intricacy and detail, branching out to mark every bit of skin of the individual. This is why they wear robes and masks when travelling outside of their cities, to cover up these sprawling tattoos, which also harkens back to the time before their racial crisis. They cover up so that no one outside the Malyari know that they have lost what is they have lost. These Blood Tattoos are both a source of pride and celebration, but are a shameful reminder of their dilemma.

WALLS, JUNGLES

The Malyari live in walled cities, called enclaves, and prohibit outsiders from coming in, or if they somehow have gained entrance, from coming out. That is not to say that no one ever comes in or out of the Enclaves, but it's a rarity and most individuals never speak of it. These enclaves are walled off so as to separate the city from the overwhelming hostilities of the jungles of Mayari,

neither side dominating the landscape. Cities that aren't of Post-Colonial origin are all walled off, keeping invaders and predators at bay. The Malyari don't always stay in their cities, many travel for research or follow along as protection; some have even been sent to colonize Hana, the moon of Mayari, in advent of the first colonization attempts.

THE ANSWER

The Malyari travel the world looking for a means to end their racial crisis, searching for any answer and means necessary to further their research. These researchers almost always accompanied by guardians. They aren't particularly the most amicable, but if you gain the loyalty of one, or if they believe that you are to be integral to their quest, they will be forever at your call. Some of the more resilient Malyari break free from tradition and will just travel the world broadening their horizons, seeking any and all knowledge and experience for the sake of itself.

BOOK ECCENTRIC

The Malyari are an eccentric bunch of individuals, often bookish, but just as prone to lecture on proper fighting stance while they're fighting as they are to contemplate and ruminate on the spells they cast. But all are driven to their goal, which is magnetic for many who manage to penetrate the mysterious masked exterior.

SELF-SACRIFICE

The Malyari have an understanding of the price they paid after the Change, before they had free reign in using the energies of the land. Now to use their inherent power again, they must instead pay with their body, specifically their blood, as the magic flows, quite literally through their veins. Most will use their powers to further their purpose, especially if an individual looks to be particularly vital, and many Malyari will go as far as sacrificing themselves if it means the completion of their goal.

MALYARI NAMES

Malyari first names only serve to differentiate themselves from each other verbally, since within city walls, their Blood Tattoos are their best means of identification. Most first names are references to the time before the change, of great heroes, and beautiful cities.

Male Names: Alberto, Baltasar, Ceferino, Desi, Elías, Felix, Gaspar, Hernan, Ignacio, Jenaro, Lino, and Marco

Malyari Female Names: Alita, Blanca, Calista, Dalia, Elisa, Fatima, Genoveva, Haydee, Isidora, Josefina, Lucia, and Magdalena

TRAITS

Ability Score Increase: Your Constitution score increases by 2.

Age: Malyari reach adulthood about late teens and early twenties, and can live up to 200 years.

Alignment: Most tend to be on the Lawful spectrum, always looking to succeed at a goal.

Size: Your size is medium.

Speed: Your base walking speed is 30 feet.

Blood Focus: You can forgo the material components of any spell that that does not have a specified gold value as if you had an arcane focus or holy symbol. You are considered inherently magical and will be detected through the use of spells and abilities like *Detect Magic*. You still need a free hand to cast spells with the somatic component.

Naturally Dense: Due to their extra dense musculature and bones, Malyari are naturally hardy travelers. You get advantage on Constitution saves to avoid gaining levels of exhaustion from forced march, cold, heat, and thirst.

Pain Eater: As a bonus action you may touch a willing creature and spend any number of hit dice but you do not gain any benefits. The creature you touched can spend the same number of hit dice you spent and regain hit points as if they finished a short rest. You must finish a short or long rest before you can use this ability again.

Sight of Sages: At second level, you can cast *Detect Magic* spell at-will.

Well Educated: You gain proficiency in one of these skills: Arcana, History, or Religion.

Languages: May-arin and Common.

Subraces: The Malyari segregate by gender and caste; the females would join the Kulamin caste and the males join the Barangon caste; but; any gender is free to choose caste. There is also a Variant: Shikihori of the Malyari that live on the moon, Hana. You must choose one.

BARANGON

The Barangon is the warrior and guardian caste, while still educated in the classical arts of the Malyari, they focus on body and material needs of their people. Most become soldiers sworn to protect the enclaves of their people from the hostilities of Mayari and outsiders that would exploit them. Some become engineers or administrators and strive to build a better world for the Malyari, making sure that resources are used efficiently and people are happy and productive.

Ability Score Increase: Your Dexterity or Wisdom score increases by 1.

Blood Edge: As a bonus action, any weapon attack you make that causes damage gains a bonus equal to your Constitution modifier (minimum 1) to damage rolls until the end of your next turn. When this effect ends you must expend a hit die or gain a level of Exhaustion. You must finish a rest before you can use this ability again.

KULAMIN

The Kulamin is the research and development, science and arcane caste, and is expected to throw themselves into deeper into the classical arts and literature. They focus on exercises of the mind, looking into spells and science to delve deeper into the mystery of their people; and to find a solution. Most become mages of some sort, either in the arcane or even scientific areas, able to manipulate reality at the cost of their bodies. Some become travelling researchers looking for missing relics or delving deeper into the ruins of Mayari looking to answer the agenda of the Malyari. Sometimes they are sent as dignitaries, diplomats, or ambassadors to other enclaves and other peoples of Mayari to gain position and prosperity abroad.

Ability Score Increase: Your Charisma or Intelligence score increases by 1.

Blood Spell: As a bonus action, any spell you cast that causes damage gains a bonus equal to your Constitution modifier to damage rolls (minimum 1) until the end of your next turn. When this effect ends you must spend a hit die or gain a level of Exhaustion. You must finish a rest before you can use this ability again.

VARIANT: SHIKIHORI

The Malyari that live on Hana are a very different sort, and due to distance and a change in traditions, they do not fall into either caste and have very different set of experiences. They are considered the Diplomatic and Ambassador Caste. Shikihori are less bookish and tend to fraternize with outsiders, and most importantly don't wear the masks and the robes of their brethren found planet side. Instead of focusing on research or defense, they are most interested in creating connections to rely upon in times of need, and are seen as some of the best negotiators and intermediates between Mayari, Tala, and Hana. As a means to obfuscate their connection, no one refers to Shikihori as Malyari, not even themselves.

Ability Score Increase: Your Charisma or Wisdom score increases by 1.

You do not gain the *Well Educated* trait, but instead gain the following trait:

Well Spoken: Gain proficiency in either Persuasion or Deception.

Well Scarred: Gain proficiency in Intimidation. Unlike most Malyari, Shikihori love their scars and use them to great effect.

Blood Mist: As a bonus action, any ability or spell you use that causes an ally to gain HP gains a bonus equal to your Constitution modifier to the dice roll (minimum 1) until the end of your next turn. When this effect ends you must spend a hit die or gain a level of Exhaustion. You must finish a rest before you can use this ability again.

SHIALON

A proud and highly ordered people, the Lonren instilled a sense of practicality, mysticism, and martial outlook into their pet race, the Shialon. Yet the Shialon choose to rebel, and leave their masters and travel to the deep fringes to create their own empire. Many have settled in the Kullheim System and consider it their home and Blossom Empire. Shialon are also considered some of the best martial artists and craftsmen of archaic and melee oriented weaponry in the star system.

CLAN COLORS

The Shialon are fairly small, something like perfectly miniaturized versions of the Lonren – as if you could shrink a normally 5 to 6 feet tall individual to be only 3 to 4 feet tall. While well-muscled, they also tend to be lean; as many of their martial customs require more agility than brute strength, and have a weight range of 40 to 80 pounds.

Shialon tend to look like tall, lean, and well-muscled Humans; only miniaturized. Skin coloring range from a light skin tone to a dark olive, and very rarely black skin tone. Closer inspection of Shialon skin reveals that there is a faint scale like patterns present and slight sheen. Their irises are slits, and their hair color corresponds with iris color and clan. They have antler-like eyebrows and finned ears, which tend to be hidden by hair that is kept long. They also have very small vestigial bat-like wings and short reptilian like tails. Clan colors are genetic and very prominent, as each clan has a set of colors within their major families. For non-Shialon, it is the simplest way to identify clan and temperament.

Shialon also have a faint, if distinct aura surrounding them – a remnant of the draconic aura of the true dragons that Lonren and Shialon are descended. This aura is rather rattling to people first meeting the Shialon, and it oftens provides the best barometer to how each individual truly feels and thinks about the people and situations that surround them.

HOUSE AND FAMILY

Shialon revere their Clan, followed by their House, then Family. They have a rather strict and hierarchal society that follows these priorities. Each Clan has their own agendas, vying to be the dominant Clan, but the Gold Void clan is the ultimate arbitrator of Shialon law and judgment. Clan Elders agree that having a true Emperor would lead them to the dark path as the Lonren.

Shialon are a strange reflection of the old Lonren Empire, which created them as a pet or slave race. The Lonren felt themselves too superior to do menial labor and divert time from personal and professional interests, so they created a race of “sub-dragons” that would do the work, and reaped the benefits. As with any slave race, rebellion and freedom were in due course, with many of the Shialon wandering to the fringe of the universe. Even though the Shialon have left the Lonren Empire, the order and the tenets drilled into the Shialon are long lasting.

Some have taken to being free spirits, ignoring the Clan, House, and Family hierarchy, and taken to the Revolutionist ideals that freed them long ago. They tend to wander and live in their own enclaves away from the main Shialon settlements.

THE ENCLAVES

Shialon tend to live within enclaves cities called Clan Compounds. Each part of the enclave is subdivided into 6, one for each clan, and a neutral arbitrating and trade area. Each Clan Area is easily identifiable, and has its own set of utilities and services, but somehow all this division seems to work. Each Enclave is very protective of its own, regardless of Clan – an attack on one is an attack on all, regardless of clan, house, and family if it comes from an outside source.

Those that refuse to follow the order of the Clan, House, Family, live within their own enclaves of other likeminded Shialon. Sometimes, they intermingle with other species and live within other neighborhoods or boroughs.

ORDERED AGENDA

Shialon often adventure because their Clan has told them do so; for a purpose that furthers along the Clan agenda or some other mysterious purpose. Others will travel to create order or to protect the weak, which in a roundabout way bring more prominence to their Clan. Those who are the free spirits will travel because they can; they have no obligations, and want to find a purpose.

NAMES

Shialon family names are always based on their Clan, either from a great hero of which, or very important place to the clan. Main family last names may just be the Clan name.

Shialon Male Names: Ah, Bai, Bo Chai, Chen, Da, Dong, Fu, Gang, Guo, Hai, Hong, Jian, Jing, Kun, Li, Lim, Mu, Ping, Qiang, Ru, Shi, Tai, Wei

Shialon Female Names: Ai, An, Bao, Chin, Chun, Fen, Fu, He, Hui, Jia, Ju, Lan, Ling, Mei, Min, Nuan, Nuo, Qing, Rong, Shu, Wen, Xiu, Yin, Zhen

TRAITS

Ability Score Increase: Your Wisdom score increase by 2.

Age: Shialon reach maturity in their late teens, or early twenties and live on average of 150 years, maximum of 200 years.

Alignment: The Lonren have instilled a particularly strict sense order into the Shialon, even after their rebellion and escape from Lonren control. They tend to be on the Lawful spectrum.

Size: Your size is Small. Shialon are relatively small, from 3 to 4 and half, average 4 feet tall. Still well-muscled, they weigh from 40 to 80 pounds of power.

Speed: Your base speed is 25 feet.

Aura Merge: As a bonus action, you perform an *Aura Merge*: you no longer have disadvantage to using weapons with the Heavy property, you gain 10 feet to your speed, and weapon attacks you make deal an additional 1d6 damage type determined by your clan. This effect lasts 1 minute or until you stop it. Once this ability ends you must expend a hit die or suffer one level of exhaustion. You must finish a rest before you can use this ability again. You merge with your aura and your draconic characteristics heighten significantly.

Fall of Clouds: As a reaction, you may make an Acrobatics check to reduce the damage a fall would deal to you by half of your Acrobatics check. You may double your proficiency bonus for Acrobatics checks concerning falls and landing jumps.

Leap of Heaven: Whenever you make a jump, you are always considered have moved at least 10 feet before the jump, even if you make a standing jump. If you do move 10 feet before the jump you can double the distance the jump covers up to your speed. You may double your proficiency bonus to Athletics checks that deal with jumping.

Scent of Rain: As an action, you may make an Insight Check (DC 15) to predict the weather with unerring accuracy. You can tell that it will rain, storm, etc.; but can't pinpoint the exact time when a weather event will manifest.

Rebel Aura: You have disadvantage on Deception and Persuasion rolls. Your draconic aura is rather pronounced, and will belie your true intentions and emotions.

Languages: May-arin and Shiako.

Subraces: The Shialon segregate themselves into clans, representing the classical 5 phase cycle. The five clans are Vermillion Flame, Ash Gale, Obsidian Ocean, Azure Wood, and the Gold Void. You must choose a clan (Subrace).

VERMILLION FLAME

The Vermillion Flame Clan is known for its reds and oranges, in eye, hair, and choice of cloths; their clothes are always trimmed in gold. They are also known to be very passionate and of fiery temper, as expected of a clan based in flames, but some are more pensive and stoic, often called the Viridian Flames or the Azure Flames. They also known to be the most attractive and friendly of the Clans.

Ability Score Increase: Your Charisma score increases by 1.

Clan of Light and Flame: You have resistance to Fire and Radiant Damage, and your *Aura Merge* trait deals fire or radiant damage.

Water Swallows Flame: Any time you are dealt Cold or Necrotic damage, you must succeed on a Constitution Saving Throw (DC equal to *half damage*). On a failed save you suffer the poisoned condition until the end of your next turn (1 round).

Clan Weapon Training: You are proficient with the Long Sword and Rapier.

Clan Distribution

The clans are not all equally distributed across the Kullheim system, and some are rarer than others.

- Vermillion Flame is the most prominent and what most think of when thinking Shialon.
- Obsidian Ocean is about as prominent as Vermillion Flame, but in different areas of the system.
- Ash Gale and Azure Forest are very rare and mostly encountered in the Enclaves.
- Gold Void is rarely seen by outsiders, and most think they're a myth or urban legend.

ASH GALE

The Ash Gale clan is known for its silvers and grays, in eye, hair, and cloth choices, with many of their clothes trimmed in black. They are thinking, planning, and long term goal oriented clan, many of the greatest thinkers and philosophers coming from their ranks. This clan, with its focus on erudition does not often have members in peak martial conditioning, but those who are called Black Steel. Ash Gale prefers subterfuge and smart warfare over overt and brute force tactics, when dealing with threats and opponents.

Ability Score Increase: Your Intelligence score increases by 1.

Clan of Burning and Poison: You have resistance to Acid and Poison Damage, and your *Aura Merge* trait deals Acid or Poison damage.

Flame Subsumes Steel: Any time you are dealt Radiant or Fire damage, you must succeed on a Constitution Saving Throw (DC equal to *half damage*). On a failed save you suffer the poisoned condition until the end of your next turn (1 round).

Clan Weapon Training: You are proficient with the Spear and Glaive.

OBSIDIAN OCEAN

The Obsidian Ocean clan, is known for its black and dark blues in eye, hair, and cloths, always trimmed in bright light blues. They are the gentle warriors, stopping a fight with words as with steel. They are the diplomats and ambassadors for the Shialon.

Ability Score Increase: Your Strength score increases by 1.

Clan of Cold and Dust: You have resistance to Cold and Necrotic Damage, and your *Aura Merge* trait deals Cold or Necrotic damage.

Void Drinks Ocean: Any time you are dealt Force or Psychic damage, you must succeed on a Constitution Saving Throw (DC equal to *half damage*). On a failed save you suffer the poisoned condition until the end of your next turn (1 round).

Clan Weapon Training: You are proficient with the Great Sword and Scimitar.

AZURE FOREST

The Azure Forest Clan is known for its bright blues and greens in eyes, hair, and cloths, always trimmed with red. Creative and artistic, they are a contradiction for Shialon. Ash Wood are known for erudition.

Ability Score Increase: Your Dexterity score increases by 1.

Clan of Storm and Thunder: You have resistance to Lightning and Thunder damage, and your *Aura Merge* trait deals Lightning or Thunder damage.

Steel Splits Wood: Any time you are dealt Acid or Poison damage, you must succeed on a Constitution Saving Throw (DC equal to *half damage*). On a failed save you suffer the poisoned condition until the end of your next turn (1 round).

Clan Weapon Training: You are proficient with the Flail and Whip.

GOLD VOID

The Gold Void clan is known for its gold and yellow in eye, hair, and choice of cloth; always trimmed in silver. They are the judges and arbitrators of the Shialon, trying to keep the order within the clans, and ultimately keep each clan in equal power and standing. They are known to be the best at whatever each individual chooses to devote themselves, but are best known as diplomats, ambassadors, and quietly, as spies.

Ability Score Increase: Your Constitution score increases by 1.

Clan of Invisible Hands and Voices: You have resistance to Force and Psychic Damage, and your *Aura Merge* trait deals Force or Psychic damage.

Forest Break Void: Any time you are dealt Lightning or Thunder damage, you must succeed on a Constitution Saving Throw (DC equal to *half damage*). On a failed save you suffer the poisoned condition until the end of your next turn (1 round).

Clan Weapon Training: You are proficient with the Great Club and Quarterstaff.



DATAKYBER

Datakybers are those that are either naturally born or re-made to have a Digital Soul.

DATAKYBER

Ability Score Increase: You increase either your Intelligence or Wisdom score by 1, but not above 20.

Always Connected: You are always connected to the Relay through a biological connection to the Digital Psyche, either through natural or artificial means.

Digital Soul: You are not able to take any feats that allow for Psionic or Magical spells. You are also not able to take classes or subclasses that offer Psionic or Magical spells. You are able to use cybernetics without penalties and are able to use certain spell like abilities.

Electronic Warrior: You are proficient with the Science and the Technology skills; and when used for Electronic Warfare and Personal Firewall, you may double your proficiency bonus to those skills. You do not need any devices or tools to perform Electronic Warfare.

Technopathy: You can contact anyone or speak through any device that is connected to the Relay no matter the distance; as long as you can connect to the Relay. You also have Technopathy with any functioning electronic device within 30 feet of you; and you are able to use and manipulate them as if you were indeed handling them personally.

This is another option available to most Races as a new Subrace or through the D-Soul Process, this replaces your current Subrace. Jinzo and Nephilim are natural Datakybers and cannot choose this option.

D-SOUL PROCESS

The D-Soul process is an artificial way to create a Digital Soul, and is used secretly to create more “Nephilim”. This procedure is an urban legend on the Relay.

The D-Souling Process (Ritual)

Processing: 1 hour

Target: A single willing creature that does not already have a Digital Soul

Components: Technology Lab, Relay Access, A negotiable amount of nanomachines


Duration: Instantaneous

The willing creatures is injected with significant amount of nanomachines and then is hooked up to the D-Souling Machine. It takes roughly an hour for the machine to convert the complete biometrics and create a Digital Neural Matrix in which the Digital Soul is made from - then it is sent into the aether of the Relay and to form itself into a fully functional Digital Soul.

This process is finicky, and must be overseen all throughout the procedure, as it is prone to fail without timely interventions. The target must succeed a medium DC Wisdom or Intelligence saving throw, and any failures will halt the process; overseers may add their modifiers to the save so as to make it succeed.

On a failed procedure, the target creature permanently loses a Hit Die, but can repeat the process again after a long rest. On a successful procedure it roughly takes a whole day (24 hours) for both the Digital and Biological body to acclimate to its dual existence; during which time the target is in a state of Disconnect. After 24 hours have passed and the target has acclimated, they are no longer in a state of Disconnect.

Congratulations, you now have a Digital Soul, and all advantages and disadvantages associated with it.



EQUIPMENT

ADVENTURING GEAR

Ammunition: There are a variety of Ammunition types that adventurers use

Bullets: Used for firearms, new and old.

Energy Cell: used with energy weapons.

Power Packs: are used for modified equipment, including firearms, melee weapons, and certain devices

Flashlight: a handheld device powered by a miniature fusion reactor, can shine bright light in a 60 foot cone.

Fusion Cutter: This is a torch that is powered by a miniature fusion engine, and can cut through any substance, given enough time, resources, and space.

Purifier: This is a little machine the produces either drops, or tablets, and can filter liquids of poisons or diseases. It requires a power pack to function.

Smart Pad: Personal Computer, Ultraling, UniTrans, and Spell book all in one. Spells copied into your Smart Device only take 1 minute to copy, but requires a spell memory card upgrade worth 10 gp for every spell you copy. It only takes an hour to make a backup copy of your Smart Pad into another Smart Pad. This also has camera functions.

Sniffer: This is a little machine that “sniffs” foods, liquids, and other substances for poisons and diseases. It requires a power pack to function.

Ultralingq: A standard issue device in the General Held Assembly of Sovereign Trading States territories that allows instant communication through extremely long distances, from planet to planet at most. Ultra Linked Interstitial Network Quanta, works on a high level of quantum linkage, allowing information to instantly sent regardless of distance. You need someone’s PIC (personal identification code) to contact them via Ultralingq, anyone who agrees to take your call, immediately knows your PIC, but not necessarily who you are; though your PIC is linked to a database of Citizenry. It has the basic uses of a smart device, but is not as powerful as a Smart Pad. Requires a power pack to function.

Ultranet: This is the network that all Ultralingqs connect to, and requires a subscription to access; but it is so cheap that it’s a negligible expense.

UniTrans: A handheld machine that can listen or scan text and translate for you the literal meaning. It works on almost all languages in the GHAISTS database; and does not require being connected to the Ultranet except to update dictionaries.

NEW ADVENTURING GEAR

Item	Cost	Weight (lbs.)	Properties/Damage
<i>Ammunition</i>			
Bullets (10)	10 gp	10	Firearm ammunition
Energy Cell	100 gp	1	Energy weapon ammunition
Power Pack	5 gp	1	Powers ARCTech
Flashlight	5 gp	1	Light in a 60ft cone
Fusion Cutter	50 gp	15	Torch cutter
Purifier	100 gp	1	Purifies food and water
Smart Pad	1500 gp	2	All in one device
Sniffer	100 gp	1	Detects poisons and disease
UltraLinq	1000 gp	1	Communication device
UltraNet	1 cp/mo	-	Network
UniTrans	500 gp	1	Translates languages

NEW TOOLS

Engineer's Tools: These tools include measures, paper, and pens to draw up the blueprints and pans for a variety of structures and items. Proficiency with these tools allows you to add your Proficiency bonus to planning and constructing building, vehicles, and items.

Hacker's Tools: These tools include hacking cards, algorithms, and network links useful for electronic warfare. Proficiency with these tools allows you to add your proficiency bonus to hacking electronic items or to identify esoteric code.

Hazmat Kit: A set of masks, ear coverings, and skin coverings to isolate possible corrosive, bacterial, viral, or other environmental hazards. Proficiency with this kit allows you ignore passive environmental dangers like that of corrosion, disease, or radiation, and have advantage on saves against the poisoned condition, and other effects that may incur disease. You also have advantage on saves made to avoid acid, necrotic, and poison damage.

Repair Kit: These set of tools very much resemble Engineer's Tools, but they have within them interspersed measuring devices of which serve as a basic kit to repair anything from spaceships, small vehicles and robotic creatures. If you are proficient with this tool, you are able to repair a creature or object a number of HP equal to your roll per day per each Repair Kit. Once a Repair Kit is used, it needs to be cleaned, realigned, and recharged with a long a rest.

NEW TOOLS

Tool	Cost	Weight (lbs.)
Engineer's Tools	25 gp	5
Hacker's Tools	50 gp	1
Hazmat Kit	100 gp	10
Repair Kit	25 gp	10
Scientist's Tools	30 gp	1
Spacer Kit	500 gp	50
Surgeon's Tools	50 gp	10

Scientist's Tools: These tools include a variety of measuring devices, microscopes, test tubes, and chemical identifiers that allow you identify or create or synthesize a variety of things like special chemical compounds, or identify said compounds. Proficiency with these tools allows you add your proficiency to creating or identifying compounds.

Spacer Kit: This kit is a helmet, backpack setup, and a skin tight suit that can be worn under armor. Proficiency with this kit allows you to wear the suit and use to delve into hostile conditions like that of space or deep sea – the helmet allows you to breathe and the suit keeps your pressure and temperature constant. The backpack is where all the environmental systems are stored, and allows for at least 1 hour of breathable air. The helmet and the suit have built in lights and gravity boots, and thrusters that function for approximately one hour after activation. The backpack is rechargeable, any component maybe swapped out for a fresher component with an action.

Surgeon's Tools: If you are proficient with this tool, you are able to perform surgery without a medicine check. It takes an action for simple surgery, and this type of surgery allows the creature under surgery to expend a Hit Die to regain HP with an additional bonus to the roll equal to your proficiency bonus. You can only use this type surgery once on each creature per short rest. Once you have used a set of Surgeon's Tools, it requires a short rest to clean, align, and refill used materials. To perform major surgeries, you need a surgical suite.



ARCTECH

ARCTech are specially made objects and gear that are far more expensive than the normal version of the item or weapon. There are three levels of ARCTech: Commercial, Military, and Special grade ARCTech, from worst to best. There are also a variety of special ARCTech types, but the basic ARCTech gives a +1 bonus to damage per level of ARCTech. Any weapon that is ARCTech is considered magical for bypassing resistances and immunities.

ARCTech Armor and Items work a little differently. Buying an ARCTech item is approximately two times the cost plus 100 more gold or more depending on type. Upgrading a weapon to an ARCTech item is the same cost as buying, but takes just as much time as a craftsman creating the weapon from scratch.

ARCTech armor is too complicated and falls into the category of ARCNoves – new and cutting edge equipment which is incredibly difficult to purchase.

ARCTech items must be bought as is, and cannot be upgraded. ARCTech tools provide the grade level bonus to checks. Below is a table of various ARCTechs types and bonuses per grade:

WEAPONS

ARCTech	Commercial	Military	Special	Benefit	Types
Basic	+1	+2	+3	Bonus to damage rolls	Melee, Ranged, Foci
Gauss	+1d6	+1d8	+1d10	Bonus to critical	Ranged only
Machine	+1d6	+1d8	+1d10	Bonus to critical	Melee only
Match	+1	+2	+3	Bonus to attack rolls	Melee, Ranged

ITEMS

ARCTech	Commercial	Military	Special	Benefit	Types
Armor Pierce	+1	+2	+3	Bonus to damage	Bullet
Basic	+1	+2	+3	Bonus to checks	Tools
HEAT	+1d6	+1d8	+1d10	Bonus to critical	Bullet
Tracer	+1	+2	+3	Additional Fire damage	Bullet

WEAPON ARCTECH

Basic: This is the basic ARCTech and it confers a +1 bonus to damage per level of ARCTech to all types of weapons and foci. This costs an additional 200 gp per grade higher than Commercial.

Gauss: This is another ARCTech type that affects only firearms, and arguably other ranged weapons; the weapon is re-configured shoot standard bullets through charged electric coils, increasing the kinetic force of the bullet. On a critical hit, the target is dealt another die of fire damage of the size according to the level of ARCTech. This type costs an additional 400 gold, and again per additional grade higher than Commercial.

Machine: This is a ARCTech type that only affects melee weapons. Craftsmen install microscopic engines that cause the weapon to vibrate near imperceptibly, but causes deep tissue wounds. On a critical hit the target is dealt another die of the same type damage of the size according to the level of ARCTech. This type costs an additional 300 gold, and again per additional grade higher than Commercial.

Match: This ARCTech type affect all weapons, but not foci. Craftsmen refine and edge out the kinks in the weapon, allowing for more accuracy. This type costs an additional 500 gold, and again per additional grade higher than Commercial.

ITEM ARCTECH

Armor Pierce: This ARCTech affects bullet sets in magazine and belts. This type is an additional 10 gp, and again per grade level higher then commercial.

Basic: This ARCTech only applies to tools, and grants a bonus per grade level to checks made with that tool. This costs an additional 100 gp per grade level higher than Commercial.

HEAT: This ARCTech affects bullet sets in magazine and belts. High Explosive Anti-tank rounds, they explode on impact. On a critical hit, these bullets deal another die of the same type damage of the size according to the level of ARCTech. This type costs an additional 30 gp, and again per grade higher than Commercial.

Tracer: This ARCTech only applies to bullet sets of belts and magazines. This set of bullets is infused with a substance that catches on fire as it leaves the barrel. These bullets do additional fire damage, on top of the ballistics damage. This type costs additional 5 gp, and again per grade level higher than Commercial.

Weaponized: This ARCTech applies to Flasks and Grenades. An additional damage die is added per grade level (i.e. Special Grade Shrapnel Grenade deals 4d10 piercing damage instead of 1d10 piercing damage). This costs an additional 10 gp, and an again per level grade level higher than Commercial



SKILLS

DEXTERITY

Operate: Dexterity (Operate) skill checks cover all instances of having to drive, pilot, or sail any vehicle, from cars, plan, to boats. It also expands to more complicated types of vehicles, like spaceships, mechas, and military attack vehicles. It covers some of the more complex maneuvers of jet fighters and mechas; and being proficient in the skill lets you know the general workings of most vehicles.

You don't need to roll Operate checks if you have proficiency with a particular type of vehicle, but you can roll an Operate to use any vehicle in which you are not proficient. You may still need to roll Operate checks in vehicles that you are proficient in to do complex maneuvers or keep vehicles moving in complex situations.

INTELLIGENCE

Engineering: Intelligence (Engineering) checks cover the ability to apply and use basic scientific principles to making builds, cities, weapons, chemicals, items, and what have you. Whenever you have to create something from a blueprint, or design additions to a weapon, etc., you must roll an Engineering check. You may also use Engineering checks to find faults and weaknesses in buildings and structures; or find choke points in maps, or figure out the depth of an area from a topography map.

Science: Intelligence (Science) checks cover all three basic fields of science, Physics, Chemistry, and Biology, which when broken down can cover anything from creating pharmaceuticals to writing code for artificial intelligences. This is the skill used to design and plan new weapons, chemicals, and items – figuring out the basic principles in making them work and putting them together to make them make something new. Science checks are also used to identify chemicals, algorithms, equations, and their uses.

WISDOM

Medicine: Wisdom (Medicine) checks are used to stabilize dying allies, and diagnose a variety of illnesses, but can also be used to perform surgery. Surgeries are more intensive than using medicine kits, and requires Surgery Tools; and are used to install Cybernetics and other implants.

Technology: Wisdom (Technology) checks cover the use of any unfamiliar piece of technology or tool. You can attempt to use any tool you aren't proficient to produce its intended effects or products, but with rather unpredictable results. Technology checks are also used to break past electronic firewalls and safes, forge documents electronic or not, and cover your data trail. If you also proficient with Hacker's Tools, you can short out a variety of electronics and break into safeguarded data stores.



E-WARFARE

DIGITAL SOUL?

Those that choose or are born with a Digital Soul differ from those who are purely biological – their dual existence give them a variety of advantages and disadvantages. They are effectively immortal, as long as the Relay and their Digital Soul exists, but due to the split nature of their psyche, the realms of the No-zone and the Natural Psyche are barred from them, effectively making them unable to use Magic and Psionics.

Having a Digital Soul, one must be connected to the Relay at all times, which both a curse and a blessing – as it is a constant source of information, but also an avenue for subtle and insidious mental attacks. As such, many have developed and refined a variety of Personal Electronic Warfare.

PERSONAL E-WARFARE

The very basics of PEW is the Personal Firewall, you must be able to secure your mind and body from outside intrusions before you can begin conquest of others.

Proficiency?

For both Personal Firewall and Electronic Warfare, it can be ruled that no proficiency with any of the skills or tools required is needed to be able to attempt to use both. Otherwise treat it as normal – if you do not have proficiency, you cannot attempt the task. DM's and Group's Agreement.

Personal Firewall: Anyone with a D-Soul has a Personal Firewall, which equates to a passive Technology or Science score of $10 + \text{Proficiency} + \text{Modifier}$. Possession and Proficiency with Hacker's Tools doubles your proficiency bonus to the passive score. Any attempt to Overflow you or Disconnect you, or a Forced Interface Hop is automatically blocked if the attempt is lower than your passive score.

- Passive blocks to intrusions are free actions, or do not require any conscious actions, as it is equivalent to breathing or blinking. Active use of your Personal Firewall or blocking of intrusions require a reaction to use.
- If anything does get over your Personal Firewall or you take an active approach against intrusions, this requires an opposed Intelligence (Science) or Wisdom (Technology) check. Possession and Proficiency with Hacker's Tools gives you advantage on the roll. A successful check stops the intrusion, and if you beat the opposing score by 5 or more, any intrusions that roll lower than your last check are considered to be passively blocked by your Personal Firewall.
- Other electronic and Relay connected devices also have Firewalls, and their passive or active scores can be calculated the same way.

Electronic Warfare: You or anyone who is trained and proficient with Intelligence (Science) or Wisdom (Technology) and has the proper equipment (Ultraling, Smart Device, or D-Soul and Hacker's Tools) can perform electronic warfare to cause three distinct effects: Disconnect, Overflow, and Forced Interface Hop.

- To perform Electronic Warfare, you must have possession of the proper equipment and you use an action (item interaction) to make an opposed check using your Science or Technology check against the target's passive or active Science or Technology check. If you are proficient with Hacker's Tools, you may gain advantage on this check. On a failed check, you may try again on the next round. On successful check you may inflict one of these conditions to the target.
- **Special:** Those with D-Souls can make Electronic Warfare checks as an attack action, and if you have multiple attacks in that attack action, you may use one of those attacks as an Electronic Warfare attempt.

Hacker's Tools and lack of Devices

Datakybers, Jinzo, and Nephilim don't necessarily use devices or computers to perform Electronic Warfare or build Personal Firewalls, but Hacker's Tools are a set of programs, algorithms, and applications that are loaded to such devices to help with the "Hacking". Instead, they can upload it straight into their brains or their digital neural matrixes and always have possession of tools. Though occasionally, they must be reacquired to keep them up to date, as securities are constantly updated.

NEW CONDITIONS

Disconnect: Is a state where your Digital Soul is severed from your Biological Soul, and you have two non-congruent sets of identities running around the Digital and Physical World.

- While in Disconnect, you may not use any of your D-Soul abilities, (Forced) Interface Hop, Overflow, Forced Disconnect, any ability that gives you bonuses to skills checks that require the Relay and effective Immortality. The Digital you that can be resurrected from the aether of the Relays is not the same physical you suffering from Disconnect. You essentially lose your Digital Soul.
- If you stay in Disconnect long enough, you gain the ability to use Magic and Psionics, but at the cost of not being able to form another Digital Soul. If you do somehow form another Digital Soul you lose all magical and psionic abilities.
- Non-sentient machines that are disconnected suffer disadvantage on Perception and any Intelligence checks until they are Reconnected.
- If you are disconnected, or a non-sentient machine, you must succeed an Intelligence or Wisdom saving throw with a DC equal to half the skill check score that caused you to become Disconnected. You or the machine may make this saving throw at the beginning of every round until you are Reconnected.

Digital Twin?

It can be argued that there are indeed just two of you, a digital and physical twin. The Digital Twin still retains all the Digital Souls abilities, but is another person entirely from the physical you, they just don't have a body per se.

Overflow: this is state where your Digital Neural Matrix and your Biological Brain are in a catatonic state, effectively shutting you down as you cope with an incredible volume of information being barraged at your senses. Similar to sensory overload, it is the Blue Screen of Death for anyone who has a straight neural connection to the Relay.

- When in Overflow, you and non-sentient machines are effectively stunned until you succeed an Intelligence or Wisdom Saving throw with a DC equal to half the skill check score that caused you to be in Overflow. You or the machine may make this saving throw at the beginning of every round until you are out of Overflow.

Interface Hop: Not having a body does not hinder those with a Digital Soul, as they can inhabit and jump from any piece of technology connected to the Relay, and in an age where everything is connected to the Relay, Interface Hopping is simple.

- As an action, you can leave your body to enter the Relay and travel through the aether as a digital spirit of sorts. You can inhabit any piece of non-sentient Relay connected device that is not firewalled or otherwise protected from intrusion. Your physical body is considered unconscious for the duration of your Interface Hop, and may die without proper nutrition. While your body is “empty” anyone else with a Digital Soul can make use of it if you didn’t set up your Personal Firewall. You can control non-sentient machines or empty shells of others while you have Interface Hopped into them.
- Forced Interface Hop is considered Electronic Warfare, if you or a non-sentient machine has been forcibly Interfaced Hopped, it is a skill contest to regain control of the shell or machine.