

## CHAPTER 2: Character Creation

Creating characters for the Train of Consequences setting is not very different from regular Thrash characters. However, some changes take in order to fit the setting's conventions.

Character creation involves the following steps:

1. Select a Race.
2. Distribute Stat Points.
3. Sort the character's Secondary Stats and receive allotted Skill Points and Creation Points.
4. Select a Career.
5. Acquisition of skills, Advantages & Disadvantages.
6. Selection of Special Training and Combat Style (if any)
7. Acquisition of equipment.

### **Race**

The Algo star system offers the possibility of selecting among five playable races, each with its own advantages and disadvantages. Some races also offer optional traits that can be purchased using Creation Points.

### **Stat Points**

For the purpose of character creation, Train of Consequences is considered a low-powered setting, this given the lack of supernatural elements and otherwise "mystic martial arts". Characters receive 48 points to distribute among their primary stats. Primary stat scores can't be lower than 1 or higher than 10. For comparative attribute tables see Thrash Revised.

### **Secondary Stats**

Secondary Stats are obtained in a different way in Train of Consequences than in other Thrash settings, as follows. Note that, for purposes of this setting, Character Points are split into Skill Points and Creation Points.

- Base Action Points: Unchanged.
- Chi: A character's base Chi is equal to his Will+5.
- Health: Unchanged
- Dizzying Threshold: Unchanged.
- Rage Threshold: Unchanged.
- Skill Points: A character receives an amount of Skill Points equal to his Intelligence times two +15.
- Creation Points: Characters receive 25 Creation Points to purchase Advantages, Special Training Disciplines, as well as Combat Training and maneuvers.

### **Career**

Careers are options of roles to take in Algoian society. They require the character to spend an allotment of Skill and Creation points, but in turn they also grant benefits that are not acquirable otherwise. It's not mandatory that characters choose a career, but in not doing so they miss a lot of benefits.

## Skills, Advantages and Disadvantages

All skills from the Thrash system are available. Some changes, however, must be denoted about their role in a sci-fi setting, and more particularly, in a setting such as Algo.

**NOTE ON WEAPON SKILLS:** In Train of Consequences, to reflect the importance and reliance of the populace of weapons rather than hand-to-hand combat, characters can buy ranks in weapon skills regardless of levels in Combat Training styles and use the level of the weapon skill for accuracy normally. Also, every four levels in a weapon skill add +1 to the character's base Action Points. If multiple weapon skills are possessed, only the one with the highest score is considered for the AP increase.

### Animal Training

The character can try to domesticate monsters in the same way he would domesticate an animal, but attempting to do so takes twice the time and the difficulty varies from 18 to 30 at GM's discretion (especially true for monsters the character could use in combat).

### Blades

With the introduction of energy melee weapons to the scene, the ways of the sword made a sound comeback in Algoian society. Combining a high efficiency with a notorious disappearance of the "lost bullet and innocent casualties" factor, energy weapons have reached a high degree of acceptance to the point of citizens being able to easily register the possession of an Excalibur energy blade for house protection.

### Blunt Weapons

The skill also enables the character to use Gravmaces, Pulse Batons and Tasers.

### Computer

Having reached long ago the stage where computers no longer looks like computers at all and perfection of voice-recognition having freed the average citizen from knowing anything about computers or operating systems, computer science knowledge is now exclusive to those that work doing computer research, programming, and maintenance, so players better have a good reason if they want their characters to have ranks in the computer skill. For further details refer to Chapter One.

### Drive/Pilot

Knowing how to pilot artillery or otherwise combat vehicles (such as a tank or jet fighter) also enables the pilot to make use of the vehicle's arsenal using the level of the Pilot skill for accuracy.

### Escape

The difficulty for squeezing out of Magnetic Handcuffs is 25.

### Firearms

The skill also enables the character to use energy weapons.

### Heavy Ordnance (new skill)

Instructions on the effective use of heavy weaponry such as machineguns, flame throwers, and rocket launchers, as well as other heavy ordnance such as artillery stationary weapons.

### Polearms

The skill also enables the character to use Gae-Bolgs and the Soul Banish.

### Shields

The existence of Cermet, Carbonate Fiver and force-fields made shields obsolete centuries ago, there are no shields in Algo (make sure persistent players get the fact straight please).

## Thrown Weapons

The skill also enables the character to use Slicers.

## Whip

The skill also enables the character to use Shocker Whips.

## Available Advantages and Disadvantages List

Full Descriptions are available in the Thrash Revised book. Clarifications regarding the setting are added next to the advantage/disadvantage name where needed.

### Advantages

- Alertness
- Allies
- Ambidexterous
- Area Specialization
- Aura of Power
- Berzerker
- Calm
- Common Sense
- Desperation
- Double-jointed
- Eidetic Memory
- Exceptional Attribute: Train of Consequences' characters can have their stats as high as 12.
- Fame
- Fury
- Law Enforcer
- Light Feet
- Long Reach
- Manhunter
- Massive
- Mechanical Genius
- Mentor
- Monstrous
- Power of Scanty Clothes (Don't ask, seems to work for Numans and their swimsuit armors!)
- Pro-Wrestler
- Punching Bag
- Resources
- Short Fuse
- Spontaneous Moves
- Vengeance

### Disadvantages

- Age
- Amnesia
- Anachronism: This disadvantage may reflect a character that has lived in one of the outside (possibly native Motavian) settlements rather than one of the palman cities. The character can't use any weapon skills to use Energy or otherwise modern weapons other than gunpowder firearms. Can't select any modern world related skills at character creation. Acquisition of modern skills over the course of the campaign is possible, but such skills are paid for in XP as Disciplines.
- Area Difficulty
- Bad Sight
- Blackmailed

- Bleeder
- Blind
- Blind Rage
- Code of Honor
- Deaf
- Delusion
- Fanatic
- Fugitive
- Glass Jaw
- Gullibility
- Hatred
- Infamy
- Lecher
- Masochist
- Mute
- Obese
- One Hand/Arm
- Overconfidence
- Pennyless: The character is assumed to come from the city in turn's poor neighbourhood (such as Paseo's Blueful or Piata's "Numan Ghetto").
- Phobia
- Pacifism
- Paranoia
- Sadist
- Second-Class citizen: A most common disadvantage for Numans and Androids in some cities and around human-supremacy groups.
- Short
- Shy
- Skeleton in the Closet
- Ward

## Available Disciplines List

- Armor Fighting: Costs 3 points per level at character creation.
- Blind Fighting
- Body Hardening
- Combat Driving/Piloting
- Iaido
- Iron Fist
- Iron Will
- Meditation
- Weapon Art
- Weapon Improvisation

## Available Combat Styles List

While combat is usually carried on with guns and energy blades rather than bare-fisted, there are several combat styles (their Algoian equivalents, that is) that are still being practiced in Algo. Furthermore, the introduction of the *Powered Knuckle* and *Powersuit* has helped hand-to hand get on par with armed opponents, making close-combat styles valid once again.

- Aikido
- Arnis/Escrima: Usually practiced with Pulse Batons.
- Boxing
- Brawling: A character's default style unless the player has something specific in mind.
- Gunfighting
- Judo

- Karate
- Kenjutsu: Given kenjutsu's little emphasis in blocking, Kenjutsu is the default style for fighting with energy blades, which cannot be used for blocking physical objects or even other energy blades (skillful users can block shots from energy guns though). Characters attacking with energy blades do NOT add their strength damage to weapon attacks.
- Kempo
- Kung Fu
- Special Forces: Characters can use their level in the Special Forces style for using energy melee weapons and guns as well.
- Sword Fighting: Usually reserved for non-energy weapons.
- Wrestling

## Available Maneuvers List

**Modifiers:** Remember the characters' reduced Chi pools compared to ordinary Thrash characters. All modifiers are available with the exception of Air Charge and Power Strike.

**Combos:** Unchanged.

### Athletics

- Backflip
- Breakfall
- Drunken Monkey Roll
- Kippup
- Roll with Impact
- Shoulder Smash
- Somersault
- Tackle

**Block:** Unchanged

### Evasion

- Displacement
- Multiple Dodge

### Focus

- Danger Sense
- Focus Rage
- Induce Fear (Force characters only)
- Ki-Ai
- Mind Reading (Force characters only)

**Grappling:** Unchanged

**Punch:** Unchanged

**Kick:** Unchanged

**Weapons:** The Reflection Slice, Riposite, and Slice Upper maneuvers cannot be done using energy melee weapons (or against opponents using them).

### Super Attacks

- Fury Super Attack
- Mega Attack
- Rage Burn
- Super Attack Combo
- Super Normal Maneuver

## Equipment

Equipment comes detailed on chapter 5. Characters must pay close attention to the money they receive as well as their starting equipment. In a sci-fi setting characters can't walk around with only the shirt on their backs and hope to accomplish much. Weapons, armor, survival equipment, vehicles, etc. are all tools that will become necessary.



# CHAPTER 3: Races

## Androids

Androids are the perfection of robotics development, being the closest synthetic imitation to true lifeforms. Being entirely mechanical at first, the latest models become almost undistinguishable from normal people: synthetic skin that looks and feel like the real thing, filled with thousands of micronized pressure sensors to simulate the sense of touch. Artificial muscles made from electro-reactive, intelligent polymer, real hair and fingernails, eye pupils that dilate and contract, etc.

However, A.I developers didn't anticipated how perfect was their work, as androids slowly started to attain self-awareness.

After the revolt of AW 2950, sentient androids finally attained citizenship, but the government forbidden the further manufacture of sentient A.Is, all robots manufactured from that point on having a more limited A.I, and requiring to have a master.

All android player characters are assumed to come from before AW 2950, being of the remaining free-willed androids. Androids played as player characters can choose their frame to look as human-like or machine-like as their personal tastes.



Kireek, Android Combat Spec.

- **Stat Modifications:** Androids can take their Strength score higher than 10 without requiring the Exceptional Attribute advantage.
- **Androids and Damage:** Androids cannot heal damage on their own, though they can be repaired in the same way an object can. Repair job for an android costs 1000mst per each Health point of damage. Androids reduced to zero Health points have their bodies wrecked and rendered inoperable (ie they're dead Jim). Characters with the Repair or Engineering skills can salvage an android's artificial brain (DC 20), but only those with Engineering: Robotics can re-install it on a new body. With GM's approval, salvaging engineers can roll 1d4x10 to determine the percentage of additional components that can be salvaged from the old body for transplant into the new one (stat increases, robotic systems, etc).
- Immune to stun damage, ability damage, as well as any effect that requires a Stamina check (unless the effect also works on objects). Immune to mind and/or body alteration psychic and magic attacks. The android is granted a Will save against psychic and magic attacks that target machines and/or electronics.
- **Recommended Advantages:** Alertness, Eidetic Memory.
- **Recommended Disadvantages:** Paranoia, Second-Class citizen.
- **Available Robotic Systems:** Due to the android participation in the attempted coup-de-etat that took place AW 2950, no android can have a weapon system as a built-in system. Due to the events of the android revolt, the government banned android enhancements beyond those included at the moment of manufacture, additional ones requiring the characters to have contacts in the black market (see Advantages, Allies) and money expenditure (in addition to the XP required). Androids caught with additional enhancements are fined with one year of community service and the confiscation of said enhancements.



Mieu, Android Combat Spec.

- **Armored Plating (1-4):** Cermet plates distributed throughout the android's body. +3 to the android's base Soak for each point. Plating beyond level 1 forbids the android from using rigid armor as it becomes bulky. Likewise, using flexible armor with bulky plating adds a -1 penalty to all actions as most flexible armor will be stretched awkwardly. Human-looking androids have their Appearance score lowered 1 point for each two points of Armored Plating. Black Market Price: 200,000mst per point.
- **Advanced Optics (3):** Can see into the infrared and ultraviolet spectrums. Telescopic vision equal to 300xZoom lens. Passive night-vision. +4 on Perception rolls regarding sight.
- **Advanced Hearing (2):** Can listen inaudible frequencies and noises as low as a needle being dropped. Built-in modulators block possible sensory overload. +4 to Perception rolls regarding hearing.
- **Advanced Smell (1):** Can track by smell alone (Perception difficulty 25, uncontested roll) as well as detect individual substances and elements in the air, fluids, etc.
- **Radiation Detector (1):** Pinpoints radiation, from radioactive elements to cell phones in use.. Range 100m.

Black Market Price: 150,000mst per sensory system. Possessing more than one of the aforementioned sensors adds +1 to all Perception rolls.

- **Micro-Radar (4):** Range 50m. Same as the ability listed under the *Heightened Senses* superpower (see Thrash). Black Market Price: 300,000mst.
- **Finger Jack&Data Slot:** A wireless communications port built inside the android. +4 enhancement bonus on all Computer rolls. The Data Slot is an internal passive storage medium (data inside can't be accessed on its own, requiring the android to connect to a computer first). Black Market Price: 180,000mst.
- **Pheromones (6):** The android can produce artificial pheromones that work just like the real thing. +4 bonus on Deception, Savoir Fare, Investigation, and Sleight of Hand rolls. Black Market Price: 350,000mst.
- **Android example Names:** Androids are a product of palman civilization, and so, they use palman names.



## Dezorians

Dezorians are a race of reptilian humanoids native to the planet Dezor. Their physiques are slender and their faces, while having a slight human resemblance in their expression, lacks of ears and nose, having only two thin slots for nostrils. All Dezorians as a race have scarlet eyes. Being born to an inhospitable environment, dezorians are a race accustomed to hardship and effort. Dezorians value hard work and, while they still have festivities, social activities, and so, they look with disdain any individual who doesn't work as hard as themselves. This combined with their natural pride cause them troubles frequently when dealing with other races.

The latest changes in Algo's now irregular planetary orbits, along with the chaotic changes this brought unto Dezor, forced dezorians to evolve faster than they ever did as regarding to science and culture. Nowadays, dezorians have evolved into a culture slightly more advanced than palmans.



Raja, Dezorian Priest

With the passage of time, dezorian palmans lost contact with dezorians, but every now and then a dezorian can be seen on Motavia, usually doing business on government cities, an enterprise that is usually more than successful counting the dezorians' natural wit and cunning for business (which by the way has earned them in Motavia a world-wide fame as crooked men). Dezorians dress in practical, yet somehow stylish clothes, always covering their heads with elongated hats. Dezorians also favour jewellery, especially on their hats, specially adorned hats denoting a higher social status.

Dezorians revere cosmic or otherwise planetary events, like the eclipse, the tides, or the moon cycles.

When found on Motavia, dezorians are always looking for profit, and will readily embark on any enterprise or adventure if it looks profitable.

- **Stat Modifications:** Dezorians can take their Intelligence score higher than 10 without requiring the Exceptional Attribute advantage.
- **Cold Resistant:** Immune to exposure to cold temperatures as low as -110 Celsius and +40 to soak any cold-based attacks. On temperatures greater than 15°C Dezorians require daily Stamina saves difficulty 15 on a daily basis or suffer 1d4 Stamina damage. Spending at least 4 hours a day in an environment at 6°C or lower temperature can heal the constitution damage suffered from exposure however.
- **Thermal Vision:** Dezorians have a limited ability to sense heat in living things (they see all living creatures with hints of red light in their bodies). Reduce blindness penalties by half while in darkness and void them if any warm objects and creatures are present in the dark area. +4 bonus on Perception rolls for tracking living beings.
- **Natural-born Crooks:** +2 bonus on the following skills: Deception, Forgery, Perception, Savoir Fare and Streetwise.
- **Recommended Advantages:** Allies, Common Sense, Resources.
- **Recommended Disadvantages:** Infamy, Skeleton in the Closet.
- **Dezorian Example Names:** A'Jole, D'zkot, A'Jemm, C'kren , Raja

## Motavians

Motavians are animalistic humanoids native to Motavia. Their small ears on the top of their heads are very sensitive to sound, so is the sensitive nose on their snub snouts. Their fierce, yet noble eyes are wide and black in color, but their ruby-colored eyelids make them look like they had red eyes. Their stocky frames are completely covered in blue fur. Motavians are noble and sincere by nature, and they can't stand dishonorable behavior, this applies specially with dezorians, seen by motavians as "crooked scum". Not a warrior race, but great fighters when needed. Motavians dress in plain, practical clothes, disdaining jewelry and other unnecessary accesories.

Motavians are open-minded, taking with relative calm their slow displacement by palmans over two thousand years ago. However, upon the destruction of the Motherbrain and Motavia's slow return to the desertic state it once had, motavians flourished and prospered once more.



Dorin, Motavian Rogue

Motavians live in small settlings all around the surface of Motavia, far away from palman government's territory and commodities, where they can live a simpler, slower-paced life.

Motavians worship no specific deity, but revere age and wisdom and several legends make their way along the course of generations by word of mouth. A myth that has persisted, however, is the one about an infinite light of seven heads fighting the darkness in a land beyond the stars.

- **Stat Modifications:** Motavians can take their Stamina score higher than 10 without requiring the Exceptional Attribute advantage.
- **People of the Wild:** Motavians' sensitive ears and nose, as well as their survival instincts grant them a +4 bonus on all Perception and Survival rolls.
- Proficient with hand axe, short sword, sling, knife, darts, and bow.
- **Sensitive Noses:** Motavians can track by smell alone (Perception difficulty 25 uncontested roll) as well as identify poisonous or otherwise possibly harmful substances in the air, food, and water (Perception difficulty 15, can't identify individual substances).
- **Temperature Resistant:** Motavians have conditioned themselves to life in the desert, and as such they can live normally in temperatures as high as 50°C and as low as 10°C below zero.
- **Recommended Advantages:** Alertness, Berzerker, Calm.
- **Recommended Disadvantages:** Anachronism, Code of Honor, Penyles, Pacifism.
- **Available Traits:**
  - **Acute Senses (1/level):** Same as the Thrash Revised's advantage.
  - **Digging (3):** Same as the Mutant Animal abiity.
- **Motavian Example Names:** Gryz, Pana, Dorin, Qaal, Krel, MENA

## Numans

Numans have gone a long way since the first numan, Nei/Neifirst, was created at the first biosystems lab in AW 1284 by mixing palman DNA with those of miscellaneous animals. Never truly disclosed the fact whether the creation of Nei was deliberate or incidental, numerous similar “accidents” kept happening since then on the few still functional genengineering labs. What's more, occasionally, two or more of such “accidents” happened to meet, and seeing the general fear and xenophobia shown by palmans towards them, decided to stick together in community. Almost two thousand years later, numans have gained enough numbers to be considered a “race” of sorts (or a subrace, as many call them), be it by in-breeding or by interbreeding with palmans. Bio-monster genes are formidably dominant, and offsprings of palman-human couples are 70% numans.

Numans are palman-like humanoids ranging from thin to medium builds, fine facial features, and elfish, long, pointed ears. The most remarkable numan feature however is that they normally possess superhuman physical abilities, even if this is not always the case.



Nei, Numan Combat Spec.

However, it took an arduously long way for numans to finally incorporate fully into palman society. Seen as monsters, numans faced constant fear and hatred the first thousand years. As time passed, numans passed from monsters to a subrace in the eyes of the populace, but no better than animals though. It wasn't until AW 2550 that pro-human rights organizations finally convinced the government to include numans in the civilian rights bill (formerly the palman rights bill).

Nowadays numans co-exist with palmans peacefully (or as peacefully as different ethnic groups here on earth at least) and are found as easily in government cities as they are found all along Motavia. Due to their bio-monster genes, numans are impulsive, restless, and curious by nature, which generally relegates them from jobs and otherwise occupations that require patience, or otherwise long periods of concentration. Numans prefer to dress lightly or otherwise clothes that don't impede freedom of movement. However, they are also attracted to jewellery and otherwise “shiny” accessories, which sometimes ends up in an odd fashion sense.

- **Stat Modifications:** Numans can raise any one attribute higher than 10 without the need of purchasing the Exceptional Attribute advantage. Said attribute is chosen at the moment of character creation and, once selected, cannot be changed.
- **Recommended Advantages:** Alertness, Ambidexterous, Berzerker, Double-Jointed, Light Feet, Power of Scanty Clothes, Spontaneous Moves.
- **Recommended Disadvantages:** Blind Rage, Overconfidence, Second-Class Citizen.
- **Available Numan Traits:** Can only be selected at character creation.
  - **Acute Senses (1/level):** Same as the Thrash Revised's advantage.
  - **Adrenal Control (6):** By a conscious control of his suprarenal glands, the numan gets momentary bursts of exceptional physical prowess. Works like the *Body Chi* power of the *Positive Chi* Discipline (see Thrash Revised).
  - **Bite (1):** Same as the Mutant Animal trait.

- **Chameleon Flesh (3):** The ability of altering consciously the skin's color and texture, seeming to virtually disappear. The human receives a +2 enhancement bonus to Stealth rolls when dressed normally. This bonus increases to +4 if scantily clad, and +8 if naked.
  - **Climbing (2):** Same as the Mutant Animal ability.
  - **Claws (2/3):** Same as the Mutant Animal ability.
  - **Feral Appearance (4):** The human retains an animal side of sorts, and subconsciously calls on his bio-monster genes when angry. Bristled hair, cat-like eyes, suddenly-pointed teeth, slightly sharper fingernails, and other animal features. Same as the *Induce Fear* maneuver.
  - **Hold Breath (1):** Same as the Mutant Animal ability.
  - **Infrared Vision (3):** The human substitutes his normal vision for infrared, the ability to see things because of the heat they irradiate. Can see in total darkness, but his vision is permanently altered: color, features, and other things have no meaning for him. Plus, his vision can fool him regarding objects and persons with the same bodily temperature as the environment.
  - **Natural Psychic (3):** The human chooses one psychic Technique, which can now be purchased and upgraded in levels as if the human possessed the Psychic advantage. Said Technique can be taken to a level as high as the human's Focus score. This trait does not allow the acquisition of more psychic Techniques, nor can the Psychic advantage be acquired later.
  - **Night-vision (1):** Same as the Mutant Animal ability.
  - **Pheromone Exudation (6):** The human can exude powerful pheromones at will, granting him a +4 bonus on Deception, Investigation, Savoir Fare, and Sleight of Hand rolls.
  - **Psi-Sensitivity (1):** On a successful Perception roll, the human can sense the presence of psychic power in an individual.
  - **Psi-Resistance (1/level):** Unusual brain chemistry makes the use of psionic Techniques harder to work on the human. +1 to save against psychic attacks per level.
  - **Radiation Tolerance (3):** +8 bonus to Stamina saves against radiation.
  - **Redundant Vital Organs (6):** Provides the vital life systems (cardiovascular, respiratory, nervous, and digestive) with backup organs if the primary systems get damaged. The human can resist damage up to his Stamina score times three in red numbers before dying.
  - **Regeneration (4):** Same as the Focus maneuver (see thrash Revised).
  - **Reinforced Physical Structure (3):** Layers of tough tissue beneath the skin and a hardened skeleton grant the human a bonus of +6 to his base soak.
  - **Running (2):** Same as the Mutant Animal ability.
  - **Superior Endurance (2):** The human takes can resist extended periods of physical activities twice as well as humans and can resist up to his Dizzying Threshold times two in turns before starting to suffer exhaustion penalties.
  - **Swimming (2):** Same as the Mutant Animal ability.
  - **Toxin Tolerance (1):** +4 on Stamina saves against all drugs (better and worse).
  - **Uncanny Grace (1-5):** +1 accuracy bonus on all Acrobatic and Evasion maneuvers per level of the trait.
- **Human Disadvantages:** Can sprout at any time.
    - **Sensorial Oversensitivity (-2):** Either the Human's sight or hearing (choose one) is extremely sensitive and can hardly operate even under normal conditions. Unless the Human can shade/muffle somehow such sensorial input, he suffers penalties on all rolls ranging from - 1 to - 5. **Requires:** Acute Senses.
    - **Temporary Weakness (-3):** The human suffers 1 point of Stamina damage every time he uses a human trait (assuming it's not always present, like Acute Senses or Uncanny Grace). Lost Stamina points return at a rate of one per hour. **Requires:** Two or more traits that are used by activation.
    - **Inefficient Metabolism (-2):** The human gets exhausted twice as fast as normal characters, suffering two points of Stamina damage every hour of physical exertion and holding only up to half his Dizzying Threshold in turns before receiving exhaustion penalties.

- **Slow Reflexes (-3):** -2 penalty on Initiative rolls as well as on the accuracy of Acrobatic and Evasion maneuvers.
- **Wild Immune System (-3):** The numan's immune system is able to attack organisms outside the Numan's body. Once per day (GM's decides the hour randomly), the Numan becomes contagious for a 1d4 hours period. Everyone in contact with the numan during that period must succeed a Stamina save difficulty the numan's Stamina times 2 to avoid contract a random disease. If someone gives part of the numan's situation to the government's health department he's most likely going to be put in confinement until his situation can be controlled (forever?).
- **Wild Mutation (-5):** Numan traits over which the Numan should have control, just don't. During any stressful situation, combat, or simply at the most ImPeRtIlNeNt moments, some (or all) traits/s just decide to kick-in. This drawback applies to the following: Adrenal Control, Bite, Claws, Chameleon Flesh, Feral Appearance, Pheromone Exudation, and Natural Psychic). The numan can supress the mutation before it shows completely with a Will save difficulty 18.
- **Gene Fluke:** Being created originally more than a thousand years ago by geneneering from monster DNA, numans inherit some animal features. Modern-day Numans reach physical maturity at the aproximate age of 10 years, and from that point on they age at a slower rate than humans. However, the process for creating a Numan isn't perfect; gene flukes are always present, and such flukes may shorten the life span of the Numan for any number of reasons, or for no reason at all (a quirk that sadly not even one thousand years of breeding could correct). Numans with this drawback have a chance of suddenly dying from a cardiac/ pulmonar/ whatever deficiency per each story(a not-too-long one please) equal to 20% minus the numan's Stamina (ex: a numan with this drawback and a Stamina of 8 would have a gene fluke chance of 12% per story); such roll is secretly made by the GM at the beginning of the story, and should the result be positive, the GM can kill the Numan at any given point over the course of the story (generally near the end) for any reason or for no reason at all (just avoid hurt feelings and explain the player why his Numan just fell dead on the ground suddenly).
- **Numan Example Names:** Numans are a product of palman civilization, and so, they use palman names.

## Palmans

Palmans are a humanoid race, sharing with humans the same appearance, ambition, physical, and mental traits. More than three thousand years ago, starting in Space Year (SY) 340 (Algo's original calendar), Breakthroughs in space travel allowed palmans to start expanding themselves from their home planet, Palma, to the rest of the Algo system. However, it wasn't until the arrival of the misterious A.I entity palms would come to know as the Motherbrain that palman colonization of Algo would come to a real success (SY 347| AW 845), specially on the planet Motavia, which turned into the palmans' "home away from home" once the Motherbrain turned the desert planet into a green, temperate world.

However, a disaster in AW 1286 which brought the destruction of the planet Palma and the Motherbrain caused the first collapse of Algoian civilization. To date (AW 3010), palmans have faced numerous conflicts and their civilization has had to start over again several times (don't ask me, it was like that when I came here, I'm just a fan writer).



Chaz, Palman Combat Spec.



Unfortunately, palmans' conflicts for survival have costed them dearly, as now they have to face the consequences of millenia of conflicts in the form of a decaying planet now beyond salvation, and with nowhere else to go.

Motherbrain abolished religion during its time as Algo's administration. Strangely enough, even 2000 years after the end of Motherbrain's era, no theological system of beliefs has been able to gain any lasting foothold on palmans.

- **Stat Modifications:** None
- **Mundane:** Palmans receive 10 additional creation points at character creation (see Thrash Revised's Disadvantages).
- **Palman Example Names:** Timm, Lyle, Rolf, Chaz, Josh (rarely exceed four letters)



