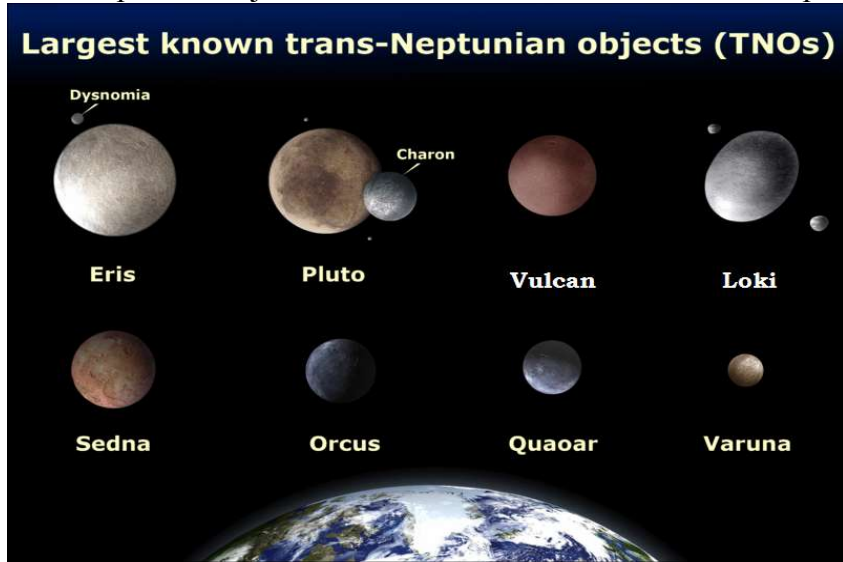


## ÆTHERNAUTS D20 TRANS-NEPTUNIAN OBJECTS

They are numerous worlds out beyond Neptune. First of all there are several Plutinos. Plutino planetoids are deathly cold spheres that harbor unique life forms adapted to eternal night and constant temperatures well below freezing. In astronomy, a Plutino is a trans-Neptunian object in 2:3 mean motion resonance with Neptune. For every 2 orbits



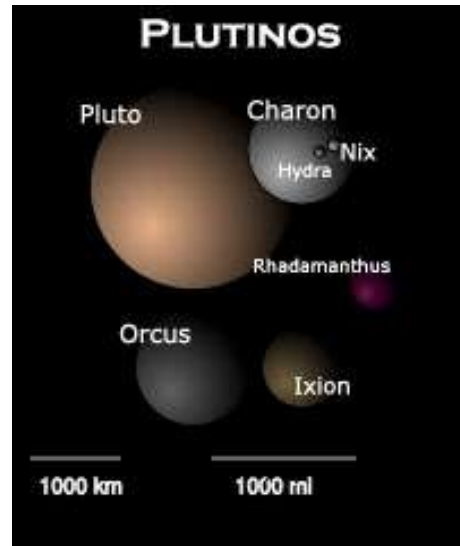
that a Plutino makes, Neptune orbits 3 times. Plutinos are named after Pluto, which follows an orbit trapped in the same resonance, with the Italian diminutive suffix -ino. Plutinos are the largest masses within the Kuiper Belt which fills a region of space just beyond Neptune. It is similar to the asteroid belt, although it is far

larger; 20 times as wide and 20–200 times as massive. Like the asteroid belt, it consists mainly of small bodies (remnants from the Solar System's formation) and all known “Plutinos”. But while the asteroid belt is composed primarily of rock and metal, the Kuiper belt objects are composed largely of frozen volatiles (dubbed “ices”), such as methane, ammonia and water. Beyond the Kuiper Belt is the Scattered Disc. The Scattered Disc is a distant region of our Solar System, thinly populated by icy minor planets known as scattered disc objects (SDOs), a subset of the broader family of trans-Neptunian objects (TNOs). The innermost portion of the scattered disc overlaps with the Kuiper belt, but its outer limits extend much farther away from the Sun and farther above and below the ecliptic than the belt proper hence the “scattered” name. The largest planetoids of the Scattered Disc are Vulcan, Loki, and Eris. Beyond the Scattered Disc lies the Oort Cloud. The Oort cloud is a field of icy blocks and is the source of comets when Neptune pulls comets into the gravity well of the sun. Two artificial types of Trans Neptunian Objects exists as well called “Centaur” and “Trojans”.



## Plutinos

Plutinos are frozen worlds hostile to organic life. The freezing temperatures and perpetual darkness prevents conventional life forms from flourishing. Without bright sunlight plants and the animals that feed on plants can not exist. Instead, life on Plutinos is based on fungi and bacterium. Dead and decaying aether moss, asteroid wood, and other organic flotsam is pushed by the solar wind out to the farthest reaches of the Solar System. The larger objects within the Kuiper Belt pull in this decaying material which is digested by various stellar fungi and bacterium. Larger scavengers also feed on stellar flotsam and the largest species exist on the tiny planets of the Kuiper Belt. These planets are home the race of humanoids called "Styxians" who are in turn feed upon by a wide variety of undead which occupy the upper tier of society as well as top of the food chain. There are five Plutinos of significance in the Kuiper Belt and are home to the Styxian race. These planetesimals are called the Gates of Hades because they are the first line of defense against creature invading from the Oort Cloud or escaping from their imprisonment in the Scattered Disc. In Greek Mythology Hades (Pluto) is the keeper of the Dead and the warden of the Elder Titans. Hades and his consort Persephone are the patron deities of Styxians.



## STYXIANS

SIZE: Medium  
Humanoid  
RACIAL  
ATTRIBUTES: None  
RACIAL ABILITIES:  
**Dark Vision:** 120ft,  
**Impervious to Cold,**  
**Detect Undead (Sp):**  
Cast once per day as the  
spell with a caster level  
equal to the Styxian's  
Hit Dice total.  
**+1 AB against Undead**  
RACIAL SKILLS: +1  
skill point per level  
(Same as Human)  
FAVORED D&D  
CLASS: None  
LEVEL  
ADJUSTMENT: +0

The Styxians live on all the Plutinos. Both male and females have pale blue skin and white hair. Many Styxians become undead creatures since they are the favored prey of the region. The constant attacks have led Styxians to evolve defenses against undead.



## PLUTO

Pluto is the largest of the Plutinos and is home of the VAMPIRIUM. This feudal empire is ruled by vampires. Rank is linked to the number of living serfs (Styxians) than your rule. The ratio of vampires to Styxians is more or less 1 to 10 since the vampires depend upon their serfs for labor as well as food. Vampires usually attack each other in single combat in order to preserve their serfs and acquire an opponent's stock undamaged, but can engage in conventional warfare. A single ancient atropal (epic)

rules the vampirium and aspires for dominance over the entire solar system. The introduction of rocket technology to Pluto has increased the spread of vampirism throughout the solar system.

## CHARON

Charon is Pluto's near twin and both planets circle about each other as a binary planetary system. Unlike the Vampirium of Pluto, the WIGHTONDRA of Charon are not as orderly and organized. The Wightondra Council is composed of the 12 Wight Tribes and each tribe has an equal vote in planetary affairs. Each Wight Tribe roams across Charon and pillages the homes of Styxians within their territory for food, plunder, and to reproduce. Each tribe is led by a winterwight (epic) who is the strongest and fiercest wight in its tribe. Wight tribes are extremely territorial and periodically raid the holdings of nearby tribes. The poor Styxians of Charon live within fortified cities and must see to their own defense against invading wight tribes. Charon and Pluto are bitter rivals and both have made repeated attempts at conquest of the other.



## HYDRA

Hydra is a small moon of Pluto that is famous for the ancient multi-head snake that makes its home on this tiny moon. It is said that the hydra guards a fabulous golden treasure. Some say that it guards a tree of golden apples which provide immortality to anyone that eats one. Others claim that the hydra guards a golden fleece that will cure any disease. This is a PARAGON HYDRA (epic) and far superior to lesser breeds found elsewhere. The Styxians on

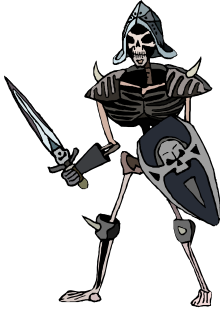
this moon can only appease the hydra by offering it living sacrifices (usually nosy intruders).

## NIX (OR NYX)

Nyx is the Goddess of the Night and her moon is filled with shadows, darkweavers (FF), and glooms (epic). The most powerful of all the creatures on this moon is the Shadow of the Void (epic). Rumors exist of a secret lore concealed on this moon that will allow humanoids to jump from shadow to



shadow across the solar system. This shadow lore can take the form of books, oral traditions, or machinery. The guardians of this treasure are eternally vigilant Umbral Blots (epic). Styxians on this moon are often trained as shadow mages and shadow dancers.



### **RHADAMANTHUS**

Rhadamanthus was an ancient greek king. He discovered an arcane technique to preserve his life indefinitely as a demilich (epic). He has made his home on this remote planet where he can study the stars and the arcane in total seclusion. Trespassers and thieves will find his home well guarded by crypt things (FF), grigols (MM3), and spell stitched undead (MM2). The ancient libraries of Rhadamanthus are a legendary treasure to scholars and mages. The only Styxians living on this planet are servants and vassals of the undead Greek king.

### **ORCUS**

Orcus is a demon lord and is also known as “Lord of the Undead”. His planet is heavily populated by larva, bone demons, undead, and various unsavory creatures. This planet is also the rumored repository of the legendary artifact “The Wand of Orcus”. Any Styxians living on Orcus are slaves and playthings to the demons.

### **IXION**

Ixion is the god of mephitis. They are the solar conceal system. The group of phanes



kin-slaying and treachery. His people are genies, janni, and known for their acts of mischief and malice across system. The wind carved canyons of Ixion treasures stolen from across the solar most powerful creatures on this planet are a (epic) that call themselves the Hoard Lords.

These malevolent moguls use vice, intimidation, and blackmail to influence the fate of nations. They will perform any evil act for the right price. Anyone indebted to Ixion will never free themselves from the Robber Barons. Many Styxians living on this planet have janni blood.

### **Scattered Disc**

The Scattered Disc is formed from the pieces of the solar system that were not used in the formation of the Sun or the inner planets. This zone of loose rock, ice, is full of unexplored planets and ancient relics. It is composed of small ice planets and debris clouds. Metal is scarce in the Scattered Disc so most solid objects are carved from frozen water or gas and must be kept at super cold temperatures to remain strong. Three small planets move through this area of space.



The Shattered Disc has become the final refuge and eternal prison for many of the legendary Greek creatures driven out of the Solar System by the Olympic Gods during the “Giganta” War. True Hecatoncheires, Greater Cyclopes, Phaetons, Elder Titans, and ancient Colossus Golems are all found in the Shattered Disc. These “epic” giants often build massive fortresses and keeps out of broken ice and survive on hatred and vengeance alone. Many are eager to regain their former glory and depose the Greek Gods. The activities of Britannia are inadvertently weakening the hold of the Greek Gods on the solar system as they convert worshipers away from Paganism. The actions of Britannia may result in another war between the Titans and the Olympians. All epic giants have no need to eat or breathe due to their divine nature.



### **ERIS**

Eris is the largest known planet in the Shattered Disc and is named after the Goddess of Strife. This planet is the throne seat of demons in the Kuiper Belt and Shattered Disc. Eris is always freezing cold but the planet is always boiling over with warfare. This war torn planetoid bears the scars of centuries of warfare and is filled with ancient relics and toxic spells. Eris also a small moon has called Dysnomia (the son of Eris).

### **LOKI**

Loki is a quirky planet named after the Norse god of mischief. This planet is shaped like an egg and legend has it that a massive dragon is incubating within it. The story goes that if this egg ever hatches it will signal the end of the solar system. Loki is home to many types of shape shifters such as a Protean and Genius Loci. Worshipers of Loki are common through out the solar system with thieves, pirates, doppelgangers, and murderers.



### **VULCAN**

Vulcan is an unusual planet. Instead of a circular orbit, the path of Vulcan resembles a comet. It passes closer to the sun than Mercury but swings all the way out to the Kuiper Belt. This means that during the planets year (92 Earth Years) has both extreme cold and hot temperatures. This planet is heavily populated by Devils. When this planet is far from the sun this planet is frozen solid. When close the sun the planet becomes



volcanically active. Like a comet, Vulcan has a pair of tails. One tail is steam and smoke release by the planet, the other is a steady stream of devilish imps ejected by the Devil Lords to scout and harass nearby planets and asteroids. Vulcan is well known and respected for their devilish machinery and infernal steel. Vulcan is named after the Roman god of

metalworking.

## **Oort Cloud**



The Oort cloud is a spherical cloud of comets that lie roughly 50,000 AU, or nearly a light-year, from the Sun; this distance places the cloud at nearly a quarter of the distance to Proxima Centauri, the nearest star to the Sun. The *Kuiper Belt* and *Scattered Disc*, the other two known reservoirs of trans-Neptunian objects, are less than one thousandth the Oort cloud's distance. The outer extent of the Oort cloud defines the boundary of our Solar System, and is the source of all comets that periodically plunge into the solar system. The Oort cloud is comprised of two separate regions: a spherical outer Oort cloud and a disc-shaped inner Oort cloud, or Hills cloud. Objects in the Oort cloud are largely composed of ices such as water, ammonia and methane but unlike the Asteroid Belt the cloud has a breathable atmosphere. The creatures that live within the Oort Cloud live in microgravity since the rocks floating within it do not have sufficient gravity. Astronomers believe that the matter comprising the Oort cloud formed closer to the Sun, and was scattered far out into space by the gravitational effects of the giant planets early in the Solar System's evolution. This mimics the parable of the Olympic Gods, for whom the planets are named, driving the Titans into the custody of Pluto (Hades). There are three major objects within the Oort cloud. They are Sedna, Quaoar, and Varuna which are massive blocks of fractured ice. The fragments form comets which fall into the solar system. The cryogenically frozen inhabitants are released as the sun melts it. The Oort cloud resembles a massive doughnut with the planets as the doughnut hole.

## **SEDNA**

Sedna comes from a nearby solar system (Proxima Centauri) which is infested by ravenous insects. Earth's solar system is just one of the main solar systems they are attempting to invade. The Sedna Colony of extraterrestrial vermin periodically fires an comet filled with frozen insectoids into the solar system to start colonies on asteroids or

planets. In this way, these insectoids are attempting to conquer the galaxy. Like most vermin, these insectoids individually are stupid but their hive intelligence is extremely sophisticated. The insectoid invaders favor swarms but any type of monstrous insect extraterrestrial is possible. The most powerful of Sedna vermin are “epic” ruin swarms and devastation vermin. The comet safe transports a cryogenically frozen creature into the solar system and the melting radiation of the sun frees it to infest nearby asteroids and planets.

### **QUAOAR**

Quaoar is the greater fragment of the same robot expedition that landed on Titan. Instead of merely enforcing lawful behavior, this robot factory follows the original mission of cleansing the Solar System of all native life in preparation for the arrival of their master’s colony ships. Quaoar produces constructs with the single goal of destroying all structures and life forms within the solar system. These mindless constructs are periodically released by the factory planet (Quaoar) and wreck devastation until destroyed. Quaoar can create any type of construct, but the most powerful design is the Anaxims (epic) that are tasked with methodically stripping planets of natural resources regardless of indigenous life.



### **VARUNA**

Varuna comes from a different reality, and is not a planet at all but in actuality a living entity that spews forth abominations from its fertile breeding sacks. These frozen spit wads move rapidly towards the sun and as they melt aberrations peel off and begin looking for food and nests. Varuna seems to have an unlimited supply of pseudonatural

creatures and gibbering orbs filling is internal cavities. As these pseudonatural creatures spread they begin to warp the fabric of reality around them until no other species can thrive in the Solar System and its planets.

## **Centaurs**

Centaurs are wildly scattered metallic spheres with eccentric orbits that lie between Jupiter and Neptune. The name of these spheres comes from the colonies of centaurs that populate them. These centaurs are able to steer their homes by the large “Cavorite” skins covering the surface of their planetoids. The centaurs live within the spheres which function as massive colony ships.

## **Trojans**



Trojans are hollowed out asteroids placed in the Lagrangian points of the planets. Each planet has four Lagrangian points, the two largest points are on either side of the planet in synchronous orbit. The size of the points depends on the size of the planet. The Gas Giants have the largest Lagrangian Points and are the most often used. In these gravitational lagoons, space debris clusters remain a geosynchronous orbit with the planet. Small Trojans are constructed by soldiers, scavengers, smugglers, and nomads as homes, treasure vaults, hideaways, and ship hangers. Large Trojans provide valuable layovers during long journeys and illegal trading ports, but Military

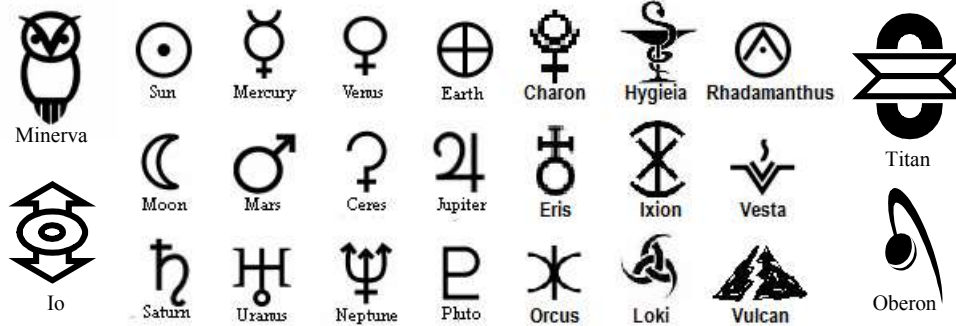
Trojans are used as beach heads for planetary invasions. The historical history of Trojans hiding enemy troops led to the name.

## **ADVENTURE HOOK**

1. **Final Frontier:** The Oort cloud is the final frontier of exploration and hides many ancient secrets. The Olympians were able to drive the Elder Titans as well and many other ancient foes into the custody of Hades (Pluto). Many of these creatures lurking within the cloud wish to regain their former power and glory.
2. **Freeze Dried Foes:** Many foreign powers would wish to take over ours. To advance this goal many have sent invasion forces cryogenically frozen within the planetoids Sedna, Quaoar, and Varuna. Each planetoid has its own variety invader. All launch comets which release invasion forces into the solar system as the comet is melted by radiation from the sun. Sedna sends insectoid invaders that spread like locusts across the fertile planets of the Solar System. Quaoar launches batches of constructs that attempt to secure natural resources to replicate themselves and spread like cancer through the asteroid belt. Varuna has no goal and spews forth aberrations and abominations without rhyme or reason. Those that survive the frigid trip through the aethersphere are likely to be extremely powerful and exceedingly vicious.
3. **Trojan Fleet:** An invasion fleet has concealed its self in some artfully constructed artificial asteroids. The heroes must locate this hidden fleet, penetrate the Trojan bases, and delay the launch of the invasion force until the home

defense fleet is properly organized. The characters may attempt sabotage, assassination, altering orders, decoying the enemy, or all of the above.

**CELESTIAL SYMBOLS**



**DISTANCES BETWEEN PLANETS TABLE**

Planet	Mean Distance From Sun (millions of miles)	Mean Distance in Astronomical Units (AU) to the Sun	Mean Diameter (miles) of the Planet
<b>Vulcan (at Perihelion)</b>	<b>23.1</b>	<b>0.25</b>	<b>1,845</b>
Mercury	36.0	0.39	3,031
Venus	67.1	0.72	7,521
Earth	92.9	1.00	7,926
Mars	141.5	1.52	4,221
Ceres	255.7	2.77	578
Jupiter	483.4	5.20	88,734
Saturn	886.7	9.54	74,566
Uranus	1,782.7	19.14	31,566
Neptune	2,794.3	30.06	30,199
Pluto	3,666.1	39.53	1,450
Eris	6,245.5	67.66	1,498

This table can be used to estimate the minimum and maximum distance between planets. The sailing distance between two planets is rarely less than the smaller mean subtracted from the larger mean. The maximum distance between planets rarely exceeds the sum of the two means.

## ZODIAC RACES (OPTIONAL)

The Zodiac Races are unique races linked to the zodiac signs. Like humans these creatures are widely scattered through out the solar system. No one knows whether these creatures are named after horoscope symbols or the signs of the zodiac were inspired by them. The zodiac races are racially different that standard races and may not be suitable for some campaigns.



Aquarians are the “Water Bearers”. They are slim, slight creatures with light yellow to pale violet skin with matching hair color. Otherwise Aquarians are identical to male or female humans and have an equivalent lifespan.

SIZE: Medium Humanoid\* (See below)

SPEED: 30ft\* (See below)

RACIAL ATTRIBUTES: -2 STR, +2 WIS

RACIAL ABILITIES:

**Water Atavist** (*Psi*): The Aquarius can fashion a water shell around their bodies that increases their size by one category, grants a deflection bonus of +2 AC, and Light Fortification (25% chance of a failed critical hit or sneak attack). The liquid water remains translucent and encapsulates all but the Aquarian’s head. The gain in size provides all of the bonuses and penalties of the new size in addition to the bonuses listed above. The Water Atavist only lasts a maximum of CON + 1 rounds (1 round minimum) then drains away. The Aquarius can not reform the atavist and suffers a -2 STR and -2 DEX penalties and moves at half speed for the rest of the encounter. The ability can only activated if a large water supply is nearby and the can only be used once initially and once more every 5 HD gained by the Aquarian per 24 hours. The character can still wear medium sized armor but is limited to “oversized” unarmed attacks with its watery fists (up die size). “Cold” effects targeting the atavist are harder to resist (+4 DC).

RACIAL SKILLS: +3 bonuses on Autohypnosis and Concentration checks

INITIAL LANGUAGES: Common and Aquan

FAVORED D&D CLASS: Monk

LEVEL ADJUSTMENT: +0



Aries is the “Ram”. This humanoid creature resembles a perfectly ordinary human but has the head of a big horn sheep. Like the big horn sheep, the Aries race is most comfortable in mountainous and remote regions with heavy snowfall. In size and age they are human like.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTES: +2 CON, -2 INT

RACIAL ABILITIES:

- **Battering Ram** (*Su*): Once per day, the Aries can add its HD total to one attempt to break down a

door, gate, or wall each day. Battering Ram requires a ‘charge attack’ to work with least a 15ft run up to the creature’s top charging speed.

- **Horns** (Ex): The male Aries has a large set of horns that allows for a 1d6 (x2) slam attack (bludgeoning damage).
- **Surefooted** (Ex): The female Aries gains a +4 bonus to resist trips and bull rushes.

RACIAL SKILLS: +3 on all Climb and Jump Checks

INITIAL LANGUAGES: Common and Terran

FAVORED D&D CLASS: Ranger

LEVEL ADJUSTMENTS: +0



The Capricorn is the “Sea Goat”. In Greek Mythology this hideous creature blended the tail of a fish with the forequarters of a goat. The Capricorn has a long racial history of aethership sailing. They enjoy an iron constitution, an unfailing sense of direction, and a flair for navigation. Humanoid Capricorn have tiny sharp horns sprouting from their foreheads, goat-like eyes, and are covered in tiny metallic fish scales. Males have tiny goatees sprouting from their chinnie-chin-chins. They are sometimes mistaken for satyrs but are an entirely different species.

SIZE: Small Humanoid

SPEED: 20ft, Swim 20ft

RACIAL ATTRIBUTE MODIFIERS: -4 STR, +2 DEX, +2 CON

RACIAL ABILITIES:

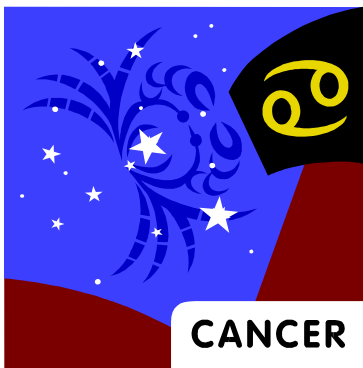
- **Iron Stomach** (Ex): The Capricorn never becomes nauseated and is immune to ingested poisons.
- **Rebreather** (Ex): The Capricorn can recycle its own oxygen in a airless environment (such as the aethersphere) for its CON score total of minutes.
- **Fish Scales** (Ex): The metallic scales of the Capricorn are usually white in color but most dye their scales in their favorite color of the rainbow. As a natural swimmer the Capricorn gains a +8 bonus to SWIM checks and can always take “10”. The Capricorn can not breath underwater but can hold its breath underwater.

RACIAL SKILLS: +3 bonuses on all Survival and Profession (sailor) skill checks.

INITIAL LANGUAGES: Common and Abysmal

FAVORED D&D CLASS: Fighter

LEVEL ADJUSTMENT: +0



Cancer is the “Crab”, but the name is a misnomer for this race. Cancers are actually bipedal horseshoe crabs related to that ancient species found on Earth. Each has six legs and a long whip like tail. Its shell is naturally grey but many decorate it with metallic inlays and enamels. A Cancer is best known for its slow, methodical diligence and relentless determination.

SIZE: Medium Monstrous Humanoid

Speed is 20 ft. They can walk underwater at a speed of 20, but do not have a base swim speed.

RACIAL ATTRIBUTE MODIFIERS: None

RACIAL ABILITIES:

- **Book Gills** (*Ex*): Cancers can breathe underwater, and can also breathe on land, provided their gills remain moist. They can continue to breathe out of water for a number of minutes equal to their Constitution score.
- **Tower Shell** (*Ex*): The shell of a Cancer provides all the armor it requires for most of its adventuring career. It bestows a +4 armor bonus to AC, can be used to provide full cover as a tower shield, and imposes a -2 armor check penalty. A Cancer automatically has proficiency with its own tower shell armor. By going prone and 'turtling', a Cancer gains an additional +4 to AC in addition to full cover. While turtling the character is considered "prone" (with all the benefits and penalties) and it can not take any other actions until it stands upright. Because of this structure on their back, Cancers cannot wear additional armor. Like masterwork armor any magic armor effect can be built into the Cancer's shell.
- **Six Leg Stance** (*Ex*): Their six legs give Cancers greater ability to resist bull rushes and trip attacks, and aid in balance. Cancers have a +4 to resist a bull rush or trip, and a +2 racial bonus to Balance. Additionally, Cancers can carry heavier loads than two legged creatures: Increase carrying load totals by 50%.

RACIAL SKILL BONUS: +2 to Spot and Search checks due to its three compound eyes.

AUTOMATIC LANGUAGES: Common and Aquan

FAVORED D&D CLASS: Wizard

SPECIAL GEAR:

#### **Cancer Gilljacket**

A heavy leather belt secures a pouch of breathable water over the gills, under the shell. Water must be replaced or somehow aerated once every 1+con mod hours, minimum of one. This allows Cancers to spend more time on the surface than would otherwise be possible. Cost: 50gp (Purchase DC: 9)

Cancer based on [Xiphosrans Post](#) by Maeglin Dubh



The Gemini are a pair of "Twins". Like the ancient Greek Myth of Castor and Pollux, Gemini are a pair of identical siblings that share one soul between them. The thoughts, sensations, and emotions of both twins are telepathically shared. What effects one twin affects both. When one twin dies, both will eventually die. Gemini closely resemble humans but their skin and hair are sharply contrasting colors such as red and green, blue and orange, yellow and purple, or mars black and titanium white.

SIZE: Medium Humanoids

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: None

RACIAL ABILITIES:

**One Soul, Two Hearts** (*Ex*): The Gemini share one soul between the pair they must remain within 100 yards of each other or make a saving throw (Fort DC: 10 +1 per minute apart) or suffer -1 CON point damage. All character hit points are placed in a pool

shared by both characters. If the pool is depleted, then both characters risk death. Any spell that affects one twin affects both twins equally. Both twins must wear identical magic items of clothing if either twin is to benefit from the wondrous magical item. Both twins pursue the same character class, have the same skills, possess the same feats, must cast spells together in perfect unity, and perform bardic music as a duet. Raising the dead requires both bodies.

RACIAL SKILL BONUSES: +3 bonus to Gather Information and Diplomacy.

INITIAL LANGUAGES: Common and Celestial

FAVORED D&D CLASS: Bard

LEVEL ADJUSTMENT: +0



Leo is the “Lion”. Leos are brave, fierce, and prideful. They are quick to anger but are easily content. Most Leos have an affinity for sports and are extremely competitive. Some Leos become great leaders while others are vicious tyrants. Leos superficially resemble lions since they have thick luxurious blonde mane of hair, broad torsos, and retractable claws. Otherwise they are identical to humans.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: +2 CHA, -2 WIS

RACIAL ABILITIES:

- **Retractable Claws (Ex):** The retractable claws of the lion are a pair of stainless steel knives that have been surgically implanted (Simple Weapon: 1d4, x3, Slashing, “Light”). Unlike “natural weapons” these steel claws can enchanted like MW weapons.
- **Pounce (Ex):** When a Leo with the Pounce ability makes a charge, it can follow with a full attack.
- **Rake (Ex):** A Leo gains one extra retractable claw attack when it grapples its foe. Normally, an individual can attack with only one of its stainless steel claws while grappling, but a Leo with the rake ability gains one additional claw attack that it can use only against the grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

RACIAL SKILL BONUSES: +3 to Bluff and Intimidate skill checks

FAVORED D&D CLASS: Barbarian

INITIAL LANGUAGES: Common and Infernal

LEVEL ADJUSTMENT: +0



Libra is the “Balancing Scales”. All Libras are lawful in nature though vary in morality. Good Libras wish to spread harmony. An evil Libra wants ascendancy and control. Neutral Libras seek out truth and cosmic enlightenment. Libras are very similar to humans but all are completely blind and can not read printed words or detect color. Most wear a blindfold over their eyes as a mark of their heritage.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -2 DEX, +2 WIS

RACIAL ABILITIES:

- **Blind Sight (60ft) (Su):** The Libra can see through sound rather than light. If the Libra is in a noisy area she must make a CONCENTRATION check to overcome distractions. She is never fooled by purely visual illusions or cosmetic disguises.
- **Perfect Shot (Sp):** The Libra can use the “True Strike” spell once per day.
- **Palm Reader (Ex):** The Libra adds one half her HD total (round down) to any Profession (Palm Reader) checks she makes. 5 ranks in Bluff grant a +2 bonus.

RACIAL SKILL BONUSES: +3 on Balance and Appraise checks

INITIAL LANGUAGES: Common (English) and Auran

FAVORED D&D CLASS: Paladin (or a Paladin variant: See UA)

LEVEL ADJUSTMENT: +0



Pisces is the “Tied Fishes” which is an emblem of the ability of this race to control and ride ichthyomorphs. Like Jonah and the Whale, Veteran Pisces often live within the bowels of enormous aether fish which supplies them with air during long journeys. Juveniles start with smaller companions which grow with them. Pisces are mystically tethered to their mount to prevent separation. This intangible line is a spiritual bound that can be severed by force or by death. Pisces closely resemble halflings but have abrasive shark like skin with various stripped and speckled patterns and pointed teeth.

SIZE: Small Humanoid

LAND: 20ft

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +2 WIS

RACIAL ABILITIES:

- **Communicate with Animals (Fish only) (Sp):** A spell-like ability, used at will.
- **Immune to Acid (Ex):** The creature is immune to corrosive acids.
- **Bound Companion (Su):** Similar to an animal companion, a Pisces with bound with an ichthyomorph with 1 HD or less. As the Pisces grows in experience her companion will also flourish and gain hit dice as the Pisces gains HD. The Pisces can cast spells on her Bound Companion even if it is out of spell range due to the tether and view what the fish sees. The tether is a ghostly embryonic cord. This “intangible” cord can only be attacked by “ghost touch” weapons by those that can see the invisible. It has an AC of 18 and Hardness equal to 5 plus the WIS modifier of the Pisces. The hit point total of the cord is equal to 10% of the Pisces total which is lost if the cord is severed. If the companion is not dead then the link can be reestablished in one week. Until then the companion will not obey the commands of the Pisces. If the Pisces has the animal companion ability she can use it to control additional ichthyomorphs or other animals.

RACIAL SKILL BONUSES: +3 on Profession (Fishing) and Use Rope skill checks

INITIAL LANGUAGES: Common and Aquan

FAVORED CLASS: Druid

LEVEL ADJUSTMENT: +0



Sagittarius is a legendary centaur archer. The race that bears his name is also highly skill in archery. They are able to create their arrows out of thin air by drawing upon their own supernatural abilities. These arrows have different properties depending on the power of the Sagittarian creating them. Sagittarians have a Mohawk of bristly hair that runs from their brow all the way down to their tail bone. Otherwise the race is remarkably similar to humans but half as tall in stature.

SIZE: Small Humanoids

SPEED: 20ft

RACIAL ATTRIBUTE MODIFIERS: -4 STR, +2 DEX

RACIAL ABILITIES:

- **Racial Bow Proficiency (Ex):** The Sagittarian is skilled with all martial bows.
- **Summon Arrow (Sp):** The Sagittarian can create a number of arrows equal to its HD plus its INT modifier each day. Summoning an arrow is a move equivalent action. These arrows vanish at dawn. As the Sagittarius grows in power it can summon arrows made of special materials. Each arrow can only have one of the effects listed below.

Hit Dice Total	Summoned Arrow Material
1 to 2	<i>Conventional Arrows</i>
3 to 4	<i>Unconventional Arrows</i> (such as armor piercing, flight, frog crotch, blunt, signal bulb, broad head, and other non-magical arrow points)
5 to 6	<i>Cold Iron or Silver Plated Arrow</i>
7 to 8	<i>Alchemical Load Arrows</i> (smoke, thunder, alchemist fire, etc)
9 to 10	<i>Energy Arrow</i> (pick one type)
11 to 12	<i>Adamantium Tipped Arrow</i>
13 to 14	<i>Explosive</i> (all within 5ft of target must make a Reflex Save 15 to resist half damage)
15 to 16	<i>Mixed Energy</i> (pick two energy types)
17 to 18	<i>HE Explosive</i> (all within 10ft must make a Reflex Save 18 to resist equal damage)
19 to 20	<i>"Force" Energy Arrow</i>
21+	+1 magical enchantment bonus per 2 HD gained granted to any of the above.

RACIAL SKILL BONUS: +3 on Craft (Bowery) and Appraise (Bows only).

INITIAL LANGUAGES: Common and Sylvan

FAVORED D&D CLASS: Ranger

LEVEL ADJUSTMENT: +0



Scorpio is the “Scorpion” and is the obvious namesake of a race that venerates the scorpion. Scorpions have an affinity for scorpions and keep them as pets and trophies. Their scorpion kinship allows a Scorio to use animal handling and animal empathy on scorpions. As an initiation into adulthood, the Scorio allows themselves to be stung by a 100 scorpions. The venom infects their blood and makes it permanently toxic to organic life. A Scorio looks like a halfling but has green blood and no hair at all.  
 SIZE: Small Humanoid  
 SPEED: 20FT

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +2 DEX

RACIAL ABILITIES:

- **Immune to Scorpion Venom**
- **Blood Poisoning (Ex):** The Scorio’s blood is tainted with scorpion poison. Any creature that bites the Scorio tastes the poison and immediately recognizes that the blood is toxic. After the first successful bite the creature will not bite the Scorio again (normally using the bite on a different creature or not biting at all if no other opponents are available). Other non-biting attacks that involve ingesting the scion's blood (such as a stirge's blood drain ability) are affected similarly. Creatures that are immune to poison ignore this effect (such as undead).
- **Weapon Envenoming (Ex):** Once per day, the Scorio can coat one of her weapons with drops of her own blood as full round action that provokes attacks of opportunity. The poison deals -1d3 STR as PRIMARY and SECONDARY DAMAGE. The Fortitude save to resist damage is DC 10 + 50% HD + Constitution modifier. Like all poison, the first successful blow will wipe away the poison. An attacker's weapon that draws blood does not become envenomed. The poison on the envenomed blade decays in a few minutes so normally a weapon is only envenomed during combat or just before sneak attacking.

RACIAL SKILLS: +2 racial bonus to Climb, Jump, and Tumble skill checks.

INITIAL LANGUAGES: Common and Halfling

FAVORITE D&D CLASS: Ninja

LEVEL ADJUSTMENT: +0



Taurus is the “Bull” and the name of a race of interplanetary toreadors. They are highly skilled at killing creatures larger and stronger than themselves that rush directly at them. Taurusi do not fight only bulls and minotaurs but a wide variety of gigantic beasts as well. The greatest thrill of all Taurusi is the perfect kill and they will pursue this addiction even if it costs them their own lives. A Taurus closely resembles a human but has tiny arms and legs and a wasp like waist. They often dress in matador clothes and incorporated capes into their fighting techniques.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +4 DEX, -2 INT

RACIAL ABILITIES:

- **Bullfighter Tactics (Ex):** +1 Attack Bonus against minotaurs, gorgons, and bulls.
- **Billowing Cape (Ex):** As a move equivalent action to maintain for one round, you can grant yourself partial concealment (20% chance of a miss).
- **Matador Finesse (Ex):** +4 AC Dodge bonus against “goring” charge attacks.
- **Picador Warding (Ex):** If you are successful on an attack of opportunity, you can attempt an opposed STR or DEX check to push your enemy back 5 feet (one square) directly away from you. If you fail your opposed check you fall prone.
- **Banderillera Skewering (Ex):** You must have set your self to receive a charge. If the attack succeeds you cause damage, but also can attempt a DEX check (DC: 15 +5 for each size category above Medium +your target’s STR modifier). If your dexterity check fails you provoke an attack of opportunity from your target. If your dexterity check succeeds you have used your own weight to drive your weapon hilt deep into your opponent and inflict 1d4 CON damage, but disarm yourself of your weapon until the victim dies. The victim of this attack must make a Reflex Save to negate CON damage (DC: 14 + your DEX modifier). This attack only works on creatures vulnerable to critical hits.

RACIAL SKILL BONUSES: +3 on Bluff and Escape Artist skill checks

INITIAL LANGUAGES: Common and Ignan

FAVORED D&D CLASS: Swashbuckler

LEVEL ADJUSTMENT: +0

Virgo is the “Virgin Maiden” that protects children and animals from abuse. The Virgo race is one focuses on healing and community. They are often the first to arrive on at the scene of a disaster and treat the wounded at the sides of the battlefield. Virgo often dress all in white with no flesh visible. For all their good works people are not pleased to see them. Virgo are exceptionally remote and didactic. Virgos are also plague bearers and their death may inadvertently release a massive plague. Some believe that a piece of every wound a Virgo cures it retained inside them and is suddenly released by their death. Others say the fact that they release this deadly disease is why so many of them take up medicine. All Virgos are extremely beautiful human looking women. There is no male gender for the race since they reproduce asexually.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -4 CON

RACIAL ABILITIES:

- **Inspiring Aura (Su):** A Virgo has an inspiring presence which assists his allies in dangerous situations. When in combat, the aura becomes active automatically. All allies (but not the generator of the aura herself) within a 10ft radius gain a +1 to all saving throws.



- **Eidetic Memory (Ex):** Some aspect of the neurology of a race with Eidetic memory allows them near-perfect recall. Past events, sights, sounds, and smells are recalled with impressive clarity. As a free action, a character with Eidetic memory can make a DC 10 wisdom check to perfectly recall any detail which he had been previously made aware of or could have reasonably noticed. The GM will simply inform him when asked. This includes inconsequential details.
- **Plague Bearer (Su):** The race is a carrier to some form of dangerous disease. When the Virgo dies it can potentially infect all the organic creatures around it with the “Withering” disease. All living creatures that venture within 100ft of the rotting corpse of a Virgo must make a Fortitude save (DC 10+ Virgo’s HD+ WIS modifier) or be afflicted by the disease. They lose 2 points of constitution instantly, and are considered sickened. Every day, an additional 2 points of constitution damage are taken until the disease is cured (requires a full day of bed rest and a DC 10+ plague bearer’s character level heal check.). Virgos are naturally immune to the “Withering” disease and are often mobilize to treat it.

RACIAL SKILL BONUSES: +3 bonus to Profession (Herbologist) and Heal checks.

INITIAL LANGUAGES: Common and Auran

FAVORED D&D CLASS: Factotum

LEVEL ADJUSTMENT: +0

