

Races

For Impulse Drive by Adrian Thoen

Adapted from Beyond: Adventures in Hazardous Space by Michael Draper (<https://pbta.gplusarchive.online/2015/03/27/beyond-adventures-in-hazardous-space/>) by Peter Cobcroft (curufea@yahoo.com)

Icons

- Default = Person icon by Delapouite (<http://delapouite.com/>)
- Android = Android Mask icon by Lorc (<http://lorcblog.blogspot.com/>)
- Avian = Winged Leg icon by Lorc (<http://lorcblog.blogspot.com/>)
- Brainiac = Brain icon by Lorc (<http://lorcblog.blogspot.com/>)
- Energy Being = Rolling Energy icon by Lorc (<http://lorcblog.blogspot.com/>)
- Hybrid = Minotaur icon by Lorc (<http://lorcblog.blogspot.com/>)
- Insectoid = Praying mantis by Delapouite (<http://delapouite.com/>)
- Plant = Oak icon by Lorc (<http://lorcblog.blogspot.com/>)
- Saurian = Ninja Velociraptor by Delapouite (<http://delapouite.com/>)
- Silicate = Rock golem by Delapouite (<http://delapouite.com/>)
- Warrior Race = Barbarian icon by Delapouite (<http://delapouite.com/>)

Character Creation

When you create your character:

1. Choose your race or take two **Versatile** options instead and skip the rest
2. Choose two racial options available to that race (these are Natural, except where noted)
3. You may take additional racial options at the cost of one Archetype Move each (cross it off your sheet), up to a maximum of three additional options.

Summary of Races



ANDROID

You are a creation of technology, not biology. You were created in a roughly similar shape to the default race of your setting. You have the typical advantages and limitations for androids and robots in your setting. These may include-

- Immune to telepathy
- Can be hacked.
- Cannot heal or use medical care
- Do not need to breathe, eat or drink
- Require regular recharging
- No emotions
- The Three Laws
- Licensed
- Owned

Choose your Form: Humanoid, Functional, Compact, Other (describe)

Choose your Propulsion: Walking, Wheels, Tracks, Hover, Immobile (take one additional Android option).



AVIAN

Your race has evolved from flying creatures. You may have feathers or equivalent, have webs of skin like a bat, or your race no longer flies. You have three options -

1. You evolved in a similar environment to the default race, and are therefore used to the

same density of atmosphere and are more fragile to enable flight or

2. You evolved in higher gravity environments, have the same sturdiness as the default race and can only fly in very dense atmospheres
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BRAINIAC

Your race has evolved an advanced mind. You consider the other races dim-witted and narrow in their thinking and mental abilities.



ENERGY BEING

You do not have a physical body, but exist instead as a bundle of free energy. Typically this also means that-

- You can speak but otherwise have only minimal effect on physical things (make a candle flame flicker, etc.) and can pass slowly through them.
 - Your unarmed attacks are 1 Harm energy attacks.
 - Projectiles and most physical attacks pass harmlessly through you.
 - You take normal damage from energy attacks, and suffer +2 Harm from area attacks and explosions.
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HYBRID

You look like (or are) a Default Race and Animal hybrid, with hands. Describe the nature and characteristics of your race.



INSECTOID

You're an insect-like creature.



PLANT

You're a mobile plant-like creature.



SAURIAN

You're a lizard-like creature.



SILICATE










You're a mineral based creature. You eat ore and raw minerals, and are immune to biological poisons and diseases.



WARRIOR RACE

You're from a race where status and disputes are determined by physical combat and only the strongest survive.

Race Options

 ANDROID	Advanced Analytics, Concealed Weapon, Enhanced Memory, Enhanced Processing, Hover, Interface, Internal Repair, Lifelike, Linguist, Manipulator Fields, Natural Armour, Natural Weapons, Reconfigure, Reflective Skin, Reinforced, Senses, Strong
 AVIAN	Born for the Sky, Claws, Eagle Eyes, Instinctive Flyer, Wings
 BRAINIAC	Advanced Analytics, Enhanced Memory, Enhanced Processing, Linguist, Mind Sense, Mind Shield, Mind Talk
 ENERGY BEING	Disrupt Electricity, Energy Blast, Extensor Fields (requires Interact first), Floating Energy, Interact, Life Giver, Pure Energy, Recharge, Shield
 HYBRID	Claws, Climb, Heightened Senses, Leap, Natural Weapons, Predator, Stealthy, Strong
 INSECTOID	Antennae, Claws, Hive Mind, Natural Armour, Natural Weapons, Poison, Spring, Web, Wings
 PLANT	Carnivorous, Darts, Natural Armour, Natural Weapons, Poison, Regenerate, Roots, Strong, Vines
 SAURIAN	Chameleon, Claws, Cold Blooded, Fire Resistance, Natural Armour, Natural Weapons, Regenerate, Strong, Tail, Wings
 SILICATE	Blend In, Heavy, Natural Armour, Natural Weapons, Radiation Hardened, Splinter, Strong, Vacuum
 WARRIOR RACE	Combat Awareness, Heritage Armour, Natural Armour, Strong, Traditional Weapon



Description

Race Options	Android	Avian	Brainiac	Energy Being	Hybrid	Insectoid	Plant	Saurian	Silicate	Warrior Race	
Advanced Analytics	Y		Y								When you perform the Scope It Out basic move and roll a hit you may choose an additional question (ie 7-9 you get 2, 10+ you get 4)
Antennae						Y					Your highly sensitive antennae detect movement and smells in your immediate area with great accuracy
Blend In									Y		You can alter your colouring, shape and ambient temperature to match solid objects around you
Born for the Sky		Y									When you roll for a flying manoeuvre you may add +1
Carnivorous							Y				You secrete digestive acids that will dissolve creatures and objects you hold against your belly. (The GM determines details)
Chameleon								Y			You can change your colouring to blend into your surroundings
Claws		Y			Y	Y		Y			Your sharp claws are 1 Penetrating
Climb					Y						If it can be climbed, you can climb it
Cold Blooded								Y			You do not show up on infrared scanners, and extreme cold slows you instead of causing Harm
Combat Awareness										Y	You cannot be surprised by an attack
Concealed Weapon	Y										Your body conceals a weapon that is visible only when in use – tell the GM what it is
Darts							Y				You can perform unarmed Attacks at range
Disrupt Electricity				Y							You may disrupt or damage electronic systems by touching them
Eagle Eyes		Y									You can see things at distances other races cannot
Energy Blast				Y							You can make an energy attack (3 Harm Close or 2 Harm Range) at the cost of 1 Harm to yourself. The Harm you suffer doing this can be healed only by medical care or the Recharge option.
Enhanced Memory	Y		Y								You have a flawless memory, and can act as your own database of information on subjects you have investigated



Description

Enhanced Processing	Y		Y								You may add +1 whenever you perform the Share Expertise basic move, even on tasks for which you have no prior experience
Extensor Fields*				Y							You may only have this option if you also have Interact You can interact with physical objects at unusual distances and around corners. In addition, you can perform physical attacks that do 1 Harm.
Fire Resistance								Y			You are resistant to extreme heat and take -1 Harm (minimum 0) from Energy attacks
Floating Energy				Y							You can move freely in atmosphere and space
Heavy									Y		Your high mass means you take -1 Harm (minimum 0) from Energy weapons and gain +2 to resist being moved against your will
Heightened Senses					Y						You have one sense that can detect things most other races cannot
Heritage Armour										Y	Your traditional robes are 1 Armour - describe them. (Your robes are a Possession, but your right to wear them anywhere is Natural.)
Hive Mind						Y					You are part of a hive mind. You gain +2 to resist telepathy, and have instant access to the collective awareness, guidance and knowledge of your hive. If your link to your hive is interrupted you suffer -1 to all social and mental activities
Hover	Y										You can float up to 2m above a solid or liquid surface, and may move along a surface as if you were walking/running on it.
Instinctive Flyer		Y									You add +1 to your manoeuvre rolls in flight and zero-G
Interact				Y							When you concentrate you can interact with physical objects as if you had a solid form
Interface	Y										You can interface with any system - describe what this looks like
Internal Repair	Y										At the start of a firefight roll +Stalwart. On a 10+, Hold 3. On a 7-9, Hold 1. You may spend 1 Hold at any time during the battle to repair 1 Harm
Leap					Y						You can leap great distances
Life Giver				Y							When you transfer life energy to another you resuscitate them and stabilise their injuries, but at the cost of 1d3 Harm to yourself
Lifelike	Y										Your appearance, movement, sound and smell simulates a natural race – choose which one
Linguist	Y		Y								You understand all known languages and can speak fluently those for which you are physically equipped
Manipulator Fields	Y										You use energy fields to manipulate your environment allowing you to act on things nearby without direct physical contact



Description

Mind Sense			Y								You can sense the presence of other brains around you and their mental strength
Mind Shield			Y								Your mind shield makes you invisible to telepathic detection and mind reading
Mind Talk			Y								You can talk telepathically with telepaths and members of your own race, and can send (but not receive) telepathic messages to non-telepathic beings
Natural Armour	Y					Y	Y	Y	Y	Y	You have +1 armour either due to speed of your defences, the thickness of your hide or the hardness of your skin/bark/scales/carapace
Natural Weapons	Y				Y	Y	Y	Y	Y		You do 2 Harm when fighting unarmed
Poison						Y	Y				You have a physical attack (describe it) that poisons your opponent when you roll a 10+ on your Attack. Choose one of the following effects for your poison (GM determines duration) > +1 Harm > Weaken your opponent > Slow your opponent > Blind or daze your opponent
Predator					Y						When you mercilessly attack your prey you add +1 to your first attack roll
Pure Energy				Y							You may enter, exit and travel within electrical or other energy systems. You interact with things you encounter within a system as if both you and they were physical. Harm you suffer within a system cannot be healed until you leave the system or find an undisturbed place to use the Recharge option
Radiation Hardened									Y		You gain +1 Armour and add +2 to rolls to resist the effects of acids and harmful environments; however, Harm you receive cannot be healed by First Aid
Recharge				Y							Stable radiation and energy sources nourish and heal you as if you were in an Automated Med Bay
Reconfigure	Y										You may spend a minute to change your shape or appearance to a different android or robot
Reflective Skin	Y										Your outer layer reflects and is immune to radiation and hostile environments, giving you +1 Armour vs Energy attacks and +1 to resist hacking attempts
Regenerate							Y	Y			Out of combat you heal wounds naturally as if you were in an Automated Med Bay
Reinforced	Y										Your reinforced structure gives you +1 Armour, however any Harm you receive cannot be fixed with Tactical Packs and requires an hour of repair aboard ship or suitably equipped repair area
Roots							Y				You can exert your full strength into any cracks and openings within reach, can attach to and climb any unpolished solid surface that will hold your weight, and when adhered to something solid you cannot be separated against your will
Senses	Y										When you use your enhanced senses to Scan something, you may add +1 to your roll



Description

Shield				Y							You can generate an energy shield (3 Shield) around yourself at the cost of 1 Harm to yourself. It regenerates 1 Shield each time you Recover
Splinter									Y		You can fire a chunk of your body as a projectile (3 Harm, Firefight) at the cost of 1 Harm. To heal this Harm you must consume ore to replace your lost mass
Spring						Y					You can jump long distances and when you lash out at speed you do +1 Harm
Stealthy					Y						When you move stealthily you may add +1 to your roll
Strong	Y				Y	Y	Y	Y	Y	Y	Your physical attacks do +1 Harm and you add +1 to acts of strength
Tail								Y			When you use your tail in combat you do +1 Harm
Traditional Weapon										Y	You carry a traditional weapon (3 Harm) with you at all times - describe it. You may use it only in honourable combat and when drawn it must spill blood (minimum 2 Harm). (Your traditional weapon is a Possession, but your right to carry it anywhere is Natural.)
Vacuum									Y		You are immune to vacuum and most stellar radiation, operate freely in space, and when inactive can go for decades without sustenance
Versatile											Choose one level up advantage (e.g. a Move, an increase in an Approach or a Gear slot) if you choose a Move, it may be from your own or another Archetype. At GM discretion you may choose a racial option from any race instead of a Move, however this also means default NPCs have this option.
Vines							Y				You have strong vines that can extend unusual distances and around corners
Web						Y					Your body produces a silk-like cord. You control its strength and adhesiveness, can weave it into a web, and can move along it at will.
Wings		Y				Y		Y			You can fly, provided the atmosphere is dense enough to support you

* requires Interact