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The League of Non-Aligned Worlds Fact Book



**Written By
August Hahn**

Babylon 5 Created by J. Michael Straczynski

We believe in a League system in which the whole world should be ranged against an aggressor.

Clement Attlee

The League of Non-Aligned Worlds Fact Book

August Hahn

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Introduction

'The universe speaks in many languages, but only one voice. The language is not Narn or Human or Centauri or Gaim or Minbari. It speaks in the language of hope. It speaks in the language of trust. It speaks in the language of strength and the language of compassion. It is the language of the heart and the language of the soul. But always it is the same voice. It is the voice of our ancestors speaking through us and the voice of our inheritors waiting to be born. The small, still voice that says: 'We are one. No matter the blood, no matter the skin, no matter the world, no matter the star - we are one. No matter the pain, no matter the darkness, no matter the loss, no matter the fear - we are one.' Here, gathered together in common cause, we begin to realise this singular truth and this singular rule that we must be kind to one another. Because each voice enriches us and ennobles us and each voice lost diminishes us. We are the voice of the universe, the soul of creation, the fire that will light our way to a better future. We are one. We are one.'

G'Kar

We Who Are One - The League of Non-Aligned Worlds

With these words of wisdom, Representative G'Kar ushered in an unprecedented age of unity under the watchful eye of the Interstellar Alliance. That unity would stand for hundreds of years. While it would not always be a smooth road, the Alliance would prove time and time again the strength in G'Kar's message. The Interstellar Alliance

was one – one heart, one mind and one common ground of principles and beliefs.

While the story of the Alliance, and of the Babylon Station that made it possible, is a human tale told by humans the message of unity transcended all racial and moral barriers. Human hands built Babylon 5, but the aura that pervaded its halls belonged to many different people and cultures. The station was a gathering place for hundreds of worlds, a place where governments across the vast reaches of the galaxy could come together and do business with one another in relative peace. This was a solid union before the ISA's Declarations of Principles attempted to define it in so many words.

In the world of Babylon 5, perhaps no single example of the fractious yet enduring concept of unity can be found than the League of Non-Aligned Worlds – several very different, very *alien* groups brought together by the universal languages of need and fear. United in their desire to have more power than they could individually wield, the League of Non-Aligned Worlds collectively represented more ships, more guns, and more temporal power than any of the 'major' governments of the galaxy could claim. Even the Minbari would have been hard-pressed to deal with the enmity of the entire League.

Strengths of the League

Need drove the formation of the League in its earliest days. Requiring protection from the major forces of the galaxy, smaller races united their territories and militaries in a common cause. This formed a power block, with those worlds as the superior force. Need to belong to something greater than themselves brought other worlds into the gathering until there were finally enough territories to officially create the League of Non-Aligned Worlds and demand official recognition from other galactic powers.

Fear played an even greater role. The smaller powers of the galaxy, left with no chance of defending themselves against larger, more powerful threats, banded themselves into a single group and pledged communal action against outside hostile forces. While this was not entirely without its difficulties and diplomatic incidents, fear of being caught separated and vulnerable provided enough impetus to maintain the League even when its member states became unstable.

Weaknesses of the League

That said, the League of Non-Aligned Worlds is hardly a unified force with no internal difficulties. The League was founded in an era of great turmoil and that has left its mark on the organisation. Often acting more like a war council than a government body, the ambassadors of the League are generally people with military rank and come together more often to discuss conflict than commerce.

There are also serious difficulties that arise when several alien races try to form a single government body to deal with issues that occasionally border on morality and culture. By trying to find a middle ground between so many radically different people, more time is devoted to discovering where that neutral path might be than actually getting anything done there. Of course, there is the concurrent problem that in some cases, a neutral standpoint – carefully chosen not to offend anyone – is so weak and ill-defined that it also fails to impress or influence anyone. This balancing act has rarely been accomplished in the League, leaving many ethical questions tabled and ignored during its history.

The other truly outstanding flaw with the League of Non-Aligned Worlds is the pride of its member-states. Because no one group wishes to give up any of their sovereign rights, they are all left powerless at some level. They cannot always coordinate the strength at their collective command because no one in the League is willing to be subordinate to the others. While the Minbari might have good reason to fear a combined fleet of League ships, they are also wise enough to know that such a fleet is seldom organised.



What You Will Find in This Book

This sourcebook for the *Babylon 5 Roleplaying Game and Fact Book* contains information on the League of Non-Aligned Worlds, a political power block with hundreds of years of tradition and galactic influence behind it. You will discover how it calls for internal votes, implements internal policy decisions and deals with external issues such as treaties with other races and political dealings with the major races of the galaxy (Earth, Minbari, Centauri and the Narn).

There is also a sizable section of the book devoted to five of the member states of the League (Abbai, Brakiri, Drazi, Gaim and the Vree). Their culture, biology and technological developments are listed here in enough detail to provide Games Masters and Players with all the information they should need to make the race an important addition to their campaigns. Feats, prestige classes and new rules are given in each section.

Lastly, there is a section in this sourcebook on using the League in various time periods, including during the Dilgar Invasion, the Earth-Minbari War, the time of the Babylon Projects and the era of the Interstellar Alliance. Where needed, rules additions are given to better simulate the changing policies and powers of the League of Non-Aligned Worlds through the history of the Babylon 5 universe. If a game is set at any point during the League's existence or during the history of a given League race, there will be enough information here to enhance and enrich that campaign.

The Chaos of Order

Anyone suggesting that the League of Non-Aligned Worlds is a unified organisation with no difficulties in administering to the needs of its constituent races has never been to one of their meetings. The League meets on a regular basis, having done so long before the construction of Babylon 5, and very few gatherings end without on argument, disagreement or the exchange of hostilities both verbal and occasionally physical.

In fact, one of the incidents leading directly to the acceptance of the Babylon Proposal by the League of Non-Aligned Worlds was the brutal assassination of its Hyach delegate shortly after his unfortunate (for his sake) choice of votes in a matter of great import to the Drazi. The idea of a place to gather that had adequate communications, housing and more importantly

security came as a welcome opportunity for the League; the Babylon Project was ratified with unprecedented alacrity by the surviving ambassadors.

The League of Non-Aligned Worlds must contend with the changing politics of their homeworlds and colonies, many of which are by their natures at cross purposes with other

racess. This all leads to a very confusing perspective for the ambassadors of the League and their aides and contacts. It has been compared to a raging maelstrom of ideology, with the League as the dubiously safe haven at its heart.

Welcome to the eye of the storm. Hope you survive your stay.

[Excerpt from an ISN Interview with G'Kar of Narn; Air Date: March 15, 2264]

ISN: You must admit, things have not exactly been smooth sailing for the Alliance?

G'Kar: It is interesting that you would use a nautical analogy to describe the difficulties of the Interstellar Alliances. I think to answer your question, if you will permit me to do so, I would like to continue it. May I?

ISN: I suppose so, yes.

G'Kar: Thank you. You see, if one likens the Interstellar Alliance to a sailing ship and the course of its history to a sea – a rough sea as you surmise – one must carry the comparison further to truly understand its relevance.

ISN: I am not sure I follow.

G'Kar: Let me explain. The sea of time is charted by its waves and travelled upon by ships of intention. When the way is clear, the ships can move vast distances with no trouble and no concern for the water over which they move. Their logs, which for our analogy represent history, make no mention of even progress. They say only, 'smooth sailing', and little more. For days and days this can go on, with nothing but a few lines and nothing of note.

ISN: So you are saying that we know the Interstellar Alliance is having a rough time because it is well reported?

G'Kar: No. I am saying that were it not for rough seas, the ship's log would be empty. Therefore, since an object with no purpose must find another or be discarded as useless, the log should be grateful to the waves that give it meaning.

ISN: That seems like a circular argument. Of course there would be no need for reporters if there was no news to report.

G'Kar: And sadly, the point is lost. <long pause> Ah well, back to the analogy and a more straight-forward answer for you, my dear. Yes, the sea has been rough for our little ship, but that is to be expected. All journeys begin with difficulty, encounter more along the way and have a difficult finish. That is the nature of all travel – physical, spiritual or historical.

ISN: In keeping with the analogy then, do you not ascribe any of the current problems with the Alliance to its 'crew'? In that I am speaking about the League of Non-Aligned Worlds. In recent months, there have been increasing...

G'Kar: Yes, I am well aware of what has been happening with the League and the Alliance. I was there, after all. In many ways, the League of Non-Aligned Worlds is our ship's crew. Collectively, they keep the ship sailing day after day. Nothing could be done without them, and I have every respect for their continuing contribution.

ISN: That sounds like a political answer to the question, sir.

G'Kar: Yes, doesn't it though? In any case, it is accurate. The League of Non-Aligned Worlds had a group presence on Babylon 5 for several years, but now under Interstellar Alliance law, their voices are all heard individually as well as collectively. The ship's crew, if you will, all get their own votes but typically still pool their opinions into a single response out of force of habit.

ISN: That's neither a denial nor confirmation of the rumoured difficulties between the League and the Interstellar Alliance.

G'Kar: No, it was not. Perhaps we could discuss another matter?

The Language of Politics

The universe is politics. All of life is politics. Animals negotiate when to mate and with whom. The land thrives by politics, from farmers deciding among themselves what to grow and the plants themselves working with insects, the wind and even water to flourish and ripen. Every action taken by anything in existence is the result of arguments, diatribes, and compromises - from elder councils to cellular mitosis.

All of life is politics. The wise understand this.

- Brakiri discussion on the meaning of life

Though some of the member races of the League of Non-Aligned Worlds would argue otherwise - chiefly the Drazi - the League is a political body first and foremost. While it is not given any executive power over the laws of its members or possesses the right to police its decisions within its own territory past a certain point, the League itself is still a powerful institution. Within its own mandate, the League of Non-Aligned Worlds wields considerable power; it is a strong enough institution to demand respect from both its own worlds and the governments of others.

Political body or no, the League of Non-Aligned Worlds maintains its ability to govern through the application of military power. This is less a threat of violence against non-compliance and more an assurance of that power being used against accepted League enemies and in the interests of its member races. By exercising this authority of military action, the League of Non-Aligned Worlds technically commands a fleet considerably larger than any other 'major' power in the galaxy.

Unfortunately, technical fact and applied ability are two drastically different things where the League is concerned.

Not only is the League of Non-Aligned Worlds too fractious internally to apply its military strength effectively, it is also considerably lacking in tactical development when using different races in tandem. While the League is individually quite skilled in combat and fleet tactics, they tend to fight as a gathering of separate forces rather than acting as a unified whole.

This tendency is also seen in the council chambers of the League far from their battlegrounds in the stars. Even the simplest of motions can require great verbal sparring matches and threats of walk-outs, economic boycotts and more severe disagreements to pass. Truly radical amendments stand little chance of acceptance among the strongly divided member races; most such ideals no longer appear before the League at all. Those inclined to change things within the League of Non-Aligned Worlds have long since learned the futility of trying to convince all of the member races to agree on any given idea (especially if it involves change).

Why the League Works

In short, the League works because despite their differences, the races of the Non-Aligned Worlds know that it must. Formed in an era of war that has never truly ended, the League is the one assurance its member races have that they will not fall upon each other or succumb to an outside force. With powerful, imperialistic races like the Centauri to contend with, the League of Non-Aligned Worlds exists out of necessity.

This truth does not keep the member races of the League from treating each other hostilely; some even continue to raid each other's borders as they did in the time before the League's formation. This shows the true purpose of the League - that of protection from forces larger than its own races. Internally, the League acts as a deterrent against open war, but even its mandates cannot fully bring peace to its conflicting members. The Drazi in particular are difficult to contain fully and while they abide by the League's decree against military deployment, their raiding continues along all of their borders.

This is well known to the other races of the League, but the very individuality that weakens their union also helps keep it together. As long as things never progress past the finite limits set forth by the League, its member races can conduct themselves as they will. This is an important freedom demanded by all the races of the League; they all profit by it and they all suffer from its ramification. Ultimately, it grants the League enough internal tolerance

within its own membership to continue its existence as a political body.

The League also works because its various member races have very little to do with each when they are not setting policies or negotiating trade agreements. This isolation means the League has only one level of involvement, one that is separate and does not intrude too deeply in the affairs of its constituency. By maintaining the 'polite detachment', no one race feels threatened in its sovereignty and they all proceed with internal affairs safe from the concern that the League will become involved.

The last factor that keeps the League functional is the separation of its member races from the rest of the galaxy. Every race in the League with the exception of the Gaim and the Vree has suffered against the military machine of the Centauri and all of them have battle scars from expansionist races like the Dilgar. This has kept the races smaller than they might have become had they been able to grow in peace, but it has also given them all a healthy fear of the larger powers that exist. This fear has in turn engendered a certain sympathy for other races, ultimately bonding the League together.

By galvanising the League through fear, the major powers of the galaxy have also ensured that they remain separate on a fundamental level. Even with the creation of the Interstellar Alliance, the League of Non-Aligned Worlds remains a political body of its own. They serve the Alliance and benefit from it, but they would prefer to remain allied with each other rather than dissolve the League and become separate entities under ISA authority.

While this might seem like a paradox – the League is too isolationist and individualist to work together effectively yet remains together rather than separate – the psychology is simple. While none of the races in the League of Non-Aligned Worlds wish to divulge their authority to any governing body other than their own, they would rather remain with a system that puts them effectively in charge of themselves rather than stand alone in an untried institution founded and governed by outsiders. As long as the President of the Interstellar Alliance is from one of the four major powers (Earth, Minbari, Narn or Centauri), the League will continue to exist as a separate but allied part of it.

How the League Works

The League operates under a form of Parliamentary procedure with each member race having an equal share

of power and an equal voice regardless of population or military strength. This full equality is the only method by which all of the races could agree to function and so it has remained in operation during the League's long history.

While the League maintains a council of ambassadors outside its borders, it also has a single Council Hall on each of the capital worlds of its member races. These halls are typically ancient structures set aside for governing purposes, but each world has the right to govern these halls to a limited extent as they see fit. These halls are considered equal parts of the League, used to determine legal matters that are of primary interest to the race of the Hall's planetary hosting. In matters that concern more than one race, but not the entire league, the Halls in question share equal authority.

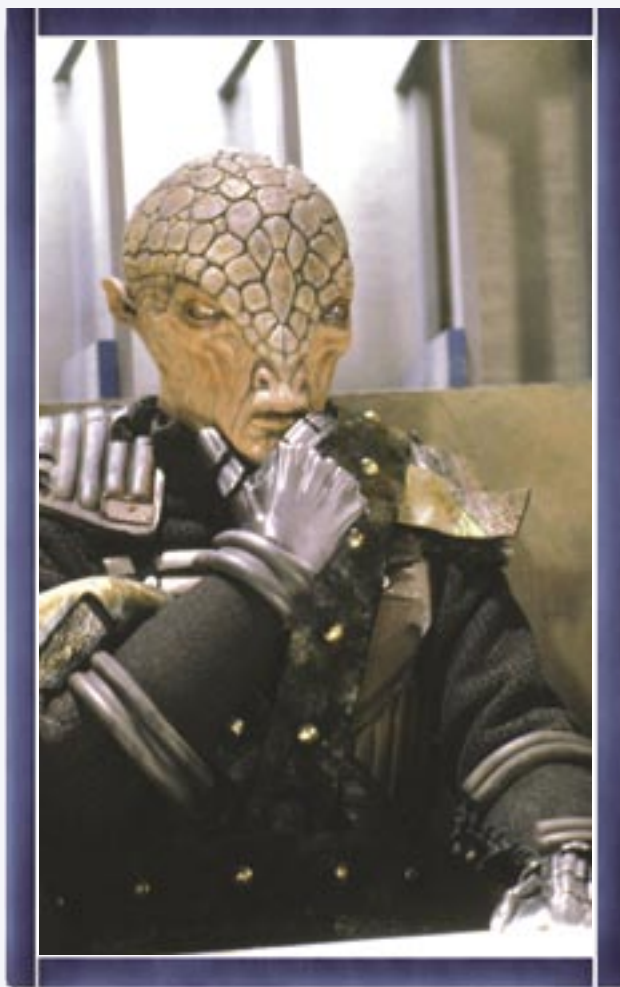
Each Hall has a single delegate from each member race and a staff of three assigned to each of them. Even on Babylon 5, this staff is not increased (though many of the League races would prefer to have more of a support structure and have rallied for it several times). The three members of each ambassador's staff are assigned differing duties as befits each member race. They have a general breakdown of tasks as defined by League law, but each race implements these roles in a different way. As long as the League continues to function, this disparity is allowed to continue unabated.

The Functions of an Ambassadorial Entourage

While implementation may vary, all the duties below have to be covered in one way or another. These tasks are the core of the League's functionality; without them the institution would cease to function effectively and would fall apart. As no race in the League wishes the bloodshed and economic ruin that would result from such a failure, each one ensures that these obligations are constantly met.

⑤ **The Ambassador:** The titular head of the delegation, each race's Ambassador is a diplomat and a governmental extension of his people. The Ambassador of each League world is not necessarily the most influential or powerful member of the delegation depending on the race in question, but this official is the only one given the ability to vote on League matters (barring injury, absence or misfortune) and is therefore considered the key member of the entourage.

⑤ **Second Delegate:** Also called the Ambassadorial Aide, this member is empowered to vote when the Ambassador is unavailable. Also tasked with presenting information and intelligence directly to the Ambassador, this position is usually held



by diplomats with a strong ability to collate and present data. In the case of some delegations (the Abbai, the Vree and the Llort), this delegate is the only secondary member of the entourage allowed direct communication with Council members during deliberations.

⑤ **Third Delegate:** Officially given the role of data and communications secretary, this delegate is typically tasked with record keeping and handling all transactions between an Ambassador and his homeworld. When a League government wishes to relay instructions to an Ambassador, they usually contact the Third Delegate and communicate their intentions. Third Delegates are often very organised and rarely make an appearance in the Council Hall itself. Some races (notably the Gaim and the Pak'ma'ra) do not even keep the Third Delegate with the rest of the entourage; they maintain a separate office for the Third Delegate as part of their homeworld government centres.

⑤ **Fourth Delegate:** Since the League was born from fear and war, it is not surprising that its

Ambassadors are assigned an official guardian. The Fourth Delegate is typically a soldier or trained bodyguard given little political authority but charged with the task of ensuring the lives of the rest of the entourage. The Drazi, with their warrior culture and their respect for military strength, vary from this model considerably by granting their Fourth Delegate full Ambassador powers and duties over the Second Delegate in the event of the Ambassador's death or absence.

Parliamentary Procedure of the League

To understand the strengths and weaknesses of the League of Non-Aligned Worlds, it is necessary to understand how it operates on a daily basis. As noted above, the League uses a form of Parliamentary procedure to govern its meetings and policy process. The following is a break-down of this procedure in general and how it corresponds to the League in particular.

One notable variation from the typical form of Parliamentary procedure is the altered format of its voting structure with regards to a Speaker of the Council. Each homeworld's Council Hall is entitled to have one of its own race serve in this function. This position exists instead of that race's inclusion of an Ambassador in that Hall, allowing no race an advantage in any Council session. Before the construction and completion of Babylon 5, the League did not maintain a central Council Hall. Rather, the Speakers of each Hall acted as a Council of their own for matters concerning the entire League and a mutually agreed upon member of their number was considered their Speaker on that matter alone.

With the advent of Babylon 5, the Speakers of the homeworld Council Halls were given Ambassador status and sent to the station to form a permanent central Hall. This group did not require a Speaker, as that task was subsumed into the Security Council of Babylon 5 itself. This was not an easy transition for the League; giving up authority of that nature was difficult for them to accept. As no other plan could be agreed upon before the completion of the station, allowing the Security Council to act as the League's speaker for its Parliamentary procedure occurred through lack of any better option.

The League Parliament: Rules of Order

Each Council Hall, when engaged in official session, shall contain only those members approved by League acceptance and will be closed to all other admission save by

vote of the Council or direct authority of the speaker. In situations where these authorities conflict, the Council will have final approval or denial of any such admission.

- 5 This rule keeps the Council Halls clear of any visitors except individuals necessary for a given meeting's agenda. Even then, the Council can vote to exclude any visitor for any reason, even if the guest is there because the Speaker of the Council has approved the inclusion. This loophole has been used several times in the League's history to keep testimony damaging to one or more of its members from ever being heard, making the right to address the League hotly contested at times and often difficult to secure

Whenever the House sits, the Members of Parliament stand in their places when the Honourable Speaker enters the Chamber and remain standing until he is seated. They also rise in their places when he rises to leave the Chamber on suspension of business or adjournment of the Council Hall; and remain standing in their places until he has left the Chamber. When Member Ambassadors arrive in the Council Hall after session has begun, all Members including the Speaker will rise and remain standing until the Ambassador is seated.

- 5 This rule is a matter of simple respect and is one of the few matters of procedure agreed upon by all the League worlds unanimously. The desire for respect and acknowledgement of authority is a universal trait, it would seem, and one that all the League member races desire to enforce, even in the Council Halls of others.

The Honourable Speaker shall be heard in silence whenever he is addressing the Council Hall and any Member who is then speaking or is offering to speak shall immediately resume his seat. No Member shall leave his seat while the Honourable Speaker is addressing the Council Hall.

- 5 Another matter of respect, this rule was enacted to ensure that the League could function at all. Many of its member races are quite vociferous and would likely continue speaking even while being addressed in an official capacity without this rule and its important enforcement clause (detailed below).
 - o **Enforcement Clause:** Those Members not immediately complying with the mandate for silence during Speaker address will forfeit the right to vote on the matter related to the address in question. This forfeiture can be requested by any

other Member in compliance with the mandate and is automatically ratified if approved by the Speaker or seconded by any other Member in compliance.

When speaking, Members must address themselves to the Honourable Speaker or in Committee, to the Chairman. No Member may speak unless actually called upon by the Honourable Speaker. Speeches must be strictly relevant to the question before the House; untruth or misleading information is not permitted. Except in a Committee or in exercising a right of reply, a Member may only speak once regarding the same question. A Member that puts forth a legal motion also has a right of reply.

- 5 This rule exists to maintain a form of order to Council meetings. Without it, there is no way to control vocal outbursts and guide the flow of a conversation. In practice, this is also the most widely-ignored point of Parliamentary procedure, but all of the League races at least attempt to follow it in spirit if not always in fact.

Speeches may not be read, though a Member may follow existing notes closely, but considerable latitude is allowed to an Ambassador when he is required to expound intricate or technical matters at length, or deliver carefully phrased statements on homeworld policy.

- 5 Specifically implemented as a method of reducing speech making and filibustering, this rule requires Ambassadors to speak directly from their own points of view rather than deliver the opinions of their governments verbatim during standard council meetings. While knowledge of a given race's position on a specific matter is important, it is more conducive to League operation to leave speeches to each member world's propaganda departments.

A Member may not reflect on any previous decisions of the House, unless he is moving a motion to rescind it; say anything which is derogatory to the Chair or to the House; refer or express an opinion or make any comment to any matter of fact which is before the Courts of Law of any Member race including his own; refer to another Member by name or make a personal charge or accusation against another Member; use outside political connection to influence debate or to obstruct business; use offensive expressions about the conduct of business of the League; speak in a derogatory fashion about any friendly race; give an evasive reply to any question.

- 5 Of all the rules of order for the League of Non-Aligned Worlds, this is the one most hotly contested, most commonly ignored and most often thrown aside during heated debates. The closest thing the League has to an attempt to enforce polite behaviour, it is difficult for any member race of the League to remain as neutral and controlled as this rule would have them behave. The Abbai, the Vree and the Gaim accomplish it more often than others, but even they have been moved to cast this rule aside at times.

The following are some of the important rules of etiquette that Members of the League must observe while the Council is in session:

- 5 A League Member shall not read any article or transmission using any medium, nor shall he do anything that is unconnected with the business of the session in progress.
- 5 A League Member shall not interrupt any League Member who is speaking by any disorderly expression, making any form of commentary or other interruptions or noises or in any other disorderly manner.
- 5 A Member must silently acknowledge the Honourable Speaker when entering or leaving the House and also when taking or leaving his seat. This respect is for the whole House, not for the individual occupying the Speaker's position.
 - o This rule of etiquette is phrased thus because the League of Non-Aligned Worlds could not agree on any other format. Too many of the races in question refused to have respect shown over one race above their own.
- 5 A Member must sit down when the Honourable Speaker or the Chairman of Committees rises during a debate. No League Member may stand unless granted permission by the Honourable Speaker or Chairman of Committees.
 - o This rule is completely discarded on Babylon 5 because the League does not recognise the authority of the Security Council to this extent. As such, League Members in a session of the Council on Babylon 5 are free to stand and even leave the Chamber entirely without being considered in breach of protocol.
- 5 A Member must not pass between the Chair and any Member who is speaking. Breach of this rule will be taken note of by the Honourable Speaker and may be grounds for disbarment from the Council Hall for the rest of the current session if approved of by the Speaker, the Member slighted by the action and one other Member in attendance.
- 5 A League Member shall not leave or cross the Floor of the Council Hall when the Honourable Speaker is making an address. Members are not to cross the Floor, walk, stand, enter or leave the Chamber when the Honourable Speaker is standing.
- 5 A League Member must always address the Chair. The Speaker has full authority to discourage or punish the exchange of arguments by League Members between themselves during a meeting in session.
- 5 A League Member shall keep his usual place while addressing the House and is not permitted to move during such an address unless such motion is unpreventable or is relevant to the body of that address.
- 5 A League Member shall maintain silence when not speaking in the House. League Members should not converse between themselves in the Chamber, but if it becomes absolutely necessary to do so, they may do so in a very low voice so as not to disturb the proceedings. Use of telepathic ability during a session of the League is completely forbidden and will result in disbarment for the remainder of the current session.
- 5 A League Member shall not, while speaking, point at any other League Member, the Honourable Speaker or any visitor in any part of the Council Hall.
 - o This rule is a matter of respect, but it is also out of concern for those League races capable of considerable damage in unarmed combat. As their hands are therefore quite lethal, this is almost a clause against subtle physical threat rather than an issue of common courtesy.
- 5 A League Member is forbidden to bring certain articles, notably weapons, into the Council Hall. However, with the prior permission of the Honourable Speaker, League Members are permitted to display articles, including non-functional or bound weapons, to illustrate an argument in speech).
- 5 A League Member is not to take shelter within the precincts of any government building including any Council Hall if he knows that security authorities of any recognised and friendly power wish to detain or arrest him. Government buildings are not to be made a sanctuary or place of protection in internal disputes.

- 5 A League Member is not allowed to distribute, within the precincts of any government building belonging to any League race other than his own, any literature using any medium not connected with the business of the League. Permission to do so can be obtained from the Honourable Speaker in advance, but all distributed documents must clearly contain proof of this permission.

The Honourable Speaker or the Chairman of Committees may direct any League Member to discontinue his speech if he persists in irrelevant or tedious repetitions either of his own arguments or of the arguments used by other League Members during

the debate on the same matter before the Council Hall. Disorderly conduct may bring upon a Member an order to withdraw for the rest of the current discussion, the current Council meeting or full disbarment from the facility for a time not to exceed one full League term. The latter must be voted on and ratified by a full agreement by the other League Member in attendance. While the Speaker can call for this level of punitive action, he may not overturn its application if accepted or request it a second time against a given member during a single session if it is not approved.

The Honourable Speaker is always addressed as 'Speaker'. All League Members in the Council Hall

An Example League Debate

[excerpt from a Council session on N'Chak'Fab, the Gaim homeworld, 2256]

Gaim Speaker: (not using translator) The Chair recognises the Honourable Ambassador for the Llort.

Llort Ambassador: (using translator to generate Gaim speech) Honourable Speaker, the Llort wish to move that the Gaim stand with the Brakiri and the Llort in pledging their support of yet another Babylon Station as built by the Humans. The building expense has been subsidised by the Minbari and the fraction they ask us to provide for its maintenance is minimal. As approved before the council, I submit this documentation of the cost break down provided by the Honourable Third Delegate of the Brakiri.

Gaim Speaker: This documentation has been approved and will be transmitted to each Ambassador now. It is so noted.

Drazi Ambassador: (speaking in Drazi to the Brakiri, standing up to face him) These numbers are ridiculous! Our own analysis shows a much higher cost, especially for those of us with no trade routes with Earth! Where did you get your...

Gaim Speaker: The Honourable Ambassador for the Drazi will refrain from speaking out of turn or he will be removed from the Council Hall.

Drazi Ambassador: (using translator to generate Gaim speech) Of course, Honourable Speaker.

Brakiri Ambassador: (using translator to generate Gaim speech) Honourable Speaker, the Brakiri move that the Honourable Drazi Ambassador has spoken out of turn and moved to block our ability to address you directly. We further move that the Honourable Ambassador for the Drazi be removed for the remainder of this session to prevent further interruption.

Gaim Speaker: The motion is noted and approved. Is there a second?

Llort Ambassador: The Llort second the motion for removal.

Gaim Speaker: The motion is carried. Security will now escort the Honourable Ambassador for the Drazi and the Honourable Fourth Delegate for the Drazi out of the Council Hall. They will be given admittance again at the start of tomorrow's session.

Drazi Ambassador: (speaking in Drazi to the entire assembly) This is outrageous! These three just want you to sign with the Babylon Project again to protect their economies! Look at our calculations and you will see what this fifth station will really cost us! (is removed from the room and can no longer be heard)

Gaim Speaker: The documentation mentioned is not approved and will be removed from the Council's archives. The Council will now hear arguments for the Gaim's ratification of the Llort referendum on the Babylon Project currently before the Speaker's Council of the League.

are considered honourable until proven otherwise and removed from League service. As such, those Members serving as Ambassadors are referred to as 'Honourable Ambassador' followed by their correct governmental affiliation. All additional delegates in the Ambassador's entourage are addressed as, 'Honourable Delegate' with the inclusion of his rank. Guests are not automatically considered honourable but are tolerated as accepted visitors to the Council and are addressed as such in connection with their noted purpose or position. Example forms of address used in the League of Non-Aligned Worlds Council Hall are as follows:

'Honourable Speaker'
'The Honourable Ambassador for the Gaim'
'The Honourable Second Delegate for the Drazi'
'The Accepted Minister of Legal Affairs for the Llort'
'The Honourable League Member who spoke last'
'The Accepted Member representing the Rangers of the Interstellar Alliance'

The proceedings and debates of the League of Non-Aligned Worlds are always in the native language of the host world of the Council Hall in question. Ambassadors and Second Delegates are always required to be fluent in this language, though translators are allowed if they are not physically capable of speaking or understanding it. Members are at all times expected to use temperate and decorous language whilst in the Council Hall. Unparliamentary language or methods of address are inadmissible and may be grounds for censure.

Layout of a League Council Hall

While each government has the right to provide any structure they wish for the League Council Hall on their homeworld, there are various differences with how they implement this right. Certain provisions must be given to each hall in order to facilitate efficient operation. Notably, since each of the races requires a slightly (or in some cases greatly) different atmosphere, the Council Halls on some homeworlds require serious environmental and climate control to accommodate its delegates.

Each of the following racial chapters includes a section entitled The League. This section, among other topics, covers the Council Hall on that race's homeworld and any notable features or history it might possess. If there are any serious deviations from the accepted amenities these structures usually provide to League delegates, these are also noted.

Each League Council Hall is mandated to maintain the following at all times:

- ⑤ **Central Hall:** Also called the Council Chamber, this hall must be large enough to seat the Ambassador and one delegate from each member race, the Speaker of the Hall and four guests (which is also the maximum number of visitors allowable in the Hall at once without voted approval by the Council).
- ⑤ **Quarters:** Every delegate from every race must be provided separate sleeping quarters. These quarters do not have to be of any mandated size, but they must allow the delegate to sleep in a manner comfortable to his race and must be capable of generating and maintaining his preferred climate and atmosphere at all times.
 - **Exception:** It is generally accepted that most delegations will not require all four rooms to be available at the same time. As such, it is not a true breach of the League Mandate for two delegates (but not the Ambassador) to have to share a single room as long as they do not have to do so at the peril of their own health.
 - **Guests:** Each Hall must maintain four guest rooms at all times, providing them with the ability to generate all known forms of sentient-necessary atmospheres. These rooms are often of lower quality than delegate rooms, but they must always be of passable function and capable of sustaining life.
- ⑤ **Medical Facilities:** A trained physician of the host world's race or any friendly race of their choosing must be on staff and available on a continual basis. Medical supplies must be on hand for every member race of the League (and during the time of the Babylon Project and beyond, for all four major races as well). Services must be rendered in any medical emergency regardless of political concerns or active conflicts concerning the injured patient in question. This last provision can be lifted by a unanimous act of the present Council.
- ⑤ **Comestibles and Recreation:** All Council Halls must maintain a minimum level of defined leisure activities as appropriate to each member race and the capability of feeding all present delegates and guests. Food service must have a minimum of a three month capability when operating at full capacity. This provision regarding meals exists because of the very real (and historically proven) possibility of a siege against the Council Hall.

5 **Military Presence:** No military personnel or armed agent of any government is allowed on the premises of a Council Hall with the exception of a selected security force approved by the Speaker's Council on a member-by-member basis. No military base of any size can be located within 10 kilometres of a Council Hall, nor can any military manoeuvre take place within this same distance.

- o **Approved Security:** The security force for the League consists of cadres of specially trained infantry soldiers from each of its member races. These are assigned on a unit basis to each of the Council Halls and permanently stationed there unless reassigned by act of the Speaker's Council. Security units are twelve soldiers in size and have a standard formation of ten troopers with a captain and a commander above them. Only the commander has the legal right to address the League and then only on matters of Council security.

League Sessions

The League does not maintain a constant schedule of meetings, as matters of interplanetary security or governmental policy do not occur on a regular or predictable basis. While the League does have a pattern of meetings that it follows, these are only the base schedule it adheres to and often comes together at irregular intervals to address emergencies of one kind or another. When the League needs to meet, it meets; most of the member races do not require anything more codified than that.

The basic meeting schedule for the League of Non-Aligned Worlds is based on the Gaim calendar, primarily because of their exacting methods of timekeeping and the regularity of their solar year. The Gaim Calendar breaks down into ten cycles of their largest moon, making its divisions into the solar year easy for the rest of the League to deal with because of their almost universal (except for the Pak'ma'ra) base 10 counting systems. As is typical with the Pak'ma'ra, they simply go along with the majority quorum; thus, the schedule is accepted due to ease of use and lack of differing opinion.

Each season of the Gaim year (which total 5) the League holds a ten day session in each of its Council Halls. These sessions do not always last the full ten days, though all delegations are required to remain for the duration in case emergencies arise or motions are made by any of the Ambassadors or their respective governments.

While attendance is not mandatory, each member race forfeits their voting rights during that session if they are

not present for a given motion's debate in its entirety. In addition, any Ambassador that misses three entire sessions of the League is automatically dismissed from service and a new Ambassador must be chosen either from his delegation (typically the Second Delegate by default) or from the member race by act of their legal government.

A given session lasts ten days, with each day divided into three work periods of three hours in length. Each work period is separated by an hour's recess. The rest of the day is devoted to personal time and rest. These hours are based on the twenty hour Gaim day; each Gaim hour is equivalent to 1.2 Earth standard hours. This schedule is even followed on other worlds in the League, making the rest period of variable length depending on the planet involved. As a side note, this makes life somewhat unpleasant for Ambassadors serving on Shri-Shraba, the Hyach homeworld. Their rapid day cycle leaves only five hours for rest and personal time. This makes service in the League Council Hall there an unpopular assignment for most, especially the Pak'ma'ra (who usually sleep in anyway and miss the entire first work period).

Breakdown of a Session

When the League meets each time, they follow a fairly strict set of doctrines and procedures to ensure that the majority of their time is not taken up with pointless squabbles and a lack of organisation. While some meetings end up degenerating into this in any case, they all at least begin in the same way and proceed under the guidance of the Council Hall's Speaker until he either loses control of the Assembly or the work period concludes.

Each work period has the same structure, which is as follows:

5 **Initial Address:** The Speaker addresses the assembly and takes down a roll call to determine who has attended the meeting and who has forfeited the right to vote on the first item on the period's agenda. If there is no set agenda, this address will provide a purpose to the debate.

- o **Speaker's Choice of Purpose:** If the Speaker has a governmental or personal agenda, this is the time he forwards it for immediate discussion and debate. Many Speakers are savvy enough not to do this during the first work period of the first day of a given session. Instead, they typically schedule debates after a few days, ensuring that a work period begins with nothing immediate on the docket.

⑤ **Session Recap:** This only occurs if there is open business that could not be decided or voted upon in the last work period. If a recap is needed, the Speaker (or his Second Delegate, as Speakers are also allowed a staff) attends to this before moving on to a vote or other important business. Session recaps count as attendance for purposes of voting rights. Therefore, any Ambassador failing to attend the work period where the matter at hand was debated is allowed to vote on it if he is present for the entire recap.

⑤ **Order of Business:** The heart of the work session, this is the long series of debates and discussions of any matters the League of Non-Aligned Worlds needs to decide upon during a Council session. The vast majority of these are military or fiscal in nature, with troop movements, buffer zones and trade route negotiations consuming more than 80% of every work period of every Council session throughout the entire League. Other matters include planetary rights, political decisions involving League or allied races, or other internal matters not solely the concern of a single government.

⑤ **Final Exchange:** One half hour before the end of each work session, the Speaker calls for Final Exchange. This ends all debate on the current agenda item and allows its initiating Ambassador to present his position on it again. Then, if time permits, a vote is held. Most Speakers are eager to get this vote accomplished because any overlay between work periods necessitates a Session Recap when the League Members reconvene.

- **Exception:** The last day of the Council session cannot end without a vote if one is outstanding. Business cannot be carried over between sessions, as too much time passes between them. Thus, the last work period of the tenth day of any session must end in either a vote or Closing Address no matter how long it takes to do so.

⑤ **Closing Address:** The Speaker must set aside the last five minutes of a work period to draw all current discussion to a close and read to the Council all voting results and punitive actions taken (if any) during the current period. This is a matter of order and can be insisted upon by any present Ambassador, though most are content to let the Speaker skip the Closing Address if he is so inclined. This part of the work period is usually only brought into question if an Ambassador is

eager to force a vote or debate to carry over into the next work session for some reason.

Voting Procedure

The League of Non-Aligned Worlds votes by means of electronic recording and open ballot except when closed voting is proposed by an Ambassador with the right to vote on the current matter before the Council or by the Speaker. If the Speaker asks for a closed vote, this must be ratified by a closed vote majority among the voting-capable Ambassadors present. Once the method of the vote is determined, a vote occurs when the Speaker is satisfied that all Ambassadors have had their entitled say on the matter at hand.

Once a vote is called for, the Ambassador originally presenting the matter for discussion has the right to make a brief closing argument for his proposal. If this right is taken, any other Ambassador then has the right to make a statement either in support of the proposal or against it. Each Ambassador is only allowed one such address and the original submitting Ambassador is not allowed to refute any rebuttal that may occur during this exchange.

When every Ambassador has taken this opportunity or declined comment, the vote begins. Generally speaking, these votes are always 'for' or 'against' and are transmitted directly from the Ambassador's console to a monitor and recording device in the Speaker's desk. The results are shielded from view by anyone but the Speaker himself during a closed vote or also displayed on a wall monitor behind the Speaker in the case of an open vote. While there have been instances of tampering with closed votes, doing so is a nearly impossible task thanks to the extreme efficiency and security of the Vree voting and recording computers used in all League Council Halls.

The results of a vote are transmitted directly to the governments of every League world, even those that were not given the right to vote on the matter due to their Ambassador's conduct. Even matters that have no relevance or interest to the governments in question are transmitted to them in any case; this is a point of full disclosure insisted upon during the initial formation of the League.

The League in Closing

The League of Non-Aligned Worlds is, at its worst, a barely functional form of oversight government charged with the unenviable task of keeping together the most uncooperative, self-interested, isolationist powers in the galaxy. It has very little direct power and is best used for the purpose of letting its delegates argue far away from the halls



of real power, where the vehemence of their disagreements might lead to open warfare and genocide.

At its best the League of Non-Aligned Worlds is a piece of common ground found nowhere else in the universe. While it might have been a coalition of major powers that formed the Interstellar Alliance, that concept might never have occurred without the example of the League to grant it form. The Shadow War could certainly never have been won without the League's support; only their combined forces were capable of defending the key factors in ending that conflict long enough for it to be resolved.

In a galaxy forged anew by the spirit of cooperation, it might be easy to see the Interstellar Alliance as the force for unity or common purpose. More accurately, one must acknowledge the League of Non-Aligned Worlds as, in many ways, its progenitor and its surviving heir. Much older than the ISA and far more experienced at dealing with internal and external stress, it may well live on long after the Babylon Project is only a memory.

The Abbai Matriarchate

There can be no doubt the universe is female. It is mothers that birth us, mothers that care for us and raise us and mothers that bury us when we fall. Our lives are spent in the arms of the universe, which makes it the mother of us all.

– The Abbai Natar, 2250

The Minbari say that humanity is unique in its desire to build communities, but this is only because they do not know the Abbai as well as they should. Long before the inception of the Babylon Project, the Abbai had founded the League of Non-Aligned Worlds and brought together the disparate races around them into an alliance of mutual protection, enlightenment and trade. While it might be argued that Babylon 5 and the Interstellar Alliance have been more successful in this task, there is no denying the will of the Abbai to accomplish the same goals.

Their willingness to create a community of alien races is deeply rooted in their racial psychology. The Abbai have always been very close-knit, being the only sentient race in the galaxy with no history of mass warfare and very

few small-scale incidents of violence. These semi-aquatic humanoids are capable of violence when the need arises but are more inclined to seek peace and cooperation whenever the option exists.

This makes them the perfect focus for the League of Non-Aligned Worlds and the most dependable minor member of the Interstellar Alliance. The first race to sign any peace treaty and a strong advocate for cessation of hostilities and compassionate aid, the Abbai have become known as a race of caring, gentle sentients with nothing but the best intentions for themselves and their allies. They are not known to have strong attack capabilities and are assumed to lack the will for any military action that involves overt aggression.

These assumptions are more or less correct, with their lack of will for a stand-up fight being the least accurate. The Abbai value life – all life – but they are more than willing to draw the line in battle and kill if it means defending themselves. The Abbai never start a conflict, but their heavily armoured and defended cruisers are more than capable of surviving a battle long enough to finish it.

The Three Laws of Honraati

Honraati, the greatest philosopher and poet in all of Abbai history, is best known among his people for his work on the morals and spiritual obligations of sentient life. This large volume of poetry and exposition, which he summarised in a play called the Folly of Honra, has been passed down from generation to generation among the Abbai as the Three Laws – one of their most treasured works of art and the cornerstone of their legal system.

To understand the Abbai, one simply has to read the Three Laws of Honraati and understand the devotion the Abbai have towards following them. The Three Laws of Honraati are a complicated work of prose, parables and poems, but they are effectively summarised as follows.

5 Do Not Kill: The only time an Abbai may kill is when there is more life at stake than the death he must cause. If



another is seeking to end someone's life, they are a betrayer to the will of the Mother and must be slain. In this, and only this, killing is acceptable. In all other instances, life is sacred and must be preserved. No crime but murder deserves death. Each Abbai that dies is one less sister or brother to share in the feast of joy that is life. Do not kill. This is the First Law.

- The Abbai practice this law in every aspect of their lives. Other races wrongly see them as pacifists with no will to fight, but the truth is quite different. All Abbai are quite capable of killing. Their technology is sufficient to create deadly weapons and their natural ability in hand-to-hand combat is on par with most other races. The Abbai *choose* not to kill; they are quite capable of doing so and will not hesitate to remove a threat to the lives of others if they must.

5 **Respect Life:** It is not enough to preserve life. If one fights for something one does not understand, the action is empty and meaningless. To truly serve life, an Abbai must respect it. Understand that life is sacred in your heart and your mind. Know that life is precious and a gift from the Great Mother of All. When you see the current of existence that bonds us all together and feel it pulling at your own soul, you will reach true enlightenment. Respect Life. This is the Second Law.

- The central tenet of the Abbai legal system, all criminal acts are compared against the Second Law to determine if an Abbai is in violation and must be punished. Respect for life is extended under the judicial system of the Abbai to cover polite behaviour, theft, assault and virtually any other crime recognised by other races. Because this effectively means that cordial behaviour is the only way to ensure compliance with Abbai law, their society is extremely well-mannered.

5 **Defend the Community:** The community is our third mother. First is the universe and second is she that gave you birth, but the community is the mother that nurtures us as a people and must be given respect at all times. Do not tolerate any threat to our third mother. If there are those who would harm the community, they must be stopped before they can act. Be ever watchful of danger, and know that the larger the community grows, the better its defences. This is the Third Law.

- 5 Honraati's attempt to ensure that all Abbai continue to understand the need

for the close communal bond between all of his people, this Law is practically a truism of Abbai existence. Of all three laws, it is the last mentioned by any Abbai because it so completely assumed by them. Curiously, it is the last line of the Third Law that gave rise to the League of Non-Aligned Worlds. The Abbai Marti responsible for its proposal and formation quoted the Third Law before the first session of the League, citing its truth as the cornerstone of the coalition.

How Others View the Abbai

The Abbai would be the first to say that how one is seen by others is an excellent indication of their true character. The Abbai hold that the soul is like a still pond, reflecting everything around back to those that care to see. In this way, the Abbai take great stock in what others think of them, their society and their contributions to the universal community that is all sentient life.

Interstellar Alliance: *We hold the Abbai to be the monitor for the other races of the League of Non-Aligned Worlds. We trust them and their motives; we know that when the Abbai act, it will always be for the greater good. We also know they hold their own defence above the defence of the ISA, but we do not fault them for it.*

League of Non-Aligned Worlds: *The Abbai founded our institution and kept it together long after the stresses of its membership would have torn it asunder. They are our shepherds, our guidance and our moral conscience. When we falter, the Abbai are there to pick us up again and show us the way.*

Brakiri: *The Abbai? Well, they certainly know how to defend themselves, but they do not seem to grasp the simple concept that without expansion, there can only be a dwindling bottom line. If they do not wake up to the truth of the universe – the truth of perpetuate or die – they will eventually have nothing left to defend.*

Cascor: *We respect our Abbai brothers and sisters, but we do not always agree with their philosophy about life. Life is sacred, surely, but what use is a long life if you live it behind a shield? Better to charge your engines, pick a spot on the horizon and fly as fast as you can – come what may. You might die, but what glory lies in old age?*

Drazi: *We are glad the Abbai are there to keep us all in line with the League. We are glad because we would rather not have to do it ourselves. While they watch our flanks, we will press ahead where they fear to go. They are the ship's hull; we are the ship's guns.*

Gaim: *The Queens believe that the Abbai are vital to our well-being. They keep the League together and for that we are grateful. The others would not follow us as they follow the Abbai. The Queens know this and know that it is logical for us to do the same.*

Grome: *We are not leaders, but neither do we follow. The Abbai want to play parent to the galaxy; let them. We will do as they say when it suits us and ignore them, as we ignore all authority, when it does not. To do otherwise would offend the Great One, and his is the only voice we always heed.*

Hurr: *We care nothing for the Abbai but they do not interfere with us more than they have to. If they come into our space, we will drive them from it. If they do not, we will continue to obey their precious League laws. It gets us technology and weapons for the day when we no longer need their protection. Then the galaxy will tremble at the thunder of our guns!*

Hyach: *Our partners in this great experiment we call the League of Non-Aligned Worlds. We grieve that like us, they wished to call it the League of Worlds but none of the others would accept that name. The Abbai understand, as we do, the importance of unity. We can only pray that together we can guide the League to a better future.*

Llort: *We have gained much through our association with the Abbai. Unlike many, they do not judge us as others would. We appreciate their open honesty and their acceptance of our ways. When we meet them, we do the Abbai the honour of Exchange.*

Markab: *The Great Maker acts through all things. When we were approached by the Abbai to join their League of Worlds, we accepted them as an aspect of Him. While we do not understand them in all their ways, we know that they are just and will not pry into our affairs. That is enough.*

Pak'ma'ra: *The Abbai are delicious, not just in their flesh but in the wisdom they carry and communicate. We respect them for both and make a meal of them when we can. Their poets are especially pleasing, though we enjoy them so much for their words that we are willing to wait for them to pass on naturally before the feast.*

Vree: *There are many forces in the galaxy that pull to either side of the cosmic pole. Some, like the Shadows, pull towards entropy. Others, like the Abbai, pull towards unity. We*

appreciate the Abbai not because they are a force for union but because they are intelligent enough to know that there comes a time when stillness is not as valuable as action.

Abbai as Characters

More comprehensive information will follow, but Abbai appearing in campaigns will usually be peacemakers, diplomats or entertainers in the poetic or oratory arts. Abbai found outside their home system are usually traders or pilgrims seeking either friendly contact with other races or enlightenment as to the nature of what community means to other sentient races.

Personality: Any given Abbai is a calmly rational and caring individual with a great deal of apprehension about interacting with any other race, but enough curiosity and compassion to do so anyway. In conversation, an Abbai tends to be gregarious and interesting, as willing to listen as they are to talk. An offended Abbai responds with silence and distance; they are never hostile unless forcefully provoked and will generally fight a defensive retreat rather than push an offensive even if they have an advantage over their opponent.

Physical Description: Male and female Abbai look very similar, with only a slight swelling of the chest and a narrowing of the hips and limbs revealing the latter. Both have similar colouring – shades of pink to red with mottling on the limbs and throat – and both genders display a similar crest running laterally down the centre line of the skull. This is more pronounced in the male of the species, but both genders have a striking crest and display great dexterity in manipulating it to repress emotion or communicate intent during conversation.

Relations: The Abbai have an interesting duality of purpose when establishing relations with other races. They firmly believe that theirs is the dominant species in the galaxy, yet they freely accept that other races are part of the galactic community and embrace them as siblings of a sort. While few Abbai would ever really consider a non-Abbai as a true equal, they maintain cordial and even helpful relations in the hope of maintaining the 'family' that is all sentience.

Abbai Systems: The Abbai have a homeworld, Abba, and one outlying system, Utriel. Utriel is very important to the Abbai in that it is a major colony world and the source of many of their hard materials for maintaining their space fleet and other technologies. The Abbai had a second world, Tirolus, but all star charts mark that as a dead system and the Abbai have severed all contact and travel there. The reasons for this quarantine are unknown, but it

is an infraction of League law to enter the Tirolus system, one punishable by blockade, seizure and imprisonment by Abbai forces.

Abbai Beliefs: The Abbai believe that all sentient life exists in a complex family – an intricate and carefully balanced ‘community’. Most of their lives are spent trying to find their place in this community, respecting the lives of others and their right to do the same. Abbai characters are likely to be very spiritual in this regard but do not hold to any specific theistic tradition. More information on Abbai beliefs are given in the Psychology section below.

Language: The Abbai speak two tongues, Abbath and Burai. The former is an eloquent language that handles all forms of conversation and can impart great meaning on a variety of topics. Abbath is used for virtually every part of communication between the Abbai. Burai is a more limited language with utility only for simple tasks and instructions.

Burai is very important to the Abbai in their home environment because of its unique feature; it uses a special tone and pitch that carries for great distances underwater. As a semi-aquatic race, the Abbai rely on Burai to communicate when they are beneath the waves. Even with the advent of portable communication devices capable of waterproof operation, most Abbai still learn the Burai language for use in emergencies.

Starfarers: The Abbai are not often found outside their home systems except on trade voyages, pilgrimage or diplomatic missions. They are not wanderers by nature and prefer to remain with their families behind the comfort of their planetary defensive barriers. When they do travel, they prefer their own ships, all of which sport impressive defensive armour and armaments. An Abbai on a commercial transport built by any other race is likely to remain nervous and tense through the entire voyage.

Abbai Names: For such graceful creatures, the sounds of Abbai names seem a little incongruous and harsh. This is because Abbai names are given underwater during a ceremony shortly after birth. The harsher

sounds resonate better through the waves, making them sound entirely different than when spoken on the surface. Abbai do not generally use a family name, as each one is thought of as a separate and unique individual. Abbai names rarely repeat within a given generation; subtle differences in tone and inflection make each name slightly different even when spelling duplication occurs. The Abbai rarely use titles, preferring to save these for the military and government. Abbai citizens are part of one big world-spanning family and they are content to keep things that way.

Abbai Racial Traits

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game and Fact Book* and the Games Master is free to use either as he sees fit.

- ⑤ +2 Wisdom, –2 Strength: As a race, the Abbai are very enlightened but do not have a great deal of muscular development. Their environment emphasises mobility over brawn and cerebral pursuits over physical labour.
- ⑤ All Abbai are of Medium size.
- ⑤ Abbai have a base ground speed of 30 feet and a swim speed of 40 feet.
- ⑤ Abbai are adept at many mental exercises and have a very comprehensive grounding in the sciences and the arts. They may also treat Knowledge and Perform as class skills regardless of the character class choice(s).
- ⑤ Abbai may remain underwater for up to three hours at a time without needing to surface for air. This ability is dependent on oxygenated water, requires the Abbai to expose their throat gills and may not be useful in some aqueous environments.
- ⑤ Because the Abbai so rarely act in a hostile manner, they suffer a –2 penalty to all Initiative checks. This penalty comes from their lack of understanding regarding the hostility of the galaxy and is reduced to –1 when the Abbai reaches 3rd level in any character class and disappears completely upon reaching 6th level.
- ⑤ The Abbai are generally very good at defending themselves, adding +1 to any bonus to their Defence Value they might receive from their Dexterity score. If a given Abbai's Dexterity score is 11 or less, this bonus does not apply.
- ⑤ Automatic languages: Abbath, Burai (which may only be used underwater), English and any one other starting language of the Abbai's choice.
- ⑤ Favoured Class: Diplomat. A multiclass Abbai's diplomat class does not count when determining whether he suffers an XP penalty for multiclassing.

Male Names: Muath, Hrondal, Vess, Puul, Kannar, Teshath

Female Names: Tinti, Kaamai, Riilata, Mannai, Kinaloi, Shinta

School (Family) Names: Kalo, Holf, Dannar, Tannat, Moltoth

Abbai Biology

The Abbai consider their bodies to be sacrosanct as many races do, but are also very pragmatic about biology in general and do not have the same taboos other races have towards physical examination, surgery and disease. When an Abbai is sick, they will take whatever steps are required to preserve their lives so long as their survival does not come at the cost of another's existence. This approach to health and medicine is very open and exploratory as befits their curious and open-minded nature.

Lifecycle and Sociology

The Abbai are considered 'semi-aquatic' lifeforms. This designation is a rarely used one, as it specifically indicates a creature with a cycle that utilises an aqueous environment for part – but not all – of its lifecycle. In the case of the Abbai, this refers to their birthing and gestation period of life only. For their spawning, foetal and infancy, the Abbai must remain entirely submerged and are not considered amphibious. They die quickly if taken out of fresh water, rarely lasting more than five standard minutes before death by suffocation.

Genesis

The lifecycle of an Abbai begins with egg laying. A female Abbai of ten or more years of age generates twenty or thirty egg nodules within her abdomen each year. These eggs dissolve and are digested back into the body if not released through a somewhat uncomfortable, but not painful, process the Abbai call 'du trillaec'. During the du trillaec,

<Medical Log: June 14, 2262>

<File Origin Path: Doctor Stephen Franklin, Chief Medical Officer, Babylon 5>

<re: Codex Project – Abbai / Personal>

I've been keeping careful track of the medical data we've collected on the alien races that frequent Babylon 5 in the new Alliance archive, but it occurred to me that while the facts and figures are all there, the archive has no room for personal reflections and opinions. That's what I miss most about my earliest days as an intern at Bethesda Dome. We didn't use a main archive for private research, so everything was done by data recorder. Those were the best notes I've ever taken in my life.

Not so much because they were detailed or even that accurate, but because I was free to voice concerns, opinions, even hunches while I was taking them. The archive here is all about data, but data is only half of medicine at best. The rest requires something more. There's a human... no, a *living* side to medicine. The best doctors I have ever served with, ever known, have been the ones that actually cared for their patients' well being. Compassion can be as powerful as the strongest drug, after all, and that's what is missing from the main archive here. There's no spirit.

So, since I'm the one in charge of this project, I am mandating a second track, audio only, to be added to the xenobiology archive. I'll maintain it as long as I am working on it but when I pass the torch, it'll be their responsibility to keep it updated. Any time I learn something new or just feel the need to add something, I'll create another record and put it here. Since there's no time like the present, here's the first report:

The Abbai are a fascinating species with a great deal of scientific research into their own origins, biology and medical science. What's more, they were prepared to share all of that with me as soon as I asked for it. If every race from the League of Non-Aligned Worlds is this open and complete with their documentation, the President's project won't take nearly as long as I was fearing.

I'll leave this track running while I compile the extensive data the Abbai have provided. I don't want to miss any of my reactions and I can always go back and edit out any long silences. This project of Sheridan's... well, mine now... is so unbelievably massive it may take years – even decades – to get it all finished.

This is the contribution to medicine I have been waiting my whole life to make. It has to be perfect. It just has to be.

a female Abbai finds a sheltered place underwater and deposits the eggs within a shallow basin protected from natural currents that might dislodge or scatter them. Most Abbai choose a place close to their family homes, but some prefer to find a distant place and trust in the will of the universe to guide their eggs to safety.

Once laid, this egg cluster can rest within its protective mucus layer for up to ten years before degenerating and dissolving. At any time during that period, a male Abbai can fertilise an egg by implanting it with a smaller seed generated in his throat and delivered through oral contact. The Abbai have an expression for this, calling it the 'first kiss'. It is considered a sacred act and one performed in great privacy and with much reverence.

The choice of which egg out of dozens to fertilise can be a difficult one for the male Abbai, especially as a healthy male only has one fertile seed at a time and takes upwards of three to four years to make another. Most Abbai allow fate to determine their choice, reaching blindly into the egg mass and taking the first one that 'feels right'. Fertilisation is almost always successful, with failure rates of less than 0.0002 percent in the event of two healthy parents and clean water conditions.

Once the egg is fertilised, it takes on a drastic and rapid change. Within minutes, the outer film of mucus around the two to three centimetre-wide egg hardens into a tough, leather-like shell and swells to nearly twice its size. The male stays with the egg during this time, then inserts in a ventral pouch just above the front edge of the pelvis. There it remains for one full month, drawing nourishment through its porous shell directly from the digestive system of the father. It grows during this time into an elongated column containing a fifteen to twenty centimetre long worm-like 'grub'.



After the first month of true gestation is complete, the male passes the transformed egg back into the female Abbai during a coupling ritual that lasts more than three hours and is considered the height of intimacy among their race. This firmly implants the egg into the womb of the female and begins the dissolution of its leather shell. Once in the protective confines of the mother's body, the 'grub' quickly expands and spends four months developing much like a mammalian foetus.

Birth and Early Childhood

The Abbai require water for this stage of life as well. While life in space has forced the race to find artificial ways to store birthing water, the best fluid medium for this act is still fresh water like that of the lakes and ponds that cover the few land masses of the Abbai homeworld. Any birth performed outside of water will kill the infant within moments of delivery; immediate transplanting into some form of full immersion tank is required to save the life of any Abbai born in this manner.

Because the Abbai can survive submerged without incident, mothers generally remain underwater with their infants for the first six months of life. When conditions do not allow this kind of constant contact, mothers maintain what contact they can, as the Abbai are still deficient when providing artificial foods their infants can digest. Nothing adequately replaces the milk their females generate; infant Abbai require the antibiotics and nutritive value found in this fluid to properly develop during the earliest stages of life.

Infant Abbai are also capable of straining nutrition through their gills and mouths from the water and do so constantly as a subconscious method of augmenting their diet. Because the Abbai have virtually no need for or tolerance to salt in any form, their birthing water must be as fresh as possible while still containing key trace minerals. The Abbai maintain several hundred ponds for this exact purpose, stocking and constantly monitoring their mineral levels and temperature.

After roughly six months, Abbai children develop their air lungs and breathing structures enough to begin tentatively venturing onto land. Constant swimming strengthens their limbs to the point of being able to clumsily walk after this short period of time, but most still take their first voyage to the surface on hands and knees. This is the natural order of things to the Abbai; an infant that actually walks when he reaches dry land for the first time is considered to have abnormal development and is assumed to be in 'too great a hurry to join the universe'.

From Child to Adult

The Abbai grow rapidly for sentient humanoids, reaching the 'toddler' level of physical and mental development within their first year of life under normal circumstances. This is likely an evolutionary response to the hostile nature of their homeworld during their early pre-history; its violent climate and environmental conditions forced the Abbai to mature quickly or be destroyed in favour of a more flexible organism.

This accelerated growth tapers off and returns to a more gradual level of development around the Abbai's tenth year. This is the start of puberty for the Abbai, though they are still considerably shorter and lack many characteristics found in 'adult' Abbai. This is the stage of life in which the Abbai begin to fully grow their head crest; it exists as a small raised ridge of little note or size until hormonal imbalances brought on by sexual maturity trigger its rapid growth and expansion. By the end of the Abbai's fourteenth year, their crest is as large as it will ever get during their lives. Because the Abbai continue to physically grow for another four to five years after this, they usually have to 'grow into their crests' and look somewhat odd until this occurs.

Sexual maturity also marks the beginning of the 'puur da', or the Spotting. This is when the colour of the Abbai's skin begins to break up and mottle. Unlike many other races that view irregular skin colouration and texture as unattractive, the Abbai find the process fascinating and the results very appealing. The Abbai say that who a person really is and who they will become can be revealed by carefully watching them during the puur da. This

biological process takes one or more years to complete and is usually when the Abbai choose their mates.

Mating among the Abbai is done for intellectual rather than biological reasons, mostly because of their reproductive process. Because a given egg can be fertilised by any male and carried to term by any female, the Abbai do not often mate for the purpose of having offspring. Instead, mating is done on the basis of compatible personalities and similar interests. Very rarely, a pair of Abbai will be brought together by the Abbai Matriarchy on the condition that they spawn together to preserve some gift they possess (typically telepathy), but such pairings rarely last once one or more infants are brought to term.

Except for these rare mandated pairings, Abbai mate for life. The concept of divorce is not unheard of, but it is so infrequently done that such a process is almost alien to their way of thinking. It generally only occurs in instances of mental illness or physical disease when contact or continued cohabitation would be hazardous. Even then, such partings are seldom acrimonious and children of the Abbai in question are still welcomed by both unless something prevents this.

Adult Abbai reach full size and physical development by sixteen years of age. They can reproduce at eleven as noted above but rarely do so. Their society is set up to allow such reproduction if it occurs without any level of prejudice or mental anguish, but the Abbai's practical mindedness keeps most of them from contemplating such an action until they are established in their societal roles and can maintain offspring properly.

Most Abbai become aware of their finished physical maturity by the darkening of certain spots on their bodies. These patterns are also called 'guurth' and are found along the stomach and lower back. When an Abbai's guurth begins to darken, they also itch for several weeks until the chemicals causing the pigmentation fade and are no longer interacting with the epidermal scale layer. This is then immediately followed by a full moult, a complete shedding of the Abbai's scales and the regrowth of an 'adult' layer.

This is not a pleasant or comfortable process and is considered a rite of passage by the Abbai. Because full immersion helps the discomfort of the moulting, most Abbai are given leave to return to the sea and remain underwater for the entire three to six weeks it requires to fully lose and then regain their scales. Most Abbai take this time to ponder their lives, realising that after they emerge from the waves, they will be considered full adults of their tribes. This is a sobering experience for the Abbai who, up

until the last moult began, were still given a certain amount of leeway as children.

Old Age and Death

The Abbai live for nearly a hundred and fifty years barring injury or disease. A remarkable amount of that time, more than 90 years, is spent in the physical prime of life. This allows the Abbai to live long, vibrant lives with little weakness or degeneration until their last decade or two. Until this time, the Abbai are capable of reproduction with only the restrictive ability of the males to generate seed eggs limiting what would otherwise be massive population growth.

Once an Abbai enters old age, which occurs in males at roughly 135 and females at 140, a marked decline begins in their physical health and mental acuity. This process is startlingly rapid, taking an Abbai from near perfect health to a considerably weakened state within the first year of this final stage of life. The Abbai consider this time a natural part of existence, but they still approach it with some fear and trepidation. Abbai scientists continuously labour to discover the processes behind this advanced deterioration and ways to combat it.

The Abbai call this time period the 'vesh duraal tuul' – the Leaving of the Tide. To the Abbai, life is a vast ocean and its changes are often compared with the motion of that body. Birth is called the 'vesh uultana tuul', or Rising of the Tide, and the long lives they lead are considered its waves. When the vesh duraal tuul comes, most Abbai feel there is little to do but finish one's affairs and wait for the inevitable end.

In days long past, an Abbai entering the last decade of life would hold a celebration with their family lasting several days and spanning all the lands touched by him or her during more than a century of existence. Then, the dying Abbai would pick a direction he has never been before and swim until exhaustion and weakness became too great to resist. Death in this way is still considered sacred even by the more 'advanced' Abbai of modern times and some return to Abba to perform this ritual when their time is up.

In recent centuries, the Abbai have accepted that while old age strikes them swiftly and harshly, it is not immediately the end of their lives. The Marti, the 200 member council of government that rules the Abbai, is typically a council of elders with ages ranging from 110-130, have many representatives that would in times past have already gone out to sea. Their wisdom and experience are respected

now, allowing them to continue serving their people long after their 'lives' would normally be over.

Once life ends for the Abbai, assuming they have not gone out to sea where their bodies are swallowed by the waves, their funeral services are typically quite short. There is a brief ceremony involving the immediate family of the deceased and any members of the community that wish to attend. The ritual is held on one of the Abbai's massive sailing craft, which leaves the larger collective of vessels making up an Abbai city specifically for the purpose of the funeral. Abbai barges rarely travel except to avoid bad weather, but funerals are the most common exception to this rule.

During the service, the deceased Abbai's juul-ta (literally translates as 'next', meaning heir) gives a short history of his life and says a few words of mourning over his wrapped body. It is not common for any other Abbai present to speak, but all have the right to do so. Once this is ended, the body is committed to the deep ocean, weighted by stone to sink quickly. There, in the dark recesses of the ocean, the Abbai is thought to rejoin the great tide of existence.

Diseases and Diet

The Abbai are an incredibly healthy people in their natural environment. They rarely get ill and when they do, such ailments tend to be very short term and easily overcome. The Abbai's immune system has become very well adapted to their aqueous environment, able to filter out most toxins before they can become a health issue. The white blood cells of the Abbai are capable of neutralising more than 90% of all disease-causing bacteria that find their way into the body; the remaining 10% are generally harmless and unable to affect the Abbai detrimentally in any way.

This is not to say the Abbai are immune to disease. They can become ill, especially outside of their home environment. As the Abbai have taken to space travel and come into contact with other species, they have become exposed to a number of pathogens their immune systems are not capable of handling efficiently. Some diseases, like influenza, are very cross-contagious for the Abbai and can leave them bed-ridden and in need of medical attention very easily.

There are a number of specialised diseases, both native to their homeworld and those they have picked up from other species, that the Abbai have to be cautious of contracting and diligent in preventing. Of these, only two are known to be truly fatal if not treated quickly, but it is a testament

to Abbai medical science that they do not have any incurable native diseases at all.

Abbai Diseases

⑤ **Shuurak:** A sickness involving the gills and throat, this disease is more likely to strike young Abbai before their age of sexual maturity but, when caught by adult Abbai, is far more serious for older victims. The symptoms of shuurak are quite visible – a bright red patch of skin around both sets of gills and a crimson rash inside the mouth. Shuurak is dangerous because the swelling associated with it can block off the air passageways and suffocate the victim. Young victims of shuurak are typically able to fight off the disease naturally, but adults usually require medical attention to survive.

- The Fortitude save to resist shuurak, a disease only found in polluted water, is 14 for young Abbai and 18 for adults. Contracting shuurak costs the victim 1 Constitution point every three days, with an additional Fortitude save at the above values required after the loss of the ability point. Failure means the disease continues another three days, while success means the victim has fought off the infection. Lost Constitution points are regained one a day after the disease ends. Adult Abbai must make the saving throw twice in a row to overcome shuurak completely.

⑤ **Toranuur:** A disease contracted first from the Drazi, toranuur attacks the scales of the Abbai and is caused by a parasite only found among scaled sentient races. As dangerous to the Drazi as it to the Abbai, it affects both races equally and with the same result; it causes them to painfully shed large sections of their scales and leaves the underlying skin raw and cracked. It tends to affect wider areas of skin with the Abbai and, in particularly acute cases, can cause an Abbai to lose their entire scale layer. This can be fatal if not treated quickly, but toranuur rarely persists long enough to become that dangerous.

- The Fortitude save to resist contracting toranuur is 15, rolled only if an Abbai (or Drazi) comes into skin contact with someone suffering from the disease. The incubation period for toranuur is a single day, after which 1 point of Dexterity is lost to the itching and flaking symptoms of the disease. Every 1d4 days there

after, the Fortitude save must be made or another point of Dexterity is lost as a wider area of skin loses its scales. Toranuur is only overcome by three successful saving throws, though these do not need to be consecutive. Lost Dexterity returns at one point every week once the disease ends. If toranuur is allowed to persist until a victim reaches 0 Dexterity, the result is fatal.

⑤ **Uul Uurak:** The most dangerous disease known to the Abbai, uul uurak is all that remains of a violent plague that once ravaged their homeworld and threatened to exterminate their race. A water borne viral infection, uul uurak was only contained by the warmer currents of Abba's world ocean and a strain of beneficial plankton that strengthened the Abbai's immune system against its worst symptoms. Once uul uurak was contained, Abbai physicians discovered its cure and administered an anti-viral agent that stopped it, but not before half the planet's population had succumbed to its deadly effects.

- The Fortitude save to keep from contracting uul uurak is an intense DC 22, but fortunately it only occurs in modern times during very infrequent outbreaks in the southern half of Abba and very rarely on Abbai colonies. It incubates in 1d12 hours, robbing the victim of one point of Constitution every hour thereafter. The disease offers an additional saving throw before each loss, but a failed save raises the DC of all subsequent saves by one. This quickly makes uul uurak impossible to resist naturally. Uul uurak also requires three successful saves to overcome, making it extremely difficult to overcome without intensive medical aid.

Abbai Conditions

The Abbai have very few congenital defects, as their genetic structure is remarkably stable. There are a few that are common enough to be considered endemic of the race, but even these are infrequent at best. The most common birth 'defect' of the Abbai is the split crest, where the head fin has a break along its length and develops as separate sections on the skull. This is somewhat unsightly as far as the Abbai are concerned, but is not really considered a social stigma.

- 5 **Shuulrai:** The Abbai equivalent of albinism, this defect is also considered a mark of divine favour and those Abbai 'suffering' from it are typically thought of as incredibly beautiful by their race. It does carry the usual physical side-effects of albinism (reduced endurance, physical weakness and poor eyesight), but these limitations are not as important to the peaceful Abbai as they might be to other races. Abbai with shuulrai are called 'shuular' and have white-silver patterns along their limbs and crests. Their eyes are also silvery, containing considerably more iodine than usual.

- 5 **Tuuliek Maya:** It is typical for the Abbai to have webbed hands and feet, but some are born without this adaptation. This birth defect is usually caused by a genetic abnormality in one or both of the parents, typically the father, but it can also be the result of poor maternal diet during gestation. In any case, it makes the Abbai in question an awkward swimmer but has few other effects. Manic children, as those with his condition are called in youth, tend to develop better manual dexterity because of the 'freedom' given to the hands by the lack of digital ataxia.

- 5 **Ixiaca (Dorsal Crest):** A very rare mutation usually linked to genetic damage in the mother, ixiaca causes a throwback effect in the infant that gives rise to a pronounced sail-like crest that runs for part or all of the affected Abbai's back. In most cases, this crest is very short – reaching no more than 1 foot in height – but it can be much larger. Secondary piscine traits such as gills, webbed fingers and toes, and a scale covering tend to be more pronounced as well. This mutation is very unsightly to the Abbai, but their strong sense of society keeps them from truly ostracising those suffering from it.

Abbai Diet

The Abbai are predominantly vegetarian with a diet made up of various sea greens, plankton and other forms of waterborne plants. They augment their diet with suutha (a hardy breed of brine shrimp) and smaller fish, making them technically omnivorous. The Abbai gain nearly all the nutrients they need from this diet, supplementing it even further by straining ocean water through their gills and digesting the microscopic organisms they 'inhale'. The



bacteria and single celled life they ingest this way provide the rest of their nutritive needs, maintaining their health and supplying all the protein and minerals required for proper development.

Away from their natural habitat, the Abbai require a complex series of dietary supplements. These are usually in the form of liquid solutions consumed during meals, as their digestion is only set up to handle certain nutrients in a dissolved form. While an adult Abbai will not find his life threatened by the omission of these supplements, they will show a marked decline in energy, mental acuity and general health over time. This process takes several weeks to take effect, far longer than most Abbai ever spend away from their homeworld.

Of all the nutrients and minerals an Abbai requires in his diet, only a few are truly vital or critical enough to warrant special mention. These are of utmost importance and without them an Abbai will start to suffer from malnutrition. In most cases, a basic diet of green vegetables and sea algae will counteract the worst effects of privation.

- 5 **Iodine:** The Abbai do not manufacture iodine internally and must rely on outside sources for it. They require iodine for proper blood regulation and white cell creation. Without it, they cannot deal with infections properly or maintain good health. Abbai need a daily intake of at least 10 cc of iodine, most of which is sublimated directly into their bloodstream and does not have to be digested normally.

- **Sources:** Abbai get all the iodine they require from other sea life. The shrimp they eat gives them more than enough, as does the variety of small fish they often use as meal supplements. Abbai rarely need to look for other sources, but there are certain strains of brown algae found in the deep ocean that contain enough to satisfy their dietary requirement.

⑤ **Sodium:** Used as a method of both maintaining body heat and also as a mineral supplement for the Abbai's digestion, all the sodium they require is obtained sublingually and trans-dermally while they swim in their ocean habitat. When an Abbai cannot be submerged in mineral rich waters for at least an hour a day, they have to supplement their sodium intake another way. This is usually done through the addition of sodium chloride in crystalline form to their normal meals, though some prefer to drink sodium-rich liquids before they sleep. In addition to its nutritive value, a salt-laden drink before bed is considered to be relaxing.

The Abbai have a number of favourite foods, many of which are produced through careful harvest and preparation rather than through cooking or chemical augmentation. The Abbai cannot process complex additives well, making most of their meals simple in comparison with those of other races. The Abbai prefer an organic diet whenever possible; their simple palettes unsuited to complicated meals or any substance requiring more than rudimentary mastication.

⑤ **Sheluuth:** A special salad made of kelp and sea weed, sheluuth has as many varieties as there are families of Abbai in the galaxy. The only constant where sheluuth is concerned is the addition of sun-dried shethol berries over the top of the salad; these are traditional and contain a number of vital nutrients the Abbai need in their daily diet. A few Abbai (less than 2% of their population) have an allergy to these berries and avoid them, but the rest eat them with nearly every meal in some form or another.

⑤ **Kemraal:** One of the few foods the Abbai eat with any sort baking involved, kemraal are a form of cracker made from pressed and fire-toasted plankton. Flavoured with sea salt and powdered shrimp, many Abbai eat kemraal as a snack by itself. When made as part of a meal, it is often broken up over salads or soaked into soups as

a form of noodle. Kemraal is considered quite delicious by several other races and is a notable trade good to the Brakiri, the Drazi and even Earth merchants with a taste for exotic foods.

⑤ **Huul:** A beverage considered both a delicacy and a staple by the Abbai, this drink is made from fish stock and comes in dozens of different grades. The least refined version of huul is used as a general additive to soups and rarely consumed as a drink because of its brackish, bitter taste. The highest grade is actually fermented and while few other races can stand its flavour, it is very intoxicating and served as a liquor at even the highest of Abbai social functions. Diplomats from other races stationed on Abba often say the hardest part of their jobs is acquiring a taste for huul.

Abbai Organisations

Great Wall? You are perhaps referring to the Abbai military, yes? No? Something on your Earthers' homeworld, eh? Very strange. Still, I think I would rather go up against a hundred of your Great Walls than an Abbai blockade any day. No sense of humour, those people.

- Londo Mollari, overhearing a conversation between Senator Hidoshi and Commander Sinclair, 2257

The Abbai are a very grounded, sensible people with a solid approach to their organisational structure. From their personal relationships to their government, everything tends to be thought out logically and arranged in a way that provides the most personal freedom possible while still covering every need the organisation is intended to deal with. Even in the case of their military, the Abbai follow a strong 'safety first' attitude with the emphasis of all their efforts on saving lives and ensuring the common good of their people.

While their model of government and martial science may be optimal for the Abbai, it would likely not work for any other race. The Abbai have a very strong community spirit, one that surpasses even the notably social races such as Humans or Brakiri. They can abide a level of

governmental involvement that others might find stifling because they have faith that their elders and authorities are working in their best interests at all times.

Few structures in Abbai society are created to serve short term goals. The longer than average lifespans of the Abbai have something to do with this; they tend to build lasting organisations because they see the wider scope of their actions and understand repercussions in a way that shorter-lived races simply do not. The Abbai also do not change easily; their current government has been in existence for more than a thousand years, a feat only rivalled (and not actually matched) by the Minbari and their Grey Council.

This inflexibility is not always a benefit. The Abbai are slow to adapt to changing circumstances and if some event were to necessitate flexibility, the Abbai might find themselves overwhelmed by their own ponderous organisations. Fortunately, the galaxy has not yet forced the Abbai into any situation that could prove troublesome. This is as much a factor of the strength of Abbai organisations as any fortune the race has had in its history.

The Abbai Government

The governmental structure of the Abbai is very straightforward, a 200 member council of elders called the Marti. This executive body sets policy with a single member, the Natar, elevated above them to solve deadlocked votes and provide guidance on difficult matters of state. By ruling as one massive structure over the entirety of the Abbai race, the Marti and Natar solve internal disputes among themselves and do not involve lesser levels of bureaucracy.

That is not to say that these additional levels do not exist, but they are afforded little authority of their own and all answer directly to the Marti on all matters. This extremely centralised form of government works for the Abbai because of their close sense of community, allowing the race to accept the commands of a legislative and executive body often located light years away from its constituents. In all cases when political or governmental power needs to be exercised, the Marti and the Natar are involved at some level.

Of course, an executive government requires an enforcement arm and for the Abbai, this refers to the Paatar. These empowered agents of the government are legally authorised to hold court over the Abbai whenever needed and carry out the wishes of the Marti with absolute impunity. They are the judges and when necessary executioners of the Abbai race, though their love for life

keeps the latter duty from occurring very often at all. In general, the Abbai are a peaceful race and even their most violent criminal offenders are rarely murderous.

In addition to the relatively small Paatar police force, there are Abbai who serve as local representatives of the Marti. These are known collectively as the Onshai. They number well over a thousand and have offices throughout Abba and the Abbai colonies. Onshai are effectively remote aides to the Marti, taking their orders directly from the Marti and the Natar and then exercising their will over the populace of their individual jurisdictions. The Onshai have virtually no authority on their own, allowed to adjudicate only the most minor of civil matters without consulting their superiors first.

When the Onshai are unable to deal with a given problem, one or more of the Marti travel to deal with it themselves. This can cause a significant delay and is somewhat needless in the modern age of instant telecommunications, but the Abbai are a people steeped in tradition. The old ways of the Marti are still preserved whenever possible, including their direct involvement in all matters of civil and personal unrest. While the instances of Marti intervention are rather low (less than ten matters a year require the Marti to leave Abba), the government still proudly maintains this tradition.

The sphere of influence of the Abbai Matriarchate grows with each passing decade, but the manner of their government remains static. They still have a ruling body made up entirely of females and female Abbai hold all of the ranking positions in government. Only a female can serve as Natar, rule as part of the Marti or hold an Onshai office. Males are allowed to function as Paatar agents, but they always answer to female superiors. This style of government is a fully functioning matriarchy, also in keeping with Abbai tradition.

According to the Abbai, females are the progenitors of life and should therefore be considered its true authority. The universe is female, making it only logical that all power should be held by the females of their race. Males in positions of authority confuse the Abbai, but they are willing to accept this practice in other races (though they see it as a sign of a corrupt or unenlightened society).

In this regard, the Abbai consider the Gaim to be their closest governmental allies because of the latter race's dedication to their Queens. The Gaim reciprocate this respect, though they serve their Queens more out of biological drive rather than philosophical belief. The Llort,

in contrast, have an almost entirely patriarchal order to their government and consider the Abbai almost heretical for their method of rule. Fortunately, both societies are peaceful enough that this has never become more than a heated ideological disagreement.

The Abbai Military

It could be surmised that with their lack of an attack fleet the Abbai do not have a very well structured or effective military presence in space. This mistaken assumption is understandable; the Abbai do not visibly field an attack cruiser or maintain a battle fleet at any of their space stations. Their military might is not measurable in the number of guns they possess or their destructive capabilities; this makes it easy to assume that the Abbai have no active armed forces or the ability to defend itself in space.

However, as the Centauri learned when they attempted to move into Abbai territory, nothing could be farther from the truth. The Abbai do not possess a very powerful offensive military, but their defensive systems are second to none. The structure of the Abbai military is such that defending lives is its top priority – not just those of the Abbai people but also the personnel of the military itself.

To that end, the Abbai have a slightly different focus to their military technology and stockpiles than is common for the other races of the League. The Abbai have very few small craft and did not, until recently, field fighters of any kind, finding them to be wasteful of lives. For the same reason, they also automate a great deal of their planetary defence systems; the Abbai rely heavily on mines, gun platforms and armed remotes. While the latter can be jammed, the automation of the Abbai is extremely reliable and has proven itself throughout the race's history in space combat.

The Abbai have, in recent years, seen the wisdom in having a stronger offence. While they are still not the equal of many other League members in this regard (and they still refuse to man fighters or assault shuttlecraft), Abbai laser technology is quite advanced. As the Abbai build larger warships to flesh out their offensive capabilities, most of their new weapon systems involve larger and more damaging laser arrays. As destructive weapons are not entirely in keeping with the Abbai's military or ethical philosophy, the bulk of these technologies have been purchased from other races (namely the Narn and the Vree) or salvaged from confrontations with others (the Centauri, for the most part).

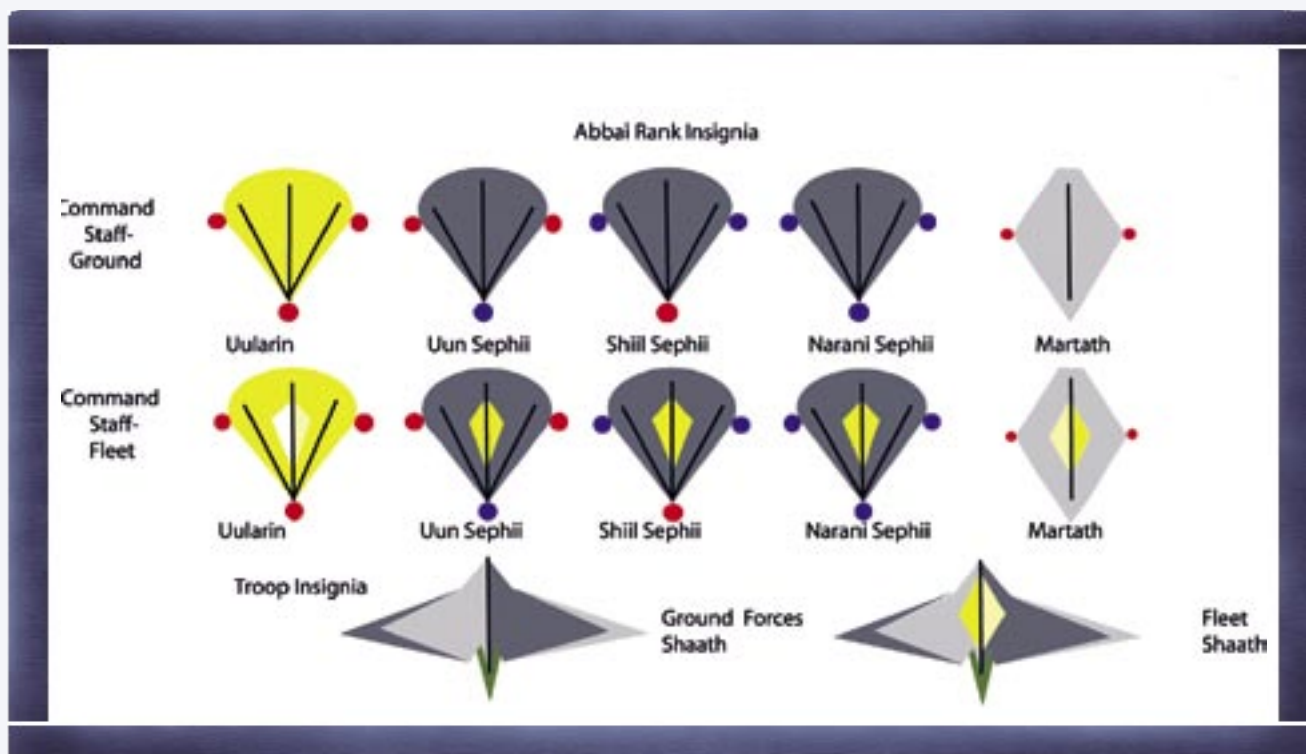
Abbai Military Ranks and Organisation

Because the Abbai do not strongly emphasise their military, they have a very simple ranking structure. The Abbai have the same set up for their ground forces and space fleet. As they do not field fighters in any great number, they have few specialised pilots to speak of. What few troops they need for transports and shuttles are pulled directly from their fleet and given no special rank accordingly. With the emphasis in the Abbai military on function over form, the structure is greatly streamlined.

5 **Uularin:** The equivalent of a war leader or general, the Uularin is almost always (but not automatically) a female. This role is the only one of great importance or authority that a male Abbai can hold, making it highly coveted by those males of the race with ambition or a desire to lead. The Uularin controls the entirety of one half of the Abbai military, either ground forces or fleet. This means there are always two Uularin; they wield equal authority and both answer directly to the Natar.

5 **Sephii:** Each Uularin is served by a group of three officers called Sephii. These officers collate reports, act as messengers, and provide intelligence to their Uularin. Generally, the Sephii are also female, but this is not a legal requirement of the rank. While each Uularin is free to assign given duties and territories to the three Sephii, they traditionally have the following responsibilities:

- o **Uun Sephii:** This officer is responsible for managing the fiscal policies of her military branch. For the ground army, this involves acting as quartermaster, arranging for military vehicles and equipment, and handling installation expenditures and cost oversights. The fleet Uun Sephii handles the same complex tasks for the ever-expanding space fleet, balancing budget concerns with the need to improve the power and size of the Abbai armada.
- o **Shiil Sephii:** The closest thing the Abbai have to a political military officer, the Shiil Sephii for both branches acts as a public and governmental liaison. Most Uularin act through their Shiil Sephii whenever they need to address the Natar, the Marti or the rest of their half of the military. Shiil Sephii are nearly always female; only three male Abbai have ever held this rank.



- **Narani Sephii:** The Narani Sephii is a tactical officer and the most likely Sephii rank to be held by a male officer. This position is responsible for implementing tactical data, developing strategies, and maintaining combat readiness in the military. When a crisis occurs in Abbai space, it is the Narani Sephii that is first consulted for initial responses and emergency procedures.
- ③ **Martath:** The Martath rank is the common command rank of the Abbai, held by hundreds of military officers in both branches of their armed forces. The Martath are responsible for the day to day operation of the Abbai military, ensuring that troops are ready at a moment's notice and directly in the line of fire whenever the Matriarchate comes under attack. While assault training has only been emphasised for a few years, these officers are the primary command structure for such activities when they occur.
 - **Shaath:** Shaath are the rank and file soldiers and fleet personnel of the Abbai military. By limiting their military to a single rank structure at the soldier level, the Abbai keep positions simple and pay grades from becoming an issue. The Abbai believe in community service, making ambition a limited concern. Shaath serve because it is their duty; they

do not typically do so out of any personal agenda.

- **Ground Forces:** Ground Shaath are excellent defensive soldiers and tend to have a strong ability to take and hold positions. They have only had to perform a limited number of these during the peaceful history of the Abbai, but their training is considerable and their skill in the field is unquestioned.
- **Fleet:** Shaath serving the space fleet of the Abbai are well-trained and extremely well equipped, making their performance exemplary and efficient. Abbai crews tend to be somewhat smaller than the ships they man would suggest; this is due in equal parts to Abbai automation and the skill of their personnel.

The army and fleet of the Abbai are laid out in a similarly simple format, although recent times have seen an offensive wing added to the fleet. The Abbai ground forces have still not implemented an invasion or assault force, as neither of these fit with their philosophy. It is doubtful that the Abbai military will ever adopt such structures into its

combat doctrine; they are a defensive people and are never likely to make the switch to a confrontational race.

As such, both their army and their fleet have defensive formations at the heart of their organisation. These both rely heavily on fortifications and emplacements of one form or another. In the ground army, a large percentage of their force incorporates combat engineers and heavy armour. In their fleet, redundant systems, heavy armour plating and defensive weapon systems account for most of their space-borne assets. Added to this arrangement are the many layers of orbital satellites, mines and both active and passive deterrents against attack fleets entering their territory; the Abbai do not appreciate uninvited guests and their armed forces are arranged to ensure that such interlopers do not remain for long.

Even when the Abbai accepted in 2260 that they would have to become more active in a military sense, they did not give up their defensive doctrine. The current fleet structure of the Abbai is arranged with the bulk of their forces in a traditional layout of shielding formations; they have only changed their command format slightly – this being the inclusion of blockade fleets.

Abbai Fleet Layout

5 **Bulwark Fleet:** The mass of their presence in space, the Abbai Bulwark fleet is made up of several smaller divisions of ships, each one assigned to a particular section of their territory and charged with the task of delaying or repelling any invasion force that enters without authorisation. Because the Abbai value their lives greatly, they consider orbital defences to be part of their Bulwark fleet and constantly expand their automated assets. Only the Abba Guard is detailed below; the other divisions of the Abbai fleet follow a similar pattern.

- o **Abba Guard:** The largest division of the Bulwark Fleet, this is actually three separate divisions of ships and support vessels. These are given the honourable and prestigious task of defending the Abbai homeworld. Fleet personnel assigned to the Abba Guard have the most visibly important and envied role in the entire Abbai military. Most Abbai soldiers have to spend ten years or more in service in other fleets to warrant the trust of the Marti it takes to receive a commission here.

- **Far Guard:** A collection of long range ships only, the Far Guard maintains the edges of

Abba's solar system. Capable of moving at great speeds and equipped with jump point generators in the cruisers for fast response to other systems, the Far Guard maintains at least the following at all times:

5 (6) **Lakara Cruisers**

5 (6) **Miliani Carriers**

- **Star Guard:** The mobile contingent of the Abba fleet, this division maintains constant patrols and is typically the relief force for the Far Guard or the Castle Guard whenever trouble strikes. The second force on the scene in most cases, this fleet is usually laid out to take advantage of speed and numbers; it emphasises frigates above other classes of vessel.

5 (3) **Lakara Cruisers**

5 (6) **Tiraca Frigates**

5 (6) **Shyarie Frigates**

- **Castle Guard:** Service in the Castle Guard is relatively tense, as attack forces that bypass the Far Guard strike against it directly in any invasion of the Abbai homeworld. Fortunately, few ships ever manage to assault the manned vessels of the Castle Guard directly; they are often overwhelmed by the Abbai's orbital defence systems long before they make contact with the Castle fleet itself.

5 (12) **Bimith Defenders**

5 (2) **Miliani Carriers**

5 (1) **Lakara Cruiser**
(Command Vessel)

5 (144) **Iala Bombardment Satellites**

5 (36) **Alanti Multiweapon Platforms**

5 (72) **Binala Laser Platforms**

5 (72) **Shyneth Sniper Satellites**

5 (256) **Tirallia Tracking Mines**

Abbai History

Early History – Community Through Hardship

Even before the advent of their written language and oral histories, the Abbai were a unified people. This is due in no small part to their evolution on Abba (which they call Ssumssha), a harsh planet rich in abundant resources but wracked by constant storms and tectonic activity.

With little recourse but to work together to ensure survival, even the earliest Abbai were communal. Records dating back thousands of years show massive underwater cavern complexes with hundreds of Abbai cooperating in hunts and food gathering.

Surprisingly, the typical wars and territorial disputes that colour the pre-histories of most races are conspicuously absent from the Abbai. While they did not begin as a mass community but rather as thousands of smaller communes geographically isolated across the aquatic face of their homeworld, the Abbai seem to have always been of one mind and one racial identity. This unity of spirit if not initially of culture kept the Abbai from having conflicts and promoted their physical and social growth.

The world of Ssumssha quickly made it difficult for smaller communities to survive long, prompting many communes of the Abbai to become nomadic in order to survive. With cavern complexes caving in and magmic disturbances rendering sections of the ocean inhospitable in a very short amount of time, it was advantageous for the Abbai to remain mobile. Even the surface was no safer; constant storms ravaged the world's archipelagos and kept permanent structures from being practical with the Abbai's primitive, initial technology.

This nomadic lifestyle resulted in the formation of larger family units as bands of Abbai met and joined together for mutual benefit. As these nuclear units joined and grew, their numbers made it possible for them to weather even the worst of Ssumssha's disasters without losing too many of their members. This led to the advent of permanent



settlements and the Abbai's first cities formed in the safest corners of their world.

From this arose the civilisation of the Abbai. Technological and social advancement was fostered in these expanding settlements, leading to rapid growth in the wake of their internally enforced peace. While the Abbai did not evolve physically past a certain point, retaining many of their aquatic adaptations, their minds and culture became quite advanced in a relatively short period of time.

From Abba to the Heavens – Swimming to the Starry Skies

While the atmosphere of the Abbai homeworld was far too turbulent to make aerospace technology practical for quite some time, the Abbai were fascinated with what lay beyond their atmosphere. Astronomy was one of the Abbai's first sciences, with the telescope and mathematics advancing quickly to provide them with the tools they needed to vicariously explore the stars. Not long after coming to the surface, the Abbai were already looking into the heavens.

Of particular note during their observations of their own solar system was a strange object circling the eighth planet. This object was originally assumed to be a moon or asteroid, but as telescopic technology advanced and clearer images became possible, the object was revealed to be artificial and non-symmetrical in origin. While opinions differed in their scientific community, the Abbai could not deny what this had to mean; they were not alone in the universe.

Ever the practical people, the Abbai determined that if there were others in the galaxy and that these outsiders had either visited their eighth planet or were still there, the only thing they could reasonably do was find a way to make contact. Space exploration became a priority, as did communications. This drive to learn the truth of the space object fuelled technological advancement for decades, leading to the Abbai's Industrial and then Information Ages in rapid succession. In all, less than 250 years passed for the Abbai between their primitive technological age and their first manned space flight.

During this time, the Abbai's traditional female dominated society became fully codified to help manage their increasingly complicated society. The Natar and her Marti council, long existing as the Abbai's spiritual and cultural guides, became their official planetary government. This led to a unified world power before the advent of the Abbai space program, another oddity in typical development.

Under the Marti's guidance, the Abbai took to the stars easily. They had several breakthroughs in propulsion and advanced material design, allowing them to reach the outer orbits of their solar system within a decade of their initial trans-atmospheric launches. This brought them into contact with the alien object, revealing it to be a strange gateway device of some kind. After years of research and cautious experimentation, the Abbai discovered its purpose and in so doing, discovered the concept and applications of hyperspace.

While many races would have been tempted to immediately explore this new dimension, the Abbai were far too careful to do so without taking precautions. For several years, they improved their vessels, researched new technologies and set up basic but numerous defences around their world before venturing through the alien gate. They feared the possibility of contact with the makers of the gate, concerned that they might be hostile and that the portal was a prelude to invasion.

Regardless of this worry, the Abbai were too curious not to go exploring. Some 250 years after the first sighting of the object in orbit around the Abbai's eighth world, they figured out how to activate it and had a scientific vessel ready to send through its glowing portal. Once they proved that the strange dimension beyond it would make it possible to quickly travel between the stars, the Abbai upgraded their ship, and others fashioned in its image, with defensive weapons and began exploring in earnest. They were concerned that space might be a hostile place for them, but the idea of meeting and learning about other races was too tempting for them to resist.

Contact and Conflict - The Hyach, the Drazi and the Centauri

It did not take the Abbai long to find other races among the stars. The first ones they found were not even space-faring people and while the Abbai were both relieved and disappointed not to find the builders of the gate, they decided to leave these races alone rather than reveal themselves. The Abbai, being very socially oriented, did not wish to disrupt the development of other cultures with their presence or their technology.

Several years after entering space for the first time, the Abbai moved far enough along the web of jump gates to meet another group of explorers: the Hyach. While the Hyach were more advanced in every technological respect than the Abbai, they were, fortunately, also peaceful. Initial contact went well and it was not long before a treaty of non-aggression and mutual exchange was signed. The Hyach wanted to learn more about the Abbai culture and the Abbai were convinced that the light-based weapons of the Hyach were a technology they could not afford to neglect.

The Hyach also provided the Abbai with something more important than technology – encouragement. Their example proved that it was quite possible to safely colonise the stars. The Abbai expanded quickly after meeting the Hyach, always respecting Hyach territory but also growing wherever they found worlds capable of supporting them. In each case, these colonies were heavily fortified and defended before the Abbai moved on to set up the next. This made their expansion through space much slower than many other races, but their colonies were far better defended as a result. As they would soon learn, the Abbai chose correctly in doing so.

When the Centauri came for the Abbai at their outer-most system in Tirolus, it was not the peaceful race's first hostile encounter. They had already dealt with Drazi raiders and a misunderstanding involving a remote Drazi mining colony. While the Abbai had not suffered badly in those engagements and had even managed to work out a peace treaty with the Drazi, the exchange of fire had prepared them for the eventuality of combat in space.

This proved to be valuable experience. While the Centauri had superior ships and military expertise, they were unprepared for the strength of the Abbai's defences. Their powerful raiding vessels torn apart or crippled by the defensive satellites and heavily armoured cruisers of the Abbai, the Centauri quickly left Tirolus and returned with a larger fleet only to find the Abbai similarly reinforced.

Hostilities were avoided and a non-aggression pact was worked out quickly. The Centauri menace was successfully blunted and driven from Abbai space – an important early victory that would provide the Abbai with the peace needed to greatly expand their influence among the stars.

Growing Pains - The First League

This Golden Age of expansion was not meant to last; when it ended, it was the Centauri occupation of border systems with the Abbai that brought it to a close. While the Abbai had been steadily building their defences for 200 years, they were somewhat unprepared for the leaps in military technology the Centauri had incorporated into their new vessels. Through several extended engagements against these deadlier ships, the Abbai managed to hold against the Centauri assaults but at a terrible cost. When the political situation in the Centauri Empire shifted and the invasion fleets returned home, the Abbai were left with outlying systems in shambles and a battered, war-weary fleet.

They also had several captured hulks left behind by the retreating Centauri and from them, the clever Abbai managed to advance their own military technology. These new developments were quickly put to the test against the same race that had inadvertently sponsored them. The Centauri, united again under a new Emperor, tried to exert control over the network of jump gates in and around their territory. Still somewhat reliant on those gates, the Abbai were forced to defend their interests.

This led to numerous skirmishes with the Centauri, all of which were fought according to the Abbai way of waging war. They mined the jump gate lanes, set up defences and retreated to make the Centauri come to them. An exhaustive and expensive way to do battle, the Centauri abandoned their pursuit of the Abbai lanes and retreated from that sector of space. Once again, through layer after layer of strong defensive systems, the Abbai emerged victorious.

This victory also reaped the reward of opening traffic again around Abbai space, which in turn led to the discovery of new starfaring races. Chief among these were the Brakiri. First considered an ally because of their mutual history of subjugation at the hands of the Centauri, the Abbai quickly realised the Brakiri had developed many similar traits to the 'Lion of the Galaxy'. While they maintained economic relations with the Brakiri, the Abbai did not pursue a closer relationship because of these ideological differences.

With ideology at the forefront of Abbai politics, the Marti decided to try and foster better relations with the

many races around them by offering some of their more outdated technology as a forefront to the formation of a 'League of Worlds'. Unfortunately, while many of the races they approached agreed with the idea in theory, few were interested in supporting it past their own borders. Realising the League of Worlds would simply be a new title for empty political promises, the Abbai continued its guise but despaired of having the concept expand into what they envisioned as a unification of forces for mutual protection.

Fostered By Fear - The True League is Born

Ironically, the force primarily responsible for uniting the many races of the League of Non-Aligned Worlds was the Dilgar, a people obsessed with annihilating any race that would not join under their banner of dominion. When the Dilgar began their war of conquest, panic and terror followed in their wake. The Abbai, shielded from the Dilgar's early efforts by distance and defensive strength, heard about the travesties of the warrior nation and decided to investigate with a small task force of their own.

What they discovered shocked and enraged them. Knowing that alone they could not stop the Dilgar, the Abbai turned to the fragile and mostly symbolic alliance they already had and agreed to share more advanced versions of their technologies with any race that would fight with them to defend their mutual space. This time, their offer was accepted more honestly; the assembled races of the League were running scared and any possible defence was too valuable and too direly needed for them to refuse the Abbai's terms. What the Abbai could not achieve during peace time, they easily forged in the fires of war.

Even with this new alliance, the League of Non-Aligned Worlds showed division in their ranks and the Dilgar sensed a vulnerability they could exploit. Attacking outlying colonies of the more militant and less cooperative members of the League, the Dilgar began creating tension and uncertainty in the new coalition. While the Abbai and the Hyach struggled to keep their allies together, the violent nations of the Drazi and the Brakiri began to pull away from their promises of mutual defence to move their ships to their contested borders. The Dilgar's plan to disrupt the League was working brilliantly.

Enter the forces of Earth. Humans were a match for the Dilgar because in many ways they resembled them in tactical and military power. Infuriated because of Dilgar attacks on the peaceful colonies of the Markab, an ally of both Earth and the League, Humans were swayed by cunning Abbai diplomats into unleashing their military

might against the warrior race. After a number of climactic battles, Earth drove the Dilgar out of contested space and shattered their power in the galaxy forever.

In the wake of this conflict, the League of Non-Aligned Nations was cemented through mutual interest and protection. The Abbai had proved true to their word and the Dilgar threat had been dealt with. Their connection with Earth was another selling point; the Abbai and the Markab opened a doorway to the emerging new power and many of the League races wanted to use that contact to their own advantage. While fear formed the League of Non-Aligned Worlds anew, it was enlightened self-interest that kept it together thereafter.

Of Shadows and Stars - Present Day and a Brighter Tomorrow

The coming of the Great War was a terrible blow to many races of the League, but the Abbai were left for the most part untouched by the tragedy. Their ambassador, when asked by the Shadow agent Morden 'What do you want?' gave the only answer his people could: 'safety and peace'. This was not what the Shadows were looking for at all. The Abbai were considered too weak to accept the great destiny the Shadows had to offer, and so they were ignored in favour of more violent races.

This also meant they were not targeted by those members of the League of Non-Aligned Worlds seduced by the promises of the ancient race. The League was well acquainted with the strength of the Abbai's defences, having seen them turn aside battle groups from the Centauri many times before. Even when the Drazl were raiding their neighbours, drunk on the power of their Shadow 'allies', they were not foolish enough to do more than clash with the most remote of Abbai outposts. They wanted dominion over the worlds along their borders, but they were well aware of what it would cost to batter through the Abbai's wall of satellites and ships.

This protection kept the Abbai mostly out of the Great War in any regard until Sheridan's return from Zha'h'dum. This 'miracle' convinced the Abbai that the time was right for action. The community they had struggled so hard to build and nurture was being destroyed by the Shadows; they would be hypocrites of the first order if they

did nothing to preserve it. With Captain Sheridan and his White Star fleet at their head, the Abbai fielded blockade groups in support of his effort to end the threat of the Shadows once and for all.

This was a costly decision for the Abbai, as they lost their greatest battleship, the Denaa, to a black missile seeking to destroy Sheridan's ship from behind at the end of the Coriana 6 confrontation. More than 300 Abbai lost their lives in an instant when the Denaa was vaporised by the devastating power of the Shadows, but their sacrifice helped to buy life for the entire galaxy.

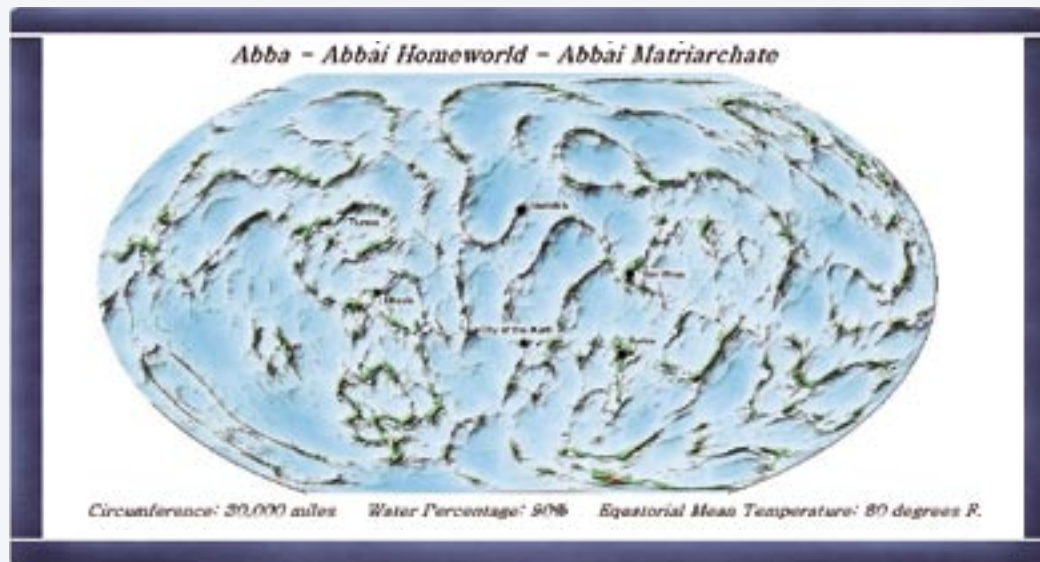
This spirit of sacrifice in cooperation with Babylon 5 and Commander Sheridan also drew the Abbai, along with the rest of the League, into his conflict with Earth and the EA's corrupt President. They were only there in a support function from the start of the civil war, but the Abbai were once again instrumental in the final push to Earth when their ships helped the combined force take out Earth's defence grid before it could be savagely turned on its own people.

This continued cooperation after the Shadow War convinced the Abbai and the other races assembled on Babylon 5 to propose and agree to the formation of a new alliance – The Interstellar Alliance. While in theory, this involved the dissolution of the League of Non-Aligned Worlds, the truth of that dissolution was not realised until much later in the ISA's history. For many years after the creation of the Interstellar Alliance, old habits were hard to break and the League continued to live on in name, function and form as an adjunct to the ISA. The Abbai were partially responsible for this continuance, stubbornly clinging to the organisation they had created centuries before the League races had even heard of humanity.



Notable Worlds of the Abbai

Abba



Planet: Abba

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 50%, Light Storms (Rain) 25%, Light Storms (Mixed) 5%, Severe Storms (Mixed) 20%

Technical Level: Advanced, laser technology, hyperspace-capable, medical engineering

Native Sentient Race(s): Abbai

Dominant Government: Ruling Council with titular head; Marti and the Natar

Notable Cities: Burisa, Tiumaa, Ditalaa, Ventrish, Vin Vinaa (capital), City of the Marti (government centre)

Population: 3.3 billion (95% of population is urban, 5% live in rural or isolated communities)

Cultural Information: Population of the planet is almost entirely centralised into the cities of the planet. The 'rural' Abbai are mostly isolated colonies that, for ideological or traditional reasons, have not desired unification with the five city-states of Abba.

Planetary Notes: Travel on Abba is virtually all via amphibious transport. Abba's atmosphere is too unstable for effective flight and land travel is impossible except to move from point to point on any given island. The storms of Abba can be extremely violent; the five cities

of Abba are built in naturally occurring electromagnetic 'eyes' that abate all but the worst of the planet's inclement weather. Abba's extreme northern and southern regions are prone to high levels of tectonic activity and have not been significantly explored or settled.

While the Abbai have expanded out to other colonies and

made contact with many races that have welcomed them onto their worlds, Abba (Ssumsha) is and always will be their home. While it is a violent world with what often seems like an active temper, its rages have produced one of the most peaceful and community oriented races in the known galaxy. The Abbai are very fond of their world, regarding it with great affection.

To the Abbai, Ssumsha is the fire that gave rise to their culture, their lives and their destiny.

When the Abbai found Utriel, a world very similar to their own but with a vastly more clement atmosphere and a much more stable tectonic structure, surprisingly few of them wished to leave Abba to settle its teeming oceans and fertile islands. Instead, the majority of the Abbai remained on their homeworld, preferring the familiar violence of the planet they affectionately call the '*nata nuraai*', the 'mother of the universe'.

'All too often, a sentient race finds a new world and flocks to it in droves. Then they wonder why their communities are weak and their people forgetful of their heritage. How can someone ever be at peace when they are forever in motion? Remember where your home is, and stay there.'

- Natar Riila

Utriel

gave rise to the Harvest Zones on Utriel – an attempt to keep fishing and farming away from the utreel's spawning grounds.



To many of the other races in the League of Non-Aligned Worlds, Utriel is a gem of a planet gone mostly to waste in the possession of the Abbai. While the Abbai seek to preserve its natural beauty, something other races can appreciate, their love for their own homeworld keeps them from settling it in greater numbers. Utriel could easily

support several million inhabitants without any real strain on its resources, a fact not lost on acquisitive races like the Brakiri or practical ones like the Drazi.

Planet: Utriel

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 80%, Light Storms (Mixed) 10%, Severe Storms (Mixed) 10%

Technical Level: Advanced, laser technology, hyperspace-capable, medical engineering (all through colonisation)

Native Sentient Race(s): None (settled by Abbai)

Dominant Government: None (controlled by the Marti and the Natar from Abba)

Notable Cities: Velunaa (primary city), Natali (port)

Population: 200,000 (99% of population is urban, 1% live in rural or isolated communities)

Cultural Information: Utriel is a very 'untamed' world with teeming wildlife above and below the surface. The culture of the Abbai that live here is one of isolated observation and careful farming. These Abbai are very rustic, using only what technology they must to provide efficient resources back to Abba. They prefer as little impact with their environment as they can manage.

Planetary Notes: Utriel is surprisingly similar to Abba, sporting only a little additional land mass and a more temperate climate as its differences. The Abbai consider Utriel a blessing and its original name was Ssumshiir (Child of Ssum, after their homeworld). The Abbai changed it to Utriel when they discovered utreel fish, a species long extinct on their own world, in its oceans. The utreel, a beautiful fish with 'wings' for fins, is very sensitive to habitat changes and had been inadvertently exterminated back on Abba. It

Unfortunately for the League, while the Abbai have no desire to settle Utriel they are not fond of the idea of sharing their homes with other races. The Abbai are very community oriented, but they oppose the cohabitation of their worlds. To the Abbai, each planet should be home to one race and one race alone. That is the natural order of things as far as they are concerned. Utriel is an Abbai world, and while they have no wish to move more of their people onto it, the planet will likely never be open to any other race except through force.

'That world could support an entire corporation and they leave 90 percent of it alone because of some stupid fish? If the Abbai were subject to our laws, I would sue them for possession of Utriel on a charge of resource mismanagement!'

- Brakiri Magnate Tural

Tirolus

and its resources were stripped inefficiently and to some detriment to its atmosphere. The lessons learned from the

decline of Tirolus helped shape the Marti's policy towards colonies like Utriel. Tirolus had to be abandoned after the failed Centauri attempt to seize the planet ended with its atmospheric disruption after the use of mass drivers to destroy Tiros Base.

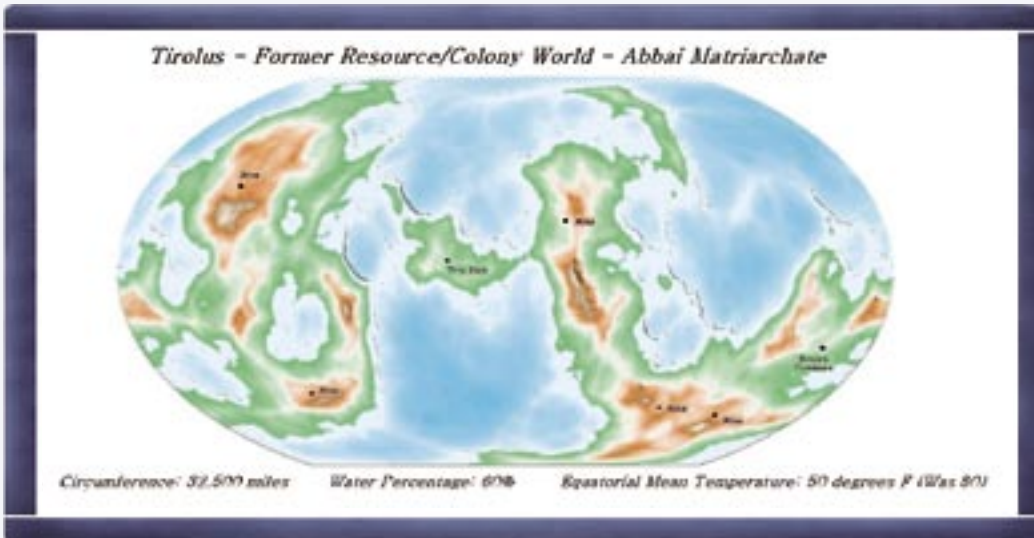
The loss of Tirolus after Centauri tactics, combined poorly with the damage the Abbai had already

done with their inefficient and wasteful mining efforts, taught the Abbai something very important. While the bounty of the universe was open to any race with the will to take it, they had to tread lightly if they intended to leave anything behind for future generations. They also learned to both fear and detest the Centauri, seeing firsthand what the 'Lion of the Galaxy' was capable of even in defeat.

The Abbai consider Tirolus to be primarily their fault and their shame. The Centauri obviously did not intend the destruction of the planet's environment with their orbital bombardment, brutal as it might have been. The Abbai have continuously remained silent about why they chose to abandon Tirolus even after successfully defending the world against the Centauri and other invaders, but the common opinion of the League and other races is that a plague of some kind drove them off. This is clearly untrue, but the Abbai do not discourage such rumours as it keeps others from investigating the planet and learning of their mistakes.

'We do not go back to Tirolus. Ever. We have learned everything we can from that planet. We do not visit Tirolus. We mourn it.'

- Piiraa, Abbai diplomat to the Llort in a private meeting



Planet: Tirolus

Climate: *Was:* Temperate to Cool, Warmer near Equator/
Is: Cold to Freezing, Frozen Polar regions

Weather Average: Light Storms (Rain) 60%, Light Storms (Rain) 5%, Severe Storms (Mixed) 5%

Technical Level: None now, was Abbai standard technology

Native Sentient Race(s): None (was settled by Abbai, now abandoned)

Dominant Government: None (was controlled by the Marti and the Natar from Abba)

Notable Cities: Tiros Base (destroyed), Binaara Commune (abandoned)

Population: None. Was 300,000 (90% of population was urban, 10% lived in rural or isolated communities, mostly as personnel in the multiple mining colonies covering the mountainous surface of Tirolus)

Cultural Information: While the Abbai lived on Tirolus, it was a valuable settlement and resource world. Unlike on Utriel, Tirolus did not benefit from the same hands-off approach to colonisation. The Abbai that colonised this world did so in the same way as they lived on Abba, echoing their culture directly. Only the advent of mining camps (not common on Abba) differed from the norm of Abbai behaviour.

Planetary Notes: Tirolus is an example of poor management and the greed of other races (namely the Centauri). As a stable, fertile world, Tirolus was a logical choice for colonisation for the Abbai. As their first major colony planet, Tirolus suffered from Abbai inexperience

Technology of the Abbai

As a race, the Abbai have two major obsessions where technology is concerned – defences and lasers. The former is part of their psychology; the Abbai like to feel safe and they only feel safe when they know they can protect themselves. To this end, they have developed a number of defensive capabilities, including armour, which are second to none save the technology of the First ones. Even the Minbari do not have armour, either personal or vehicular, as advanced or protective as the Abbai (though the Minbari do have the edge over the Abbai when it comes to making their defences more compact).

The Abbai obsession with lasers comes from their early space exploration days and their encounters with both the Hyach and the Centauri. The Abbai have excellent light-based technologies, using them for many different applications including construction, labour, mining and medical sciences. The Abbai also consider the laser to be the ultimate form of weaponry, as it can be tuned to be more or less destructive as a given situation requires.

The Abbai are very controlling and private about their technology, not because of greed or avarice but because they have seen what others will do to get their hands on technical innovations. Their current policy of extremely limited technical disclosure is mostly due to the actions of their tentative fiscal allies, the Brakiri.

Seeing how far the Brakiri will go to achieve any level of dominance in scientific or commercial endeavours, the Abbai have reacted by over-compensating in the other direction. The Abbai do not pay much attention to the inventions of others, even missing opportunities to learn from the examples of outside technology in preference to their own research. This attitude has relaxed a little in the era of the Babylon Project and opened up considerably with the advent of the Interstellar Alliance.

Abbai Equipment and Gear

Weapon Descriptions

The watchword for Abbai weaponry is 'nonlethal'. The Abbai dislike killing in any form, even their ground military. While they accept that lethal force is sometimes required, the bulk of their battlefield technology is devoted to defence and passive weaponry. A living but defeated

enemy might someday realise the error of its ways and become an ally; a dead enemy is nothing but a corpse.

To this end, the Abbai focus on chemical and electrical weapons in personal combat. Their ability to generate kinetic fields is limited, but their other passive technologies are very advanced. Very little is more effective in hand-to-hand combat for disabling an opponent without killing him than the specially-regulated shock of an Abbai stun-prod. At range, the Abbai have several nonlethal options utilising a variety of technologies, and are the only known military to issue nonlethal weapons to its ground troops as standard armament.

Arc-Gun: An electrical weapon based on the same principles is an arc-gun. This Abbai weapon resembles a long rifle with a clear, impact resistant sheath covering a triple set of conducting rods and an ablative firing aperture. The gun channels a ring of electricity down these rods and reacts with the aperture to create a moderately ranged pulse of disruptive energy. Living targets hit by an arc-gun must make a DC 18 Fortitude save or fall unconscious for 2d10 minutes. A successful save reduces this effect to a -2 to all attack rolls and skill checks for the same amount of time. Effects are not cumulative, and any DR the target possesses reduces the Fortitude DC by an equal amount.

Club, Abbai: Even in the early history of the Abbai, they disliked any weapon that could be used to kill. Thus, the club was the Abbai weapon of choice and has evolved into a very effective and efficient instrument for delivering nonlethal damage. When striking to subdue with an Abbai club, the wielder does not suffer the usual -4 penalty to his attack roll and adds +1 to any damage dealt.

Kemjaa Pistol: A chemical weapon that fires frozen slivers at a fast rate of speed, this pistol is the standard side arm of the Abbai military and is carried by both branches as a preferred weapon. Incapable of piercing heavy armour (DR 4 + of any kind), it ignores anything lighter and deals very little real damage. Its effect lies in the powerful drug it delivers directly to the bloodstream of its living targets. Anyone hit by a Kemjaa round must make a DC 15 Fortitude save or be knocked out for 1 hour. Successful saves negate this effect, but any subsequent hits taken within an hour of the first add +2 to the save DC.

Kemjaa Rifle: The standard armament of the ground infantry, this is just a longer, heavier version of the Kemjaa pistol with a greater ammunition capacity and the ability to rapid fire. Doing so does run the risk of killing a single target if too many rounds are directed into it, but the Abbai typically only use its rapid feature when facing a number of opponents.

Abbai Weapons

Weapon	Cost	Damage	Area of Effect	Crit.	Ammo	Range Inc.	Size	Weight	Type
Melee Weapons									
Club, Abbai	120 cr.	1d6	—	x3	—	—	Small	2 lb.	Bludgeoning
Luurtaa Knife	550 cr.***	1d4	—	19-20/x2	—	10 ft.	Tiny	1 lb.	Piercing/Slashing
Stun-Prod	750 cr.	1d6* + 1d6**	—	x3**	—	—	Small	3 lb.	Bludgeoning
Grenade Weapons									
Laserstorm Grenade	400 cr.	1d6	20 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile
Mercy Grenade	200 cr.	special	10 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile
Pistol Weapons									
Kemjaa Pistol	950 cr.	1 point	—	x4	11	30 ft.	Small	4 lb.	Projectile
Rifle Weapons									
Kemjaa Rifle	1,350 cr.	1 point	—	x4	33	40 ft.	Medium	6 lb.	Projectile, Rapid Fire
Arc-Gun	2,500 cr.	1d4*	—	—	9	30 ft.	Large	10 lb.	Energy

* Subdual only

** Only when used as a club.

*** Not normally for sale.

Laserstorm Grenade: A surprisingly destructive weapon to come from the Abbai, it utilises their advancements in laser technology in a very inventive and lethal way. When a laser grenade goes off, it fires dozens of thin but powerful laser bursts all around the point of impact before burning out. Anyone in its area of effect gets struck six times minus their Dexterity modifier, suffering the listed damage from each blast. Laserstorm grenades are somewhat rare, only issued to what passes for heavy infantry among the Abbai.

Luurtaa Knife: A weapon of honour with a dubious level of acceptance among the Abbai, the Luurtaa is a one-foot blade of luura shell (the luura being a crustacean on Abba with a sharp, iridescent coloured shell) with a single edge and a cord wrapped handle. Carried by officers of the Abbai military and rarely ever used, the Luurtaa is considered the only acceptable way for an Abbai to kill an opponent. Only wielded when the Abbai doing so has no choice, and then only to kill quickly and cleanly, it is extremely sharp and can cut with great ease.

Mercy Grenade: A modified form of the arc-gun's firing element slaved to a one-shot capacitor, the mercy grenade floods its small area of effect with an electrical wavefront that acts just like the attack of an arc-gun against everyone in its blast radius. Mercy grenades do not have a great deal of ability to penetrate thick armour; DR greater than 3 negates the effect altogether.

Stun-Prod: A modified Abbai club, these prods have a conductive element worked into the striking surface and a very complex micro-processor built into the handle. When a stun-prod is wielded in combat, the processor reads the skin density of any opponent struck through the use of tiny sensors along the weapon's head. It then determines exactly how much current to use to stock him without endangering his life. Anyone hit by a stun-prod, regardless of armour worn, must make a DC 17 Fortitude saving throw or be rendered unconscious for 1d4 minutes immediately. The stun-prod can be wielded as a club and a stun-prod simultaneously, but its construction keeps it from achieving the +1 to subdual damage that a true Abbai club gains.

General Equipment Descriptions

The Abbai live in an almost holistic harmony with the world, requiring very little equipment to perform their duties and live their daily lives. What little they do need or use is generally just specialised forms of normal galactic equipment, often modified to be waterproof and capable of operation while immersed. The Abbai are the most advanced race in the galaxy (with the constant exception of First Ones, of course) when it comes to this form of technology and make their services available to others when waterproofing delicate gear becomes necessary.

Breathing Gear, Abbai: Because the Abbai enjoy having guests on their worlds (though they discourage long term residency), they have had to develop efficient aquatic breathing gear for races without their natural advantages. This has given rise to Abbai breathing gear, the smallest, most efficient underwater respirator ever designed. Little more than a compact mask, the Abbai breather is capable of allowing clear sight underwater up to 90 feet and lets an oxygen-dependent wearer breathe normally for up to 3 days before its special powered filters need to be replaced. An emergency twenty minute pressurised air supply is standard with the gear.

Hydrotransic Comm: By using a very low current carrier wave, specially modulated to take advantage of the conductive capabilities of water, the Abbai can use their communications gear between any two points connected by a contiguous body of water. This comm can operate at any distance as long as there is water between the comm units and can project its signal as far as 100 yards from the water itself. Because a hydrotransic comm effectively fills a general area of water in the direction of the transmission, it cannot be made directional or effectively shielded from eavesdropping.

Shell Material: Shell materials are used by the Abbai in the same way many races use steel (having the same hardness

and hit points per inch of thickness); they use it for casings, building supports and in many places where metal would normally be found. The special shells of the Abbai are as strong as steel and just as resistant to breakage, while being lighter and easier to shape. Any item made predominantly of metal can be built (or rebuilt) using shell instead. All Abbai equipment not specifically noted as being metal already has this modification. Shell material adds 10% to the cost of an item and reduces its weight by ¼.

Waterproofing: Not usually required for most modern military or consumer equipment, waterproofing is very valuable for items that normally would not work well underwater. This treatment does not just involve sealing all openings in a device; it also includes providing air intakes, altering transmission arrays to handle water dispersion and other augmentations for the pressure and environment of underwater use. Abbai waterproofing is the best in existence, allowing weapons like slugthrowers to be fully usable underwater. This modification costs +10% of an item's normal price, +20% if it is a weapon or an electronic device with a 500 credit or greater base cost.

Armour and Clothing Descriptions

The Abbai's early use of shells and organic materials for their personal armour still shows in the scalloped design of their metal and composite modern protective gear. The Abbai rarely wear anything of this sort unless they are going into battle, preferring open, loose-fitting clothes for normal wear. Armour is part of battle, a typically distasteful concept and thus relegated to the field of combat only. Even active-duty infantry Abbai only wear their armour if there is some indication that they might be involved in a conflict soon; otherwise they wear simple, easy to identify uniforms of colourful cloth and ornate insignias.

Abbai Combat Armour: A composite suit of advanced materials and ballistic cloth, Abbai combat armour is remarkably ornate and features a built in power supply for whatever items the wearer might need to use while on the battlefield. This suit of armour is quite effective at preventing damage, offering something no other form of combat gear known to the younger races has, a small (10%) chance of negating critical hits in combat. A successfully prevented critical hit still does its normal damage, but does not benefit from its multiplier or other effects.

Day Clothes: The Abbai's atmosphere makes the differences between colours at day and at night very distinctive; as such they tend to

General Equipment

Item	Cost	Weight
Breathing Gear, Abbai	300 cr.	2 lb.
Hydrotransic Comm (base unit)	3,500 cr.	15 lb.
Hydrotransic Earpiece (receive only)	700 cr.	—
Shell Material	+10%	—¼
Waterproofing	+10%/20%	+1/20

Armour & Clothing

Item	Cost	Weight	DR
Abbai Combat Armour	9,800 cr.*	20 lb.	6
Day Clothes	250 cr.	3 lb.	—
Diplomatic Garb	3,000 cr.	4 lb.	—
Night Clothes	250 cr.	5 lb.	—
Shell Armour	5,000 cr.	25 lb.	2**
Uniform	200 cr.	4–6 lb.	—

* Not generally available for sale.

** DR 1 against energy weapons.

wear completely different outfits depending on lighting. Daytime attire is more understated and not as bright, with flowing scarves and sashes to make up for the relative lack of colours and textures.

Diplomatic Garb: An interesting mix of day and night clothes, the Abbai diplomatic garb is effectively a uniform of sorts. The Abbai are complex creatures and the clothes they wear for public appearances with other races showcases this complexity. Brightly coloured, yet flowing and open, these garments are always the height of fashion for the Abbai (though their effect is usually muted on races not acutely familiar with Abbai culture). When clad in diplomatic garb, an Abbai enjoys a +1 equipment bonus to Charisma-related skill and ability checks made with other Abbai.

Night Clothes: In contrast with day clothes, night clothes are more form fitting, tend not to have accessories or outer adornment and feature bright tones and complex patterns. In the dimmer light of the Abbai night sky, these stand out better and are not as taxing to the precise nature of Abbai eyesight. Night clothes are also better suited for swimming, offering a +1 equipment bonus to Swim checks made while wearing them.

Shell Armour: A traditional and mostly archaic form of personal protection, this suit of armour is made from heat tempered and processed shells of various sorts. Every suit of shell armour tends to be quite unique as they are always hand made and fitted to the individual wearer. Unless refitted to a new owner (a process requiring 100 credits in materials and a craftsman capable of doing the tailoring work), a suit of shell armour only provides a DR of 1 to a new owner and no protection at all against energy weapons.

Uniform: The Abbai enjoy matching clothes to societal roles and have uniforms for virtually every walk of life. Each role or job the Abbai can take has a uniform style attached to it, a detail of their culture often missed by outside observers as Abbai uniforms are very colourful and fashionable (unlike the typically drab and uninteresting uniforms of other races). Uniforms are only worn by the Abbai while 'on duty'; they never wear uniforms when they are not performing their assigned tasks.

Vehicles and Spacecraft

The Abbai have an interesting disparity where vehicular technology is concerned. They developed personal transports to a certain point, paying careful attention to amphibious capabilities, and then stopped for the most part once they designed a working, efficient vehicle. While they have progressed a bit farther with their space program, the Abbai are generally content to simply build something that works and stick with its design until external conditions or changing times demand further research.

Special Quality: *Submersible (Amphibious)*

Any vehicle can conceivably be modified to be submersible underwater. This is an extensive change, as the base vehicle has to be environmentally sealed, reinforced against pressure if necessary, and given some means of propelling itself and manoeuvring in an aquatic environment. A vehicle modified to be submersible can move underwater at half its base speed (space based vehicles with this modification gain an underwater movement rate of 1 using its own scale for its actual speed) and has its acceleration, deceleration and Handling bonus reduced by 2 to a minimum of 1 each (+0 for Handling); this modification costs 10% of the vehicle's base price. An air supply good for 24 hours of continuous operation is included in the basic modification, with each extra day's operation costing an additional 3,000 credits.

Cargo Transport, Abbai

The Abbai appreciate an efficient design and this philosophy has shaped their standard cargo transport. Capable of travel underwater and over land, the typical Abbai transport hauler is a sizable vehicle with a large cargo capacity and acceptable speed. Not a swift or manoeuvrable vehicle by anyone's definition, the Abbai transport is an aesthetically pleasing vessel with a number of curves and fins that provide stability underwater and create an attractive and eye-catching look. Abbai cargo transports also double as mass transit vehicles for passengers at times, replacing 2,000 pounds of its carrying capacity for an additional 20 passengers if needed.

Civilian Vehicles

Item	Cost
Cargo Transport, Abbai	44,000 cr.
Dorshaa Ground Car	55,000 cr.
Kinraasha SkyPlane	480,000 cr.

Gargantuan Surface/Underwater Vehicle; hp 35; DV 9 (–4 size, +3 agility); DR 4; Spd 20; Acc 3; Dec 4; Han +0; Sensor +1; Stealth 10; SQ: Amphibious; Cargo 3,000 lb. (or 1,000 lb., see above); 1 Pilot, 10 passengers (or 30, see above)

Dorshaa Ground Car

A typical form of Abbai personal vehicle, the Dorshaa is one of the more popular conveyances for the race; models of this vehicle can be found on every colony and outpost. The Dorshaa is, like most Abbai vehicles, amphibious and while it is not as swift underwater as a dedicated submersible, it is vastly more useful to the average Abbai user. The Dorshaa has a two hour emergency air supply, but it is usually allowed to flood whenever the Abbai use it because of their semi-aquatic adaptations.

Large Surface/Underwater Vehicle; hp 20; DV 9 (–1 size); DR 5; Spd 20; Acc 2; Dec 3; Han +1; Sensor +0; Stealth 12; SQ: Amphibious, Cargo 150 lb.; 1 Driver (optional), 6 passengers; Special Features: Self-drive capable (has a Drive skill bonus of +5)

Kinraasha SkyPlane

Used on those rare occasions when the Abbai simply have to fly within an atmosphere or into high orbit, the Kinraasha is the latest in a long line of aircraft designs used by the race. Many of these designs have been less than safe, though their crash rate is due more to the turbulence of Abba's atmosphere than any flaws in their engineering. The Kinraasha is not terribly manoeuvrable, mostly because it emphasises stability and endurance over any fancy (and therefore dangerous) flying.

Gargantuan Spacecraft; hp 55; DV 7 (–4 size, +1 agility); DR 6; Spd – (25 in atmosphere); Acc 2; Dec 2; Han +1; Sensor +1; Stealth 12; SQ: Amphibious, Atmospheric Capable; Cargo 2,000 lb.; 1 Pilot, 20 Passengers

Military Vehicle Descriptions

The Abbai do not use many vehicles in their military as they have had little experience at fighting ground wars and prefer to use air and space-based assets when they have to

defend themselves in such a way. They do have two vehicles that still see general use and receive constant maintenance. Both are submersible, which makes them very valuable in aquatic or semi-aquatic operations but often burdens them with unnecessary equipment and weight in more arid engagement zones.

Benaa Troop Transport

Used to move its infantry from engagement to engagement in safety, the Benaa is extremely good at keeping its valuable payload of soldiers and equipment secure until it reaches its destination. Often called upon to move through hostile areas, the Benaa is armed lightly and can defend itself, but its most deadly asset is generally the trained squad of troops inside its armoured frame. A Benaa caught in heavy fire can usually withstand enough punishment to survive deployment and evacuation. A Benaa that is not under attack typically remains in the unloading zone, acting as mobile cover and fire support for Abbai soldiers.

Huge Surface Vehicle; hp 60; DV 10 (–2 size, +2 agility); DR 6; Spd 11; Acc 1; Dec 1; Han +2; Sensor +0; Stealth 14; SQ: Amphibious, Cargo 2000 lb.; 1 Driver, 1 Gunner, 12 Infantry

Weapons:

Twin-Linked Light Laser Cannon; 1 Turret; Attack +2 (targeting computer); Damage 1d8; Critical 19-20/x2; Range 5, Rapid Fire

Nataraithe Air Defender

The Nataraithe is a much feared vehicle, renowned for its ability to move through virtually any environment with enough speed to be a threat anywhere in a theatre of war and carrying enough firepower to be effective against a wide variety of targets. The Nataraithe is such an effective design that the Brakiri have been attempting to get their hands on its design for years; it is well known in black market circles that the Brakiri would be willing to pay handsomely for its schematics. It is also well known that those attempting to steal the design of the Nataraithe always seem to disappear before they can reach the Brakiri with their ill-gotten plans.

Huge Air Vehicle; hp 80; DV 12 (–2 size, +4 agility); DR 8; Spd 15; Acc 4; Dec 3; Han +3; Sensor +2; Stealth 14; SQ: Amphibious, Cargo 3000 lb.; 1 Pilot, 2 Gunners

Weapons:

Heavy Laser Cannons; 1 Boresight; Attack +3 (targeting computer); Damage 20+2d10; Critical 19-20; Range 5
Two Medium Laser Cannons; 1 Front/Left, 1 Front/Right; Attack +2 (targeting computer); Damage 2d8; Critical 19-20/x2; Range 5, Rapid Fire

Three Light Laser Cannons; 2 Turret, 1 Aft; Attack +2 (targeting computer); Damage 1d8; Critical 19-20/x2; Range 5, Rapid Fire

Missile Launcher; 1 Boresight; Attack +2, +4 against ground targets and infantry ; Damage 3d6; Critical 19-20/x2; Range 10; 6 missile capacity

Space

The Abbai have an extensive fleet, the size of which is a mystery to everyone but themselves. Because the Abbai tend to stay behind their shielding layers of mines and defence satellites, their actual fleet sees relatively little use. It is only when they are provoked by an invading force from outside their borders that they offer any glimpse of their true fighting capabilities. While the ships of the Abbai fleet are not known for their ability to attack with any great strength, their endurance is legendary. When a battle with the Abbai ends, it is usually their ships that return home – battered but unbowed.

New System: *Gravitic Shield*

Through the use of focused gravitational force, a gravitic shield is able to warp space in a given direction. This creates a semi-solid barrier of force that reduces or halts the motion and energy of incoming fire, defending anything on the other side of the shield. Only used by a few vessels in the armadas of the League of Non-Aligned Worlds, a gravitic shield has a rating number. This rating is the value subtracted from the damage of incoming attacks *and* half its value from the attack rolls made by the vessel with the shield system itself. Any ship with a gravitic shield can choose to turn it on or off at the beginning of its turn in combat as a free action.

New Weapon: *Particle Impeder*

A variant form of Interceptor using particle arrays and incredibly fast firing times, the particle impeder has a block chance that is part of its rating. A ship with one or more particle impeders can use these defensive weapons to try and intercept an incoming attack and negate it. This decision is made whenever an incoming attack is declared against the ship and it has one or more unused particle impeders remaining. Particle impeders take three rounds to recharge and only one can be used against a given attack. Attacks made by vessels of the First Ones (including the Shadows) cannot be blocked by particle impeders.

Bimith Defender

A large vehicle entrusted with the defence of important targets and more vulnerable sections of the Abbai fleet, the Bimith is a logical conclusion of the same design work that created the frigates also in their armada. With a larger hull,

the ability to generate defensive shielding and quad arrays capable of slicing apart small attackers virtually at will, nothing smaller than a capital ship should even consider clashing with a Bimith on garrison duty.

Colossal II Spacecraft; hp 550; DV 8 (–10 size, +8 agility); DR 16; Spd –; Acc 2; Dec 2; Han +2; Sensor +8; Stealth 18; SQ Long-Ranged, 4 Particle Impeders (Block 25%), Gravitic Shield (–4); Cargo 50,000 lb.; 2 Officers, 5 Pilots, 4 Sensor Operators, 18 Crewmen

Weapons:

Six Quad Arrays; 2 Front, 2 Rear, 1 Left, 1 Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Craft (2):

2 Shuttles

Bisaria Escort Frigate

Because the Tiraca was never popular with the Abbai due to its focus on destruction and long-range weaponry, the Bisaria was designed originally as a replacement for it. Early on in its construction process, it became clear that it would not replace the Tiraca but would instead serve the entirely different but vital and more respected purpose of escort and garrison duty. The Bisaria was given a lighter payload of armament, but its additional equipment (such as its comm disruptor) made it excellent in picket and convoy protection roles.

Colossal Spacecraft; hp 420; DV 8 (–8 size, +6 agility); DR 14; Spd –; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 15; SQ Atmospheric Capable, Long-Ranged, 2 Particle Impeders (Block 20%), Gravitic Shield (–2); Cargo 40,000 lb.; 1 Officers, 3 Pilots, 2 Sensor Operators, 10 Crewmen

Weapons:

Three Quad Arrays; 1 Front, 2 Front/Left, 1 Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical 20/x2; Range 3; Rapid Fire

Comm Disruptor; Boresight; Attack +5 (superior targeting); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor Bonus becomes +0; Range 10

Craft (1):

1 Shuttle

Fetula Warrant Cutter

A vehicle used to tear apart the few raiders foolish enough to try and prey on the Abbai away from their defended home systems, the Fetula is a variant of the Shyarie capital



ship and sports a considerable number of anti-fighter and defensive systems. As well as the sophisticated gear carried by the Shyarie vessel taking up so much of its hull, the Fetula also has a large hanger array capable of holding breaching pods for use against Raider command vessels and for capturing enemy fighters and vessels incapacitated but not destroyed.

Colossal II Spacecraft; hp 600; DV 6 (–10 size, +6 agility); DR 15; Spd –; Acc 3; Dec 2; Han +1; Sensor +10; Stealth 14; SQ: Long-Ranged, 2 Particle Impeders (Block 20%), Gravitic Shield (–4); Cargo 100,000 lb.; 2 Officers, 4 Pilots, 4 Sensor Operators, 18 Crewmen

Weapons:

Three Quad Arrays; 1 Front, 1 Left, 1 Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

2 Comm Disruptors; Front/Left, Front/Right; Attack +5 (superior targeting); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor bonus becomes +0; Range 10

Craft (6):

3 Breaching Pods
3 Shuttles

Lakara Cruiser

The main vessel of the Abbai space fleet, this massive ship is capable of handling any duty thrown at it and reacting to threats in other systems through the use of its jump point generator. While the Lakara does not have the long-range firepower that many other warship-class vessels possess, its defensive armaments and shielding gives it the endurance to survive enemy fire long enough to bring its powerful, if short-ranged, laser weapons to bear.

Colossal III Spacecraft; hp 850; DV 6 (–12 size, +8 agility); DR 20; Spd –; Acc 2; Dec 2; Han +2; Sensor +10; Stealth 15; SQ: Jump Point, Long-Ranged, 2 Particle Impeders (Block 30%), Gravitic Shield (–6); Cargo 195,000 lb.; 3 Officers, 14 Pilots, 10 Sensor Operators, 30 Crewmen

Weapons:

Two Combat Lasers; 2 Front; Attack +4 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Four Quad Arrays; Front, Rear, Left, Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Craft (2):

2 Shuttles

Lokita Cruiser

Fielded reluctantly by the Abbai because of the terrible cost in lives its fighter compliment represents, the Lokita carrier is a compromise between Abbai philosophy and the unquestionable utility of combat fighters in battle. The Lokita does not serve the same role as many other carriers, as it remains alongside its fighters even after releasing them into battle, acting as cover, fire support and a heavily shielded harbour and repair bay whenever needed.

Colossal III Spacecraft; hp 850; DV 6 (–12 size, +8 agility); DR 20; Spd –; Acc 2; Dec 2; Han +2; Sensor +10; Stealth 15; SQ: Jump Point, Long-Ranged, 2 Particle Impeders (Block 30%), Gravitic Shield (–6); Cargo 195,000 lb.; 3 Officers, 14 Pilots, 10 Sensor Operators, 30 Crewmen

Weapons:

Two Combat Lasers; 2 Front; Attack +4 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Two Quad Arrays; Front, Rear; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Craft (14):

12 Fighters
2 Shuttles

Miliani Carrier

The Abbai's first attempt at a carrier, these vessels are very enduring and have the ability to weather incredible damage long enough to move to any point in an engagement, disgorge its fighters and provide support with its combat

laser and quad arrays while its fighters hopefully accomplish their missions and all return home safely. When a Miliani is destroyed in battle, its heavily shielded and armoured hangers often survive intact, allowing surviving fighters somewhere to dock and await rescue by other Abbai vessels.

Colossal III Spacecraft; hp 900; DV 6 (-12 size, +8 agility); DR 20; Spd -; Acc 2; Dec 2; Han +2; Sensor +10; Stealth 18; SQ: Long-Ranged, 4 Particle Impeders (Block 25%), Gravitic Shield (-6); Cargo 180,000 lb.; 3 Officers, 12 Pilots, 5 Sensor Operators, 30 Crewmen

Weapons:

Combat Laser; Front; Attack +4 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Four Quad Arrays; Front/Left, Front/Rear, Left, Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Craft (26):

24 Fighters
2 Shuttles

Shyarie Jammer Frigate

Built to provide fleet support in every definition of the term, the Shyarie is a valuable asset to any fleet and the most protected ship in the Abbai armada mainly due to its size. The most crew-heavy ship the Abbai fleet, the Shyarie can serve many different roles including emergency repairs, communication bases and supplemental command. While the Shyarie is passable in all of these roles, its best use is as a communications breaker and when it used properly, even the Minbari have reason to fear its effectiveness in battle.

Colossal II Spacecraft; hp 580; DV 6 (-10 size, +6 agility); DR 15; Spd -; Acc 3; Dec 2; Han +1; Sensor +12; Stealth 14; SQ: Long-Ranged, 2 Particle Impeders (Block 20%), Gravitic Shield (-4); Cargo 100,000 lb.; 3 Officers, 4 Pilots, 15 Sensor Operators, 40 Crewmen, 30 Technicians

Weapons:

5 Comm Disruptors; 3 Front, 2 Rear; Attack +5 (superior targeting); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor bonus becomes +0; Range 10

Craft (1):

1 Shuttle

Tiraca Attack Frigate

The standard attack vessel of the Abbai fleet, if they can be said to have one, the Tiraca is a common sight when the Abbai are moved to war. The Tiraca is very capable in combat, able to orient its battle laser on targets at a greater range than any other Abbai ship and well-defended against enemy firepower. The Tiraca's only weakness is its inability to jump on its own, limiting its reaction time to distant confrontations.

Colossal Spacecraft; hp 440; DV 8 (-8 size, +6 agility); DR 14; Spd -; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 15; SQ: Amphibious, Atmospheric Capable, Long-Ranged, 2 Particle Impeders (Block 20%), Gravitic Shield (-2); Cargo 40,000 lb.; 1 Officers, 3 Pilots, 2 Sensor Operators, 8 Crewmen

Weapons:

Combat Laser; Front; Attack +4 (targeting computer); Damage 40+4d10; Critical x3; Range 6

Two Quad Arrays; 1 Front, 2 Front/Left, 1 Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Craft (1):

1 Shuttle

Kotha Medium Fighter

The only fighter the Abbai field because of their reluctance to waste lives, the Kotha is the best armoured fighter in the League. With its sleek styling and its ability to mount a gravitic shield that does not significantly impede its own firing capabilities, there is every chance that a Kotha pilot will survive any given mission and return home safely.

Large Spacecraft; hp 40; DV 19 (-1 size, +10 agility); DR 6; Spd 50; Acc 10; Dec 10; Han +6; Sensor +8; Stealth 22; SQ: Amphibious, Atmospheric Capable, Gravitic Shield (+2), Long Ranged; Cargo 5 lb.; 1 Pilot

Weapons:

Twin-linked Ultralight Particle Beam; Boresight; Attack +2 (targeting computer); Damage 2d8; Critical x2; Range 1

Orbital Satellites and Platforms

The real strength of the Abbai fleet is in its stationary, unmanned vessels – its orbital defences that make short work of any ships brave enough or desperate enough to try and move past them. While the weakness of any system of this type is range, the Abbai are quick to move out and destroy any attacker trying to sweep their shielding fields at a distance. Of all these assets, only Abbai mines have



any ability to manoeuvre; all other orbital platforms and satellites can revolve and maintain orbit but have no ability to move beyond that.

Standard Abbai Satellite/Platform Statistics

Huge Spacecraft; hp 40; DV 8 (-2 size, +0 agility); DR 6; Spd -; Acc 0; Dec 0; Han +0; Sensor +10; Stealth 20; SQ: Automated, Particle Impeder (20% Block), Gravitic Shield (-4); Cargo 100 lb.; 0 Crew

Variations

Alanti:

Combat Laser; Turret; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5
Quad Array; Turret; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Iala:

3 Quad Arrays; Turret; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3; Rapid Fire

Binala:

3 Combat Lasers; Turret; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 4

Shyneth:

Heavy Combat Laser; Turret; Attack +4 (targeting computer); Damage 60+3d10; Critical x3; Range 6

Tirallia Tracking Mines

Huge Spacecraft; hp 20; DV 14 (-2 size, +6 agility); DR 5; Spd -; Acc 5; Dec 5; Han +5; Sensor +10; Stealth 22; SQ: Automated, Gravitic Shield (-6); Cargo 100 lb.; 0 Crew, Special: When a Tirallia Tracking Mine impacts another vessel during a ram, it is automatically destroyed and detonates for an additional 2d10 damage and one automatic critical hit.

Abbai Characters

The personality of the Abbai as a race makes them perfectly suited for play in the *Babylon 5 Roleplaying Game* as diplomats, workers and peacemakers of all kinds. They have friendly, outgoing social dynamics, making them a good mix for groups, and a strong self-sufficient streak which allows for excellent solo opportunities. Because they like to build and foster communities, they tend to be fine leaders and efficient followers, allowing them to fit in with existing groups or act as the core of a new one with equal ease.

As an enhancement, all Abbai characters gain the One People feat, described below, which provides a +3 bonus to each other when they take the aid another action out of combat rather than the usual +2. This bonus never works to help a fellow Abbai fight, as the race in general has little skill or experience in combat. As an exception, Abbai with 2 or more levels in Soldier may use this increased aid another in a battle, but only in conjunction with other 2nd level or higher Abbai Soldiers. Games Masters may determine situations when this enhancement is inappropriate or disallow its use all together.

New Feats

One People (Abbai)

You believe strongly that the only way to live is as a community and you promote harmony in those around you wherever you go.

Prerequisite: Charisma 13+, Diplomacy 4 ranks.

Benefit: When you aid another (as in the action of the same name), you grant a +3 bonus to the recipient of your help. You also gain this effect when others use this action on your behalf, but only if you can speak their language. You need not be able to communicate effectively to grant the increased bonus, just to receive it yourself.

Normal: Aid another grants a +2 bonus to checks.

Power of Peace (Abbai)

As long as you do not attack someone, their ability to hurt you is greatly reduced. You know how to defend yourself through passive martial arts.

Prerequisite: Base Attack Bonus +1, Lightning Reflexes.

Benefit: You gain a +3 bonus to your Defence Value as long as you are not flat-footed and may move freely (i.e. are not suffering any reductions to your Dexterity score or modifier). You must be able to see the opponent clearly and as soon as you attack them in any fashion, this bonus disappears and does not return until combat has ended and a day has passed.

Strength of the Many (Abbai)

You have the philosophies of your people to guide you and believe that only through community can the universe be changed or survived.

Prerequisite: One People

Benefit: You gain an additional hit point for every ally within 30 feet of you (to a maximum of +10 hit points or your character level, whichever is greater). This bonus only lasts while your allies are conscious or alive. In addition, you always stabilise if someone else attempts to aid your healing, even if they have no skill at doing so or fail the required Medical check to stabilise you.

New Abbai Prestige Class - The Abbai Paatar

In a hostile galaxy, like it or not, the Abbai occasionally have to meet force with equal force. Eventually, talks break down and peace is threatened. Rather than accept the loss of life that such tragedies can cause, the Abbai would rather deal with such threats before they become truly dangerous. To counter the many hidden perils of the universe, the Abbai have trained some of their number to seek out trouble, evaluate its impact on the Abbai and their allies and – when necessary – ‘remove’ it by whatever means necessary.

These Abbai, the Paatar, are a special form of police force created by the Marti and empowered by the blessing of the Natar to act as a control against the dangers of the galaxy. Given the right to mete out punishments and judgements against the Abbai themselves or against any that would threaten them, the Paatar have a great amount of power and an even greater mandate to use it responsibly. Fortunately for the Abbai, very few Paatar ever go rogue; their community-oriented mindset is almost incapable of conceiving of such treachery.

A Paatar can go anywhere in the Matriarchate, requisition virtually any piece of equipment he might need, and is provided with the finest gear the Abbai can produce. In return, the Paatar are always on duty, rarely have any time to themselves and may be asked to lay down their lives or freedom for the good of the race at any moment. No mere government agent, the rank of Paatar is both envied and pitied. They are also deeply respected and supported by their people. Wherever a Paatar goes, the Abbai are with him in spirit.

Requirements

To qualify to become a Paatar, a character must fulfil all the following criteria.



Race: Abbai.

Skills: Gather Information 8 ranks, Move Silently 8 ranks, Hide 8 ranks, Diplomacy 4 ranks.

Feats: Data Access.

Class Feature: Security Systems

Class Skills

The Paatar's skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str) and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the Paatar prestige class.

Paatar's Authority: The Paatar is given the ability to requisition gear at any time as long as he is in Abbai space or has access to a 10th level or greater Abbai diplomat with the power and capability of communicating with Abba on his behalf. This can be used once a day and allows the Paatar to gain equipment equal to his character level

x 1,000. At any given time, the Paatar may possess up to character level x 10,000 credits in requisitioned gear; anything beyond this must be purchased by the Paatar out of personal funds or gained in other ways.

In addition to this power, the Paatar has law enforcement authority where any Abbai or threat to the Abbai is concerned. If other law enforcement personnel also have jurisdiction, the Paatar may have to make an opposed check using his Diplomacy skill against the target authority's Will saving throw +5 to gain temporary jurisdiction over a situation. This may be modified at the Games Master's discretion, as some scenarios might not allow for the Paatar to have authority at all and others might default to his jurisdiction automatically.

Open Passage: A Paatar can request passage for free on any Abbai ship at any time. This ability begins with authority to board and ride on civilian and commercial vessels, expanding to the legal right to book passage on diplomatic vessels at 3rd level and military ships at 6th. At 9th level, the mere presence of the Paatar on a vessel is enough of a morale boost to increase the efficiency of the ship's crew, raising any one variable of the ship (Handling, Sensors or Attack Bonus) by +1 provided the crew is predominantly Abbai.

Sneak Attack: Paatar are skilled at dealing with their problems quickly and efficiently. From 1st level onwards, if the Paatar can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage the Paatar deals to the enemy he has managed to sneak attack is listed on the table below. However, he may only make sneak attacks in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits.

Skill Mastery: At 5th level, the Paatar may select a number of skills equal to his Intelligence modifier (minimum of one). When making a skill check with one of these selected skills, the Paatar may always take 10 even if normally prevented from doing so. The careful training and well-honed efficiency of a Paatar comes into play even in the most dangerous and confusing of situations.

Will of the People: As a direct arm of the Abbai government, a Paatar is charged with the responsibility of caring for his people and allies with every fibre of his being. This dedication and devotion expresses itself as the bonus feat One People. The Paatar's bonus for this feat increases to +4.

At 10+ level, this conviction grows even greater and the Paatar gains Strength of the Many as a bonus. This bonus feat differs from its description above in that it functions even if there are no allies present as long as the Abbai is acting on behalf of his race (Games Master's approval for when this applies). In this case, the bonus granted by the feat is +10 hit points.

If the Paatar already has Strength of the Many or selects it later, the maximum bonus provided by it increases to character level +5 and its range of effect improves to 60 feet when used normally. When used in the special way detailed above, this 'doubled' Strength of the Many grants +15 hit points.

BABYLON™

The Paatar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Paatar's Authority, Open Passage
2	+1	+0	+3	+3	Sneak attack +1d6
3	+2	+1	+3	+3	Open Passage (Diplomatic)
4	+3	+1	+4	+4	Skill Mastery
5	+3	+1	+4	+4	Will of the People (One People)
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	Sneak Attack +2d6
8	+6/+1	+2	+6	+6	Skill Mastery
9	+6/+1	+3	+6	+6	Open Passage (Morale)
10	+7/+2	+3	+7	+7	Will of the People (Strength of the Many)

The Brakiri Syndicracy

'There are only two truths in the universe and as an act of generosity so staggering I doubt you would appreciate its scope, I will tell them to you now. The first is that no matter what something is, was or has the potential to be, it is valuable to someone. The second is that only those who grasp the first truth can ever hope to profit in this life.'

- Brakiri Merchant in the Zocalo upon being asked about the dubious quality of his merchandise

One element that appears in virtually every religion and philosophy in the galaxy is the concept of black and white – opposite forces that work both with and against each other to either create or threaten the harmony of existence. In some cultures, these forces are antagonistic, constantly fighting internally to defeat each other. In these belief systems, if one or the other were to ever 'win', the universe itself would collapse and all life would end.

In other philosophies, the forces of light and darkness (good and evil, ying and yang or vemet and vurre to the Llori) are actually different sides of the same energy and while they are mutually exclusive, they are also inwardly balanced and complement each other. To those who believe in this theory, the universe is actually defined by the struggle between these polar opposites; this makes them forces of creation and rebirth. This belief poses that one could not exist without the other and that nothing could exist at all without both energies and their eternal dance.

Regardless of which theory is correct (assuming that either one is), this dichotomy is elegantly represented in any form by the Abbai and the Brakiri. About as opposite as two races can be, they are constantly working against and with each other to the betterment of themselves and their allies. Without the dynamic struggle of ideologies and policies



that these two very different races represent, the League of Non-Aligned Worlds would likely not exist and neither race would be as strong as it is today. The Brakiri and the Abbai are inextricably linked in history and in the present.

Of course, neither race would ever choose to express this belief, especially not the Brakiri. In their history, no race has ever been instrumental in their existence and no race has ever had a great impact on them. They are a complete culture, perfected through hard work and beholden to none. Even their participation in the League of Non-Aligned Worlds is espoused as a 'sound business and military decision' – nothing more. The Brakiri need no one but the Brakiri.

At least, that is their official policy. In truth, the Brakiri need the other races of the League quite a bit – especially the Abbai. The Abbai act as their moral yardstick. Even when the Brakiri choose to act against the interests that founded the League, and they do so quite often, they always look to see how such an action would be viewed by their ideological alternates. Unfortunately, more often than not the Brakiri then choose to do exactly the opposite. This behaviour is subconscious at best, but it is dependably, depressingly real nonetheless.

Of course, the Brakiri can easily be discussed and examined without bringing the Abbai into the equation at all. They are a complete culture and it is a fair statement to call them self-evolved as well. Long before the Brakiri had space travel, they were a unified nation with a world government and an ordered society. The Brakiri achieved all the necessary accomplishments to be considered a singular power in the galaxy before they ever took their first space flight.

For this, the Brakiri deserve a great deal of respect. Of course, this 'unity' was achieved at the end of a series of devastating world conflicts and under the regime of a government tyrannical enough to make the reasons behind the Earth Civil War seem tame in comparison. The Brakiri's accomplishments were minted in the coin of oppression and forged from the metal of their ruler's iron fists.

Surprisingly, the primary casualties of the clashes and battles that shaped the Brakiri into the force they are today were not people but personal freedoms. Many of the wars of the Brakiri were (and still are) fought with general orders, not guns, and take place in board rooms, not battlefields. The Brakiri are a violent people, but they now choose to exercise their desire for dominion through the dubious sophistication of corporate politics instead of military might. Their rulers are the heads of major corporations, not warlords.

In the Syndicracy, it is money and temporal power that defines a successful Brakiri. Ownership of wealth directly equals political power and personal rights. The rich rule, the poor serve. This is a truth of their existence and seems no more barbaric to them than a voting democracy would seem to the people of Earth. To the Brakiri, the power of money and financial success is identical to the mantle of rights and freedoms the 'free' citizens of other races enjoy.

This is every bit the dictatorship it sounds like, but instead of a single de facto ruler, the Brakiri are under the guidance and leadership of a ruling council with absolute power. There the resemblance to the government of the Abbai ends; while the Syndicrats rule with equal power just like the Marti, they do not do so with any pretence of benevolence or philosophical guidance. The Syndicrats have their authority because they have earned it through conniving, politics and fiscal manoeuvring so complex a Minbari skindancer would have a hard time keeping up.

Why then would the people of the Brakiri race submit to such a method of rule? Three reasons lie at the heart of this accepted domination. The first is simple force of habit. The Syndicrats have ruled for centuries and their word has

been enforced through military might when needed. The Brakiri (or Children of Brakir, as they often call themselves after the 'spiritual' leader that founded the corporate system at the heart of their culture) follow the dictates of their leaders because their parents did so before them.

The second reason the Brakiri do not rebel against the authority of the Syndicrats is that their society has been so indoctrinated into the image of a corporate culture that to overthrow their leaders they would have to completely tear down their lives and find a completely new way to both govern and provide for themselves. Quite a daunting task, even for the most vehement of freedom fighters. With no better system in sight and no real drive to create one, the Brakiri people are the prisoners of both inertial and arrested development.

Lastly, the Brakiri do not seek another way of life because for all its flaws, the Syndicracy actually works. The Brakiri are provided for, given jobs and sheltered from the many travails of life. No Brakiri is ever homeless or unemployed; those with families are always given opportunities to care for those families. Any Brakiri unable to provide for himself has made a conscious effort to step outside the system – an event that occurs so rarely in their society that the Brakiri do not even have a name for such base deviancy.

All things come at a price, and the Brakiri pay theirs every day of their regulated lives. The all consuming laws of Brakir's Mandate guide every moment of a Brakir's existence from the time he is born to the day he dies. Brakir's Mandate is a tenet of existence and can be recited verbatim by every adult Brakiri in the empire. The similarities and direct conflicts between the Mandate and the Abbai's Three Laws of Honraati have not been lost on either culture but they tend to avoid discussing such things.

Brakir's Mandate

The basic premise of Brakir's Mandate must be placed in context to be truly understood. When Brakir was writing this document, his world was in ruins, his people were locked in a brutal state of civil war and his generation could have been the last of the Brakiri. The ruling body of his people at that time, the Buran, were a corrupt group of religious fanatics clashing internally over a tangled and heated argument regarding empty theological disagreements and dwindling resources.

With holy wars destroying his civilisation and government and the economy in complete collapse, Brakir was desperately searching for some way to set things right. His education was in business and finance, not politics, but he saw a great deal in common between the two disciplines.

With very little left to lose, Brakir published his Vano Brakiran Densis ('The People's Change'), distributing it among his colleagues and anyone that would read it. He did this by hand and at considerable risk to his safety. While delivering a copy of the manuscript to a sympathetic member of the clan council, Brakir was shot and killed as a 'rebel' against the state.

Instead of silencing his message, Brakir's death galvanised his supporters. Now a martyr to his ideals, Brakir drew them all together through his memory far better than he possibly could have while alive. With his sacrifice as their driving force, the Children of Brakir, as those that believed in the message of his manuscript dubbed themselves, organised themselves and overthrew the clan elders, placing the oldest and wisest among them in charge.

The fact that these individuals were also the corporate leaders of their fields shaped the new government, as did the message in Brakir's manuscript. The concepts put forth by Brakir perfectly matched the leadership principles of business management, making it very easy for the new rulers of the Brakiri to transition themselves into a system of rule by syndicate values. This gave rise to the Syndicracy, a government by corporations for the betterment of corporations. As this effectively included the entire Brakiri race, the Syndicracy became the new world order and united its people under a single, effective government.

Most Brakiri are familiar with Brakir's Mandate in general, but the section they can recite word for word is the passage called Core Values, wherein Brakir laid out what he saw as the central principles of an 'effective, efficient and functional life'. Kept intact as the heart of the Syndicracy's primary document of rule, the Core Values are the foundation upon which the Brakiri have built their entire culture.

The Core Values

Being a treatise on the ways and means by which a member of society can retain his worth to that society and increase his influence by increasing his merit as an individual and as a part of the greater incorporation of the People, where the People as a term is defined as every other member of society who follows the same set of beliefs and principles.

- ⑤ **Value One – Profit:** It is both unnatural and wasteful for a member of society to seek less when more is available. So long as this opportunity does not come at the expense of resources that cannot be renewed or to the detriment of the People, it is the duty of all members of society to reach for that

which they do not have and work to accomplish their goals. Profit is not a birth right; it is the rightful reward for effort taken in its name. Those who profit with no effort, or see profit in things that go against this value, are no longer part of the People.

- **Interpretation:** The Brakiri use this value as the basic defence for any action they take that nets them some benefit, though the part about nothing being done to the detriment of others tends to be ignored when it is convenient to do so. Typically, the Brakiri do not act against each other's best interests, though they are quite willing to sabotage or take advantage of each other if it accomplishes their goals. As the Brakiri consider all non-Brakiri to be 'not of the People', taking advantage of them is completely fair and often encouraged.

- ⑤ **Value Two – Loss:** Loss is a natural conclusion to any enterprise as the benefit of one always comes at the reduction in wealth, influence or resources of another. Therefore, it shall not be considered against the interests of the People if some are diminished as long as the net gain is better for the People as a whole than the loss to its lesser members. There is a natural order to the universe and profit and loss, in balance, lies at the centre of that organisation.

- **Interpretation:** This Value is used hand-in-hand to justify many of the more serious abuses of personal freedom the Brakiri suffer at the hands of their 'betters'. While many races would see fault in the logic of this part of Brakir's Mandate, the Brakiri consider this to be eminently logical and accept their lot. This occurs mostly in the hope that each member of the People will have those under him that he can exploit and justify using the Core Values as well.

- ⑤ **Value Three – Closing:** The only truth about concluding anything in life is that it never actually occurs. When one opportunity ends in either profit or loss, another occurs immediately from its result. The constant chain of possibilities is the true business of existence and every member of society is responsible for ensuring that each new venture is taken to its near conclusion and then pursued from that point onward. To do less, to be satisfied with only part of the gains to be had, is wasteful and goes directly against the interests of the People.

- **Interpretation:** The Brakiri consider this part of the Mandate to be a lesson in constantly following up on every possible means of profit they can. In truth, this was only part of Brakir's intended message. He was trying to instruct the reader against the short-sighted nature of leaders assuming they were 'done' with their ambitions and could ignore the people and goals that gave them their authority in the first place. That was the core problem with government in his time as Brakir saw it and he did not wish the cycle perpetuated with whomever succeeded them.

How Others View the Brakiri

The Brakiri would certainly say that the opinions of others only mattered when it had an impact on business. Unfortunately, since the Brakiri as a race are in the 'business' of the League of Non-Aligned Worlds and the Interstellar Alliance, that makes the opinion of others very important indeed – much to the chagrin of those Brakiri in a position to know their race's rather unflattering reputation.

Interstellar Alliance: *As long as the ISA continues to be profitable to the Brakiri, we know we can count on them as allies. Of course, we know that we can also remain allied with the Brakiri as long as we remain more efficient than our competitors. The Brakiri may be difficult to get along with, but they can always be counted on to obey the laws of enlightened self-interest.*

League of Non-Aligned Worlds: *The Brakiri are a vital part of our alliance. They are the voice that speaks to us of benefits and the hand that constantly reaches out for more. Whenever we start to become stagnant in our goals, we rely on the Brakiri to act as our eternal, unquenchable ambition.*

Abbai: *The Brakiri? Sad and lost sisters and brothers. They do not understand that the only wealth worth having is family and the only duty one needs to acknowledge is that of the community's needs. They see only profit where they should be seeing their posterity and only loss where they could be seeing their legacy. We weep for their blindness in the hope that they might someday see.*

Cascor: *The Brakiri may not be the trustworthiest race in the galaxy, but they understand what drives a man – ambition. Their aim is a little off, but at least they keep struggling to be*

better than they are. We respect that almost as much as we respect the technologies we buy from them for our fleets!

Drazi: *We do not speak ill of the Brakiri. We do not speak ill of anyone. We understand why the Brakiri sometimes feel the need to test our resolve to defend ourselves along our borders; it is their way. We will show them our way when we send their ships back to them in little pieces.*

Gaim: *The Queens know the Brakiri are more ambitious than we would like, but their ways are alien to us and therefore not for us to judge. We can trade with them and they do not bother our planets with their occasional raids. Until they do, they will remain our allies. That is all.*

Grome: *We are not leaders, but neither do we follow. The Brakiri do not try to make us follow them and while they remain true to the peace of the League, we will not move against them either. They say a war would not be profitable. We say that for them, a war would not be winnable.*

Hurr: *The Brakiri are weak cowards with stolen technology that keeps them in a dangerously unstable position of power. Some day they will make a mistake and we will be there to take from them by force everything they refuse to give us now. When we have their hearts in our hands, they will not seem so superior.*

Hyach: *The Abbai continue to say the Brakiri are vital to the League because of their markets and their wealth. We suppose this is so and for their sake, not for the sake of the Brakiri themselves, we allow them to remain with us.*

Llort: *We like the Brakiri because they understand the nature of reality. They take because they can, just as we do. They are not so good with the Exchange, but such is the nature of lesser races. It is not their fault they cannot be perfect like the Llort.*

Markab: *The Great Maker has a unique sense of what the universe requires and in what amount. This grand scheme is beyond our comprehension, as are the Brakiri. We are certain they must be important for some reason, only the Great Maker knows. We have tried to meditate on the matter before, but no amount of thought avails us. We must be content with faith.*

Pak'ma'ra: *We do not eat the Brakiri dead because they are the only race in the galaxy that insists upon payment for their corpses. It is our divine right to consume the fallen flesh and we refuse to pay for what should be ours freely. The Brakiri cannot understand the spiritual price they will pay for offending us, but it will be far more than the coin they would charge us for doing our duty.*

Vree: *Why do you speak to us of the Brakiri? They are an evident fact with no question as to their purpose or their motives. The mind of a Brakiri is as open as his hand and just as acquisitive. If you wish to ensure something is perfectly safe, give it to a Brakiri and inform him of its value. As long as he lives, he will never give it up and never let another sentient being know of its existence.*

Brakiri as Characters

The Brakiri have gained a reputation as pack rats who invent nothing and only steal technology from others. However, the Brakiri Syndicracy is one of the main powers within the League of Non-Aligned Worlds and they have gathered a great many allies through political and trade treaties.

Personality: Of primary importance to any Brakiri is the improvement of his social standing, usually through the acquisition of wealth and profit. They are noted as traditionally always seeking the best circumstances for themselves, often to the detriment of their immediate friends and allies. Though not naturally given to violence, any Brakiri will argue long and hard for his fair share of any profit, and then some. As a whole, Brakiri hold no allegiance to anyone but themselves, but will pay nominal fealty to a Water Clan and possibly a corporation (though they are often one and the same on their homeworld of Brakos), for it is recognised that through a powerful ally they may gain even greater social standing.

Physical Description: Brakiri are humanoid in appearance, with thick, tough leathery skin. Evolving on a harsh and dry world, the Brakiri have adapted to live at night in order to escape their sun's burning glare. This has granted them an ability to see in darkness that far exceeds that of any other race.

Relations: Having once been conquered by the Centauri, the Brakiri have little love for the Republic, but even this will not stop individuals readily trading with them in order to gain vital merchant contracts. The Brakiri are eager to avoid war and conflict themselves, for there is rarely any real profit in fighting. Their over-eagerness to secure a better deal has gained them a poor reputation, though their network of trade treaties has done much to stabilise areas of the League of Non-Aligned Worlds in the past, for even the most pugnacious of governments is often won over by hard credits. However, by concentrating on trade rather than scientific development, the Brakiri have come to rely on others for technological advancement, which has led many to consider them as being little more than pack rats.

Brakiri Systems: The Brakiri Syndicracy is based on the homeworld of Brakos but encompasses three other systems. This, together with the extensive trade treaties the Brakiri have negotiated since first travelling to the stars, have made the Syndicracy a political force to be reckoned with in the League. The Syndicracy is governed primarily by profit-driven corporations which themselves originated from ancient Water Clans who regulated and fought over the provision of water until the Brakiri gained a foothold in space and were able to mine ice from their outer planets. This process of government sometimes seems abhorrent to races who view it as distinctly unenlightened and greed-ridden, but it is a system that plays directly into the Brakiri psychology and has allowed them to claim a sizeable and influential place in the galaxy.

Brakiri Beliefs: Like many in the League of Non-Aligned Worlds, Brakiri believe in the existence of a Great Maker who created all worlds and all races. However, their primary beliefs centre on the only comet to orbit their home solar system, a celestial phenomena that has baffled astrologists and cosmologists from many worlds. The comet, which makes an appearance in Brakos skies once every two hundred years, is a potent symbol of death for any Brakiri and any mention of it when it is not in the skies is a great omen of disaster, even a prophecy of death, and is considered a great taboo. The comet is due to return to Brakos in 2262 and many Brakiri are now working hard to prepare for the solemn ceremony that will herald its coming.

Language: Of all the races, the Brakiri have come to accept the use of English as the common language on Babylon 5 and most are highly fluent. They still retain their own language on Brakos and other systems within the Syndicracy but do not jealously defend it in the way other races do within the League.

Names: Brakiri do not differentiate between the males and females of their species through naming systems, considering each individual's worth by their business accomplishments and social standing – never by sex. Thus, it is common to find males and females sharing names and it is only when one Brakiri distinguishes himself to a great degree that his name may be reserved for a single sex in future generations. However, this is a rare event in a profit-driven society and many parents may be keen to adopt such a name for their offspring whatever its sex, to ensure the best possible chances for its success when reaching adulthood.

Brakiri Names: Kronir, Kuulimbak, Nakir, Resha, Saphak, Wakat.

Starfarers: With their homeworld well-developed and exploited, many Brakiri have turned to the stars to seek profit and fortune. They make good natural traders and the galaxy has opened avenues for wealth and profit that their ancestors could only have dreamt about. They are driven by a sense of acquisition and work hard to bring any expensive or worthwhile object or technology into their possession.

Brakiri Racial Traits

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game and Fact Book* and the Games Master is free to use either as he sees fit.

- ⑤ All Brakiri are of Medium size.
- ⑤ Brakiri have a base speed of 30 feet.
- ⑤ Darkvision: The Brakiri are a night-dwelling race and are perfectly capable of seeing in pitch darkness. Utilising infrared light waves, Brakiri can see a thermal image of their surroundings, to a range of 60 feet. They do not require any amount of residual light for this to function; their sight does not rely on the visible part of the electromagnetic spectrum.
- ⑤ Brakiri are well practised at assessing the worth of any item they come into contact with and determining the best method of acquiring it, making them excellent traders and merchants. They gain Appraise, Bluff and Sense Motive as class skills regardless of their actual class, and a +2 racial bonus to all Appraise, Bluff and Sense Motive checks.
- ⑤ When in hot conditions, Brakiri avoid the penalty to Fortitude saving throws for wearing heavy clothing or armour. In addition, they only need make a Fortitude saving throw every two hours when in very hot conditions and every hour when in extremely hot climates. When suffering from heatstroke, they only face a -1 penalty to their Strength and Dexterity scores.
- ⑤ Automatic languages: Brakiri and English.
- ⑤ Favoured Class: Agent. A multiclass Brakiri's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

Brakiri Biology

Unlike the opinions held by many sentient races towards their physical bodies, the Brakiri really only place value on the financial worth of their organs and biological structures. The Brakiri believe their souls to be eternal and of vastly greater value than their flesh. Thus, the Brakiri have not advanced their medical science nearly as far as other members of the League of Non-Aligned Worlds. This is not to say they do not value their lives, but the Brakiri do

<Medical Log: July 22, 2262>

<File Origin Path: Doctor Stephen Franklin, Chief Medical Officer, Babylon 5>

<re: Codex Project – Brakiri / Personal>

I have the files requested from the Brakiri and I must say, it's been a struggle securing them. Not because they were reluctant to share their medical knowledge, though that has certainly been an issue with some of the others. No, from what I understand John – President Sheridan – had quite a difficult time with them demanding a 'relinquishing fee' or some such madness. I don't know if we ended up actually paying the Brakiri for these files, but if we did, I hope it wasn't much.

When I processed the Abbai files last month, it took MedLab's main computer about an hour to sequence all the files and get them ready for analysis. The Brakiri's data took less than five minutes, and not because it was more efficient. There's hardly anything here. I don't really think the Brakiri are holding out on us. I just think their archives are pretty sparse. I mean, you would think the sum total of a race's medical knowledge should take more than a single data crystal to store once you uncompress it, right?

Oh well, I'll get back to work on the Brakiri synopsis in the morning. It's been a long day and with the telepath thing blowing up around here and Bester's little stunt ensuring a lot more bodies to go through, I haven't had a lot of sleep lately. I should probably keep going, I know, but there's only one way I could focus right now and I'll be damned if I'll go that route again.

I have to admit though, these times are the hardest. It's not the need to perform that gets me. I got over that in Brown Sector. I really kissed my own butt down there, but I was right. I can only do what I can do, and that has to be enough. It's the stress that sets me off now. I don't want a stim to keep going; I just want one to calm my nerves enough to get some sleep. The more I think about that, the funnier it seems.

Brakiri in the morning, right after another round of autopsies. Franklin out.

not fear death and therefore do not work quite as hard to preserve it as others might.

Lifecycle and Sociology

Originally a cave dwelling race that only came out of their shelters at night to hunt and gather provisions, the Brakiri have evolved from very feral stock and become sentient almost in spite of their environmental conditions rather than because of them. While the Brakiri themselves would say that their evolution was a matter of pure will, others might be inclined to see an outside hand in their development. In any case, the Brakiri of the past few millennia differ greatly from the savage Brakiri of their prehistory in many ways – physically as well as mentally.

Genesis

Brakiri are classic mammalian humanoids and have a very typical reproductive cycle. The male impregnates the female through intercourse, the female carries the gestating embryo through its entire foetal development and live birth brings the infant Brakiri into the world. This process is exactly the same as it is in humans, though oddly the two species are not inter-fertile despite a very narrow margin of variation in their genetic codes.

This fact is not generally an issue, as the attitudes towards sexual activity and reproduction are very different between Brakiri and Humans. The Brakiri do enjoy recreational intercourse, but they have a very tightly controlled process of procreation and rarely if ever do so impulsively. Their medical science is almost primitive in many respects, but contraception is a precise and advanced process for them. This allows them to control fertility to an extreme degree, making inadvertent pregnancy almost impossible for the Brakiri.

This control is a governmentally regulated one, as children have to be optioned with the corporation(s) of the parents with both individuals gaining consent both singly and as a union before a child is allowed. Multiple births are virtually unheard of for the Brakiri and with their exacting fertility techniques, twins are nearly mythical in their frequency.



That noted, twins among the Brakiri are a sign of great or terrible fortune, depending on the stars at the time of their birth. The Brakiri are a very superstitious people and even though they are capable of advanced spaceflight, they still believe strongly in the 'science' of astrology. Twins in their culture are a sign of a bright future or a coming darkness – omens the Brakiri pay great attention to and are even willing to commit infanticide to evade. Though it has happened only a few times in their history, some of the greatest Brakiri tales of glory and disaster revolve around the actions of twins.

Birth and Early Childhood

The birthing process is handled very professionally by the Brakiri, usually taking place in specialised medical facilities set up to handle labour and care for both the mother and the child as the valuable corporate assets they both represent. Death during childbirth was once a major concern for the Brakiri because of their slightly unyielding physiologies, but modern medicine has all but eliminated the risk. It is estimated that in areas of the Brakiri empire with proper equipment and trained personnel, fewer than one in a hundred thousand Brakiri pregnancies end with the death or serious injury of the mother.

Unfortunately, still birth is a much greater concern. The Brakiri have control over every aspect of the reproductive cycle except where the health of the infant is concerned prior to delivery. Their medical science is insufficient to significantly affect such things, meaning that the rate of stillbirths among the Brakiri is nearly as high as it has always been; almost 1% of all babies carried to term are born either dead or with life-threatening conditions that result in death.

This tragedy seems to be a factor of Brakiri genetics and is not correctable through diet, activity or any technique available to the Brakiri race. It has been regulated to some degree, but the need for medical technology capable of improving their live birth rate is an unspoken factor of the Brakiri's agreement to serve in the League of Non-Aligned Worlds.

Once a Brakiri survives birth, the real struggle of life begins. While the modern Brakiri existence is not nearly as painful or as difficult as it was in the early days of the Water Clans hundreds of years ago, the battery of tests and aptitude evaluations are still very complex and draining. By the time a Brakiri child reaches the age of eight, his skill potentials and likely modes of future employment have all been mapped out and his educational regimen has been planned and put into effect. While the duties of his life to come have not been entirely determined, a young Brakiri is already on his way to a carefully planned career.

This process is both streamlined and made more difficult by the Brakiri's Water Clan family. Still called a Water Clan centuries after the focus of these family units has shifted away from the constant struggle for water that defined the Brakiri race's past, the divisions of their society determine many of the options they have as adults. Some corporations, the other major division of Brakiri life, will not hire members of certain clans or are preferential towards others.

Outsiders to the Brakiri might assume that the Water Clans and their corporations are the same entities, but there is a sharp division between the two. The Water Clans are bloodlines, the genetic and familial generations of the Brakiri. The corporations are the societal groups and the governmental departments of their culture. While the latter is founded largely on the former, there is a level of separation between the two that forms the basis of Brakiri life. The 'People' of Brakir's Mandate refers to the Water Clans. 'Society' as Brakir would define it refers to the Corporations, though they were not technically in existence when he wrote his world-changing manuscript.

From Child to Adult

The impact of the Water Clans and the corporations is never felt as acutely by the Brakiri than when they go through the transition from their childhood education into the work force. Brakiri are given their first jobs, called the *piras colo* (initial service), at the age of 14. Their performance in class, personal observations by their instructors and the connections their families possess all play a role in this first employment, but their opinions as to what they should be doing does not. Very few Brakiri have any control over

their *piras colo*; that decision is made by their Water Clan and the corporation(s) linked to their heritage.

The *piras colo* may not be under their control, but from its inception on, that job provides a Brakiri with the first true freedom he possesses – the ability to shape his future. A Brakiri's *piras colo* is watched very closely by the resources management of the corporation involved; his performance determines how long he has to remain in that position before his first promotion. A Brakiri who serves well and shows initiative and ambition is usually given a higher position in the corporation within two years.

Those Brakiri that do not put in a good showing may linger in the *piras colo* for many years. One of the greatest shames that can befall a Brakiri and his Water Clan is to never rise out of the *piras colo*. The Brakiri respect ambition; they abhor incompetence. If a Brakiri spends more than ten years in his first employment, he is usually considered a failure for the rest of his life even if he does later earn a promotion. Long service is respected and rewarded in Brakiri society, but the *piras colo* is supposed to be a temporary placement, not a career.

The rest of the Brakiri's adult lives are spent in the pursuit of their ambitions in the work place. Employment and societal position become the most important things in their existence. A few Brakiri are able to step outside their culture by either transferring to remote regions of space and living among aliens or showing no real aptitude and getting placed in positions of menial labour with no responsibilities and no real oversight. Neither option is considered desirable by 'normal' Brakiri, but both situations do occur.

There is one other option for a Brakiri adult: the path of the Chadis. These brotherhoods are lower- to middle-class Brakiri with little hope or ambition of climbing the corporate ladder. Discontented and angry at a system of government that seems designed to keep the rich in power and constantly abuse the less affluent, the Chadis maintain a sort of social 'shadow government' based on crime, mutual protection and the always-dependable truth that the Syndicracy would rather use them as a deniable asset than waste resources expunging them.

Physically speaking, this part of a Brakiri's lifecycle is also important because of his biological development. During the twentieth through fortieth years of life, a Brakiri's hair line recedes and skin toughens to a true leather-like consistency. In the past, this was a biological imperative – a reaction to the continued exposure of their bodies to the harsh environmental conditions of their world. Now, these changes are almost entirely driven by genetics; few Brakiri

are subjected to that kind of bodily abuse in their modern society. Instead, their physical forms are softer than they were in the past, but their epidermis is still conditioned to change during this time.

Unlike many races that develop their telepathic abilities during puberty or childhood, the Brakiri often spontaneously manifest their mental gifts after the age of sexual maturity. This is generally triggered by one of the many waves of hormones that occurs during their 'hardening years' (as the Brakiri refer to their decades of flesh-toughening). Because there are few reliable tests to screen for telepathy before this time, mental abilities are one of the few ways in which a Brakiri can radically change careers.

Telepathic Brakiri typically turn themselves in for training and relocation after manifesting their talents. Few Brakiri become blips because of their society's acceptance and elevation of those with mental abilities. Telepaths have a special level of service they can perform for their race; this directly translates to more wealth, more prestige and a higher rank than they might otherwise have achieved. This is effectively a 'promotion', something few Brakiri willingly deny themselves.

By the time a Brakiri reaches the age of 50, most of his physical changes have occurred and he is effectively 'static' until he reaches the age of 80 or so. Then he enters a period of sharp decline lasting twenty or more years before death occurs from physical collapse. The only area of Brakiri medical science to rival their pre-natal and birth care is their research into methods of increasing their life spans. These eugenic experiments are almost at direct odds with the Brakiri's lack of concern for death, but they are primarily sponsored by elders of the Syndicracy wishing to retain their wealth and power a little longer.

Old Age and Death

Though the Brakiri have made some advances in their longevity experiments, death still typically comes for them before their 100th year. It is very rare for a Brakiri to live longer than this and even when they do, they are so infirm and unable to function that it might not truly be called 'life' at this point. In fact, many Brakiri have an active clause in their personal 'life contracts' to have themselves terminated if they are unable to effectively care for themselves when they reach the century mark.

The Brakiri do not consider this to be barbaric, even though they are not in control of this clause or its literal execution. This also stems from their attitudes towards death and the value of their souls. Many Brakiri think little about this

death contract, calling it a 'freeing of resources' rather than considering it to be state-mandated murder. After all, it is not really living if a Brakiri cannot continue to function in his place of employment or continue to further his ambitions. Death is preferable to the Brakiri than a life spent under the indigent care of the state.

Only the Syndicrats and their direct aides and personnel are usually relieved of this death contract, usually because their state of general health and excellent medical care makes it more likely that will be cognisant and functional when they reach this advanced age. Even when they are not, the Brakiri as a people are loathe to usher in an untried leader when they still have living ones and an indigent Syndicrat's peers enjoy the ability to function with one voting seat effectively locked in a 'neutral' state. Thus, for political as well as cultural reasons, Syndicrats are often allowed to linger long after their time has passed.

Once death does occur, for any reason or at any age, there are two ceremonies that are performed as soon as it is expedient to do so. The first is a bereavement gathering, where the friends, family and work colleagues of the deceased gather for a few hours to remember him and chronicle his deeds for future generations. Many outsiders to the Brakiri culture might be surprised to learn of this tradition, but the Brakiri do value their lives and they do take time away from their corporate schedules to honour their dead; they just do it when they can and in their own way.

The second ceremony is more in keeping with their perceived reputation... recycling. The body of the deceased Brakiri is taken with reverence to a processing station belonging to his Water Clan and broken down for all its useful or valuable components. Of these, the only derivative taken for a purely ceremonial reason is the sum total of the body's water mass.

No longer needed for its own sake, the water of a dead Brakiri is still bottled and given to his immediate family or a loved one as noted in the deceased's Writ of Intention. Later, in the privacy of their own domicile, the recipients of this water drink it solemnly. It is thought that all the best qualities of a Brakiri can be found in their body water; to drink it in this fashion is believed to pass those traits on to the consumer.

The only other death tradition of true note among the Brakiri has to do with the comet that visits their system every two hundred years. The comet is their symbol of death and they worship it as a sign from the universe of the brilliant afterlife that awaits all Brakiri after they die. The coming of the comet is thought to loosen the barriers

between the worlds of the living and the dead. True or not, it is rumoured that on Brakos, the Night of the Comet is accompanied by visitations from the spirits of generations past.

Diseases and Diet

The Brakiri do not live in harmony with their environment so much as parasitically. The inheritors of a harsh and intemperate desert world, the Brakiri are the logical result of a race that evolved in such a climate and under the constant stress of searching for food and water. While shelter was not entirely a concern, the struggles with other predators and the eternal threat of death from dehydration created an atavistic race capable of taking what they required from a seemingly uncaring universe.

Consequently, the Brakiri tend to view everything as a fight for dominance, even the relatively simple matter of their health. They are in competition with each other and with their environment just to survive, though such concerns are not as much of an issue in the modern era of spaceflight, trade and the acquisition of more fertile and resource-rich colony worlds. Even so, the Brakiri are aggressive by nature and though they do not have to view daily life as a battle for superiority, they often do. This shows in their health care (which is nearly barbaric in some respects) and their table manners (which consist of large serving dishes and people at the meal getting to eat whatever they can successfully take before others do the same).

On the subject of disease, the arid environment of Brakos did do the Brakiri the service of eliminating most pathogens long before they could become a risk to the race. While a few virulent diseases managed to survive the brutal heat and lack of moisture, they were relatively minor and of little risk to the Brakiri in any serious way. Unfortunately, this also reduced the Brakiri's ability to fight off disease in general, leaving them vulnerable to the viruses and bacterial infections of the worlds they eventually explored.

It was in their early spacefaring days that the Brakiri had their first serious encounters with disease. The Black Pox, a disease named for the depths of space in which the first cases were contracted, nearly devastated the Brakiri space program. It was only the pressing need for stellar sources of water that brought them back into the stars at all.

Brakiri Diseases

- ⑤ **The Black Pox:** A disease so virulent and persistent that centuries after the Brakiri overcame its ravages it can still threaten large sections of its population, the black pox is very reminiscent of the bubonic

plague on Earth. Its first advent, contracted from contaminated water gained from mined asteroids in the Brakiri home system, killed nearly all of the race's explorers and support crews before a cure could be found. The second outbreak a decade later actually made it back to Brakos and wiped out more than 20% of the planet's population before it could be contained.

- The black pox is transmitted via skin contact and requires a Fortitude saving throw to avoid (DC 20). Once contracted, the black pox takes 1d4 days to begin showing symptoms and can be automatically cured during this time with the right medicine and a DC 18 Medical check (DC 30 if the medicine is unavailable). If allowed to fully incubate, the black pox cannot be resisted via Fortitude saves thereafter and robs the victim of 1 Constitution point each day until death occurs. Medical assistance can cure a victim of the black pox during this time, but the DC is 25 plus the number of Constitution points already lost.

- ⑤ **Dry Mouth:** A simple, almost tame sounding disease, dry mouth is actually a very serious condition that can still strike Brakiri as a result of their home environment. Caused by a bacteria found in desert climes, it attacks the mucus membranes and saliva glands of the victim, drying out the sinuses and leaving his mouth with little to no moisture of its own. Left to run its course, dry mouth can be fatal through internal bleeding of the nose and throat (but such severe cases are rare).

- Contracted by breathing contaminated air or drinking contaminated water, dry mouth offers a DC 16 Fortitude save to immediately avoid. If it is contracted, it causes 1 hit point of damage every day after a 24 hour incubation period. After six days (with an additional saving throw allowed each day after damage is suffered to overcome completely), Dry mouth deals 2 points of damage and prevents natural healing from rest. As a side effect, victims of dry mouth suffer a circumstance penalty of -2 to all Charisma-based skill and ability checks until the disease has been cured and all damage caused by it has healed.

Brakiri Conditions

Centuries of insular breeding within their Water Clans and relatively few cross-clan marriages have taken their toll on Brakiri genetics. While they are a hardy and enduring people, the Brakiri are also prone to birth defects and genetic abnormalities. These range from simple conditions like hair lips and slight malformations to heavy mutation and grotesque deformities. The worst of these are terminated at birth, but if the Brakiri were to get rid of every member of their race with a broken code or two in their genetics, their population would suffer a terrible loss of numbers.

- ⑤ **Shemva:** The name given to polydactylism among the Brakiri, this deformity adds additional digits to the hands and/or feet of those suffering from it. Unlike typical polydactylism, shemva tends to be perfectly symmetrical and additional fingers or toes are almost always echoed on both hands or feet. Most cases of shemva do not result in the victim's manual dexterity being reduced as the extra digits are generally functional. The Brakiri do not consider shemva to be unsightly as long as those suffering from it are functional.
- ⑤ **Tel Draga:** The marks of tel draga are almost impossible for non-Brakiri to see because it is a heat imbalance in the victim's body. To the night vision of the Brakiri, this is a very evident condition as bands of heat and cold move through the body of those suffering from it. Tel draga is a genetic abnormality that makes it impossible to regulate body temperature properly. While it is usually not life threatening, it condemns its victims to occasional bouts of freezing or overheated agony. These usually occur once or twice a week, lasting ten to twenty minutes each time, and when they strike, a Brakiri with tel draga is virtually helpless.
- ⑤ **Vheffi:** Vheffi is a disfiguring condition that results in the extremities of a Brakiri developing at a different rate (typically slower) than the rest of his body. This usually has no true effect on his ability to function, but it is very noticeable in childhood and the stigma of vheffi stays with a Brakiri throughout his life because of its secondary effect: diminishment of mental capacity. Few Brakiri with vheffi ever advance past the intellect of a child. Most of the lowest levels of manual labour are manned by Brakiri with this and similar conditions.
- ⑤ **Kiron D'Vat:** A chemical imbalance that causes telepathic ability to manifest in childhood, this is both a blessing and a curse. Because the Brakiri normally develop their powers later in life, kiron

d'vat (Brakiri for 'fire in the mind') causes their telepathic abilities to be far stronger than they would normally be but at the cost of effective control. Telepaths with kiron d'vat, a condition that can be easily identified by a genetics test, are treated as valuable members of their community because of their greater power but also kept under constant observation.

- Any Brakiri Player can choose to have kiron d'vat if the Games Master permits this condition. If selected, the telepath character gains a +2 bonus to the DC of any saving throw his powers might require, but he makes all Telepathy checks at a -2 penalty. These modifiers are not optional; they are constant and cannot be reduced or negated by any means.

Brakiri Diet

As could be expected from their evolution and environment, the Brakiri do not need quite as much food or water as their size and body mass might suggest. Both needs are effectively half what a human of equal height, weight and age would require, with the need for water actually slightly less than this. The Brakiri have slowly been increasing their intake levels as life has been less harsh than in generations past, but this is cultural and not really a biological imperative.

In a society dedicated to efficiency, simpler and less time-consuming meals have become more valuable and more widespread. The Brakiri have developed very effective food supplements and their meal preparation skills have advanced to the point of instant repasts more nutritious and less consumptive of space or heating resources than those of other races. Brakiri rations are a valuable commodity among their own kind and they have expanded their creation of such commodities to serve the demands of their League allies and other trading partners.

The Brakiri require two things in greater quantities than humans, their closest genetic analogues. They need about twice as much selenium in their diet to help maintain the condition and elasticity of their dense epidermis and their thicker bones are very consumptive of calcium. If both of these needs are not met by regular intake, Brakiri physiology compensates by cannibalising the required nutrients from the body, gradually weakening the Brakiri in question until death occurs from malnutrition. In diets completely devoid of both, this process can take less than a year, but fortunately both elements are found in abundance

in the sparse flora and fauna of Brakos. Thus, degeneration of this sort is extremely rare.

- 5 **Selenium:** The skin of an adult Brakiri hardens after the age of twenty and needs a constant supply of selenium (along with other trace nutrients) to retain any real flexibility. If Brakiri physiology did not leech selenium from the body to compensate, the skin would become brittle and crack within a few weeks. Selenium is also needed for other organs and even the regulation of a Brakiri's eyesight, but its most vital role is in epidermal maintenance.

- o **Sources:** The Brakiri have a number of natural sources for selenium and can also manufacture it when needed. Between several of the race's traditional dishes and sublingual supplements taken when such meals are unavailable, very few Brakiri ever suffer from a serious deficiency. Those that do can quickly reverse any damage they might have taken from its loss by resuming a normal diet.

- 5 **Calcium:** While Brakiri bones are no larger than those of humans, they are considerably denser and anchor to their muscles by means of functional spurs and hooks. These structures take a lot of calcium to maintain; without it, these connections become brittle and osteoporosis sets in quickly. The Brakiri can suffer from brittle bones much earlier in their lifecycle than other races. Accordingly, they are very careful to regulate their calcium intake and ensure constant consumption.

- o **Sources:** Virtually everything the Brakiri eat has at least a trace level of calcium in it, as any animal life on their world has the same kind of bone structure and those has more calcium in their systems than in other ecologies. The most important parts of a recycled Brakiri are his bones; the calcium regained from his rendered bones is highly prized as a dietary supplement. (As a side note, ever since news of the biological source of Brakiri calcium tablets was leaked to the League, traffic of them has sharply, but not surprisingly, declined.)

The culinary skills of the Brakiri are not terribly advanced, with more of them considering mealtime a chore than a joy. The only strata of Brakiri society that typically enjoys elaborate meals are the heads of their corporations, Brakiri diplomats and the members of the Syndicracy. Others do not usually have the luxury of either time or surplus funds needed to have anything more than basic meals on a regular

basis. For those that do, a few recipes have evolved over the centuries to become classics, albeit rare and treasured ones.

- 5 **Hundanar Soup:** A mixed, animal blood broth, with chunks of both meat and vegetables served in dissolvable bowls of diet-grade flavoured bone meal. Hundanar soup is valued because a single serving, bowl and all, is both delicious and provides everything a Brakiri needs for an entire day's nutrition. Even a Brakiri's water needs are met, allowing this one meal to be a pleasant and time-efficient repast.

- o **Important Note:** It should be mentioned that hundanar soup is very much an acquired taste. Most Brakiri find it extremely delicious, but other races are generally repulsed by its flavour, smell and/or texture. Most races take their only needed cue from the Pak'ma'ra; even the eaters of carrion tend to avoid it unless they have nothing else to eat.

- 5 **Vie:** While very few Brakiri have time for dessert, much less appreciate the taste of anything sweet, there is one dessert dish the upper levels of their society enjoy; vie. This layered confection is made of dozens of thin pastry shells stacked between cakes of desert-flower honey and sweet bone powder. Some varieties of vie also include berries or get served within a shell of baked milk sugar. Vie is considered a delicacy and is only offered to members of other races at the highest of diplomatic and business affairs.

- 5 **Korvan Ale:** The Brakiri rarely do anything with water other than drink it, as they consider diluting pure water with anything a travesty and a waste of resources. One of the few beverages they do create is Korvan Ale, named after the experimental Brakiri Water Baron that created it. Flavoured with fehfeh berry juice, honey and fermented through a cooling process, Korvan Ale is a bittersweet alcohol enjoyed on special occasions. The Brakiri dislike being intoxicated, though they sometimes go on Korvan binges to unwind after particularly stressful business deals or to celebrate major events like deaths, births or corporate mergers.

Brakiri Organisations

While the Brakiri maintain an active and potent military (enhanced greatly by their use of gravitic technology), their primary organisations are certainly the major corporations that form and guide their civilisation. Born of the ancient Water Clans that decided to leave their homeworld and seek



out desperately needed resources, these business-families have guided the Brakiri through centuries of relative peace and now dominate their society and government.

The corporations of the Brakiri effectively implement policy, control the militaries of their race and create the political divisions of their executive branch. Of the many businesses that make up the economic and governmental landscape of the Brakiri, four stand out as the most influential and powerful of the pack. These four also head the Syndicracy, with their executive chairmen holding the four highest seats of power. Together with the High Executive, the nominal head of the Syndicrat Council with political and fiscal ties of his own to all four corporations, they form the true authority of the Brakiri people.

The Brakiri Government - Corporate Politics Taken to the Highest Power

The basic structure of the Brakiri government is very simple; a council of corporate executive officers called the Syndicrat meets on a regular basis to discuss matters of legal and public policy. Their decisions are passed down through various ranks to the lowest level of dissemination

and then put into effect throughout Brakiri territory. While the implementation is very complex, the actual method of government is streamlined into nothing more than another element of business management.

To better understand the 21 member Syndicrat council, an overview of the four most important factions within it becomes necessary. Before delving into that topic, the framework of the council should be presented. The Syndicrats meet infrequently in Vorhet Plaza, a tall structure of steel and glass overlooking the largest megacity on Brakos. Most of their business is done through telecommunications and messengers, but meetings do occur when situations demand personal interaction. It is also traditional for the Syndicrats to meet on the eve of Brakir's death each year and generate a State of the Conglomerate address; this speech is then telecast throughout the Brakiri Empire the following day and updates their people on current events and political trends.

The Syndicrat Council holds the following chairs, which each one filled at all times. Vacancies are filled either temporarily by self-appointed proxies in the case of illness or prior obligations or permanently by the indoctrination of the vacant seat's next ranking corporate officer. Every chair has a single voting privilege with the High Executive

granted the weighted balance of three votes. As might be assumed with the ambitious Brakiri, the High Executive seat is quite coveted and has, in the past, been the focus of numerous blackmail attempts, murders and other illegal activities.

5 *The Brakiri Syndicracy (21 seat governmental council)*

- **High Executive:** The only elected position in the Syndicracy, this role is appointed from the four Primary Chairs by the Secondary Gallery. This invests the 'lesser' members of the council by giving them the authority to vote on the Syndicracy's executive leader. Responsible for setting the Council's agenda and ensuring that policy making remains current, the High Executive acts as the Syndicracy's guide.

- **The Primary Chairs:** These are the roles filled by the four largest corporations of the Brakiri and membership in this quartet is highly sought. Considered the true power of the Syndicracy, the Primary Chairs are the policy makers and the executives responsible for introducing motions and generating solutions to political and societal problems. The laws and policies of the Brakiri mostly come from the authority of the Primary Chairs and their executive aides.

5 Each of the four Primary Chairs has a staff of five Brakiri acting as support, research and implementation experts. These are the Chair's eyes and ears, keeping the executives apprised of trends and events. When a Primary Chair wishes to address his corporation or his clan members, this staff makes it happen.

- **The Secondary Gallery:** Sixteen seats in the Syndicracy are filled by politicians/executives from

other corporations on Brakos and the empire's other colonies. These seats do not represent all of the Brakiri's corporations, just the sixteen most affluent and politically connected. As such, the Gallery's membership changes constantly as businesses wax and wane in the Brakiri's turbulent corporate environment. A voting body first and foremost, it is the role of the Secondary Gallery to vote in support of the policies of the Primary Chairs. Deal making, blackmail and coercion are commonplace in the Secondary Gallery but despite this corruption, the system continues to work.

- 5 The members of the Secondary Gallery also have a staff of aides, though they are only allowed three each as it is assumed their needs are smaller than those of the Primary Chairs. In truth, this is untrue; the Secondary Gallery is the hardest-working level of the Syndicrat Council and every member usually has at least ten unofficial aides working to supplement their meagre staff.

In addition to these traditional seats, there are hundreds of tertiary roles in the Brakiri government that are no less important but do not bring quite the same rank as direct service in the Council. These positions include messengers, public analysts, diplomats and ambassadors. Liaison officers are commonplace in Brakiri territory, acting as the remote voice of the Syndicracy wherever they go. One of the lesser aspirations of Brakiri looking to perform government service is to acquire employment as one of these Liaison officers, carrying the will of the Syndicrats with them.

There is actually a level of government both below and above this Syndicrat's Council called the Krona, of which the Syndicrats are an integral part. As every corporation has

the legal right to regulate the Water Clans and individuals under their direct control, every legally recognised business in Brakiri space has a voice in its government. The head of each corporation (more than 500 at present) is considered a vested member of the Syndicracy and while they do not all sit on the Council, they do make up an extended council that advises and takes its direction from the High Executive.

Because the businesses with representation in the Syndicrat's Council also have a representative in the 500+ member Krona, this level of politics is also very turbulent and very powerful despite its inability to vote or create policy. The High Executive usually listens to the collective will of the Krona, given its power is at least on a par with the Secondary Gallery, if not more. The Krona actually formed before the Syndicrat's Council, giving rise to the latter as a means of having a centralised authority for decision making and accountability.

The individual corporations that occupy the Primary Chairs have their own strengths, weaknesses, and agendas. These are discussed below, as together they paint the entire picture of Brakiri politics. To understand the four true powers of the Brakiri people, to know how they act and why, is to comprehend the Brakiri as a race.

The Ak-Habil Conglomerate

Primary Business: Vehicular Construction

Secondary Business(es): Industrial and Civil Engineering

Seat of Power: Brakos

A powerful corporation in its own right before the Brakiri went into space, Ak-Habil gained much of its early strength from the Habil Water Clan and their connections with many of the lesser families of Brakos. With a wide and diverse work base to draw from, there was little the Ak-Habil could not offer by way of services and products. When ice mining was determined as the salvation for Brakos' dwindling natural resources, it was the Ak-Habil that designed and constructed the first viable space vehicle capable of doing so efficiently.

This strength persists in the modern day, with such incredible designs as the Ak-Habil Giros ground vehicle and the Avioki cruiser to the corporation's credit. Its wealth and power have attributed the Ak-Habil more than thirty terms in office as the High Executive, a staggering number compared to the other three Primary Chairs, even Ly-Nakir (their closest competitors). The Ak-Habil maintain their superiority by diversifying their corporate assets into household engineering and other 'common workforce' rated ventures.

The Ak-Habil also keep their grip on the number one position by having the most powerful space fleet in the Brakiri navy. While open war is illegal on Brakos and has been since the formation of the Krona, this fleet has never been used to directly influence politics in their favour, but its existence gives the Ak-Habil leverage in the form of an unspoken will to do so if necessary.

Ly-Nakir Industries

Primary Business: Research and Development

Secondary Business(es): Technologies, Computer Systems, Data Management

Seat of Power: Lorka

When the Water Clans of Ly and Nakir merged to form a single corporate entity, it was done as much to spite their rivals the Ak and the Habil than it was to fulfil any corporate vision. For decades, their business seemed to flounder and they did not create anything noteworthy. Dismissed as a minor business for more than a century, Ly-Nakir Industries did not even have representation in the Primary Chairs, afforded a seat with the Secondary Gallery only by virtue of size.

When the corporation started to consistently match the three businesses of the Primary Chairs innovation for innovation, the truth behind Ly-Nakir was finally revealed. While other corporations were making a name for themselves, the cunning executives of Ly-Nakir Industries were using their clan's skilled espionage agents both at home and abroad to 'acquire' schematics, research and working prototypes of valuable technology. These discoveries had been secretly fuelling the forges of Ly-Nakir for decades and the corporation was now ready to make its mark as a major political force. Ly-Nakir Industries demanded, and was given, a fourth position in the Primary Chairs, buying its status with the donation of more than a dozen warships and thousands of troops to the defence force around Brakos.

Now Ly-Nakir and Ak-Habil are neck and neck where invention and research are concerned. They are the two largest companies of the Brakiri race and as such, their internal struggles can be epic in scale. Very rarely is anyone killed because of these manoeuvrings, as that would be a waste of resources, but it has been known to happen. If things ever escalated between the two, it would lead to a Brakiri civil war with the two largest clan fleets and their respective Krona allies tearing apart space between Brakos and Lorka.

Pri-Wakat Military Concepts and Solutions

Primary Business: Military Technology

Secondary Business(es): Mining, Ground Warfare, Personnel Services

Seat of Power: Comac

The Pri Water Clan was always one of the largest of the Brakiri extended families, with numbers in the high millions even during the worst times of water shortage. When the Krona was formed and their race left the surface of Brakos to find resources, the Pri joined with one of the smallest but most advanced clans – the Wakat – to improve their technical base. This merger proved to be extremely successful, immediately giving the Wakat the numbers they needed and the ability to show what their inventions were capable of accomplishing.

After dominating the mining trade for decades, Pri-Wakat began to see the potential in military science. As a corporation, it shifted its focus away from civil service and began researching ways to put its superior numbers to work building the strength of both the company and the Brakiri people. By the year of their centennial celebration, Pri-Wakat had its answer: integrated fleet and infantry solutions capable of handling any threat to the race.

Pri-Wakat has a lot of support in the Syndicracy and would likely rival Ly-Nakir for the second seat were it not for the corporations practice of hiring members of the Chadis as troops and personnel for their fleet. The Chadis, a sizable segment of the Brakiri population dissatisfied with the power of the business elite, is divided in to brotherhoods and tattoo their faces to signify their defiance of the current order. Despite this (or perhaps because of their spirit and determination), Pri-Wakat uses them to fill its many contingents of infantry and places them in subordinate but important fleet positions.

Im-Rehsa Technologies

Primary Business: Weapon Technology

Secondary Business(es): None

Seat of Power: Ekalta

From its massive corporate centre on Ekalta, the military corporation of Im-Rehsa does what it has done for centuries by generating the most advanced and, at times, dangerous military stockpile of the Brakiri race. Even when the Brakiri first went into space, their ships were protected both inside and out by the designs, products and personnel of the Im-Rehsa. While the troops and forces of the Pri-Wakat are more numerous and serve in more

postings than those of the Im-Rehsa, the latter are the undisputed masters of new battlefield technology.

The Im-Rehsa corporation does not build its own starships. Instead, it creates new technologies and improves existing ones, leasing these innovations to other corporations at a substantial profit. The Im-Rehsa were the ones to break the riddle of the Centauri's gravity technology. This allows them to maintain their place in the Primary Chair as the other Primary corporations are completely dependent on the Im-Rehsa to create and service their gravitic weapons and artificial gravity systems.

Im-Rehsa Technologies is the smallest of the Primary corporations by a considerable margin, but its wealth and influence through research into military technology allows it to hold a steady fourth position. They are constantly on the lookout for other businesses – especially Ly-Nakir Industries – trying to raid their secrets. If Im-Rehsa were to lose their exclusive hold on gravitic technology, they would quickly plummet in both power and prestige. Consequently, executives of the Im-Rehsa are willing to go to any lengths to prevent this; they would even break the ban on inter-family warfare on Brakos if they felt their corporate interests were in jeopardy.

The Brakiri Military

Each of the four corporations also fields its own military, with the four fleets and armies reporting to each other and the Syndicracy itself. While the Syndicrat Council is the nominal head of the combined Brakiri military, they have little to do with its basic operation and everyday activities. Aside from using the military assets at their command for some very 'hostile takeovers', the Syndicrats are content to let their generals and commanders handle everything else.

It should be noted that to the Brakiri, the military is just another business to be managed and regulated as they would any other enterprise. Troops are called employees at some level, military assets are a level of investment and any actions taken by their soldiers are weighed on the basis of financial risk and potential gain before concerns over troop safety and moral issues are even addressed.

Each Primary family-corporation maintains a series of fleets to ensure their own protection and to defend the world they directly control. These fleets work together either jointly or on a ship-by-ship basis when called on to do so by the Syndicrat Council. Technically, each of the four macro-fleets is part of the same navy, but they rarely mix except when ordered to do so. There is a great deal of fleet rivalry but such antipathy very rarely turns violent.



Ground troops are similarly divided, with each of the four Primary corporations required to maintain a garrison base on their designated world and make their troops available whenever they might be needed for actions on behalf of the Syndicracy. This happens very rarely, but Brakiri infantry soldiers also serve as the race's police force and corporate enforcement. These secondary duties keep the military constantly busy and while a Brakiri heavy infantryman might never see a real war in his lifetime, he is seldom bored.

Brakiri Rank System

The Brakiri do not have a terribly complicated rank structure, as their ground and fleet forces act more like employees in a violent corporation than soldiers. There is a chain of command, however, and while it may not be very complex, it is extremely rigid. Discipline is an absolute must; Brakiri troops are some of the least experienced in the galaxy at open warfare but also some of the best trained and organised.

⑤ **General:** There is only one grade of general and only five of them in both branches of the military. This equates to two in the ground division and two in fleet with a fifth oversight general not attached to either one. This fifth general is stationed permanently on the world of the Primary Corporation sponsoring his military, while the other four generals are usually to be found with their respective division. Another point of note for the fifth general is that he is an executive first and a

military officer second, he does not possess or wear a rank insignia.

○ **Ground General:** These two have equal authority but split jurisdictions. One is the executive general, responsible for coordinating his infantry forces with the will of the Syndicracy and his corporate sponsor. He is the 'higher' of the two generals, though technically he is not superior in that regard. The other general is the liaison general and he is in charge of the day to day operations

of the infantry during their normal duties as civil control and peace officers.

○ **Fleet General:** Similar in division to the ground generals, these two officers act as organisational directors in different fields of expertise. The executive fleet general is responsible for coordinating efforts whenever the fleet is part of a multi-corporation effort (such as during the Shadow War) and does technically outrank the second general in this capacity. The planetary general is responsible for the fleet at all other times, keeping it efficient and in operation around the corporation's domain world in its typical defensive role.

⑤ **Captain:** There are a number of captains, as this rank is the default leadership role below the office of general. Captains are in charge of divisions, large contingents of soldiers or fleet personnel and can be found at all levels of the Brakiri military. Within their own rank, captains have a level structure of their own, basing their authority off commendations and time in service. Captains have a staff of aides called junior grade captains; these officers are captains in training and typically serve four to five years before being given a command of their own as part of a corporate-mandated 'division split'.

⑤ **Lieutenant-Liaison:** This rank differs from the usual duties implied by 'lieutenant' due to the inclusion of the 'liaison' part. Lieutenant-

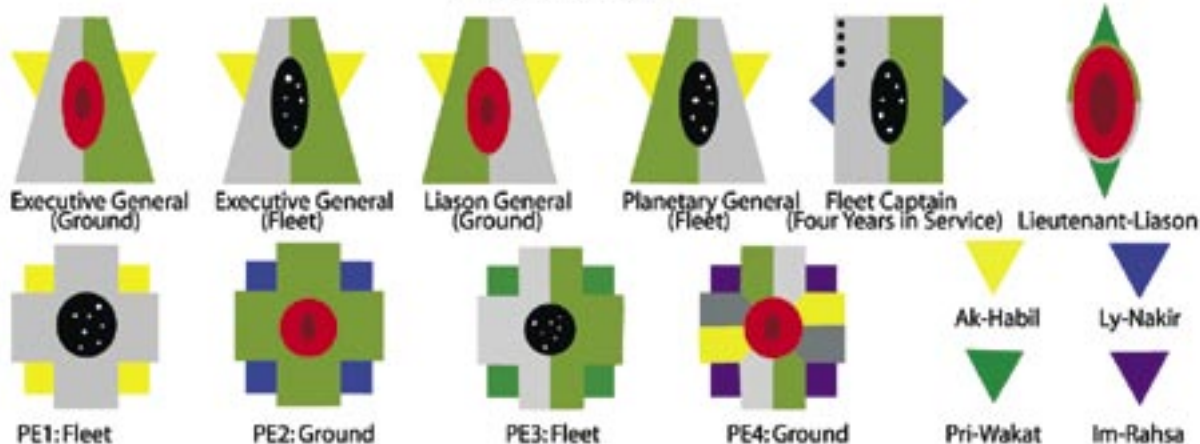
liaisons are appointed directly by the corporation sponsoring a given military and may hold any effective position in the chain of command below a captain, as the executives of the corporation see fit. These officers are appointed as the nominal heads of specific battle forces and special units, answering both to the captain directly above him and also to the executives of the company.

- **Special Note:** 90% of all the problems that exist within the Brakiri military occur at this level of the chain of command. The lieutenant-liaison position is very awkward in all but the best of cases; they are usually an anomaly in the command ranks and when orders go awry or untried officers make judgement calls that end poorly, there is often a lieutenant-liaison directly to blame. As such, the rank has authority but very little respect attached to it and most 'LL's try to get promoted to captain as quickly as they can.

⑤ **Personnel-Ensign:** A rank with four levels, these are the common soldiers of the ground forces and the fleet of each corporation. Brakiri entering the military have the option of coming in at any of the four levels, with the highest being a leadership role at squad level as noted below. This entry rank is usually reserved for those with family connections but merit and talent occasionally warrant a 'full four' enlistment.

- **PE4:** A PE4, short for Personnel-Ensign: Grade 4, is the rank of a squad leader or commanding officer over some small segment of the force. PE4s are given preferential treatment when LL or captain positions come open, but otherwise this rank is just a great deal of hard work with little commensurate reward.
- **PE3:** A technical specialist role, soldiers that do not enter the military with the needed skills to achieve this rank either get the education required to do so or skip it to become PE4s if their leadership or political skills are sufficient for the job.
- **PE2:** An internal promotion rank, all PE1s become PE2s within five years of joining the military if they have not already managed a better rank. PE2s receive better accommodations and assignments, as well as a pay raise and retirement benefits. They are also expected to maintain a higher standard of performance and can be demoted back to PE1 status if they do not meet this work ethic.
- **PE1:** The entry grade rank, PE1s are the disposable soldiers of the Brakiri military and are assigned to all the menial and mundane tasks a corporate enterprise as massive as a ground army or space fleet

Brakiri Military Insignia





needs filled. Life as a PE1 is hard, but those with the drive and discipline to perform well in their roles can expect swift promotion during their military career.

Fleet Structure

This is a general example of fleet structure, as the four Primary Corporations and the few minor houses with enough backing to field a military have their own minor variations on this layout. The Brakiri believe in order and discipline, however, and these minor variations rarely alter the structure of their fleets beyond the inclusion of additional ships or weapon changes on a select group of vessels. The Primary Houses are also more likely to field greater numbers of certain ships, but with the proliferation of technology in the modern era, these tendencies are not as prevalent as they used to be.

⑤ **Defence Fleet:** Of the three fleets that most of the corporations field, these are typically the largest and, surprisingly, the least used. The Brakiri are almost paranoid about their own protection, leaving them prone to over-inflating anything that gives them a

sense of security. On the few occasions when the Defence Fleets have been needed, they have proven their worth, and thus are not likely to be downsized to any degree.

- (6-12) *Avioki Cruisers*
- (2-3) *Corumal Dreadnoughts (1 acts as Command Vessel)*
- (2-3) *Brokados Battle Carriers*
- (20-120) *Tokrana Orbital Satellites*

⑤ **Attack Fleet:** These fleets tend to stay in orbit and perform manoeuvres with a given planet's Defence Fleet. Often considered a strike arm of the Defence Fleet rather than a separate division, the distinction between the two is made apparent when the Brakiri order an attack on another world or space borne military. While raider activity is actually the province of the Patrol Fleet, Attack Fleet vessels are always on a state of stand-by and will move to reinforce them whenever needed.

- (3-5) *Avioki Cruisers (Command Vessel if no Corumal is present in the fleet)*
- (0-1) *Corumal Dreadnought (Command Vessel if present)*

- (0-1) *Shakara Scout Cruiser*
- (2-4) *Halik Fighter-Killers*
- (1) *Brokados Battle Carrier*

⑤ **Patrol Fleet:** Given the often aggressive task of patrolling Brakiri space on a constant rotation and being the first ships to get involved when raiders or other border activity occurs, service in the Patrol Fleets of the Brakiri tends to be quite active. Most command promotions come from the Patrol Fleets, making them both dangerous and the best chance a Brakiri soldier has to rise through the chain of command.

- (2-4) *Avioki Cruisers (one of which acts as Command Vessel)*
- (0-1) *Kaliva Lance Cruiser*
- (0-1) *Tashkat Advanced Cruiser (only in Im-Rehsa fleets)*
- (0-2) *Brikorta Light Carriers*
- (0-1) *Shakara Scout Cruiser*

Ground Forces

The Brakiri have very regimented, exacting units of ground forces, but they rarely use them except as marines on their fleet ships. Open warfare of any kind is forbidden on the worlds of the Brakiri Syndicacy, especially on Brakos where the penalty for breaking this law is death and the dissolution of any company involved, so large-scale infantry actions are limited to the rare instances when the Brakiri must defend their worlds from invasion or the even rarer instances of a Brakiri-staged invasion of another planet.

The ground forces of the Brakiri are far from inexperienced, however. They are utilised on a daily basis as the militant arm of the many corporations of the Brakiri to keep order on their homeworld and in the many tangled streets of their colonies. This keeps the military active and provides for better training than normal manoeuvres or infrequent battles could ever offer.

This activity keeps the skills of the Brakiri military committed to the quelling of civil disorder. What passes for 'heavy infantry' among the Brakiri is roughly equivalent to SWAT trained members of the Earth Alliance's civilian police. This is not to say the Brakiri do not field tanks and heavily armed troops; they just do so very infrequently and cannot be said to have a wealth of experience or skill at doing so. Typically, when a situation calls for force of this kind, the Brakiri turn to 'outside consultants' such as Drazi mercenaries.

Brakiri History

Prehistory - Of Bright Sun and Bloody Sand

From the onset of their evolution, life was difficult for the Brakiri (originally called the Burra). Between the harsh solar radiation of Brakos' sun and its dry, arid planetary climate, the early Brakiri were forced into a nocturnal, cavern dwelling existence just to survive. When the wildlife of Brakos was never exactly plentiful, there was enough for the Brakiri to survive once they supplemented their diet with plant life. In truth, the only true threat to the Brakiri was death from dehydration.

Water, a rare commodity even in the few areas of Brakos where it could be found, quickly became the focus of Brakiri life. Family units gathered into communities around water sources after early territorial wars ruined several watering spots and doomed thousands to death. Learning from these tragedies, small bands of Brakiri came together to form Water Clans, settlements dedicated to guarding, preserving, and carefully tending the priceless springs, ponds and other rare sources of fresh water.

Within a century, these clan gatherings had evolved into the first cities on Brakos, large collectives of Brakiri with water and the traffic of resources as their community purpose. When trade began between Brakiri cities, the clans in the northern hemisphere quickly dominated because of their superior water sources. These clan homes, ruled by a patriarchal group called the Kronate, dominated their entire world within a few short, and relatively violent, years.

The Kronate ruled through fear, but also careful management of their resources. While the entire Brakiri race was technically under their authority, the farther one got from their centre of power in the city-state of Kronas, the less command they actually exerted. In many outlying water towns, the citizenry paid them only empty lip service and continued to govern themselves as they had in decades past.

When word of this defiance reached Kronas, the forces of the empire rallied under the banner of dominion. They marched across the surface of their world in a terrible crusade that brought violence and ruin to loyal cities as well as rebellious ones. By the time the leaders of the Kronate learned of this madness and ordered their troops to stop, the carnage had spread so far the surviving Brakiri were calling it the *Til Nakora*; The Red March.

The Age of Occupation - Enslavement by the Centauri

With the shattering of the Kronate's power and the splintering of their empire, a tentative and savage age emerged with smaller water cities becoming the norm once again. This environment made it difficult for any one city to rise in power and gave birth to hundreds of separate clans existing only for the exploitation of a water source and their own survival. It was an era of isolationism and separation, with each clan having strong familial ties and few, if any, outside alliances.

It was also an age that was perfect for the arrival of a new conqueror. The Brakiri defended themselves well against each other, having learned from the time of the Kronate. This time, however, it was not a Water Clan or union of powerful cities that heralded the return of tyranny, domination of the Brakiri people came in a way they could never have imagined...

It took the Centauri less than a month to conquer the Brakiri. All they had to do was land their ships, set up fire bases and slaughter any Brakiri that dared oppose them. With weapons far deadlier than the indigenous people of Brakos could comprehend, the Centauri easily reinforced their claims of godhood and when they decreed themselves the masters of the Brakiri, there was no one left with the will to deny them their 'divinity'.

The new gods of the Brakiri wasted no time exploiting them. The Centauri erected a permanent jump gate in the system, built a series of colonial cities covering the prime resource points on Brakos and enslaved its people to serve in strip mines and as personal servants. The House Tora's Imperial Governor, ruler of the newly subjected planet, even took on a staff of Brakiri slaves as his personal retinue, enjoying the thought of surrounding himself with the broken remnants of his 'great conquest'.

After more than a century of subjugation, the Centauri stepped up the enslavement of the Brakiri people, using them to staff asteroid mines in their own system. This was the Brakiri's first taste of real technology and their introduction to the concept of space travel. It began to occur to the Brakiri that their 'gods' were little more than men with better tools and a few isolated incidents of violence revealed that the Centauri could be killed as easily as the Brakiri had been. Convinced that they were the victims of an elaborate religious hoax, the enraged Brakiri were wise enough to bide their time and wait for the right moment to strike back.

This moment was delayed more than fifty years because of the high security and overwhelming technological superiority of the Centauri. The latter factor began to erode during this time as the Brakiri, primitive but not unintelligent, stole scientific documents and supplies whenever they could and began to learn from their conquerors.

Interestingly, it was not the efforts of the underground that finally drove the Centauri from Brakos. Imperial sympathies, waning under the failure of House Tora to pay its share of Imperial taxes and the somewhat accurate rumours of the House using the resources of the Brakiri to plot a coup against the Emperor, turned against the system and the arrival of the Centauri Royal Navy put an end to the reign of House Tora. The Navy judged the Brakiri unfit to serve as slaves and determined Brakos to be too barren a world to colonise. Deactivating the jump gate as they left, the Centauri and their technology disappeared back into the darkness of space.

From the Dust and Ashes - The Second Age of the Brakiri

The Centauri were gone, but their legacy remained in the form of forgotten pieces of technology and the valuable lessons they had taught the Brakiri. Some of these lessons, scientific and technical knowledge, were put to immediate use and the Brakiri rebuilt their civilisation stronger than before.

Unfortunately, this was done in the shadow of other lessons – those of conquest, slavery and the concept that the strong must rule while the weak serve or die. The new Brakiri people emerged from the fires of Centauri conquest refashioned in the image of their oppressors. They quickly dominated themselves, forging the many scattered cities and towns of Brakos into a single empire of collected Water Clans under the dominion of a religious theocracy founded on ancestor worship and structured after the Kronate of old.

Echoes of the Centauri occupation existed in other forms as well. Instead of using the old clan titles for their families and other organisations, the concept of businesses and enterprises had struck a chord with the surviving Brakiri. Trade resumed, but in a much more organised and in many cases more rigidly controlled manner, giving rise to the idea of corporations as merchant teams merged and grew. The tradition of naming these companies after the two largest Water Clan families involved led to names like Ak-Habil and Pri-Wakat. These new organisations would have a

greater impact on the future of the Brakiri than its fundamentalist, intolerant, theocratic government, but this was not immediately apparent. Like all true powers, the corporations began small and slowly grew dominant.

During this time, the theocratic elders began to falter in their leadership of the Brakiri people and became the Centauri's most destructive legacy, ruining Brakos' already barren ecology. With strip mines having contaminated many of the Brakiri's most valuable water sites, the remaining springs and lakes quickly became insufficient for the needs of the race. This was not helped by the population surge that occurred months after the world regained its freedom. Within two generations, the Brakiri had outgrown the battered planet left to them by their former 'gods'.

Building on a limited knowledge of space travel, a discontented business student named Brakir (from whom the accepted name of his race was taken in later honour to his memory) published a Mandate that would change his race forever. In it, he postulated what could be done to save Brakos. While a large part of his manuscript detailed a corporate form of governmental restructuring, it also contained far-reaching passages about seeking resources for the Brakiri in space.

This idea was not a new one; most of the people involved in the fledgling space program had the same goal. The popularity of Brakir's posthumously accepted document lent substantial support to the research. Rival corporations all over the planet put aside their differences and with their united efforts, the Brakiri created ships that could reach the heavens and its promised riches.

What they found was a much more difficult harvest than they had hoped. The Centauri had stripped as much as they could from the system during their exodus many years before. With the discovery of ice fields in the system's asteroid belt, the immediate problems of the Brakiri people finally had a solution. It took more than a decade to develop the reclamation technology needed to mine these



fields, but once they did, the Brakiri were no longer a race under the threat of annihilation.

Space had provided the Brakiri with a bounty of resources, but to the now acquisitive and grasping Children of Brakir, the promise of even greater profit was a lure they could not resist. The Second Age of the Brakiri, that of Restoration, ended with the race healthier and more advanced than at any other time in their history. The Third Age was now at hand – the Age of Expansion.

A Future in Flames - The Second Fall of the Brakiri

The Third Age began with a frenzy of exploration and invention. The Brakiri mapped and surveyed their own solar system, found the deactivated jump gate and put several technical theories to the test. Some of these, like the Particle Ram experiment conducted by Pri-Wakat researchers, ended horrifically and with great loss of life. Other avenues of discovery, like the successful recovery of abandoned Centauri gravitic generators, gave the Brakiri mastery over a fundamental force of energy unparalleled by any but the most advanced of other races.

During this time, in connection with the Brakiri's tentative exploration of hyperspace through the abandoned Centauri beacon, they came into contact with the Abbai. While the latter race would have cause to doubt their new allies soon, they initially entered into economic and non-aggressive treaties because of both race's shared concerns over the Centauri. The Abbai were sympathetic because of

the Brakiri's long years of slavery and the Brakiri took the defensive advice of the Abbai to heart.

In conjunction with the Abbai and their other allies, the Brakiri began construction of their space fleets in earnest. While there were some suggestions that the emerging Syndicrat government should take direct control over this military force, none of the corporations involved wished to give up control of their assets. As such, the Brakiri's armada became several, internally divisive, smaller forces.

Six years after accepting the Abbai's invitation to join them in a political alliance of limited scope called the League of Worlds, the Brakiri first learned of the Dilgar from the besieged Alacan race. For two years, they ignored word of the Dilgar advances, remaining unconvinced that these new aliens posed any real threat and foolishly secure in their mistaken belief that no single race could match the power of their star fleet.

The rude awakening the Brakiri received nearly cost them their existence. When the Abbai were attacked by the Dilgar, the Brakiri sent a battle force of ships to the aid of their allies, assuming that because they were now involved the problem would quickly be solved. Instead, a reprisal attack by the Dilgar armada against the Brakiri wiped out two of their colony worlds and threatened to destroy the population of Brakos itself through the onslaught of biological and bombardment weapons.

Only the timely intervention of League allies and their own experimental new ships turned the tide of battle in the Brakiri's favour as they clashed with the Dilgar over Brakos. Driven back but hardly broken, the Dilgar left a picket force in the Brakos system and moved on to fight their war of dominion elsewhere. When the Earth Alliance entered the war at the urging of the Abbai, this Dilgar watch fleet was destroyed and Brakos was free. Or rather, what remained of Brakos was free. The orbital guns of the Dilgar and their tailored bio-plagues had ravaged most of the Brakiri Empire; its colonies were in ruins and its homeworld was in flames. Brakiri civilisation was nearly at an end.

The Road to Recovery - Secrets, Shadows and Salvation

Once again, the Brakiri were left with the daunting task of rebuilding their civilisation. Rather than restructure themselves a third time, they simply removed the elements of their government that did not work – namely the

Syndicrats responsible for not reacting to the threat of the Dilgar. After what would prove to be a particularly bloody coup lasting more than five weeks, the Syndicracy began anew.

They had their work cut out for them, especially as the allies they had hoped to count on for protection, the Earth Alliance, had just become embroiled in their own near cataclysm – the Earth/Minbari War. While the Brakiri watched, powerless to aid Earth and fearing Minbari retribution if they did, their saviours during the Dilgar War were reduced to a broken people with only remnants of their former strength.

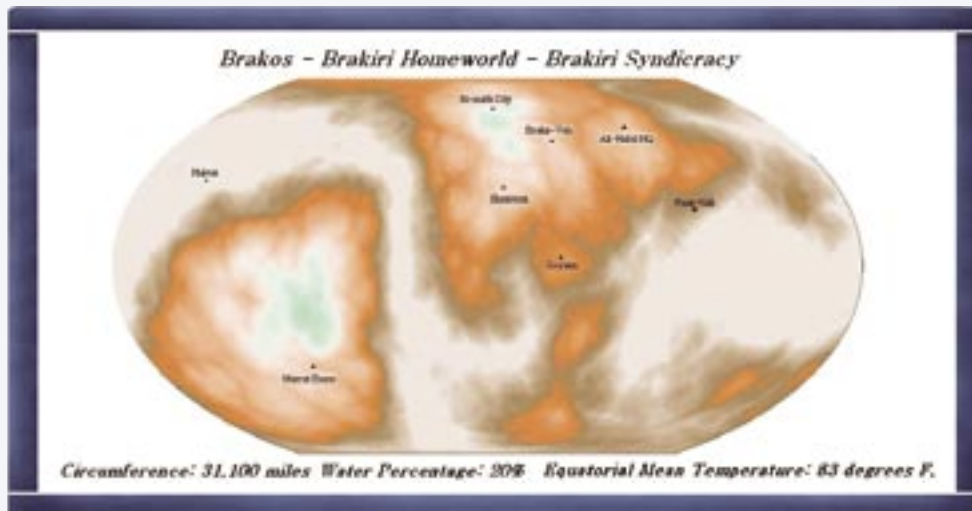
Fortunately for the Brakiri, they had other allies. When the Abbai came to them and asked them to renew their dedication to the League, now called the League of Non-Aligned Worlds to better fit the disparity between its members, the Brakiri leapt at the chance for assistance. With the League's aid, Brakos and its colony worlds were reclaimed and rebuilt. It took a decade, but the Brakiri came back from the brink of extinction once again stronger than before.

They would need that strength sooner than they expected. The Shadow War erupted, setting off a firestorm of raids, reprisals and bitter resentment between the worlds of the League and their old enemy, the Centauri Republic. Only the intervention of the Earth station Babylon 5 and the leadership of its Captain, John Sheridan kept this new conflict from being the end of the Brakiri. This was especially true as some of the Syndicracy's corporations, namely Im-Rehsa, had clandestinely sided with the Shadows and would have doomed the Brakiri if the Vorlons had been allowed to continue their purge unabated.

In gratitude, the Brakiri sided with Sheridan in his civil war against Earth and severed diplomatic and trade ties with the EA. This was a short-term cost in revenue, but it was all balanced out by the gratitude of Sheridan's new Interstellar Alliance and a direct invitation to join as a member race. With allies all around them, the Brakiri are at the height of their power and their future looks bright. Even the savage attacks on their shipping lanes by the Shadow-ally guided Centauri fleet could not significantly disrupt their good fortune. With a universe of possibilities unfolding before them, it seems likely that Brakos' star will shine brightly for many years to come.

Notable Worlds of the Brakiri

Brakos

**Planet:** Brakos

Climate: Hot to Temperate, Very Hot near Equator

Weather Average: Mild 90%, Light Storms (Rain/Wind) 7%, Severe Storms (Rain/Wind) 3%

Technical Level: Advanced, laser and gravitic technology, hyperspace-capable

Native Sentient Race(s): Brakiri

Dominant Government: Corporate rule, Syndicate Council (Syndicracy)

Notable Cities: Brakir-Vah (capital) Kronath City (ruins), Hulvat, Shenveni, Gorann, Feni-Vah

Population: 2.1 billion (99% of population is urban, 1% live in rural or isolated communities)

Cultural Information: The population of Brakos is almost exclusively city dwelling, as most of the planet's surface is either naturally hostile to habitation or ruined due to mining, orbital bombardment or lingering effects from Dilgar biological warfare. The Brakiri people prefer urban dwelling and rarely venture outside their environmentally controlled 'mega-cities'.

Planetary Notes: As a ruined world in many places, Brakos has shown a remarkable tendency to survive just as its indigenous people exhibited throughout their history. The ecology of Brakos is not entirely devastated; there is some surviving plant and animal life despite over-hunting

by the Centauri, dangerous levels of resource extraction by the Brakiri and a low-level poisoning of the atmosphere by Dilgar bio-weapons. While many other worlds have been wrecked environmentally from far less, Brakos tenaciously clings to its existence as a living world. If galactic events do not push it any farther over the edge, Brakos' biosphere could recover in a few centuries.

Home to one of the most acquisitive and venal races in the galaxy, Brakos is not exactly a popular planet for tourism or for political reasons. Many of the League of Non-Aligned Worlds believe that the Dilgar were doing the universe a favour when they tried to exterminate the Brakiri, but these same races must also agree that the Brakiri have been an invaluable part of their alliance for many years.

and without them, the mutual defence pact that lies at the core of the League Agreement would be considerably harder to uphold.

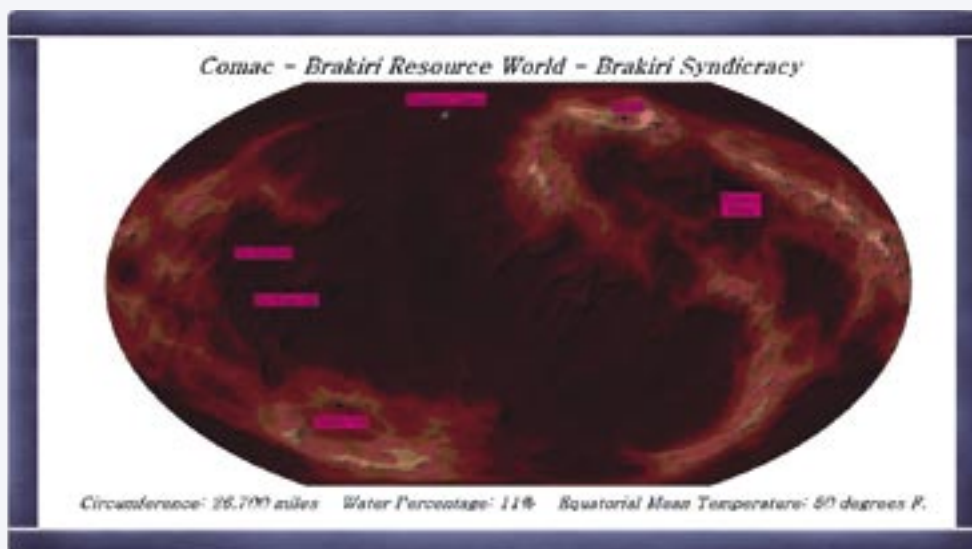
While the planet's hydrosphere is technically 20%, most of this lies in underground table water and even deeper deposits beneath the mantle of Brakos. Only recently have the Brakiri people had the technology to mine for this water and with the advent of extraterrestrial ice mining and hyperspace tankers bringing in fresh water from other worlds, it is no longer necessary to do so.

‘It is understandable that you can see little of value in Brakos. Some would say dig past the sand to find our world’s worth, but I say it is the people above the dunes that are its real treasure.’

- Shorvin, Brakiri Ambassador to the Hyach

Comac

At one time, the Syndicat's Council believed it was taking advantage of the Pri-Wakat corporation by ceding control of Comac to them. The world's initial survey had shown little more than a barren world with even less water than Brakos and little sign of valuable surface resources. While ice mining had become a valuable trade, mineral extraction was still considered a questionable enterprise. The leadership of Pri-Wakat re-wrote the opinions of many on mineral mining by turning a planetary profit in the first three years of settlement, an unheard-of return time before or since.



Planet: Comac

Climate: Cool to Cold, Colder near Equator

Weather Average: Mild 50%, Light Storms (Mixed) 30%, Severe Storms (Mixed) 16%, Severe Storms (Hail) 4%

Technical Level: Advanced, laser mining, gravitic lifters, orbital platforms

Native Sentient Race(s): None (settled by the Brakiri)

Dominant Government: Corporate control, Pri-Wakat domain through cooperation with the Syndicracy

Notable Cities: Genlin-Vah, Nesari, Pri-Wakat City

Population: 1.2 million (100% of population is urban or resides in mining colonies)

Cultural Information: Population of the planet is neatly divided into technical personnel, military employees and mining staff. Each group tends to be very insular, even when co-habiting in the same city. The criminal element of the planet controls Toren's Rift, an abandoned mine relinquished from corporate control when its main tunnels collapsed and killed more employees than the estimated value of the resources of the mine could cover.

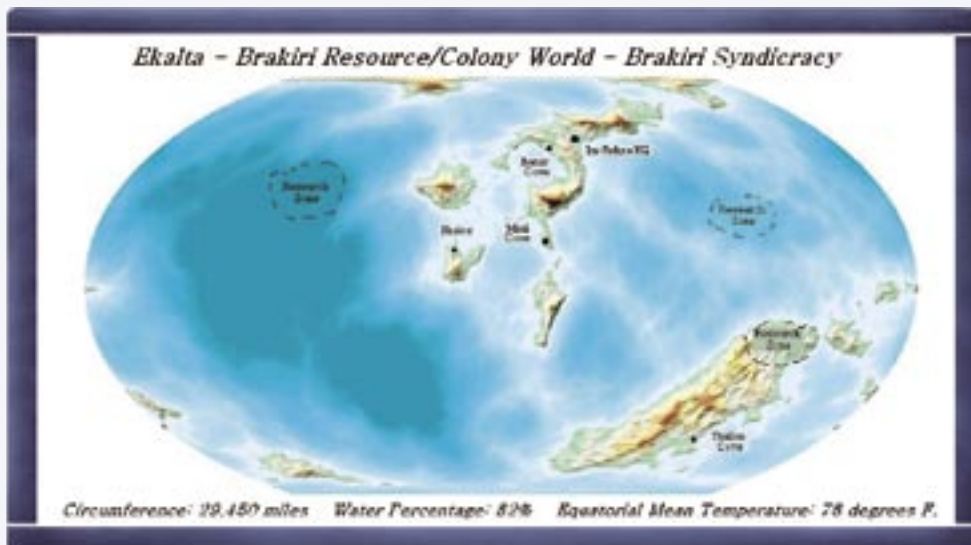
Planetary Notes: Comac is a ferric heavy world and is the leading source of metals in the Syndicracy. Pri-Wakat charges a premium for mining rights to the planet because of its slight tectonic instability. While most of the world is safe and can be mined reliably, tectonic activity can be set off at any time and render large sections of the crust unsuitable for further exploitation. Pri-Wakat knows this and charges high rates to cover the 'possibility of lost revenue'.

The secret to Comac's great wealth is not its basic resources but the technologies they fuel. By using their own raw materials in their research and manufacturing, Pri-Wakat saves a fortune in transport and mining costs. This directly affects their profit margin on the many products they generate, allowing them to sell at a slight discount and still make more per unit than other Brakiri corporations. The rest of the Brakiri understand this special advantage of the Pri-Wakat corporation but are hard-pressed to emulate their unique advantage.

'It is with great reluctance that I try anything underhanded in business these days. All too often, when I present a deal too good to be true to someone, it ends up being a total Comac to me in the end.'

**- Trader Shanar, Babylon 5
Zocalo clothing merchant**

Ekalta



Planet: Ekalta

Climate: Cool to Temperate, Warmer near Equator

Weather Average: Mild 70%, Light Storms (Mixed) 15%, Severe Storms (Rain) 10%, Severe Storms (Mixed) 5%

Technical Level: Advanced, Brakiri-level technology, cutting-edge technical advances

Native Sentient Race(s): None (settled by the Brakiri)

Dominant Government: Corporate control, Im-Rehsa domain through cooperation with the Syndicracy

Notable Cities: Cove Cities (Thallon, Banar, Misii), Ekalos, Im-Rehsa City

Population: 1.5 million (90% of population is urban or resides in research colonies, 10% of planetary population is unaccounted for)

Cultural Information: The planet Ekalta is a beautiful world, bordering on a paradise planet and one of the treasures of the Brakiri Empire. The Im-Rehsa Water Clan families and their allies that live here tend to enjoy their surroundings so much they have little desire to leave and rarely travel. While a planetary census taken in 2255 listed a population of 1,500,000, 150,000 of these individuals did not have any legal residency or had paid taxes to the Syndicracy since 2259. The Im-Rehsa council on Ekalta has since tendered funds equal to the back owed taxes, but refuses comment on the missing Brakiri citizens' whereabouts. Rumours that a Shadow base might still exist on Ekalta are similarly met with silence and tacit denials.

Planetary Notes: Ekalta is extremely stable in every respect. While its small continent sizes and island formations would suggest a tectonically active world, such turbulence seems

to be a matter of an earlier geological age. No tremors of significant size have ever been recorded on Ekalta and while its atmosphere can be turbulent at times, its magnetosphere is extremely calm. This makes it the perfect test-bed planet for technological research, the sole reason Im-Rehsa was able to secure it as a domain.

Service in one of the many companies on Im-Rehsa's domain world is a dream come true for many Brakiri, but the reality of life in the technical corporate grind of Ekalta is often an alarming wake-up call. The perfectionist research directors of Im-Rehsa's R&D departments are notoriously unforgiving and scientists without the background or skills to keep up with their ever-increasing deadlines and goal levels do not last long and get demoted into menial labour positions quickly.

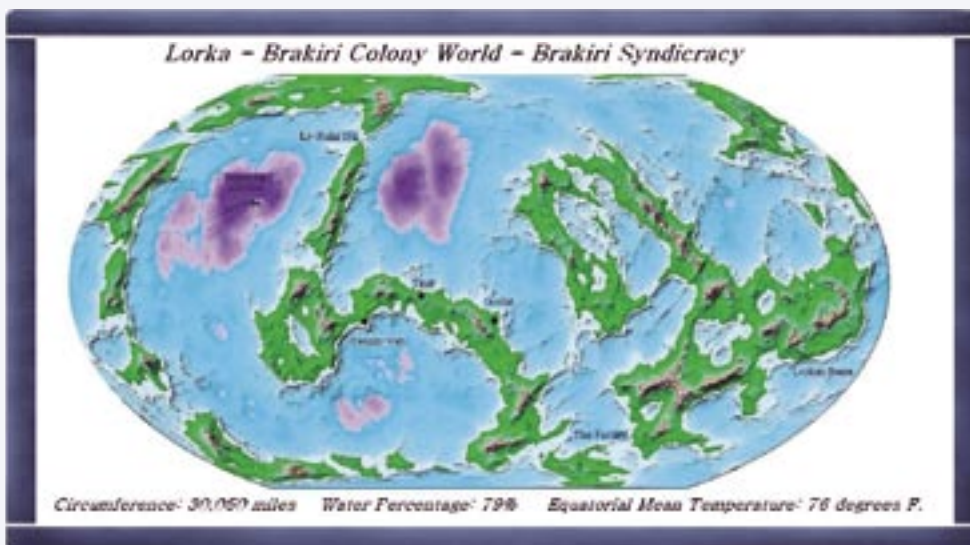
The ambiguous 'Research Zones' of Ekalta are a necessary subterfuge by Im-Rehsa to confound corporate espionage. By law, the location of all company assets, including research stations, must be registered with the Syndicrat Council. To escape this possible security breach, the three main research departments of the planet are mobile, remaining in the noted zones but never staying still longer than a given project requires. This infuriates the agents of Ly-Nakir, but the ruse is technically legal.

'My training is in Xenobiology. Why then have I been transferred to the weapons division on Ekalta?'

- Doctor Hurlal, Brakiri physician and researcher three days before his disappearance

Lorka

world as most Brakiri can imagine, making it a very popular destination for travel and colonisation.



The Brakiri of the Ly-Nakir Water Clans are rightly proud and very protective of their homeworld, considering any vague threat to its peace or security to be cause for any and all action they might deem necessary. In the past, this has led the people of Lorka to be quite antagonistic towards Brakos whenever the Brakiri homeworld enacted any policies that were even slightly disadvantageous toward them. Of course, as the two worlds are controlled by corporations

that have been bitter rivals for centuries, this is hardly surprising.

One important feature of note about Lorka is the agent training ground called simply 'The Facility'. This complex is believed to be somewhere in the southern hemisphere of the planet in the general vicinity of one of the possible locations marked on the map above. While Ly-Nakir is technically in violation of Brakiri law for not disclosing its exact whereabouts, sanctions against them because of this infraction never seem to pass a Council vote.

'I would be far more worried about the exact location of Ly-Nakir City or its primary military base, Lorkan. Everyone is so preoccupied with The Facility, they never seem to notice how much Ly-Nakir hides in plain sight.'

- Citizen G'Kar, while studying maps of known worlds during his search for Michael Garibaldi

Planet: Lorka

Climate: Cool to Temperate, Warmer near Equator

Weather Average: Mild 80%, Light Storms (Mixed) 10%, Severe Storms (Rain) 10%

Technical Level: Advanced, Brakiri-level technology, Espionage and Communications technology

Native Sentient Race(s): None (settled by the Brakiri)

Dominant Government: Corporate control, Ly-Nakir domain through cooperation with the Syndicacy

Notable Cities: Tinat, Gorlat, Kennin-Vah, Ly-Nakir City

Population: 1.6 million (90% of population is urban, 10% reside in undisclosed locations)

Cultural Information: Lorka has been called by members of the League of Non-Aligned Worlds 'the sneakiest planet in existence'. This is an exaggeration, but it is true that a number of elements of Brakiri culture on Lorka are designed to disorientate and confuse those who visit their world. Notable among these cultural traditions is the name 'Vah'; every Brakiri on Lorka will introduce himself to a stranger as Vah, using the Brakiri word for divinity. This little trick makes them very difficult to track down later, though for most Lorkan Brakiri this is only a societal game.

Planetary Notes: The first major world to be settled by the Brakiri after they began to explore the immediate surroundings of their galaxy, Lorka is everything the planet of Brakos is not: wet, fertile and temperate. Compared to their homeworld, Lorka is as close to the idea of a perfect

Technology of the Brakiri

The Brakiri are masters of acquisition. Everything about their technology is stolen from others and very little original innovation can be directly accredited to them. This said, the Brakiri have mastered the art of 'hiding their sources'. Everything about Brakiri technology may have come from other civilisations (namely the Centauri) but very little of it is recognisable as such. The products of the Brakiri, from their fashions to their flare pistols, are all uniquely Brakiri in appearance and implementation. They may have stolen everything they have, but they have indelibly placed their mark on the results of their thievery.

Central to the technical achievements of the Brakiri are two innovations; gravitics and superior marketing. The first is the scientific principle upon which most of their space program and military designs are founded. The latter is what keeps the Brakiri afloat in a sea of turbulent galactic politics. Very few races trust the Brakiri and most would rather have nothing to do with them, but the trade benefits of the Syndicracy are too valuable (or at least *perceived* as too valuable) to refuse.

This is central to the technological appeal of the Brakiri and the very cornerstone of their racial economy. As long as they can continue to produce goods beyond the technical level of their markets the Brakiri can continue to profit from their place in the trade lanes of the galaxy. If their market share does change or decline in the future, the corporate-minded Brakiri are sure to find a new fiscal approach. The Brakiri may be difficult to deal with and at times outright hostile, but they never let anything threaten their profit margins.

Brakiri Equipment and Gear

Weapon Descriptions

Brakiri weapons are generally based around the application of gravitational force or ballistics, with very little high-energy application other than gravitics. They can appreciate the uses of laser technology, but the Brakiri believe gravity-based weapons are superior to any other. This belief has some truth to it, but the Brakiri's blind adherence to this policy has in some ways stunted their military research. It may take the advent of a superior weapon used against them in battle to get them out of their 'gravity rut'.

This event may have already occurred, though it will be some time before the laboratories of Im-Rehsa turn out any visible benefits from their research. The experience gained by the Brakiri during the Shadow War showed them the molecular cutter was a vastly superior weapon to their own. While they were able to compare their gravitic cannons favourably with the other weapons of the League, the beams of the Shadow fleet were undeniably better than anything the Brakiri had ever seen.

Brakiri Pulser: An extension of gravitic technology considered to be a dead end by the Brakiri because of its very low damage per pulse ratio, the pulser is a gravity handgun that generates fast moving waves of gravity. While it features a high energy capacity and can project its attack farther than many gravitic weapons, the Brakiri seldom carry these themselves because of their limited stopping power.

Diroc Blade: A throwback to the more violent ages of the Brakiri, this is a short bladed weapon used by the troop-legions of the ancient Kronate emperors. Still carried for traditional reasons by many ground soldiers, some executives take a liking to this piece of history and have one commissioned for them. Not generally available on the open market, a diroc blade is considered a collector's item more than it is a weapon by most Brakiri.

Gravitic Pistol: The smallest reliable gravity weapon the Brakiri make, this handgun fires a pulse of gravitic energy with enough force to punch a hole through a stone wall. When carried aboard a starship, Brakiri law dictates that a selector switch be used on the gun to limit its damage to 1d6 and its critical multiplier to x2; this switch is standard on all Brakiri-made gravitic pistols and is included at the listed price.

Grav-Cannon: A very powerful version of the gravitic pistol, the gravitic cannon is a bulky but not unwieldy rifle with better range and an even stronger impact. Grav-Cannons do not have a standard limiter switch, but one can be added that will reduce the weapons damage to 1d10 and pose no threat to a ship's hull integrity for an additional 100 credits.

Grav-Grenade: An ingenious use of gravitic technology, this device is a small gravity generator that, on impact, generates a potent field of energy. All those in the blast radius must make a Reflex saving throw (DC 16) or be held fast by intense gravity for 10 rounds. This field deals 1 hit point of bludgeoning damage each round and can be evaded after its initial effect with an Escape Artist check (DC 25). Anyone reduced to -1 hit point by a grav-grenade collapses and begins taking 2 hit points of damage

Brakiri Weapons

Weapon	Cost	Dam.	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Type
Melee Weapons									
Diroc Blade	250 cr.*	1d6	—	19-20/x2	—	—	Small	2 lb.	Slashing
Grenade Weapons									
Grav-Grenade	600 cr.	Special	20 ft.	—	—	20 ft.	Tiny	2 lb.	Projectile
Pistol Weapons									
Brakiri Pulser	1,200 cr.	1d4	—	x2	50	20 ft.	Small	4 lb.	Energy, Rapid Fire
Gravitic Pistol	1,000 cr.	2d6	—	x3	9	30 ft. (90 max)	Small	4 lb.	Energy
Rifle Weapons									
Grav-Cannon	3,850 cr.	3d6	—	x2	12	40 ft. (120 max)	Large	7 lb.	Energy
Rotary Rifle	2,500 cr.	1d8	—	19-20/x2	120	30 ft.	Large	10 lb.	Energy, Rapid Fire, Exotic
Wakat Rocket	3,000 cr.	5d6	20 ft.	—	2	60 ft.	Med.	4 lb.	Projectile, Exotic
Heavy Weapons									
Heavy Gravitic Gun	15,000 cr.	10d6	20 ft.	—	12	50 ft. (150 max)	Huge**	22 lb.	Energy

* Not generally available for sale.

** Usable by a Medium size creature as a two-handed weapon with a -2 penalty on the attack roll due to encumbrance and awkward handling.

each round the field remains in effect (effectively negating their ability to stabilise and automatically applying the lost hit points per round as additional damage).

Heavy Gravitic Gun: A high energy weapon that generates a wall-shattering pulse of gravity on a tactical level, the heavy gravitic gun is a field weapon used by the military and is rarely, if ever, seen in the hands of a civilian. Highly illegal and rarely sold outside of arms purchases between galactic powers, the HGG has been known to find its way into the arsenals of raiders and other criminals (though the Brakiri government categorically denies any knowledge of such sales).

Rotary Rifle: The most notable result of the brief but intense fascination the Brakiri once had with projectile weapons, this is a series of gun barrels slaved to a rotary motor and a box-fed ammunition system. The rotary rifle

(which resembles a cut-down version of an Earth gatling gun) sends out an incredibly high number of rounds per shot, virtually guaranteeing a hit against any target aimed at by a proficient user. If a character has the Exotic Weapon Proficiency (rotary rifle) feat, he gains a +4 bonus to attack rolls when using it.

Wakat Rocket: The deadly outcome of a research line by the Wakat half of Pri-Wakat, the Wakat Rocket (a name that always seems to amuse human purchasers for some reason) is a disposable short rifle weapon that can be wielded in one hand without penalty. Shaped much like a shotgun, the Wakat Rocket holds two primed, short range unguided missiles. Extremely illegal, the mere sight of a Wakat Rocket tends to make Brakiri more compliant with the suggestions of the wielder (+2 to all Intimidate checks made against Brakiri targets).

General Equipment

Descriptions

Unlike the Abbai, the Brakiri surround themselves with material possessions. Instant meal generators, timepieces, small computerised devices, personal conveyances and a hundred inventions intended to save time are the norms of a given Brakiri's existence. While some Brakiri prefer a Spartan lifestyle in an effort to avoid distractions, most would be lost if they had to go more than a few hours without their gadgets and 'conveniences'.

Brakiri Keeper: A ubiquitous device carried by virtually every Brakiri in the galaxy over the age of 10, a Keeper is a multi-device with a small readout screen, a slot for a reduced-size data crystal with half normal capacity, a clock feature, a communicator capable of broadcasting over a planetary or shipboard network and a complicated set of scheduling and mail service features. Taking a Brakiri's keeper and breaking it in front of him is considered a base insult and is grounds for legal assault in the Syndicracy.

Food Mate: A food preparation device that takes compressed ration tubes (sold separately for 3 credits per meal, more for higher end models) and turns them into palatable, if not entirely enjoyable, meals. Many Brakiri keep one of these handy even when they travel as they often find the food of other races bland or distasteful. More expensive food mates exist that can actually generate high quality meals, but regardless of the grade of food mate, they all take approximately five minutes from start to finish. It is a sign of Brakiri impatience and love for efficiency that many alarm clocks in the Syndicracy send an automatic signal to a slaved food mate nearby to begin operation.

G-Board: A favourite pastime of Brakiri children and considered suicidal by most adults of any race, the G-board is a two foot wide, three foot long platform of metal and textured synthetic latex with a pair of gravity generators on its underside. Operated by a hand stick or through foot pads (if one is an expert user), a G-board grants a base land speed of 60 feet per round. Using the G-board for any speed faster than 40 feet per round requires a Reflex saving throw (DC equals 10+1 for every 10 feet of speed above 40, rounded up). Failure means the user falls off the board at the end of the movement and takes 1 point of nonlethal damage for every point the saving throw was failed by.

Laundry Cube: An example of Brakiri conveniences, the laundry cube is a metal cube with a top loading door and a vibrating inner drum connected to a phased gravity generator.

These devices do not generate very powerful fields; they are just powerful enough to shake normal soil and stains from articles of clothing, just as they were designed to do. Laundry cubes require a power connection to work. Energy cell operated Laundry cubes do exist, but they cost 800 credits and include a single, rechargeable cell, good for ten items of clothing.

Palmcomp: A palmcomp is an executive tool with a full data crystal reader, a holographic display capable of making an image up to six inches in all dimensions and a military grade communicator all built into a stylish glove. Entering text data into a palmcomp is achieved by 'typing' in midair with the hand wearing it; this does not require a Computer Use roll, but the user must have at least one rank to be able to use a palmcomp at all. Executives and their assistants are the primary users of palmcomps, but many professionals have one available if they need solid, portable computing power.

Sustenance Patches: The Brakiri are so concerned with time and efficiency that some of them try to avoid the need for meal breaks altogether during the workday. While this is not entirely healthy, it is possible through the use of sustenance patches; dermal patches that secrete all the nutrition of a full meal over the course of an hour. Using sustenance patches for more than a week at a time is dangerous, but the exact effects (typically exhaustion, digestive trouble, body odour) are left to the Games Masters' discretion.

Water Belt/Harness: Water is a very important part of any Brakiri's life, more so because of their history of treasuring the substance and the efforts they have gone through as a people to obtain it. Many Brakiri abhor the thought of wasting any water at all; thus, the water belt and harness were invented. These devices are worn directly against the skin and cover major perspiration sites of the body. Sweat is absorbed into the belt or harness, reprocessed into clean

General Equipment

Item	Cost	Weight
Brakiri Keeper	150 cr.	1 lb.
Food Mate	250 cr.+	4 lb.
G-Board	850 cr.	6 lb.
Laundry Cube	500 cr.	10 lb.
Palmcomp	1,900 cr.	1 lb.
Sustenance Patches	80 cr. per 20	1 lb. per 20
Water Belt/Harness	500 cr./1500 cr.	3 lb./10 lb.

water and stored in small hip-mounted flasks. Using a water belt or harness increases the amount of time a wearer can go without water by 150% (half again the time they normally could).

Armour and Clothing Descriptions

The Brakiri have a very refined fashion sense, mostly fostered by the competitive nature of their lives and the subconscious desire of most Brakiri to stand out from their normally conformist culture. As such, even the most simple of garments has thousands of subtle variations (and often hundreds of not so subtle ones). When dealing with other cultures, the Brakiri prefer to dress in a similar, but more expensive, manner. To their way of thinking, this is a compliment to other races; it is effectively saying, 'you are important enough for me to make a special effort.'

Brakiri Battle Fatigues: The standard combat jumpsuit and jacket of the Brakiri military, these outfits are generally well-tailored and resemble the dress uniforms of other races' martial forces. A Brakiri in battle fatigues typically also has a water harness, a 4 pack of sustenance patches and a palmcomp as part of his general kit, but these are purchased separately (typically at the expense of the soldier's corporate sponsor).

Executive Armour: Executive armour is state of the art body armour built into executive level clothing. The base price listed is for bottom of the line, store shelf garments that only the lowest-level corporate executive would wear in public. More powerful businessmen purchase commensurately more expensive apparel that provides no greater physical protection but is quite effective against the pointed stares and sharp social commentary of their employees.

Fashion, Low: The lowest level of what constitutes real fashion among the Brakiri, these garments are expensive to a slight degree when compared to normal clothing and while their quality as apparel is questionably better, they do provide a societal advantage for their wearer. Brakiri wearing low fashion gain a +1 to all Charisma-based skill and attribute checks when their target is wearing less expensive clothes.

Fashion, High: The upper end of accepted fashion, these clothes are made by noted designers and are often custom fitted if not completely tailored on request. Expensive but well worth it for the executive needing an edge

over his competition, these garments provide the same kind of bonus under the same conditions as low fashion, but it improves to +2 if the target is wearing low fashion or clothing with no bonus at all.

Fashion, Extreme: This is the lunatic fringe of Brakiri fashion and is rarely seen outside their homeworld. No amount of money is typically sufficient to buy these pieces of haute garb; they are of questionable value and tend to be one of a kind originals hand sewn by their designers or turned out by exclusive tailors using the latest in materials or the most ancient of 'retro' fabrics. Brakiri in extreme fashion must obtain their garments through roleplaying or with the Games Master's permission and gain a +3 social bonus as above, but *only* in regards to other Brakiri wearing extreme fashion or part of the extreme fashion sub-culture.

Gravitic Plate: Not quite as exotic as its name sounds, gravitic plate is heavy armour created by subjecting composite materials to incredible gravity stresses in order to render them nearly impervious to physical damage. The result is incredibly dense (and heavy) armour plates attached to a flexible suit of ballistic material. While the plates are almost invulnerable to harm, the suit and the wearer inside are not. This limits the suit's effectiveness but still provides impressive protection. Gravitic plate is very rare, generally only available to heavy infantry battalions of the Pri-Wakat military.

Vehicles and Spacecraft

The Brakiri have not announced it to the rest of the galaxy and keep them mostly hidden on their own isolated worlds, but they have finally cracked the secret of gravitic technology in regards to vehicular design. They do not have many gravitic vehicles yet, but most high-powered executives

Armour & Clothing

Item	Cost	Weight	DR
Brakiri Battle Fatigues	600 cr.*	10 lb.	2
Executive Armour	950 cr.+	10 lb.	3**
Fashion, Low	200-500 cr.	4 lb.	—
Fashion High	500-1000 cr.	5 lb.	—
Fashion, Extreme	Varies	25 lb.	—
Gravitic Plate	1,500 cr.*	20 lb.	5

* Not generally available for sale.

** DR 2 against energy weapons and DR 1 against slashing/piercing weapons.

have access to the few models that exist. The Brakiri are frantically trying to retrofit their existing automotive and aerospace designs, seeing gravitic propulsion as the only civilised way to run their transportation industries. How the Minbari will react to seeing what was once exclusive to their technical base in the hands of the Brakiri remains to be seen, but the Brakiri are fortunate the Warrior Caste no longer hold a majority in the Grey Council.

Special Quality: *Gravitic*

Gravitic vehicles hover over the ground at a set height through the use of self-generated gravitational force. While this lift is powerful enough to suspend several tonnes, very little pressure is applied against the ground under the vehicle, allowing it glide over weight sensitive defences such as land mines or deadfalls. The speed and manoeuvrability granted by gravitic modification adds a +2 agility bonus to Defence Value, +4 bonus to speed and a +1 bonus to Handling. Gravitic vehicles technically fly, but they are still treated as ground vehicles for purposes of targeting and other modifications. Only ground vehicles can accept gravitic modifications, which cost 25% of the vehicle's base price.

Brakir Nightrage

A luxury sport model ground car made by the only company sanctioned by the Syndicracy to use the name of honoured Brakir, the nomenclature always symbolises the top of the line from their factory showroom. The Brakir Nightrage is made to order and while it is incredibly expensive, it is also capable of gravitic motion and has all the amenities a Brakiri might expect in a vehicle: dashboard minder, quality food mate in the console and a superior augmented driving module that drives the user to pre-programmed locations (Computer Use (DC 15) to program, holds 10 locations, Drive skill of +10 when dealing with obstacles while on automatic).

Large Surface Vehicle; hp 18; DV 11 (–1 size, +2 agility); DR 3; Spd 28; Acc 4; Dec 3; Han +4; Sensor +2; Stealth 13; SQ: Gravitic, Cargo 150 lb.; 1 Driver (optional), 3 Passengers; Special Features: Self-drive capable (has a Drive skill bonus of +10).

Cargo Transport, Brakiri

While the typical cargo hauler of the Brakiri is neither the fastest nor the toughest in the galaxy, it does manage to make the most efficient use of space of any comparable vehicle. Designed to make the best use of its fuel and drive time, a Brakiri cargo transport can move a larger payload than any other and provides adequate protection and speed while doing so. Brakiri cargo drivers are accorded a fair

amount of respect, as their job is one of the vital pipelines of their race's economic structure.

Gargantuan Surface Vehicle; hp 33; DV 6 (–4 size); DR 4; Spd 18; Acc 2; Dec 3; Han +0; Sensor +0; Stealth 10; Cargo 6,000 lb.; 1 Pilot, 1 passenger

Gravitic Transport

Only used by the Brakiri on their homeworld and corporate-controlled domain worlds, the gravitic transport is essentially just a cargo transport retrofitted with gravitic drives and reinforced to withstand the stress of its use. Gravitic transports are both fast and efficient, two things the Brakiri adore in their labour force. While the Brakiri currently hide their gravitic technologies, these vehicles are becoming more common in their cities and it is only a matter of time before they start using them throughout the entire Syndicracy.

Gargantuan Surface Vehicle; hp 38; DV 8 (–4 size, +2 agility); DR 4; Spd 22; Acc 2; Dec 3; Han +1; Sensor +0; Stealth 10; Cargo 6,000 lb.; 1 Pilot, 1 Passenger

Hurdar Air Lifter

These cargo planes are specially modified to connect along their ventral side to Brakiri cargo transports, providing mobility and rapid travel capabilities without the need for lengthy loading and unloading times. Hurdars are sometimes referred to as 'flying boulders', an apt description of their less than impressive flight characteristics. While Hurdar pilots are treated somewhat poorly within their profession, they are also used as a recruiting pool for Skyhammer troop carriers.

Gargantuan Aircraft; hp 55; DV 6 (–4 size); DR 6; Spd 25; Acc 2; Dec 2; Han +0; Sensor +0; Stealth 11; SQ: Long Ranged; Cargo 2,000 lb. + 1 Cargo Transport; 1 Pilot, 10 Passengers

Military Vehicle Descriptions

The Brakiri do not have a very complicated array of military vehicles, only needing a few to handle all of their common engagement types. These are updated every 50 years or so with new models, but they traditionally keep the same vehicle names unless a major update has occurred. This is the case with the latest generation of vehicles; they have been renamed to signify the inclusion of gravitic drives and superior engine performance. With gravitic weaponry now standard on its military vehicles, the Brakiri

Civilian Vehicles

Item	Cost
Brakir Nightrage	120,000 cr.
Cargo Transport, Brakiri	50,000 cr.
Gravitic Transport	62,500 cr.
Hurdar Air Lifter	210,000 cr.

field some of the most potent infantry assets short of the Minbari Federation.

Groundstrike Transport/Tank

Not wishing to put too much money into their ground vehicles, the Brakiri have for better or worse combined the concepts of battlefield weapon platforms with their main troop transports. This is not a very efficient design but with the Brakiri's lack of intense ground-warfare experience, the flaws in its design have yet to be a concern. If the Brakiri become more involved in ground battles, they will likely scrap the Groundstrike completely and design separate vehicles for each role as other races have done.

Huge Surface Vehicle; hp 60; DV 12 (–2 size, +4 agility); DR 5; Spd 15; Acc 1; Dec 1; Han +3; Sensor +0; Stealth 14; SQ: Gravitic, Cargo 1500 lb.; 1 Driver, 1 Gunner, 10 Infantry

Weapons:

Medium Gravitic Blaster; 1 Turret; Attack +2 (targeting computer); Damage 2d10; Critical 19-20/x2; Range 4, Area of Effect 30 ft.

Twin-Linked Light Laser Cannon; 1 Turret; Attack +2 (targeting computer); Damage 1d8; Critical 19-20/x2; Range 5, Rapid Fire

Interdictor Civilian Enforcement Vehicle

The civilian form of the Groundstrike, these vehicles are identical from the outside except for two changes. The turret has been replaced with a shorter barrelled grenade launcher and the laser cannons have been changed out for rotary rifles. These are almost never used in actual combat, but the cannons have such a reputation for carnage that simply aiming them at criminals tends to provoke their surrender.

Weapons:

Grenade Launcher; 1 Turret; Attack +2 (targeting computer); Damage varies by grenade type; typically grav-grenade; Critical –; Range 4, Area of Effect varies; Capacity 12 grenades (mixed payload capable)

Twin-Linked Rotary Rifle; 1 Turret; Attack +2 (targeting computer); Damage 1d8; Critical 19-20/x2; Range 2, Rapid Fire; Capacity 240 shots each

Skyhammer Troop Carrier

A gravity capable troop transport aircraft with space capability and considerable firepower, the Skyhammer is mostly a Hurdar retrofit and has many of the same quirks and characteristics. The armour on a Skyhammer is considerable, copied as it is from captured Abbai materials. The most notable piece of equipment on the Skyhammer is its concealed comm jammer, another piece of Abbai technology that could cause a serious incident were knowledge of its existence to reach the normally peaceful creators of that technology.

Huge Spacecraft; hp 75; DV 12 (–2 size, +4 agility); DR 7; Spd 14; Acc 3; Dec 3; Han +3; Sensor +2; Stealth 14; SQ: Atmosphere Capable, Cargo 3000 lb.; 1 Pilot, 2 Gunners, 12 Troops + 1 loaded Groundstrike transport

Weapons:

Three Medium Gravitic Blasters; 2 Turret, 1 Rear; Attack +2 (targeting computer); Damage 2d10; Critical 19-20/x2; Range 4, Area of Effect 30 ft.

Two Medium Laser Cannons; 1 Front/Left, 1 Front/Right; Attack +2 (targeting computer); Damage 2d8; Critical 19-20/x2; Range 5, Rapid Fire

Comm Disruptor; Boresight; Attack +2 (targeting computer); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor Bonus becomes +0; Range 8

Space

The Brakiri are rightfully proud of their space fleet, considering they have some of the most advanced ships in the League of Non-Aligned Worlds. While the Abbai have better defences, the Vree have more powerful weapons and the Gaim have better sensors and communications, the Brakiri have a remarkably well balanced fleet incorporating many of these factors into ships that regularly out-perform similar ship classes among their peers. When the Brakiri commit ships to an objective, their presence can easily turn the tide of battle in the League's favour.

New Weapon: Graviton Beam

A slow arming but very powerful weapon, this is a gravity-based energy cannon with the ability to focus and intensify its output at the cost of its recharge rate and firing time. When a ship with one or more graviton beams wishes to fire it can either do so normally or choose to 'charge' them.

Every round the guns spend charging, they do not fire but bonus points equal to the weapon's non-dice damage are added to the weapon's damage total if it hits, and its range increases by 1. Charging is a full-round action that can be taken up to three times. After charging, a graviton beam weapon takes a full round to recharge before it can be fired or charged again.

For example, an Avioki with four graviton beams (40 + 4d10 base damage) wishes to charge them all for one round each before firing. On round one of combat, it begins doing so. The guns do not fire yet, but they all gain a +40 damage bonus. On round two, the beams are fired out to a range of 5. Three hit, adding 40 points of damage to each attack. On round three none of the four graviton beams can be used at all because they are recharging. On round four, they can be fired or charged as before.

New Weapon: *Gravitic Lance*

A modified and improved form of the graviton beam, this weapon takes some of its technology from the molecular cutters of the Shadow fleet. It fires a sustainable beam of tightly focused gravitons, allowing it to tear apart solid matter at a massive distance and with terrible efficiency. The gravitic lance has two modes; beam and lance. In the former mode, it acts exactly as a graviton beam with the added benefit of hitting twice instead of once with each shot. As a beam, the lance can only charge for one round if at all.

As a lance, this weapon has a tremendous range and ignores physical armour. DR is useless against the gravitic lance, but it is easily disrupted by gravity and electromagnetic effects. Ships with gravitic and EM shields take only half damage from a gravitic lance *after* reducing it as they normally would. These ships still do not benefit from their physical armour, however, as what remains of the beam is still potent enough to rip straight through it.

New Combat Effect:

Extreme Rapid Fire

This simulates pulsing or very rapid attacks, typically with an energy weapon. Extreme Rapid Fire weapons follow the normal rules for Rapid Fire but the penalty for firing in this mode is only -1 and the final number of successful hits is doubled. Weapons with Extreme Rapid Fire do not have the option of disabling this mode to fire once without penalty; they must be fired with the Extreme Rapid Fire rules or not at all.

Avioki Cruiser

The cornerstone of the Brakiri fleet, this is the single most common vessel the Brakiri field and is instantly recognisable in space by any race that has had contact with the Syndicracy. The Avioki is a representation of all the advancements that define the Brakiri's space fleet, a legacy it proudly carries into battle along with its potent gravity weapons and state of the art electronics array. While specialty vehicles in the Brakiri fleet can do certain things better than the Avioki, it is the undisputed master of handling mixed mission types with incredible efficiency.

Colossal II Spacecraft; hp 500; DV 8 (-10 size, +8 agility); DR 14; Spd -; Acc 2; Dec 2; Han +2; Sensor +9; Stealth 16; SQ: Artificial Gravity, Jump Point, Long-Range; Cargo 50,000 lb.; 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen

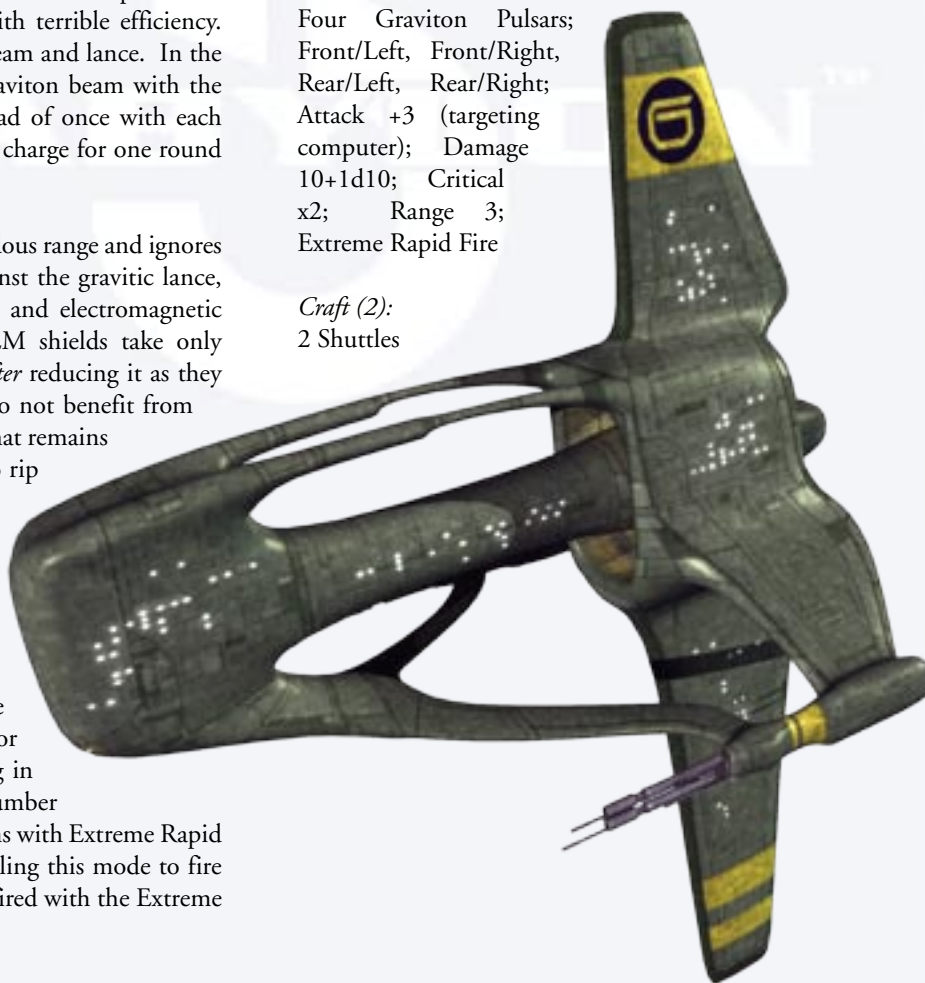
Weapons:

Four Graviton Beams; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Base Damage 40+4d10 + charging if any; Critical x2; Range 4 + charging if any

Four Graviton Pulsars; Front/Left, Front/Right, Rear/Left, Rear/Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Craft (2):

2 Shuttles



Batrado Armed Transport

An Avioki cruiser modified as a transport vessel, these ships are a valuable asset to the fleet because of their great success rate at carrying troops, supplies and vehicles to engagement zones in safety and providing effective fire support against light capital ships and fighter screens thereafter. Its jump engine, a standard component of the Avioki, allows it to move massive payloads anywhere in hyperspace and leaves it free to enter systems without jump gates. This feature alone makes it valuable to merchants as well as the military; many Batrado transports see service as very well armed cargo haulers.

Colossal II Spacecraft; hp 500; DV 8 (-10 size, +8 agility); DR 14; Spd -; Acc 2; Dec 2; Han +2; Sensor +9; Stealth 16; SQ: Jump Point, Long-Ranged; Cargo 50,000 lb.; 3 Officers, 4 Pilots, 5 Sensor Operators, 20 Crewmen, 10 Cargo Workers

Weapons:

Four Graviton Pulsars; Front/Left, Front/Right, Rear/Left, Rear/Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Craft (4):

4 Skyhammer Transports (with Cargo Haulers)

Brikorta Light Carrier

A carrier redesign that has only seen service since the Dilgar War wiped out all of its predecessors, the Brikorta's main selling point among the Brakiri Fleet is its atmosphere capability and landing gear. These allow it to do what very few capital ships can claim; efficient ground pick up and delivery of supplies and equipment. That, added to its substantial fighter/shuttle compliment, makes it an efficient part of the Brakiri Navy.

Colossal III Spacecraft; hp 750; DV 4 (-12 size, +6 agility); DR 15; Spd -; Acc 2; Dec 2; Han +2; Sensor +8; Stealth 14; SQ: Long-Ranged, Gravitic Shield (-4); Cargo 250,000 lb.; 3 Officers, 15 Pilots, 10 Sensor Operators, 40 Crewmen

Weapons:

Three Graviton Pulsars; 2 Front, 1 Rear; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Two Medium Laser Cannon; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 50+5d10; Critical 19-20/x2; Range 5

Craft(14):

12 Light Fighters
2 Shuttles

Brokados Battle Carrier

While the Brikorta is very good at its job as a light carrier, the Brakiri have been involved in situations where a 'light carrier' is insufficient to the military task at hand. Instead of trying to upgrade the already taxed hull of the Brikorta, the Brakiri designed a new vessel from the framework up; the Brokados was the result. Named after a massive whale indigenous to the waters of Lorka, the Brokados can carry twice the fighters and shuttles the Brikorta can and defend them with vastly upgraded firepower. A jump engine completes the Brokados, making it the carrier of choice for the modern Brakiri Navy.

Colossal III Spacecraft; hp 800; DV 3 (-12 size, +5 agility); DR 16; Spd -; Acc 2; Dec 2; Han +2; Sensor +10; Stealth 12; SQ: Jump Point, Long-Ranged, Gravitic Shield (-6); Cargo 400,000 lb.; 3 Officers, 20 Pilots, 12 Sensor Operators, 40 Crewmen

Weapons:

Six Graviton Pulsars; 2 Front, 2 Rear, Left, Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Four Heavy Laser Cannons; 2 Front, Front/Left, Front/Right; Attack +3 (targeting computer); Damage 80+8d10; Critical 18-20/x2; Range 6

Craft(28):

24 Light Fighters
4 Shuttles

Cidikar Heavy Carrier

Another carrier design that made its debut as a result of the Dilgar War, the Cidikar's existence is a factor of the multiple design teams structure of the Brakiri military. While it might have been more efficient for the Brakiri to design only one heavy carrier instead of fielding both the Brokados and the Cidikar concurrently, the advantages one has over the other actually gives them both a legitimate place in the fleet. The Cidikar's main advantages are its heavy array of pulsars and its ability to carry the heaviest grade of fighters the Brakiri have – the Pikatos.

Colossal III Spacecraft; hp 810; DV 3 (-12 size, +5 agility); DR 17; Spd -; Acc 3; Dec 2; Han +2; Sensor +10; Stealth 12; SQ: Jump Point, Long-Ranged, Gravitic Shield (-6); Cargo 300,000 lb.; 5 Officers, 21 Pilots, 15 Sensor Operators, 50 Crewmen

Weapons:

Eight Graviton Pulsars; 2 Front, 3 Left, 3 Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Two Heavy Laser Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 80+8d10; Critical 19-20/x2; Range 6

Craft(52):

24 Light Fighters
24 Heavy Fighters
4 Shuttles

Corumai Dreadnought

The heaviest vessel in the Brakiri armada, the Corumai is a very impressive and very sizable ship with the ability to generate massive amounts of damage against targets on all sides with its impressive array of nine graviton beams. Supplemented by its wealth of pulsars, the Corumai is almost a gravitational anomaly when it is firing its weapons in tandem and nearby ships often have to use their station keeping drives to keep from moving towards the Corumai. A somewhat unstable design, the Corumai is prone to break downs and technical failures.

Colossal IV Spacecraft; hp 1400; DV 0 (-16 size, +6 agility); DR 20; Spd -; Acc 2; Dec 2; Han +0; Sensor +12; Stealth 10; SQ: Artificial Gravity, Jump Point, Long-Ranged; Cargo 300,000 lb.; 7 Officers, 30 Pilots, 30 Sensor Operators, 90 Crewmen

Nine Graviton Beams; 2 Front, 2 Front/Left, 2 Front/Right, Rear/Left, Rear/Right, Rear; Attack +3 (targeting computer); Base Damage 40+4d10 + charging if any; Critical x2; Range 4 + charging if any

Five Graviton Pulsars; Front, Front/Left, Front/Right, Left, Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Craft (4):

4 Shuttles



Halik Fighter-Killer

The Halik is a special design that has, since its inception, proven to be so stable and efficient that a number of variants have been based on its hull. In its original configuration, the Halik serves as a deadly anti-fighter frigate, performing excellently in an escort or stalker capacity. With a Halik or two guiding a convoy in Brakiri space, most raiders move on to easier targets without firing a shot.

Colossal Spacecraft; hp 400; DV 8 (-8 size, +6 agility); DR 12; Spd -; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 14; SQ: Atmospheric Capable, Long-Ranged; Cargo 30,000 lb.; 1 Officers, 4 Pilots, 4 Sensor Operators, 15 Crewmen

Weapons:

Eight Graviton Pulsars; 2 Front, Front/Left, Front/Right, Left, Right, 2 Rear; Attack +2 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Haltona Frigate

The Haltona variant of the Halik is a frigate configuration developed, in the Brakiri's opinion, to perfection. It does not carry quite as many anti-fighter weapons (four pulsars instead of eight) but upgrades its firepower with two of the vastly harder hitting graviton beams. These weapons have the ability to lance through smaller capital ships when allowed to charge completely. While they are slow to fire, graviton beams give the Haltona a remarkable punch for its size.

Colossal Spacecraft; hp 400; DV 8 (-8 size, +6 agility); DR 12; Spd -; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 14; SQ: Atmospheric Capable, Long-Ranged; Cargo 30,000 lb.; 1 Officer, 4 Pilots, 4 Sensor Operators, 15 Crewmen

Weapons:

Two Graviton Beams; 2 Front; Attack +2 (targeting computer); Base Damage 40+4d10 + charging if any; Critical x2; Range 4 + charging if any.

Four Graviton Pulsars; Front/Left, Front/Right, 2 Rear; Attack +2 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Ikorta Light Assault Cruiser

The carrier design the Brikorta was built around, the Ikorta has been revived by enterprising military contractors looking for an efficient way to both transport and protect ground troops when they need to be taken from one drop zone to another under heavy fire conditions. The result of this refit and restructuring is the new Ikorta, an assault capable vessel with the ability to carry either Skyhammers or the new Tobraki assault shuttles into battle and remain planet-side as a massive mobile fire base.

Colossal III Spacecraft; hp 750; DV 4 (-12 size, +6 agility); DR 15; Spd -; Acc 2; Dec 2; Han +2; Sensor +8; Stealth 14; SQ: Artificial Gravity, Long-Ranged, Gravitic Shield (-4); Cargo 250,000 lb.; 3 Officers, 15 Pilots, 10 Sensor Operators, 40 Crewmen

Weapons:

Three Graviton Pulsars; 2 Front, 1 Rear; Attack +2 (targeting computer); Damage 10+1d10; Critical 20/x2; Range 3; Extreme Rapid Fire

Two Grav Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 30+3d10; Critical 19-20/x2; Line of Effect (all units in a line between the attacker and its single range increment (4) can be attacked with the same attack roll, each takes damage separately); Range 4

Craft(8):

6 Skyhammers or Assault Shuttles
2 Shuttles

Kaliva Lance Cruiser

A refit for the Avioki that has seen great acceptance among the militaries of the Brakiri, this cruiser carries the experimental but very powerful gravitic lance. A further modification of the graviton beam, the gravitic lance gives the Kaliva a frightful ability to rend armour plate

and allows it to engage targets at great range. While the Kaliva is not seen in great numbers yet, most of the Brakiri corporate fleets have drafted letters of intent stating that by 2270, they will replace fully half of their Avioki assets with these deadly craft.

Colossal II Spacecraft; hp 500; DV 8 (-10 size, +8 agility); DR 14; Spd -; Acc 2; Dec 2; Han +2; Sensor +9; Stealth 16; SQ: Artificial Gravity, Jump Point, Long-Ranged; Cargo 50,000 lb.; 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen

Two Gravitic Lances; Front/Left, Front/Right; Attack +3 (targeting computer); Base Damage (Beam Mode: 40+4d10 + 1 round of charging if any) / (Lance Mode: 80+8d10); Critical (Beam: x2) / (Lance: x3); Range (Beam: 4 + 1 per round of charging if any) / (Lance: 9)

Four Graviton Pulsars; 2 Front, 2 Rear; Attack +3 (targeting computer); Damage 10+1d10; Critical 20/x2; Range 3; Extreme Rapid Fire

Craft (2):

2 Shuttles

Lykorai Supercarrier

Built using the Corumai's hull, this vessel is the Brakiri's last word in carriers and has a prodigious and flexible hanger setup allowing it to transport up to 60 fighters into combat. These hangers are also modular, providing all the equipment needed to convert them into shuttle or cargo transport bays with very little refit time involved. While the Lykorai is an uncommon design with only a few models in existence, the Brakiri intend to upgrade their fleet with several more when finances allow.

Colossal IV Spacecraft; hp 1400; DV 0 (-16 size, +6 agility); DR 20; Spd -; Acc 2; Dec 2; Han +0; Sensor +12; Stealth 10; SQ: Artificial Gravity, Jump Point, Long-Ranged; Cargo 300,000 lb.; 7 Officers, 30 Pilots, 30 Sensor Operators, 90 Crewmen

Weapons:

Eleven Gravitic Bolts; 2 Front/Left, 2 Front/Right, 3 Left, 3 Right, Rear; Attack +2 (targeting computer); Base Damage 40+4d10; Critical x2; Range 4. (The Gravitic Bolt is the predecessor to the graviton beam, having its base statistics without the ability to charge.)

Craft(64):

4 Shuttles
48 Fighters/Shuttles/Assault Shuttles/Skyhammers/
Hurdars
12 Light Fighters

Shakara Scout Cruiser

A technological achievement the Brakiri are quite proud of and not entirely capable of reproducing in great numbers, the Shakara is a rare vessel with a solid reputation for performance in the field and numerous requests for its service in the various corporate fleets. Capable of providing sensors, jamming, communications and logistical data with incredible efficiency, the Shakara is a very high priority in Im-Rehsa's already overtaxed shipyards.

Colossal Spacecraft; hp 370; DV 10 (-8 size, +8 agility); DR 10; Spd -; Acc 3; Dec 3; Han +3; Sensor +12; Stealth 19; SQ: Artificial Gravity, Long-Ranged, Gravitic Shield (-4); Cargo 20,000 lb.; 1 Officers, 4 Pilots, 9 Sensor Operators, 15 Crewmen

Weapons:

Four Graviton Pulsars; Front/Left, Front/Right, Rear/Left, Rear/Right; Attack +2 (targeting computer); Damage 10+1d10; Critical 20/x2; Range 3; Extreme Rapid Fire

2 Comm Disruptors; Front/Left, Front/Right; Attack +3 (targeting computer); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor Bonus becomes +0; Range 8

Tashkat Advanced Cruiser

The latest design to come out of the shipyards of Im-Rehsa, the Tashkat is a complete improvement over the Avioki but carries a much higher price tag because it uses numerous expensive and experimental technologies. While it does not have new weapons like the gravitic lance, its hull is obviously designed to carry mixed weapon types and many theorise that the Tashkat has been built as the test bed for an even more advanced weapon system which Im-Rehsa has not yet unveiled.

Colossal II Spacecraft; hp 550; DV 9 (-10 size, +9 agility); DR 15; Spd -; Acc 3; Dec 3; Han +3; Sensor +10; Stealth 16; SQ: Artificial Gravity, Jump Point, Long-Ranged, Gravitic Shield (-4); Cargo 50,000 lb.; 3 Officers, 6 Pilots, 6 Sensor Operators, 35 Crewmen

Weapons:

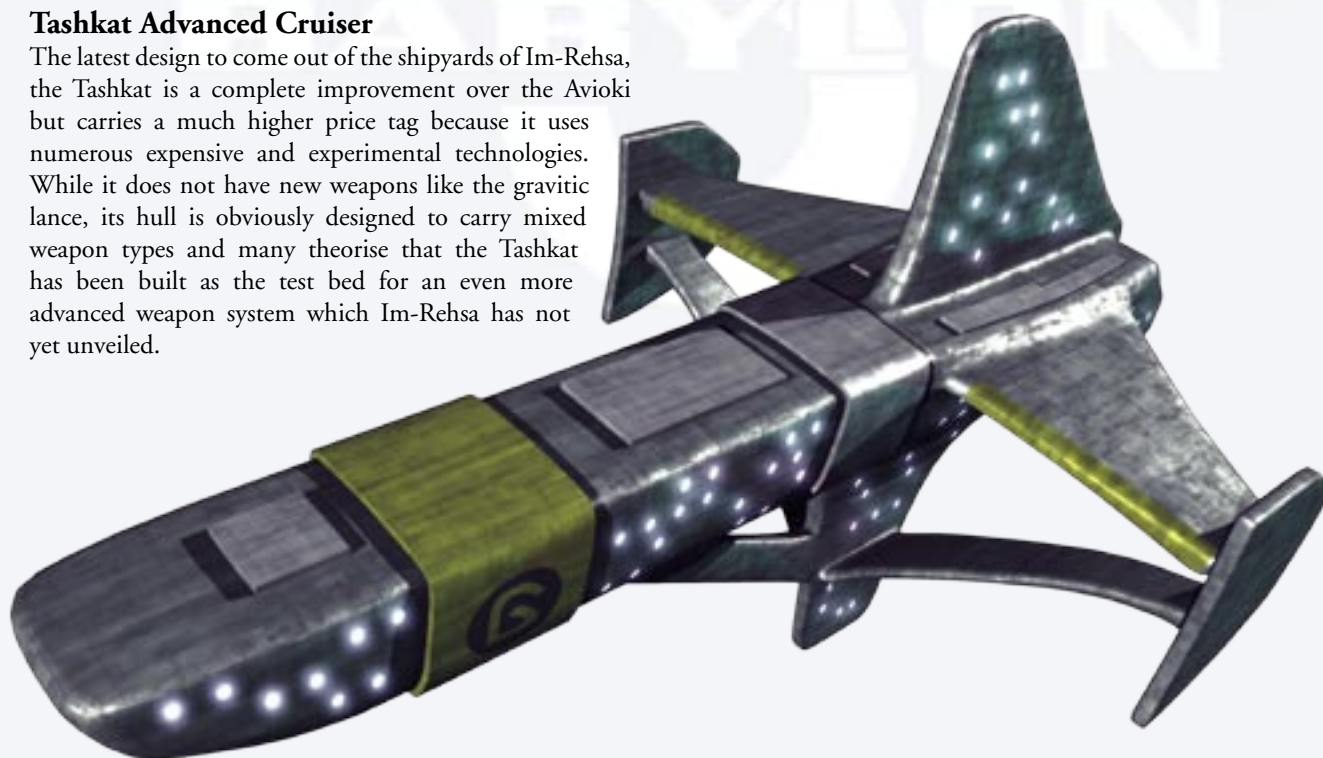
Four Graviton Beams; 2 Front/Left/Right, Front/Left, Front/Right, Rear; Attack +3 (targeting computer); Base Damage 40+4d10 + charging if any; Critical x2; Range 4 + charging if any.

Four Graviton Pulsars; Front/Left, Front/Right, Rear/Left, Rear/Right; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Extreme Rapid Fire

Comm Disruptor; Front/Left, Front/Right; Attack +3 (targeting computer); Damage Special: Successfully hit vessel suffers a 50% reduction in its Sensor bonus for three turns; Critical 20/Sensor Bonus becomes +0; Range 8

Craft (2):

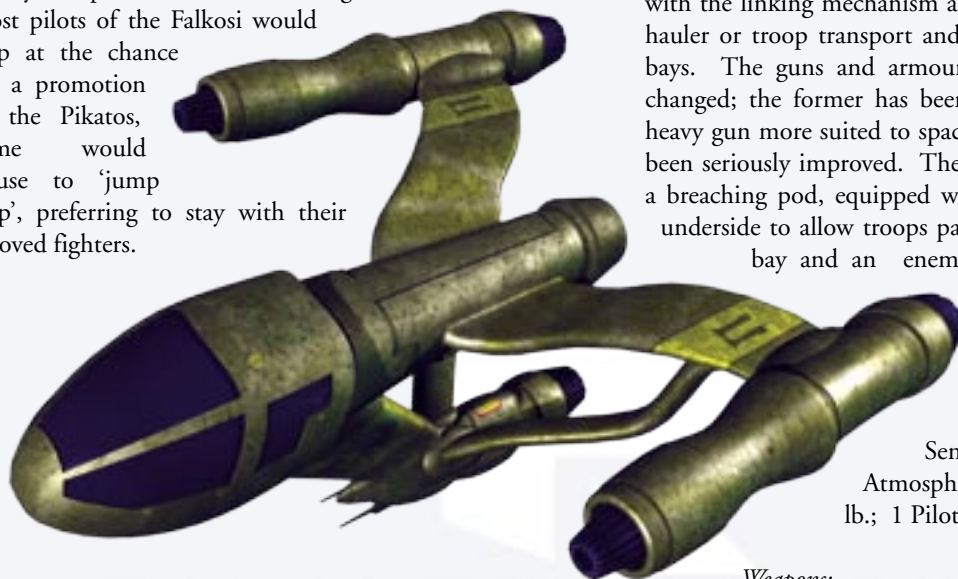
2 Shuttles



Fighters, Shuttlecraft and Orbital Defence

Falkosi Light Fighter

The pride of the Brakiri fighter fleet, the Falkosi is a swift, agile craft with one of the most powerful fighter weapons of any comparable craft in the League. While most pilots of the Falkosi would leap at the chance for a promotion to the Pikatos, some would refuse to 'jump ship', preferring to stay with their beloved fighters.



Large Spacecraft; hp 30; DV 19 (-1 size, +10 agility); DR 5; Spd 48; Acc 9; Dec 9; Han +5; Sensor +8; Stealth 20; SQ: Atmospheric Capable; Cargo 25 lb.; 1 Pilot

Weapons:

Twin-linked Light Gravitic Bolt; Boresight; Attack +3 (targeting computer); Damage 6+2d6; Critical x2; Range 1

Pikatos Heavy Fighter

Quickly replacing the Falkosi as the fighter of choice for escort missions and anti-capital attack runs, the Pikatos has many of its predecessor's advantages and builds on them with better firepower, better defences, and better handling. The only weakness to the Pikatos is its reactor is not capable of powering both of its weapon systems at the same time, leaving the pilot to choose which he uses at any given moment.

Large Spacecraft; hp 40; DV 18 (-1 size, +9 Agility); DR 6; Spd 45; Acc 9; Dec 9; Han +6; Sensor +8; Stealth 19; SQ: Atmospheric Capable, Gravitic Shield (+2), Long Ranged; Cargo 30 lb.; 1 Pilot

Weapons:

Twin-linked Light Gravitic Bolt; Boresight; Attack +3 (targeting computer); Damage 6+2d6; Critical x2; Range 1

Light Graviton Beam; Boresight; Attack +3 (targeting computer); Base Damage 10+1d10 + 1 per round of charging if any; Critical x2; Range 1 + 1 per round of charging if any.

Tobraki Assault Shuttle

A heavily augmented Skyhammer, this vessel does away with the linking mechanism allowing it to link to a cargo hauler or troop transport and sports permanent infantry bays. The guns and armour of the shuttle have been changed; the former has been changed out for a single heavy gun more suited to space combat and the latter has been seriously improved. The Tobraki is used in place of a breaching pod, equipped with a breaching port on its underside to allow troops passage between its armoured bay and an enemy vessel.

Huge Spacecraft; hp

85; DV 12 (-2 size, +4 agility); DR 8; Spd 14;

Acc 2; Dec 2; Han +2;

Sensor +5; Stealth 14; SQ:

Atmosphere Capable, Cargo 3000 lb.; 1 Pilot, 2 Gunners, 24 Troops

Weapons:

Light Graviton Beam; Boresight; Attack +3 (targeting computer); Base Damage 10+1d10 + 1 per round of charging if any; Critical x2; Range 1 + 1 per round of charging if any.

Tokrana Orbital Satellite

The only standard defence satellite used by the Brakiri because of their limited automation technology and preference for manned ships over static military hardware, the Tokrana is nonetheless a very effective platform. Mounting an impressive array of gravity weapons each, the Tokrana satellite is capable of doing some severe damage against any vessel foolish enough to enter its range when the attack order has been given by ground control.

Standard Brakiri Satellite/Platform Statistics

Huge Spacecraft; hp 35; DV 8 (-2 size, +0 agility); DR 5; Spd 0; Acc 0; Dec 0; Han +0; Sensor +10; Stealth 20; SQ: Automated, Gravitic Shield (-4); Cargo 100 lb.; 0 Crew

Weapons:

Two Gravitic Bolts; Left, Right; Attack +2 (targeting computer); Base Damage 40+4d10; Critical x2; Range 4. (The Gravitic Bolt is the predecessor to the graviton beam, having its base statistics without the ability to charge.)

Two Grav-Cannons; 2 Front; Attack +3 (targeting computer); Damage 30+3d10; Critical 19-20/x2; Line of Effect (all units in a line between the attacker and its single range increment (4) can be attacked with the same attack roll, each takes damage separately); Range 4

Brakiri Characters

Roleplaying the Brakiri can be both simple and extremely complex. They are the stereotypical businessmen: workaholics, rarely taking time for any leisure activities and always looking for the best possible angle in any situation. The trick to roleplaying is keeping in mind that the Brakiri are not stereotypes. They do not see their behaviour as excessive. Profit is almost a religious concept for them; many of their superstitions and beliefs have to do with personal gain and loss. They are a corporate race, but it is endemic in their culture and most Brakiri could not imagine another way to live.

To them, other races appear lazy, unmotivated and wasteful. They see the many opportunities other races 'pass up' in the name of courtesy, manners or personal sensibilities and think them foolish for their lack of drive. At the same time, the Brakiri tend to be extremely polite and rarely lose their tempers or act with indiscretion. This is another facet of their culture; anger tends to alienate others and a lost ally, even a potential one, is a lost asset.

As an enhancement to the Brakiri in the *Babylon 5 Roleplaying Game and Fact Book*, all Brakiri characters have enough business contacts, bartering skills and fiscal sense to make the most of their funds. Brakiri always gain 1d10% more from any money-making opportunity; this reflects their ability to invest, negotiate and barter for the best value in any situation. These additional funds are an abstraction of this ability and the Games Master may require that a Brakiri Player roleplay how he intends to generate them from his current holdings.

New Feats

Executive Privilege (Brakiri)

You are, or have been, part of a very high-profile venture and managed to make a name for yourself. What you do with this fame is your decision, but remember that being known and being liked are separate things.

Prerequisite: Brakiri.

Benefit: When dealing with your own kind, you enjoy a +1 circumstance bonus to all Charisma-based skill and attribute checks. You also have the advantage of being known by many of your people, a situation you can use to get into closed meetings or out of social entanglements.

For the purpose of Bluff checks, you automatically count as a person your target wishes to believe unless you have plainly done something to lose that distinction.

Normal: Characters typically begin a Bluff check with his targets being no better than indifferent towards him.

Eyes of Gold (Brakiri)

You have the uncanny ability to see value in anything you encounter, even hidden worth that is not apparent from something's physical nature.

Prerequisite: Eye for Quality, Gather Information 4 ranks.

Benefit: You make Appraise checks as a free action once a round and can always take 10 on attempts to see through any attempt to cover or disguise the value of an item when using the ability of the Eye for Quality feat. You may also make a Sense Motive check (DC 20) to determine if the item in question has historical or sentimental value. This DC may be increased or decreased by the Games Master depending on the item and its fame or obscurity.

Normal: Appraise checks normally take one minute to make (or one round with Eye for Quality).

Mark of the Comet (Brakiri)

Your mind has been touched by the approach of the Comet and you sometimes hear the voices of the dead in your sleep.

Prerequisite: Telepath 1st level or the Latent Telepath feat

Benefit: You are occasionally visited by the dead in your sleep. Usually this happens outside your control, but you can attempt a Concentration check (DC 25) to force a death dream to occur. This DC rises to 35 if you want a specific deceased person to appear to you. You cannot take 10 or 20 on these checks and you are not entirely in control of these dreams, though you may ask one specific question for every point of Charisma bonus you possess (minimum of one). The spirit will answer your question(s) truthfully, but not always directly. You may only force one death dream a month and must rest for 28 days before the next one.

New Brakiri Prestige Class - Acolyte of Brakir

The people of Brakos and its colony worlds revere Brakir, the father of their society, but for most this amounts to little more than subconscious admiration and the occasional observance of holidays in his honour. The Brakiri people know Brakir's Core Values by heart, but very few have taken the time to memorise his entire Mandate. While the document laid the foundation for the Syndicracy and changed the lives of the Brakiri forever, most of his race

3

treat his work as a necessary blessing and give it little thought beyond that.

Not so with the Acolytes of Brakir. A secret society of merchants and priests, the Acolytes are a fiscal institution and a religion bound together with codes, rules of order and hidden meeting places scattered throughout explored space. The Acolytes of Brakir have taken the entire Mandate to heart and built a fraternity around its central message of profit and loss. They support each other and guide governmental policy through their incredibly diverse web of contacts and influence.

Brakiri outside the Acolytes do not generally believe the Brotherhood even exists. Those with a reason to suspect it usually find themselves either invited to join or politely asked not to investigate them further. The Acolytes protect their privacy, as they can accomplish more in the shadows than they ever could if they were exposed. The Acolytes are dedicated to the betterment of Brakos and the future of their people, though their ambitions are as strong as any Brakiri's; if they can be the ones in charge of this brighter future, so much the better.

Additional Hit Points: 1

Requirements

To qualify to become an Acolyte of Brakir, a character must fulfil all the following criteria:

Race: Brakir (though aliens have been provisional members in the past under very special circumstances; non-Brakiri cannot gain more than two levels in this class in any event)

Skills: Profession (any) 8 ranks or Diplomacy 8 ranks

Feats: Independently Wealthy (see Special below)

Special: The Games Master must determine that the prospective Player wishing to take this prestige class has drawn enough attention to himself and shows enough ambition to attract the Acolytes' attention. The feat Independently Wealthy may be waived if the prospective member has accomplished a great enough task to impress the Acolytes. This task should be business or diplomacy related, and must have ended with a net gain for either the member or the Brakiri race as a whole.)

Class Skills

The Acolyte of Brakir's skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha),

Forgery (Int), Gather Information (Cha), Profession (any, Wis), Sense Motive (Wis), Speak Language (None), Spot (Wis) and Technical (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Acolyte of Brakir prestige class.

Provisional Member: When new Acolytes are first approached, they are asked to prove a measure of worth to the Brotherhood. To do this, all the worldly goods of the character are confiscated by the Acolytes of Brakiri and the provisional members must get by on their own skills and merit until achieving the second level of this prestige class. Other acolytes and agents of the Brotherhood watch the member carefully during this time, evaluating potential, skill and how well he copes with setbacks such as financial ruin and abandonment by his allies.

Membership has its Privileges: Now fully invested into the Acolytes of Brakir, a 2nd level Acolyte is given an education in safe houses, credit lines, secret greetings and rituals of the Brotherhood. As long as the Acolyte is in an area where the Brakiri have legal status (any League world, Babylon 5 and all of Brakir space, essentially), they can always get free accommodation, medical aid and assistance with any Technical or Professional skill check (a +2 bonus, just as with the aid another action). These benefits assume the Acolyte makes contact with others of the Brotherhood and do not apply if he does not do so. In return, he is obligated to offer the same to other Acolytes if they call upon him.

Friends in High Places: The Acolyte network has members in all walks of Brakiri life, up to and including the Syndicat's Council. An Acolyte in good standing (3rd level or higher) need never worry about legal prosecution for any charge lower than treason or mass murder and can always gain access to Brakiri diplomats, government officials or leading experts in any field. This network provides a +5 circumstance bonus to Gather Information and Diplomacy checks when Brakiri are involved.

A Word in the Right Ear: When an upper ranking Acolyte needs something accomplished, it is not difficult for them to see it through. 4th level or higher Acolytes never wait for reservations, always get seats on restricted government transports, and can even have professional services rendered on request. This translates in game terms to a +5 circumstance bonus on all Profession checks and a +2 circumstance bonus applied to all Charisma-based skill

and attribute checks made involving other Brakiri. This bonus does not stack with Friends in High Places; the latter supersedes it in regards to the two skills it modifies.

Mandate's Master: A spider in the centre of the Acolyte's web, a 5th level member of this prestige class wields a great deal of temporal power in the Syndicracy. Many high ranking executives are members of the Acolytes, as are many of the Syndicrats themselves. A Mandate's Master never lacks for connections, no matter what his needs

might be. At any one time, a 5th level Acolyte may have up to double his Charisma modifier in assistants and hirelings without needing to pay for their services. These hirelings should be selected from the Sample Characters on pages 144-145 of the *Babylon 5 Roleplaying Game and Fact Book* or modelled after those characters in general abilities and character class levels. While these hirelings are free, they are not generally expendable and a Master that continually gets his contacts killed will find himself out of favour with the Acolytes quickly.

The Acolyte of Brakir

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Provisional Member
2 nd	+1	+0	+0	+3	Membership has its Privileges
3 rd	+1	+1	+1	+3	Friends in High Places
4 th	+2	+1	+1	+4	A Word in the Right Ear
5 th	+2	+1	+1	+4	Mandate's Master



The Drazzi

Freehold

'The Drazzi? What else is there to say about the Drazzi that hasn't already been said in my journal? You really want a news-byte about them? How's this? Purple and green don't mix.'

**- Commander Susan Ivonova,
during an ISN interview;
November 2nd 2258**

It has been said that of all the races in the League of Non-Aligned worlds, the Drazzi are the most reliable. They can be relied on to be violent, relied on to be blunt and relied on to follow the edicts of centuries-old traditions and laws even when such blind adherence is detrimental to themselves and to those around them.

This is not a matter of ignorance, as the Drazzi are not unintelligent. Quite to the contrary, they have a remarkable racial intellect and while most of their people rarely show this brilliance, they are one of the few races in the League of Non-Aligned Worlds to achieve spaceflight without outside interference of any kind.

The reputation the Drazzi have for being belligerent is well deserved. They seem practically built for fighting and have a propensity for physical mayhem that frightens even the most hostile races in the galaxy. The Drazzi proudly proclaim that they are ready to do battle at anytime, anywhere, with any race.

The Drazzi are perhaps the most misunderstood of the League races while, at the same time, the easiest to comprehend. They rarely have hidden agendas, have virtually no concept of lying (though this is less true for some Drazzi, especially their leaders), and when they have a problem, the Drazzi tend to solve it with an Occam's Razor the size of a starship.

What most do not see when examining the Drazzi is that they have cultural reasons for their behaviour that date back thousands of years. On the surface, the Drazzi do not appear competent enough to have built or held an empire that, for its size, is the single largest territory in the League.



Appearances can be deceiving and, as G'Kar told Catherine Sekai, 'No one here is exactly what he appears.' Even the Drazzi, with their brutally honest attitude, qualify for this most profound of statements.

Knowing the Drazzi

- The In-Shala

The Drazzi Freehold is a collective of factions that have always settled their disputes through a time-honoured tradition called '*in-shala*'. In the language of the Drazzi, this literally translates to 'Law of Pain', but the concept is not quite as barbaric as it sounds. In fact, the *in-shala* is the foundation of the entire legal code of the Drazzi and is so integral to their cultural development that the term has three different meanings in the Drazzi tongue. Each one reveals a great deal about the race and should be studied carefully by those intending to deal with these brutal, but not barbaric, people.

③ ***In-Shala, Justice:*** The term primarily refers to the trial system of the Drazzi used to determine the right and wrong of any matter brought before their courts. In truth, such disagreements rarely require anything so formal, as an *in-shala* challenge can be accepted and its conclusion honoured by any Drazzi witnesses without a single legal official needing to

be present. Drazzi seeking in-shala simply pick a time and fight until there is a clear victor. Each Drazzi can have supporters in their battle, but the numbers on each side much be even for an in-shala challenge to be valid. In-shala fights are rarely fatal, but deaths have been known to occur.

⑤ ***In-Shala, Truth:*** The in-shala is the truth. The statement that the 'sky is blue' would be an in-shala of the sky. Saying the Drazzi enjoy combat and like to solve problems through physical means would definitely be an in-shala of their race, and incidentally would be taken as a source of great pride by any Drazzi overhearing the comment.

⑤ ***In-Shala, Life:*** The Drazzi are effectively pantheists when it comes to religion and have both an animistic belief system and a tendency to anthropomorphise inanimate objects. This means that not only do they see the divine in all facets of their existence, but animals and even non-living or non-sentient living things like starships and trees have both a spirit and a deific presence to them. This spiritual, intangible force is called in-shala and is considered by the Drazzi to be the most sacred power in the universe.

Taken figuratively, the term in-shala could then be assumed to mean the 'struggle to find truth in life'. This is not an inaccurate derivation of the word or of the Drazzi's racial approach to existence. All Drazzi have an innate appreciation of life, their own and the lives of those they consider equals. While they do have a problem respecting the rights of those they consider inferior, the Drazzi are not callous or cruel so much as shortsighted about other sentient races.

In-shala has one other definition, but it is different for each Drazzi. As they grow and learn, each Drazzi is urged by their brood (Drazzi family units sometimes numbering in the hundreds) to seek their in-shala; the one thing they live for. This singular truth becomes their reason for being. Many in-shala are similar – power, fame, own a starship and get the frag away from my brood – but each one is also as distinctive as the individual Drazzi that believes in it. A Drazzi can lose his home, his wealth or even his life, but nothing can strip him of his in-shala or the strength of purpose it gives him.

The fact that Drazzi use the same words for truth as they do for a trial by combat also explains a lot about their general behaviour. Because it is Drazzi tradition to always speak the truth, it then follows that the Drazzi are always ready to defend their word with physical violence. A Drazzi is prone to punctuate his conversation with gestures and even light contact with anyone nearby. Unfortunately, these gestures

and touches are often misunderstood as instigating a fight. Tempers flare and before anyone can explain the mistake, someone is throwing the first punch.

The Drazzi and Combat

The Drazzi culture is one of quick and decisive action, an attitude that usually has them hitting first and asking questions only after everyone around them has fallen down. To the Drazzi, nothing is more exciting than a good battle and if they have to instigate a reason for one, so much the better. Drazzi consider themselves at their best when they are fighting and believe they have already won a battle as soon as one starts.

This is not a popular attitude with other races, as one might imagine, but that is fine with the Drazzi. In fact, it is this discord between Drazzi beliefs and the mindset of others that fosters their unconscious prejudice against most other races. An alien species that is not ready at a moment's notice to fight for its rights and beliefs is a species that does not, in the Drazzi's eyes, deserve to have any rights. After all, if truth is combat, those unwilling to fight must therefore be false.

Of course, not everything about a Drazzi's propensity for combat is psychological. There are biological imperatives at work as well and, truth be told, the Drazzi simply enjoy a good brawl. They are difficult to hurt in hand to hand, unarmed combat because of their scales. This makes fighting them with melee weapons take quite some time. The Drazzi, when they enter a fight, expect it to go on for a while.

The Minbari have poetry. The Centauri have opera. The Drazzi have combat.

On the Subject of Allies

If the Drazzi do not truly respect any race other than their own, how then can they faithfully enter into an alliance like the League of Non-Aligned Worlds? The answer lies in the Drazzi culture. While the Drazzi do see other races as more or less inferior, they have been taught by millennia of hardship and privation on their own world that nothing lasting can be accomplished alone.

The Drazzi, like the Gaim, are inherently pack creatures. They prefer to be with at least one other Drazzi at all times and abhor solitude (though a few Drazzi are rogues and, like

Omega wolves, exist as isolated members of their society). The equation that brings them into the League and keeps them there is simple for a Drazai to follow. The galaxy is a big place and there are powers that, no matter how hard the Drazai fight, will destroy them out of hand. Other races have the same problem. To survive, many races must combine their forces. The League is the first such combination the Drazai encountered, so they have joined it and will remain with it until a better alliance comes along.

The reasons for the Drazai's willingness to stay in the League of Non-Aligned Worlds are not entirely honest and apparent. There are those among the Drazai, mostly the leaders of their government, who have developed the ability to see past the simple morals of their people and glimpse the 'arena and its seats' (the Drazai way of saying the 'larger picture'). They understand that if powerful enemies move against the Drazai, it might be helpful to have several other races in the way.

This is not to say the Drazai will not fight to defend their allies. The Drazai rarely shirk from battle of any kind and if they give their word on a matter, they will keep it. The League treaties will be obeyed even at the cost of many Drazai lives, and the other races of the League know this. As such, even though they are confrontational and difficult to get along with at the best of times, the Drazai are accepted as the valuable allies they truly are.

How Others View the Drazai

The Drazai show their emotions and reactions openly, an uncharacteristically honest trait for a sentient race and one that affords them a certain level of respect from others. Unfortunately, their other personality traits are enough to strain that trust at times and make the Drazai quite unwelcome in most places. Each race has its own opinion of the Drazai, but they all seem to agree on the same basic theme... violence.

Interstellar Alliance: *The Drazai are a race of warriors and that tradition is one we can respect. We have had our problems with the treachery of their leaders in the past, but after our show of strength, we believe that to be a thing of the past.*

League of Non-Aligned Worlds: *We need the Drazai and we make certain the Drazai continue to need us. As long as both of these things continue unchanged, the League will thrive. If the Drazai were to leave our ranks, it would be a terrible loss. While we may not always like our violent brethren, everyone understands how necessary they are for the good of all.*

Abbai: *We wish they would unclench their fists long enough to accept our hands in true friendship. We do not understand the Drazai and we fear we never will. They simply do not think the same way we do.*

Brakiri: *The Drazai are an anomaly. How is it that a race inclined to brain each other over arguments like 'what direction the wind is blowing' could develop such incredible technology? Until we find the answer to this riddle, we will keep the Drazai very close indeed.*

Cascor: *Our true brothers in the League, clad in armour of purple and green! Their ships are fast and they live their lives even faster. The Drazai understand us and we understand them. When we fight on the same battlefield, nothing is safe!*

Gaim: *The Queens tell us that behind their brutality and harsh behaviour, there is a sophistication we cannot readily see. We believe in the wisdom of the Queens, but if the Drazai have a face they have not shown us, they are incredibly skilled at hiding it.*

Grome: *We are not leaders, but neither do we follow. The Drazai also do not follow and in that we have great respect for them. They know that the only truth is found in conflict, but they do not understand that life has many battlefields. They only fight on the physical plane. We must defend them on the spiritual plane until they are ready to face the true enemy of us all.*

Hurr: *We have seen the face of those we will have to destroy first when the time comes for us to conquer the galaxy. It is covered in scales and its name is Drazai. We know the Drazai suspect our true goal, but they will not confront us while we remain true to the League. When we shed this false shell and emerge with our guns blazing, it will be the fall of Zhabar that heralds our coming.*

Hyach: *Once again we follow the wisdom of our Abbai siblings, but we are even less sure of the Drazai than we are of the Brakiri. The Drazai are violent and if given a chance will attack anyone that dares cross them. Someday, the League and the Freehold will come to an impasse and then we will be at war. We see this in the tars, but the Abbai do not believe it.*

Llort: *We do not steal from the Drazai. They have no sense of understanding for the Exchange and when we try to honour them, they hurt us. We prefer to leave them alone until they become better enlightened or until someone else hurts them back.*

Markab: *Why did the Great Maker craft the Drazai? We believe that when He was finished with all the other races, he had only two things left: scraps and anger. The anger he*

fashioned into the Drazi and the scraps he threw away. Later, they formed themselves into the Pak'ma'ra, but the less said about them the better.

Pak'ma'ra: *We like the Drazi. Not only do they age well when left in a dark heat, but they tend to create more food for us wherever they go. We send the light of others back into the universe, but the Drazi often prepare the way.*

Vree: *There are many absolutes and there are many entities of chaos. The Drazi are both. They can always be counted on to instigate violence – the action of a lawful force – but one can never predict the target of that hostility or the limits of its duration.*

Drazi as Characters

Rarely taken seriously by the major races of the galaxy, the Drazi are in fact one of the most powerful governments within the League of Non-Aligned Worlds, dominating many systems in their region of space. Their society is one based on conflict and physical strength, and Drazi are noted for using their fists to resolve problems without a second thought.

Personality: The Drazi are a pugnacious race, aggressive and quick to anger. They have an innate love of fighting and will be happy to resolve any dispute among themselves with either single combat or a massed brawl – to a Drazi they are much the same thing, and they are not held back by the same concept of honour that restricts many other races. Many presume the Drazi lack any degree of intelligence, but this is not strictly true – they simply have a little common sense. There have been many great Drazi thinkers in the past, though few are recognised as such by other races.

Physical Description: Typically shorter than humans, Drazi average five to five and a half feet in height. Their tough and hardened scale-like skin gives them the appearance of reptiles but also affords some measure of protection in close combat. They tend to be both tough and lean, with well developed muscles, despite their small stature. Even their small eyes are well shielded from attack by a heavy brow, allowing them to avoid serious injury in their frequent brawls.

Relations: The Drazi have fought minor wars with most of their neighbours in the League of Non-Aligned Worlds and their propensity for violence quickly found a

focus when they began encountering other races. This has led to a great deal of friction, even when Drazi colonies restrict themselves to in-fighting, as they can create a great deal of damage in a very short period of time.

Drazi Systems: The Drazi Freehold, based on their home planet of Zhabar, covers twelve systems on the border of the Narn Regime. They welcome other races to their worlds and colonies though any visitor is advised to either keep to his quarters or otherwise ensure adequate personal protection, for the frequent brawls in the narrow streets of their cities, while not usually fatal, can result in hospitalisation for less hardy races. Perhaps because of this, Zhabar is a common holiday destination for Narns able to afford space travel.

Drazi Beliefs: From a religious perspective, the Drazi believe in a multitude of gods and goddesses originating from their long history but while many temples can be found in Drazi cities, they often appear to outsiders as an irreverent race. However, all Drazi believe in finding strength through conflict. Those who are physically stronger are considered to be mentally superior too, and thus have the right to lead. The seats of government are decided and allocated through massed brawls throughout the Drazi population, wherever they are in the galaxy.

Language: In an attempt to fit in better with other races, particularly with the creation of the Babylon 5 diplomatic station, many Drazi have tried hard to learn English. However, they are crippled by a vastly different system of grammar within their native tongue, which results in most speaking in 'macros' when speaking English, giving them a primitive tone that leads many other races to consistently dismiss or underestimate them.



Names: Drazî names granted to the males and females of their species often have subtle inflections of suffix that designate their sex, which many other races easily miss. This, combined with the difficulty of identifying Drazî sex by mere appearance can often cause confusion, though Drazî themselves are rarely embarrassed by this.

Male Names: Bamar, Makarar, Tubar, Zukar.

Female Names: Janalla, Makka, Shallisa.

Starfarers: Though lacking the passion of the human race as a whole, the Drazî are an eager people, keen to leave their mark on the galaxy and elevate their position above the League of Non-Aligned Worlds and become one of the major races. They can be found throughout the galaxy in a variety of roles, from simple merchants to hired mercenaries willing to fight for anyone for both monetary reward and the simple joy of battle.

Drazî Racial Traits

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game and Fact Book* and the Games Master is free to use either as he sees fit.

- ⑤ +2 Strength, -2 Wisdom: Drazî are extremely strong for their size but rarely consider the consequences of their actions.
- ⑤ All Drazî are of Medium size.
- ⑤ Drazî have a base speed of 30 feet.
- ⑤ Having been taught to fight since infancy, Drazî learn to use their hands, feet and even teeth to great effect in a fight. They gain Improved Unarmed Strike as a bonus feat.
- ⑤ Drazî are quick to use brute force to resolve problems and are always ready for a fight. They gain a +2 bonus to all Initiative checks.
- ⑤ The thick scale-like skin of the Drazî grants a natural Damage Reduction 1. This stacks normally with any armour worn.
- ⑤ Automatic languages: Drazî and English.
- ⑤ Favoured Class: Soldier. A multiclass Drazî's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

Drazî Biology

The Drazî are in many ways as simple physically as they are behaviourally, though as mentioned before there are certain levels of complexity to their character. They are heavily scaled and obviously of reptilian derivation, yet seem to be comfortable at room temperature and do not show signs of being cold-blooded. The Drazî may seem slow and ponderous, but when pushed into action they react with incredible speed and strength. Their biology may be

simple on the surface, but they are as complicated as any other race on Babylon 5.

<Medical Log: August 1, 2262>

<File Origin Path: Doctor Stephen Franklin, Chief Medical Officer, Babylon 5>

<re: Codex Project - Drazî/ Personal>

It has been a very long day. Just talking hurts, and that's with a half-pack of nerve tox in my jaw. I should be asleep, but before the medication does me in for the night, I wanted to make sure I got this all into my log. I have learned some very important things about the Drazî in the last few hours, but the most important thing I discovered is the meaning behind Ivanova's warning a couple of years back. She was right; purple and green definitely do not mix.

I have the Drazî files, though getting them was certainly an adventure. Michael offered to pick them up for me, even warned me to take Zack when I declined the help, but stubborn ass that I am, I didn't listen. Maybe I've been questioning his judgement lately, what with the bottle coming back into his life, but I should never have questioned his opinion on this one. He's been in more fights than I'll ever see, and when he talks about Drazî leadership rituals and waiting for them to end, I really should listen. Oh well, I'll know better next time, but I'm going to pray there never is a next time... just as soon as I can put my hands together.

Okay, back to the Drazî. This stuff will take a while to digest. I have to admit, I am really surprised at how much data we got from them. I was expecting something like we received from the Brakiri - comprehensive but somewhat primitive. What I am looking at here doesn't fit that bill at all. We are talking gene scans, complex blood work, micro-sections of brain tissue and a virology report that would put Bethesda to shame.

I suppose I should not be so surprised. The Drazî are a sentient race with a technical base that compares to our own. I guess it's just hard to think of a species as advanced when they club you over the head for picking up a sash at the wrong moment. I am not sure I will ever understand their psychology, but that's not my department. As long as I can get through this information on their biology in the next few days, I'll call this a win.

Oh, before I log off, note to self. In the middle of the commotion, just before I blacked out, I could have sworn I saw a group of Drazî wearing Earth Force insignia shouting, 'For the Vonova' at the top of their lungs. Looks like I now have something besides Vir's Christmas present to tease Susan about.

Lifecycle and Sociology

The Drazzi are a surprisingly long lived race, much like some breeds of reptile found on Earth and other temperate planets. Their homeworld may be partly responsible for this; while the Drazzi have had to fight their way through their evolution, they have also been well-cared for with a fertile, if dangerous, environment. With a sentient mind and a physically powerful body, the Drazzi may be erratic and violent at times but they have many advantages and very few biological drawbacks.

Genesis

Drazzi are remarkably similar to the Abbai in their method of reproduction. The females of the species are the egg layers, generating one or occasionally two at a time in the lower part of their abdomens. Instead of immediately laying the eggs and having them externally fertilised, the shells of Drazzi eggs remain soft while inside the mother's body. These shells are uniquely permeable, allowing nutrients and, during copulation, genetic material in but trapping all egg contents inside through an impenetrable cell wall barrier.

After fertilisation, the egg or eggs swell over the next month until they can no longer fit comfortably in the female Drazzi's abdomen. When her stomach scales begin to physically separate and fall out, this is the biological indicator that the eggs need to be removed and transferred to the male. This process is afforded a great deal of ritual in Drazzi culture and has never been documented by another species.

During the transfer, the egg actually ruptures as the force of the Drazzi female's diaphragm and her pelvic contractions prove too much for the object. This is actually part of the process, as the month of gestation has caused a second 'inner egg sac' to form around the foetal Drazzi inside. This smaller egg passes with some effort out of the female and into a pouch inside the Drazzi male. Apparently, this process is considered both agonising and intimate to the Drazzi; in any case it is rarely discussed outside their own kind.

The Drazzi male carries the infant for the rest of its five-month gestation, his lower abdomen swelling greatly and shedding its protective scales during the process. Male Drazzi are especially vulnerable during this time and typically remain indoors with as much protection and tending as their place in society and personal wealth will allow. Their mate (or mates, as the Drazzi do not mate exclusively and a marriage or union can have anywhere

from one to four of each gender) usually handles all of their duties in addition to her (or their) own. It should be noted that only the gene-contributing father can perform this gestation, though modern medicine can provide incubation should the need arise.

Foetal Drazzi are technically born premature by natural design, as exposure to the air is one of the biological catalysts for them to develop their scale layer. When first born, a Drazzi infant is a mottled grey colour (the actual colour of their skin) and has at most a few small scales along the brow and face. These are quickly joined by a fragile layer of scales over the entire body over the course of three to four weeks. By the end of an infant Drazzi's first month of life it is typical for them to be completely covered in bright green scales from head to toe.

This layer of scales is not permanent. Drazzi moult several times in their first two years of life. This is not a skin moult per se, as the entire epidermis is not shed, but it does come away in patches. Traditionally, a mother Drazzi keeps the largest section of her children's first moult as a keepsake in a dark place to preserve it. The rest of a Drazzi's shed scales and skin grow brittle and translucent in the light, eventually turning to powder.

Drazzi do not remain helpless for long; their infancy period is generally only two years long. During this time, they must be cared for carefully, as their bodies grow disproportionately with their minds and they are capable of great injury to themselves and others if they are not closely monitored. They also have a great need for sustenance during this time, consuming roughly twice what most sentient creatures their size would require. Some of this goes towards replacing their scales; the rest is spent developing their extremely dense muscle mass.

Childhood

At the age of two, whether they are ready or not, Drazzi children are taken from their homes and gathered in a thruush, an academy of sorts, where they learn many of the rudimentary skills of their people. Each city and colony of the Drazzi has its own thruush; some are more prestigious than others but all serve the same basic purpose. While education is a vital part of life at the thruush, its main curriculum is combat.

Unlike most schools in the galaxy, fighting is not only encouraged in the thruush, it is part of the lesson plan. Meals, which come around four times a day, are prefaced with a half hour of combat training. 'Combat training' is usually just a fancy term for brawling in the hall outside the dining chamber, but some thruush provide a modicum

of actual fighting instruction. These are usually military academies and their graduates go on to join the Drazi war machine in some capacity. Other schools simply lock the dining hall doors and will not open them until 30 minutes have passed or the fighting ends. The effect is pretty much the same either way.

The end result of life at a thruush, the terms of which last most of each year until a Drazi turns ten, is a toughening of the scales, development of muscle mass and an appreciation (or at least a tolerance) for violence. The Drazi also learn to endure punishment and come away from their early education with a knowledge of history, language and the certainty that Drazi must be the greatest race in the galaxy because no other species could have survived the last eight years of their lives.

During their time in the thruush, Drazi children are carefully evaluated and their class loads constantly altered to provide an increasing challenge for them. The Drazi do not believe in an easy life and if lessons are too simple and a given Drazi student seems to be doing too well in his classes, the difficulty is increased until he is struggling like the rest of his classmates. This is not a fair or equitable school system, but it does teach Drazi youths discipline and determination.

When the last year of thruush training is over, Drazi children are returned to their broods and given six months to settle back into their families and apply what they have learned. During this time, most Drazi are content to let their children acclimatise at their own speed, but some broods keep up the pressure and beat down their progeny with physical abuse and complicated intellectual work.

This is not considered 'abuse' in the normal sense, as none of it is done with the intention of harming the child at all. In fact, Drazi parents would be shocked and offended if such an implication were made to them. The Drazi people believe strongly in strength through adversity and consider it their duty to ensure their progeny have every opportunity to better themselves. If that means their children require medical care every night of their lives until they grow strong enough to avoid such injury, so much the better. Pain is an enemy to be overcome, and one cannot overcome an enemy one does not know.

Adolescence and Adulthood

Having been given some time to re-cement ties with their broods, Drazi children are assigned to their adult training camps. There are thousands of these camps scattered all over the Drazi Freehold and while most new student-

workers are assigned to the camp closest to their brood family, this is certainly not a given. If a Drazi has shown potential for a vocation that would be better taught in another training camp – even a camp on another world – their parents are given the option of transferring their child to that camp's custody instead.

The Drazi enters his first work camp and remains there for three years, learning the basic ethics of labour and rudimentary vocational skills. Even Drazi with no appreciable talents of any kind are settled into a routine of manual labour or clerical effort, depending on their physical abilities. By the time a Drazi is thirteen, their instructors have a good idea of what they will be doing for the rest of their lives.

A Drazi's fourteenth year is spent completing evaluations. Some of these are physical and involve a great deal of ritual combat and obstacle course work. Others are mental and comprehensively put their intellects to the test. Most races would be quite surprised to learn that the Drazi emphasise both halves of these tests and put as much effort in one as they do the other. They are physically inclined, but they also value intelligence highly.

The Drazi understand that their race requires excellence in both areas to move forward, something their leaders appreciate and try to foster whenever they can. This is done at the evaluation stage, where Drazi with outstanding potential are taken out of their normal education camps and placed in elite schools with the proper resources and instructors to foster their gifts. Again, this is not treated as an honour or special privilege and if anything, these 'special' Drazi are made to work harder than other students.

This is also when most Drazi telepaths are identified and brought in for training. The Drazi consider their telepaths a resource, one used primarily for military applications. The Drazi military maintains an intelligence and counter-intelligence corps exclusively staffed and commanded by telepaths. This division, the *tor-haret*, is a very well respected part of the Drazi armed forces and its officers are accorded great honour for the many contributions they make to the Freehold.

Special note should be made of one special Drazi vocation in particular. While an adolescent Drazi is growing up, his instructors keep careful note of his behaviour. Drazi that continually make up for physical shortcomings through charisma, intellect and subterfuge are kept track of. They are not punished for this behaviour; they are instead placed in a special set of schools after their 14th year evaluations. This school system teaches them all they need to know

Drazi – Of Work and War

One key difference between the Drazi and many other races is the concept of position and profession. The Drazi do not define themselves by their employment, but they also do not seek to change their employment either. A profession is simply what a Drazi does and he remains in his assigned role for as many years as he is physically capable of performing it. The Drazi define themselves by what they are, not what they do. What a Drazi 'is' tends to be defined by how he can defend himself in combat. Thus, when a Drazi fights, he is defining himself; it is a self-affirming action to engage in a brawl. For some, it is practically a religious moment.

about using their mental gifts in the most difficult battle of all – Drazi politics.

Old Age and Death

While the Drazi are longer lived than even the Minbari, they do eventually grow old and die. This mortality is slow to catch up to them; they linger in the physical weakness of old age for decades and get used to not being as strong or spry as they once were. During this time, as many as three centuries of experience make them quite wise, even if they still lack some of the foresight of other races. The elders of the Drazi serve as spiritual guides and political mentors.

This is one of the few instances where a Drazi changes professions. When the *sic-tari*, the 'greying time' comes, a Drazi's scales take on an ashen hue around their edges. This is brought on by a change in body chemistry that attacks their dense musculature and makes their powerful bones brittle over time. Knowing that they will eventually be too indigent to carry out any physical labour or fight on the battlefield, most Drazi choose the path of the *thath vorak* – the 'old wind'.

As a *thath vorak*, a Drazi's long years become a blessing to his race and not a burden. This is an unofficial council spanning the many worlds of the Drazi. While it has no true political power, the *thath vorak* are very influential and, under normal circumstances, their advice is adhered to closely. The Drazi government understands quite well that even old dragons have fangs; they have no desire to upset the massed ranks of the *thath vorak* by refusing their wishes out of hand.

Once a Drazi dies, his body (presuming there is one) is traditionally returned to the planet of his birth. There it is buried in a cairn of stones quarried by members of his brood. When this cannot be done (or on those very rare occasions when a Drazi's entire brood refuses to do him

this honour), the body is cremated and his ashes scattered over the teeming waves of Zhabar's world-ocean.

Drazi opinion differs as to the nature of life, death and the after-life. These opinions form the core of many of the Drazi race's cults and religions. Most are pantheistic as mentioned previously, but they differ on details such as which gods reign supreme in the heavens or if there even is a heaven. One of the largest and most influential cults, the Followers of Droshalla, believe that it is the destiny of all Drazi to become gods themselves when they die. Naturally, their god (Droshalla, an entity that recently made an appearance of sorts on Babylon 5, justifying hundreds of years of fervent worship) is the highest in this never-ending pantheon.

One thing remains constant through every Drazi religion. Death is not to be feared unless it comes without a fight. Dying without the chance to defend oneself is a base and tragic demise, but if the end comes in glorious battle, there is no greater glory and no better way to go. This is not to say the Drazi are incapable of fear, but they are always committed to see their plans through to the end, no matter what the cost. This warrior's creed has been the driving force in their expansion across the galaxy.

Diseases and Diet

Surprisingly, for a race as healthy and vibrant as the Drazi, they suffer from a remarkable number of diseases. While very few of them are fatal and the Drazi are not likely to even become bedridden from their illnesses, it is rare for them to be ever be completely disease-free. This can make them very dangerous to other races if not carefully monitored, because a pathogen or parasite they only suffer mild discomfort from could potentially kill someone from another species.

This 'carrier' syndrome is almost entirely the result of the Drazi's scale layer. The secretions their bodies generate to keep the scales moist and to prevent them from blocking epidermal respiration and heat exchange also have the detrimental side effect of capturing and nourishing bacteria of many different varieties. The scales of the Drazi are a microenvironment for all kinds of dangerous contagions, not to mention the typical parasites found in other scaled organisms.

These secretions have the benefit of limiting a Drazi's exposure to the diseases they carry. Very little gets past the fluid layer to enter their bloodstream and what does tends to be so weakened by exposure to the Drazi's strong



immune system that the bacteria or viral strains only have a minor impact on his health. This protection is not extended to those the Drazi come into contact with, which only exacerbates the 'carrier plague' situation.

The Drazi do have a solution to this condition, though it takes dedication and discipline to achieve on a continued basis. A salve, regularly applied before the Drazi dresses for the day, can be administered that acts as a combined antibacterial/antiviral/antifungal barrier. This regimen can render the Drazi completely harmless to those around him, but it must be applied every day to remain effective. Most facilities with continuous dealings with the Drazi keep a supply for their guests, and Drazi diplomats and traders become quickly accustomed to carrying a supply wherever they go as a medical precaution.

Drazi Diseases

⑤ **Comat Flu:** Only considered a type of influenza because of its symptoms, this is a bacterial infection of the mouth, throat and lungs. Marked by discomfort, difficult breathing and excessive sinus and mucus activity, comat flu is named after the minor Drazi outpost where a severe case of the illness nearly killed its isolated command staff during a blizzard. Rescued before the flu became fatal, the disease was isolated and inoculations for it have become commonplace among the Drazi ever since.

○ Catching comat flu is difficult because not only are Drazi the only race susceptible to it, they have been inoculated against it since birth. Still, on those rare occasions when contagion is possible, there is a 5% chance that any given Drazi can build up a tolerance to the inoculation chemical and remain vulnerable. If this is the case, contracting comat is automatic. Unless the Drazi gets medical help (DC 20 on Drazi worlds or if the attending physician is a xenobiologist, DC 30 otherwise), he will lose 1 Constitution point per day until he dies. At a Constitution of 3 or less, he will be too weak to move or speak effectively.

⑤ **Suur-ta Korago:** An oddity that is not as rare as either species would like, this disease is an example of cross-species contagion. Korago is a blood-borne pathogen that affects many Pak'ma'ra, though it is mild and causes little more than a violent reaction (vomiting) when they consume certain inorganic compounds like barium. Unfortunately, if Drazi come into skin contact with the Pak'ma'ra, they can catch a form of korago from the latter race's epidermal oils. This altered form is very deadly to the Drazi and if not treated can quickly prove fatal.

○ Suur-ta korago cannot be transmitted from one Drazi to another, fortunately. It can be resisted initially with a successful Fortitude saving throw (DC 17). If contracted, incubation time is 2 days. After this, another save (DC 20) must be made or the victim loses 2 Constitution points and 1 Charisma point as he becomes pustulent and wracked with a deep, moist cough. If either statistic drops to zero, the victim dies.

⑤ **Scale Rain:** Named after the pronounced shedding of scales experienced by its sufferers, scale rain is a skin disorder that can either be congenital or contracted through contact with rotting organic matter. In either case, the effect is the same, though the latter can be cured with modern medicine and the former can be controlled through

hormone treatments. If not curtailed, scale rain can eventually leave a Drazai mostly stripped of his scale layer.

- The congenital form of scale rain usually strikes every few (1d4) years after puberty and cannot be cured. The disease that causes the same effect can be resisted through a Fortitude saving throw (DC 15). Both have the same cure, a series of injections that halts the process and reverses the damage over the course of three days. If scale rain is allowed to run its course, it takes 1d6 days to strip away the Drazai's scales completely. This causes the victim to lose their Damage Reduction trait. The scale layer grows back over the course of a very painful month (two weeks if under constant medical care) but the lost Damage Reduction does not return until this process is complete.

⑤ **Voon:** A very simple name for a very complex disease, voon is one of the few ailments the Drazai can suffer that they have no resistance to at all. Quite possibly a Dilgar bio-weapon, voon only appeared among the Drazai population in 2220, around the time of the Dilgar War. Voon can be cured, but doing so is incredibly difficult and unless it is counteracted quickly, the disease can kill in a matter of hours after its symptoms (pain, watery eyes, choked breathing and muscle contractions) appear.

- Voon is an air, water, blood and particulate borne toxin with a biological makeup so complex, it could only be engineered. Voon breakouts are infrequent, but they are a cause for panic and terror for the Drazai of any world it appears on. Only deadly to their race, Drazai coming into contact with Voon or someone already suffering it without wearing full environmental gear must make a Fortitude saving throw (DC 21) or contract the disease. Voon incubates in 1d6 days, with each day seeing the permanent loss of 1 hit point. When voon fully incubates, the victim loses another hit point each hour until he dies. Lost hit points can be restored only if the victim is cured of Voon – a very difficult feat requiring a Medical skill check (DC 35).

Drazi Conditions

Like the Abbai, the Drazai have very few defects. They have a number of possible mutations, but these rarely do more than alter their appearance or the pattern of their scales slightly. The Drazai consider these to be differences in appearance only. They do not attach any significance to minor congenital defects, as the only true measure of a Drazai is how well he fights and how well he lives. Only truly disfiguring or life-threatening defects are given much attention and Drazai medicine removed all but a few of them from their population centuries ago.

⑤ **Riga Tano:** A genetic defect that causes the slightly raised ridge of scale and bone along a Drazai's head and neck to become considerably more pronounced, this condition is not life-threatening but it is noteworthy because of the reaction of the Drazai towards those 'suffering' from it. The visible effect of riga tano is a series of plate scales that cover the scalp and back of the head; these look much like the armoured back plates of a Terran Stegosaurus. The Drazai see riga tano as a sign from their gods and afford great superstitious respect to anyone bearing such a 'mark'.

- Any Drazai Player can choose to have riga tano, a birth defect that alters the shape of his head scales in the manner described above. In addition to the roleplaying effects of having other Drazai consider him 'destined for great things', he also gains an additional hit point from the biological changes that come with the condition. Riga tano Drazai must begin play with their first character class level as Soldier if he was raised by his own race; the Drazai Freehold automatically train their children with riga tano as warriors, even if their abilities and gifts lie in other areas.

⑤ **Hrozaka:** Also called the 'milk curse', hrozaka is the Drazai word for albinism. While some cultures afford great significance or superstitious awe to albinos, the Drazai simply pity them. Those few pale-scaled infants allowed to live past birth have a long, difficult road ahead of them. The weakness that comes from hrozaka makes it difficult for a Drazai to survive their culture; those that make it to adulthood have been greatly tried and tempered by the experience.

- Any Drazai Player may choose to have hrozaka, the Drazai form of albinism. This removes their Drazai racial bonus of +2 Strength and further imposes a -2

racial penalty to Strength instead (making it a total of 2 less than its original value as rolled during character creation). By way of compensation, the Drazzi does not have the usual -2 racial penalty to Wisdom and gains an additional hit point from the years of physical punishment during youth. While the two conditions are not biologically related, many Drazzi telepaths also have hrozaka.

Drazi Diet

Not surprisingly, the Drazzi are primarily carnivorous and have a great liking for live food. This is difficult to achieve in space, though some diplomats are occasionally afforded the luxury of a rodent cage as part of their ambassadorial privilege. Few institutions truly understand the purpose of this cage, assuming it is merely for pets until they notice how often the diplomat orders 'replacements' and tries to pay for them with his meal allowance.

Drazi rarely drink water or any other fluids, gaining their liquid nourishment from their diet under normal circumstances. When this is impossible, they drink sparingly and prefer pure water because it is easy for them to digest. Their biology does not deal well with direct liquid intake and it tends to upset their stomachs. The only thing more irritable than a Drazzi is a Drazzi with intestinal distress.

Drazi digestion is extremely efficient and almost all of what they consume is processed and used by their bodies. This leaves very little for them to excrete and when they do, it tends to be little more than an inert chemical powder or small, hard pellets that can be easily disposed of. Because of this, the Drazzi are both fascinated and repulsed by the concept of a restroom. Most Drazzi, upon hearing what these facilities are for, laugh uproariously or accuse the person telling them about it of lying. The former tends to draw a lot of attention. The latter tends to draw a lot of security guards and medical personnel a few minutes later.

⑤ **Protein:** The Drazzi go through a *lot* of protein, as their muscles are almost too well developed and remain in a constant state of growth throughout their adult lives until they reach old age. This intake is on the order of 200 grams a day, nearly four times the amount needed by an average adult male human. Drazzi crave protein when they do not get enough of it and have shown a willingness to eat virtually anything to satisfy this need.

⑤ **Energy:** Measured in standard kilocalories, Drazzi are very consumptive yet remarkably energy

efficient. While they need 3200-3400 kcal a day on average, this is easily obtained from their normal diet and they rarely have to supplement their meals with snacks to keep their energy level constant even over a long day of intensive labour. This process is aided by the Drazzi digestive trait, which is capable of holding excess food for up to three days as needed to maintain peak performance.

⑤ **Folate:** An important consideration for scale health and the secretions that maintain their epidermis, Folate is one nutrient that many Drazzi have a hard time getting in their diet when they leave their system and have to settle for pre-packaged or prepared food. Drazzi-specific diet bars are usually the solution, as are sublingual drops that contain this needed item and several other optimised dosages of vitamins and minerals.

⑤ **Sodium:** What few waste products the Drazzi do excrete tend to consist of little more than sodium, fibre and spent blood cells. High sodium diets can be detrimental to the health of a Drazzi, as their digestion is not set up to process large amounts of it and they can suffer blood toxemia as a result of more than 2,000 milligrams a day on a regular (more than a week at a time) basis.

Drazi Foods

Because of their hunter ancestry and preference for live or at least raw foods, there are few dietary items in the Drazzi culture. Because they have been spacefaring for some time and it is difficult to maintain a supply of live rodents (Drazi favourites) on most spaceships, they have had to adapt somewhat and make do with more traditional foods. They have very few dishes they appreciate, eating just what they must of these 'weak, lifeless' meals, but a couple of recipes have become commonplace enough to note here.

⑤ **Dakkad:** A dish that is very telling of Drazzi preferences for live food, dakkad is a broiled meat dish stuffed into a vegetable husk and cooked in a dry pan over mild heat for an hour or more. The resulting meal is barely warmer than body temperature if allowed to cool to Drazzi tastes and they eat it husk and all. The resulting flavour and texture is roughly equivalent to chewing a dead rat, according to those unfortunates of other races given the 'honour' of dining at Drazzi diplomatic functions.

⑤ **Chess:** Inadvertently sharing its name with a board game from Earth, chess is a chopped meat delicacy that looks and tastes remarkably like Swedish meatballs, a dish from the same planet. The Drazzi eat chess by using long skewers and pulling it out of

the broth they boil it in. This broth is usually then fed to pets, as the Drazi dislike sauces of any kind and only use them to flavour the solid portions of their meals.

Drazi Organisations

'The Drazi came into space the way a wild gok comes into a cage full of temshwee. They spent a few seconds admiring the beauty around them and the rest of their time making a terrible mess. We have hopes that the Drazi, like goks, can be domesticated, but we are not, how do you humans say, "holding our breath"?'

- Ambassador Delenn of the Minbari, to Commander Sinclair; 2257

The Drazi only have three organisations of serious note; their government, their military and the thath vorak, a group that has considerable ties to both. These three groups set policy, extend their race's reach into the stars and control the lives of their people most effectively. Unlike the Brakiri or the Gaim, the power groups of their culture do not have a tyrannical hold over their population, but their influence is no less potent.

The Drazi people are guided by their government and military because both groups believe the same things for the same reasons. There are no governmental conspiracies within the Drazi culture. Even the incident involving the Infili race in 2262 was not really the result of a governmental cover-up; the Drazi people might not have known about their military's domination of that world, but they would have generally supported their government's actions if they had.

This then is the great strength of the Drazi people; they have a union of purpose that few races can claim. This is not always an advantage, especially when that purpose is one that may ultimately cost the Drazi or make enemies out of potential allies, but they have proven fortunate in that regard. One of the only incidents like this to occur in their history was their choice of supporting the Orieni over

the Centauri during their war, but even that turned out relatively lucrative for the Drazi in the long run.

This seems to be a trend for the Drazi and the decisions their leaders make; even short term failures end up benefiting them in the end. Some races consider the Drazi very fortunate, attributing this trend to little more than luck. In truth, while fortune might aid them in their choices, they benefit more from their own stubborn nature. Unwilling to waver or bend from their decisions once they commit, the Drazi continue to endure the consequences of their actions.

The Drazi Government

Unlike many races in the League of Non-Aligned Worlds, Drazi leadership is constantly in a state of flux. Not only do they purposefully elevate members of their race with drive, ambition and a ruthless streak into roles of executive power, but they also attribute more respect and credence to the commanders of their military in most regards. This creates a governmental system (called the Shadak) that is always dealing with personal agendas and has new members trying to oust older colleagues from positions of authority.

This situation is only complicated by that fact that no matter how much power a Drazi *gorsha* (the term they use for a governor, the basic rank of all Drazi politicians) amasses, he still has less authority than the thousands of elders in the area of the Freehold he adjudicates. A breakdown of how the Drazi government is organised will better illustrate this difficulty.

At the head of the Shadak is the tanno-a, a seniority-based position held by the oldest member of the government. This role is not entirely ceremonial, but it carries as much power as the person holding it can fight to maintain. As it is a position based on age, this can be quite limited, as is the fact that ultimately, all the tanno-a does is report to the head of the Drazi military and seek approval for any policy changes that affect the armed forces (which, in the estimation of the Drazi race, is virtually any policy at all).

Under the tanna-o are the thousands of gorsha that serve every role from planetary governor to city leader. Every facet of government authority, from the environment to power regulation, is handled by a gorsha and his administrative staff (two to four Drazi called gorshal). There is a loose hierarchy among the gorsha, but its only real structure involves policies being set by consensus and gorsha with jurisdiction over a given matter having the right to make the first suggestion regarding it.



The problem with this system of government becomes clear when one understands that a consensus can be reached by majority vote and that unconscious gorsha count as abstentions. This means that any hotly debated topic (and many are) quickly descends into a brawl with the 'vote' being decided by the conscious victors all being on one side of the argument. The only way the tanno-a can veto a gorsha decision is to physically challenge the oldest gorsha on the winning side, an event that rarely occurs and seldom succeeds because of the advanced age of the tanno-a. Still, the Drazi respect a leader willing to fight for his beliefs and occasionally the gorsha will surrender his vote in honour of the tanno-a's conviction.

Ambassadors are a complicated issue where the Drazi are concerned. Most Drazi hate leaving the Freehold for a variety of reasons; this makes the only ones suitable for the role outcasts, deviants or reluctant gorshal forced into the role. In each case, the Drazi involved is rarely a good representative of his race and tends to give the governments he interacts with an even worse impression of the Drazi than they might already have. These poor examples are partially responsible for the poor reputation the Drazi people have among other races.

The Drazi Military

Far more organised and efficient than the Drazi government, the Freehold military is a unified machine and in many ways is far more of an executive power among its people. This is not really the fault of the Drazi government; they are a race prone to violent behaviour and as such, they are prone to respect warriors more than

diplomats. This disparity between the respect the Drazi have for the military and how they feel about their own government only makes their armed forces all the more powerful.

Soldiers in the Drazi military are respected no matter where they go in the Freehold, though among the Drazi this respect is shown differently than it might be with other races. While Drazi in uniform never have to pay for meals or basic services on their own worlds, they are constantly being challenged to honour battles by citizens. These fights are always unarmed brawls and are born more out of a need to make sure the Drazi in the uniform is worthy of wearing it than any kind of jealousy, anger or resentment.

The Drazi see these battles as a chance to prove themselves. Unlike EarthForce personnel, Drazi soldiers are encouraged by their leaders to fight these battles. As such, when the Drazi need to maintain combat readiness, they are never allowed to mix with civilians because of the risk of injuries. This only makes the mystique and reputation of their warriors grow in the eyes of the Drazi people, enhancing their already considerable influence.

Drazi Military Ranks and Organisation

The structure of the military is very rigid and ranks seldom cross unless a given operation demands it. Rank insignia is clear and distinct, with the two colours that mean much to the Drazi (purple and green) denoting the two halves of the military. One, the Purple Army, is the defensive half of the ground force and fleet. The other, the Green Army, is the attack force and serves as the direct representative of the Drazi in other star systems.

Obviously, most Drazi would prefer to serve in the Green Army, but at recruitment, a ceremony takes place where soldiers randomly choose sashes from a special military crate. The colour of the sash denotes the military side he is enlisted into. It is a mark of how much respect the Drazi have for their military system and the ritual of choosing that very few incidents ever arise from this ceremony.

⑤ **Tora-tan:** The Drazi equivalent of a commander in chief, this rank is the single most influential position a member of their race can hold. The

Tora-tan has the power to order assaults, change the make up of the entire fleet and even declare war without needing the approval or permission of any other member of the military or government. Given the literal power of life and death for the Drazzi people, only those completely trusted and proven in battle are given the supreme honour and cherished right to battle for the position upon the death or retirement of the previous Tora-tan.

- **Zukan:** Below the Tora-tan are the five ranks of the Zukan. These are the generals of the military and at any given time there a hundred or more of them in the Freehold. Most are of the first *zet* (level) and have authority over an entire world's forces. Zukan are either Purple or Green and either fleet or infantry. A given world therefore has four Zukan of the first *zet*. Higher ranks have other responsibilities and usually answer directly to the Tora-tan or organise combined task forces from multiple worlds.

- **Third Zet Zukan:** Of special note is the third *zet* of the Zukan rank. This title is given as an honorific to the primary racial ambassador to each allied species of the Drazzi. The ambassador to Babylon 5 is a third *zet* Zukan, as are the ambassadors sent to each of the League worlds. This rank has little real military power attached to it, as it usually is given to a politician, but a third *zet* Zukan does have the ability to make requests and give information directly to the Tora-tan, a powerful benefit of the role to be sure.

- **Iavagos:** A uniquely Drazzi rank, this is a special cadre of warriors that directly serve the Zukans and the Tora-tan as champions and bodyguards. When a challenge is issued from any lower ranking Drazzi against a superior, it is the role of the Iavago to accept that challenge in times of war to keep the military structure from becoming destabilised. During peace time, Zukans and the Tota-tan are expected to meet their own challenges. The Iavagos are considered the elite of the elite, recruited as they are

from the *tor'galla*, the chosen warriors of the Drazzi race.

- **Or'fa:** An equivalent rank to captain, this is the medium command rank of the Drazzi. The Or'fa are decorated warriors and achieve their rank by completing a challenge against a ranking Or'fa. This rite occurs once a year only, which means most of the Or'fa must annually defend their rank or lose it to another.

⑤ **Bazak'fa:** A special rank made up of defeated Or'fa, Bazak'fa are the secondary leadership tier beneath the Or'fa and serve as seconds in command, liaison officers and occasionally as diplomats in wartime situations. Respected for their bravery and strength (they were Or'fa at one time, after all), there is no shame in this rank and many Drazzi wear its insignia proudly.

- **Oratphar:** The secondary command rank below the Bazak'fa, these are roughly equivalent to commanders and serve much the same purpose – providing direct leadership to troops and acting as the link between high command and platoon-sized units. Each Oratphar (which only exist in the infantry, there are no Oratphar ranks in the fleet) is in charge of two to four platoons and is expected to enter combat with his soldiers as a battlefield operations leader.

⑤ **Kuranphar:** Sub-commanders in the infantry or department commanders in the fleet, this rank leads either a single platoon

or handles the administration of a given role in the fleet (logistics, engineering, tactical, etc.). Kuranphar are fully combat trained and are generally the first to enter battle, reporting from the front lines to the Oratphar they serve.

- o **Tubarak:** Squad leaders in the infantry or shift command officers in the fleet, Tubarak have three grades, each one of which serves a different role in the leadership of troops. These are the ground level officers, often in charge of as few as nine soldiers (the standard size of a Drazi squad not counting the Tubarak himself) or a duty rotation on a starship or fleet outpost.

- **Sholar:** Soldiers in the Drazi military, all non-officers fall within the nine grades of Sholar. They can be identified by rank insignia indicating which department they serve and how many years they have spent in the military. Drazi communicate a great deal through insignia and the Sholar

badge is one of the most comprehensive in their military. Officers usually retain their Sholar badge and wear it with their uniforms to identify their field(s) of expertise and authority.

Drazi Fleet Layout

The Drazi are very careful with their selection of ships and military assets, preferring to overwhelm their opponents while using the right vessels for the right job. They have been more wasteful in the past and had apparent victories turned into crushing defeats because of lost resources that would have been saved through proper management. While there is glory in a warrior's death, a ship and its crew should never be wasted when their lives could be spent more meaningfully.

One element of fleet design that has not changed is the general goal of any Drazi attack group: close and destroy. The Drazi are not long-range warriors; this is true of their ground forces as well. Their ships are very powerful at close range, a strength they maximise with fast, agile ships capable of closing the distance between themselves and the enemy very quickly. All attack groups (and most defence groups as well, as the Drazi defend by attacking their enemies first whenever possible) are built around the idea of isolating targets, swarming them and moving on to the next.



For this reason, fleets are usually single or double elements, each of which is responsible for its own action and does not coordinate with other vessels except to pick targets. This does have the advantage of not appreciably costing the fleet any efficiency or reaction time when their communications are lost; the Drazzi are just as happy to fight as individuals as they are a cohesive team.

- ⑤ **Primary Assault:** These are medium grade ships with the ability to strike fast and hit hard. They are considered primary assault because the Drazzi count on them to occupy an enemy for the longest amount of time through firepower and endurance, both of which they possess in a balanced fashion. Primary Assault is neither the fastest fleet nor has the heaviest guns, but it is a strong mix of ship types and forms the basic tactical element for a Drazzi fleet commander to form strategies around.

- (1-2) *Stormfalcon Heavy Cruisers* (one of which will be the command vessel)
- (0-1) *Darkhawk Missile Cruiser*
- (2-4) *Warbird Cruisers*
- (1-4) *Sunhawk Battlecruisers*

- ⑤ **Fast Striker:** These fleets are the epitome of Drazzi tactical thinking, though their limited capabilities against massed enemy fleets keeps them from being a more common option for Drazzi commanders. Capable of hitting fast and reacting to threats in distant systems, Fast Striker fleets are common enough to be found in virtually every system the Drazzi control (where they also serve as patrol fleets).

- (1) *Jumphawk Command Cruiser*
- (1-2) *Sunhawk Battlecruisers*
- (0-1) *Eyehawk Scout Cruiser*
- (2-6) *Stareagle Frigates*
- (0-2) *War Talon Escort Carriers*

- ⑤ **Night Fortress:** Only found in the Purple Army, Night Fortress fleets garrison the worlds of the Drazzi Freehold and defend them against attack. Because Night Fortress fleets never see action unless an invasion reaches their world, pilots and personnel for these ships tend to rotate out into Purple Army defensive escort missions fairly often.

- (2-6) *Sunhawk Battlecruisers*
- (1-2) *Jumphawk Command Cruiser* (command cruiser)
- (0-1) *Stormfalcon Heavy Cruiser* (command cruiser if present)
- (2-8) *Warbird Cruisers*

The Thath Vorak

While many races might be quick to dismiss the thath vorak as a geriatric society of aging Drazzi with nothing better to do but gather and discuss the state of the Freehold, nothing could be farther from the truth. The thath vorak wields a remarkable amount of power and influence; collectively, the group contains the intellect and wisdom of thousands of aged Drazzi working together to ensure the safety, security and glory of their race.

While the term thath vorak technically refers to any Drazzi undergoing the 'greying', as they call the aging process, its core members are the ones that have political or military experience. The Drazzi do not afford much respect to other professions. Consequently merchants and craftsmen are not highly valued (though they are not treated disrespectfully either). This means the thath vorak is guided by the natural leaders of the Drazzi race, all of whom have simply become too old to serve in active roles where they might be expected to enter combat or fight for their positions.

Because the Drazzi acknowledge the strength of experience that long years can provide, they listen when the members of the thath vorak speak. This group has no official power, but they do not need legal affirmation to accomplish their goals. As long as they have public support and contacts in the military and government that come from having held high-ranking positions in both groups, the thath vorak with continue to be a force to be reckoned with.

The thath vorak is not entirely appreciated by the power structures they affect. Most Drazzi politicians and military leaders tire quickly of their 'meddling'. In their eyes, they have fought to hold their ranks and positions. Having to obey the whims of the previous administration becomes a burden when such 'advice' goes against their own agenda. When the concerted opinion of the thath vorak clashes with the decided policies of the government considerable sparks can arise.

There is another problem that limits the influence of the thath vorak: their own membership. Because several generations can be part of the group at the same time, each one from a slightly different time when the situation in the galaxy was not what it might be currently, their opinions of what is 'right for the Drazzi' can vary radically. When the thath vorak cannot agree within themselves, they cannot put forth a cohesive opinion and they lose their ability to affect the power structures of their people.

Despite these problems, the thath vorak remains a powerful group and its influence should never be discounted. The group also offers something more valuable to the Drazzi than its temporal power; the thath vorak offers hope that

there is a purpose to life once they reach old age. For a race that prizes strength and cannot abide their own physical decline, this possibility of remaining useful can be all that stands between an ageing Drazai and total despair.

Drazai History

Dawn of the Drazai - The Prehistory of Zhabar

As might be surmised from their appearance, the Drazai hail from a homeworld (Zhabar) where reptiles did not suffer an extinction-level event and move aside to allow mammals the path of evolutionary superiority. Instead, the dinosaurs of Zhabar were limited in their size by the savagery of both their planet's climate and the ferocious hunger of other, smaller reptilian predators. These fast, deadly hunter-lizards rendered the massive species of dinosaurs extinct leaving themselves as the dominant species.

This process took millions of years and left room for the development of smaller, less-evolved mammals as food stock and planetary scavengers. By the time the proto-intelligent race of the Drazai's ancestors first walked under the harsh light of Zhabar's bright sun, they existed in every climate band of their world and there was little chance of any other species supplanting them or competing with them for territory.

This conquering spirit became stronger over time and after proving their superiority over the animals and plants of Zhabar, it was only logical that they would turn on each other. For several centuries, these skirmishes were limited by geographical isolation and the difficulties that large bands experienced while trying to march overland. In time, this became less of a consideration, the Drazai broods growing large enough that they were no longer as isolated as before.

These events heralded the first of many devastating wars, the last of which led to the near-annihilation of the Drazai people. Finally, as an act of desperation and evidence of their dawning intelligence, the survivors came together and offered each other a truce. None of the remaining brood-clans were large enough or strong enough to survive on their own any longer; if the Drazai were to live, they would have to come together in peace.

Unfortunately, while all present could agree with that logic, they could not agree on who should lead them as a unified tribe. Discussion turned into argument, argument turned into anger and anger nearly sparked another war before cooler heads prevailed. In the end, several broods merged into larger tribes but no unification occurred. The first attempt at solidarity had failed, but the Drazai would eventually have another chance.

Two Sides of One Race - The Purple and the Green

Climate changes and geographical isolation eventually led to the formation of two distinct bands of Drazai, both of which developed separately but concurrently. The more temperate and fertile northern hemisphere became more prosperous; its tribes growing faster than the more arid south. While the numbers between these groups were equivalent to begin with, the north became twice as populous before its explorers travelled far enough below Zhabar's equator to discover the tribes of the south.

Drazai being Drazai, this initial discovery was not a peaceful one. Because the southern tribes had to fight harder to survive, they had become very territorial. There was precious little hunting to sustain their numbers, much less provide for outsiders. The first bands of exploring northern Drazai were driven off at spear and knife point. Returning explorers were killed and their bodies used to mark macabre boundary lines in the hopes of preventing further sojourns.

These fences of the dead had the opposite effect on the tribes of the north. Declaring war, thousands of green scaled Drazai moved across the equator in a massive wave. They clashed with brood-bands of southern Drazai, their scales tinged with purple because of the scorching sun they had been exposed to for so long. These battles lasted decades, with more northern Drazai moving south to reinforce their holy crusade against the 'barbarians' of the desert lands. This in turn unified the disparate southern Drazai, and what could not be accomplished for the sake of peace centuries before hand was achieved in part due to constant war.

The Drazai were now two massive brood-tribes, the colour of their scales the only real difference between them. For many years, war raged along the equator of Zhabar, neither side gaining an advantage for long enough to make a difference. Conflict became commonplace, with bloody battles between the Purple and the Green a daily event. Whenever one side would press too far into the territory of the other, more tribes would rally to the losing side's cause and the tide would turn back and forth.

Eventually, it was invention born of desperation that ended the stalemate. The Green Drazai discovered how to smelt steel, a metal hard enough to penetrate the scales of their hated rivals and strong enough not to break when wielded by their powerful warriors. This discovery proved to be more than the Purple Drazai could withstand and on every battlefield, they fell before the Green's terrible new weapons. The Green Drazai, driven by the rush of victory and a blood rage born from decades of hostility, became genocidal and before their vision cleared, they had eradicated the Purple Drazai from the face of Zhabar.

The Green Drazzi did not awaken from their madness until it was too late, but when they did, they saw the horror of their crusade for what it was. Generations of conflict had driven them insane and everywhere they looked, funeral pyres choked the sky. While the Drazzi were a war-like people, murder was not to their taste and they hated what they had become. Putting aside their new weapons, the Drazzi swore to never let such madness consume them again. It was a promise they would mostly keep through their history, though a certain berserk tendency is still part of their culture.

The Green Drazzi also unified under their collective guilt, becoming the one-world tribe they had tried to become nearly a millennia earlier. To ensure that the murder of the Purple Drazzi would never be forgotten, the tribe divided its leadership caste into two halves, the Purple and the Green. The race-wide ceremony of Dro'hannan was implemented, forcing the Drazzi to do battle with each other to choose their leaders every five cycles of Zhabar's orbit. In this way, they commemorated both their violent past and the truth that comes in honourable combat.

The fact that the Drazzi, out of guilt for mass genocide, would implement a tribal government of ritual combat and the inherent division of their race is the kind of skewed psychology xenobehaviour scientists spend their entire lives trying to understand. Some things, perhaps, just need to be accepted at face value, since they may never – or should never – be fully comprehended.

From Industry to Interstellar Travel - The Drazzi Leave Their World

Within a millennia of coming together as a single world government, the Drazzi progressed swiftly with technological advancement and discovery. Their culture also underwent considerable upheaval, even splitting apart several times and disrupting their racial unity for years or decades at a time. With each new schism came a period of skull-cracking and tribal factionalism followed by peace initiatives and reunification as a stronger whole.

The Drazzi call this the Tempering Era, referring to the forging technique by which a weapon is put under incredible stress to make it stronger, often shattering it in the process. This succinctly describes the centuries of warfare and disharmony the Drazzi endured as they moved forward as a race. It also speaks volumes for their racial acceptance of battle, violence and conflict that their society displays none of the vendettas, grudges and bitterness other cultures might harbour because of these tribal conflicts. To the Drazzi, when broods are fighting, they are enemies. When they stop fighting, they are allies again.

The Drazzi passed through the industrial period of invention quickly, moving into their information and technological ages simultaneously. Their first computation machines were massive in scope and used from their outset for tactical and technical innovation. The Drazzi quickly embraced the usefulness of each invention for its use in warfare, taking considerably more time to apply them to other societal functions. Each new technology became weapons first and wonders some time later.

Through all of this innovation and advancement, the Drazzi never lost their memory of what they had once done and their tradition of unarmed combat to solve disputes actually became more important even as their ability to fight with weapons grew stronger. When firearms became available, most Drazzi still resorted to their fists even in the heat of battle. It was a violent time, but one of surprisingly little bloodshed. When the Drazzi turned their attention to space, it was as a relatively peaceful world with no active wars or border skirmishes raging among them.

This gave the Drazzi a very stable foundation from which to launch their space program. With popular support and constant technical achievement fuelling their efforts, the Drazzi quickly moved from first orbital flight to moon landing and beyond. They explored the surface of their next largest planet within twenty years and had explorer-class vessels moving through their solar system a decade after that. The Drazzi had reached space and found it to their liking.

Because the Shadak, the planetary government of the Drazzi, was often factionalised along religious lines with considerable support from their elder councils, the first space exploration efforts were usually done under the supervision of different religious groups. Always ones to be confrontational regardless of the time or place, it was inevitable that their differences would find expression even in space.

Thirty one years after reaching the heavens, the Drazzi brought holy war to them. Explorer vessels began clashing in the name of their people's many religious beliefs. It did not take long before the first weapons, missiles capable of operating in a vacuum were researched and retrofitted to their ships. Thousands were lost in these dangerous conflicts and entire religions were wiped out when the ships carrying the sum total of their followers were blasted into vapour.

By the time this second descent into genocide was stopped, only three major religions remained. Thrazda, a sect of warriors and martial-minded Drazzi, was the largest, followed by the peaceful followers of Droshalla – the Kri Maru. Also surviving this time of fire and blood was the Chayar cult, a gathering of mystics and superstitious 'free-thinkers'. These three religions formed a truce and agreed

to share the stars as equally. While this unity of religion was an important development, it was not the most influential event to arise from this bloody crusade.

The Drazzi had been shown how effective weapons could be in space, especially short-ranged missiles and projectiles (all they had at that time aside from some experimental beam technology). The idea of fighting in space appealed greatly to the warlike Drazzi and from that point on, every ship the race built was in some way armed and capable of defending itself. The Drazzi space program had ended; the Drazzi Armada had only just begun.

Discovery, Dominion and Disaster - Death Comes to the Drazzi

The Drazzi became capable of leaving their solar system when a strange alien artefact was discovered orbiting a gas giant in the middle of their solar system. This device, and its subsequent analysis, proved to the Drazzi that they were not alone in the universe and that they could undertake a special form of space travel and move between the stars. This discovery took years of research and the construction of special probes sent into the depths of space to prove. It left the Drazzi with an important question to ask themselves; they could leave their solar system, but should they?

Never ones to shirk a challenge, the Drazzi showed no fear and as soon as they could activate the jump gate they did so. This led quickly to the discovery of another alien race in an adjoining star system, the Hyach, and the sobering knowledge of how much more advanced other species could be. Fortunately their first contact was with an enlightened and peaceful society, the Drazzi came away from this meeting with good relations, solid trade and new technical advancements.

More than a hundred years later, the Drazzi had expanded their reach to unexplored and unsettled systems away from the Hyach. They were aggressive during this time and much to the annoyance of their Hyach associates had subjugated primitive cultures on some of their colony worlds. These 'victories' provided the Drazzi with the conflict they craved, the impetus to keep reaching for additional systems. Unwilling to let any other race encroach on their territory, the Drazzi almost courted disaster by clashing with Abbai explorers, but the peaceful Abbai did not over-react and once again enlightenment saved the Drazzi from destruction.

This was wisdom the Drazzi would have benefited from adopting, but their racial tendency for violence and conquest would not let them see the benefits of peace over the glory and riches to be had in battle. The Drazzi spent two centuries racking up several impressive military victories,

including an extended conflict with a confederation of planets called the Woon Stellar Association. Larger than the Drazzi in size, the WSA was primarily a mercantile association. Without the focused military might the Drazzi possessed, the WSA were unable to defend themselves against the forces of the Freehold.

Galactic events elsewhere, including the loss of several worlds by the Hyach to conflicts raging between the Centauri and another warlike race called the Orieni, provided a window of opportunity too great for the Drazzi to pass up. Moving in to claim the spoils of other race's wars, the Drazzi were able to pick up several colony worlds, discarded technology and resources abandoned by the desperate evacuations of dozens of planets in their path. For a time, it seemed the luck of the Drazzi would never come to an end.

It did. Thirteen years after accepting a place in the Abbai's League of Non-Aligned Worlds, the Drazzi came under the withering fire of a previously unknown enemy. As the strongest and certainly most ruthless military in the League, the Drazzi were targeted by the Dilgar, a race seeking nothing short of complete control over their entire region of space. Knowing the Drazzi would be their primary obstacle in achieving that goal, the Dilgar decided to hit them first and did so with almost every ship in their terrifyingly powerful fleet.

For four years, the Drazzi suffered in one disastrous battle after another. They fought bravely and savagely enough to hold back the Dilgar advance, their lack of communication and dissent in their own government keeping them from being more effective. Back home on Zhabar, arguments raged over whether the Drazzi should fight the Dilgar or attempt to side with them against the other League races.

Before the Drazzi could go through with such treachery (and it was likely they would have, had the Dilgar continued to press them), the Earth Alliance entered the war and defeated the Dilgar soundly. This rescue almost came too late to save the Drazzi Freehold, however. The Dilgar were beaten, but in their wake dozens of Drazzi worlds lay scorched and ruined.

Recovery and Retribution - The Dragon Never Sleeps

The Drazzi people would not admit defeat and toiled constantly to rebuild their civilisation. Aid came from the League and with their support, the Drazzi were able to salvage an important but greatly diminished portion of their former territory. Smaller but no less fierce, the Drazzi Freehold took its place back among the stars and rejoined the League as a defiant example of what determination

and drive could accomplish. Nearly destroyed, the Drazî rebuilt their fleets and their cities within a few short years.

This recovery, remarkable as it was, could not prepare the Drazî for the challenges about to confront them. Internal strife played a role in this; the Shadak was nearly overthrown by a discontented faction of the military that saw the government as weak and responsible for their defeats by the Dilgar. This coup was defeated, but not before several entire sub-divisions of the fleet abandoned the Freehold and went rogue. Some of these ships still operate as mercenaries and dissenters in the era of the Interstellar Alliance, doing whatever they can to disrupt the Shadak and engineer its downfall.

When the Earth-Minbari War erupted, the Freehold initially offered support to the Earth Alliance. They had not forgotten their rescue from the Dilgar and when Earth sought allies, the Drazî were quick to respond. The Freehold ordered three full Attack Fleets to divert to the Sol system to bolster Earth's defensive line against the Minbari, but when those ships simply failed to emerge from hyperspace, the Shadak regrettably withdrew their aid without further explanation.

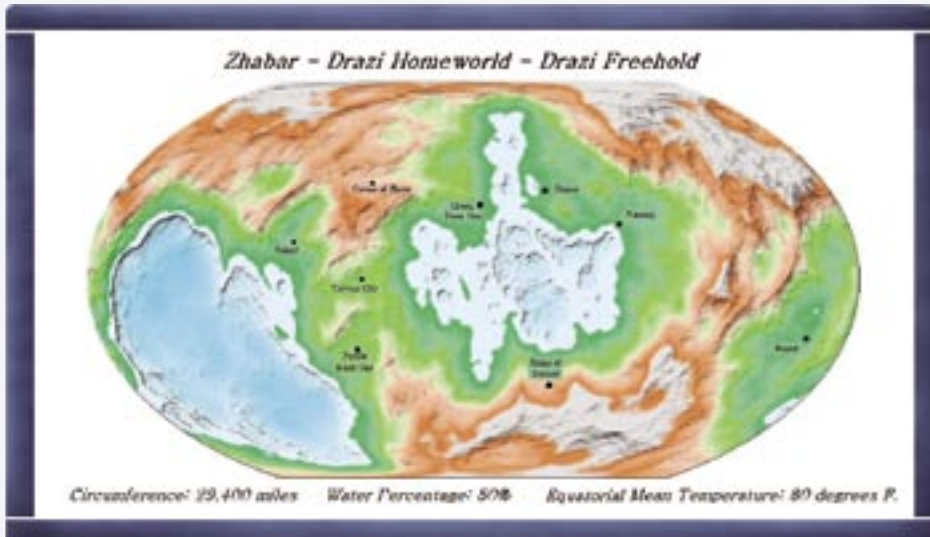
Later, during the Shadow War, the Drazî were finally able to repay Earth by sacrificing one of their greatest ships and her elite crew to a shadow missile attack and ensuring victory against the galaxy's ancient enemy. This came after the Drazî had been lured into inadvertently helping the Shadow's through border raids, but the Shadak prefer to point at their contributions after this 'unfortunate period of tactical confusion'. The Interstellar Alliance, grateful for the support of the Drazî Freehold and their continued membership, has not chosen to pursue the matter further.

Recently, the Drazî joined the Narn in avenging raids against their trade routes by attacking Centauri Prime and laying waste to the Imperial City and its outer defences. This military action, warranted as it might have been, led to the withdrawal of the Centauri Republic from the ISA and has raised tensions along their borders with the Drazî. The call to arms is once again echoing through the Freehold and it is only a matter of time before their ships find someone else to move against.



Notable Worlds of the Drazi

Zhabar



Planet: Zhabar

Climate: Temperate to Warm, Warmer near Equator

Weather Average: Mild 70%, Light Storms (Rain) 15%, Light Storms (Mixed) 10%, Severe Storms (Mixed) 5%

Technical Level: Advanced, multiple technologies, weapon and ship design facilities

Native Sentient Race(s): Drazi

Dominant Government: Tribal rule, quantified as the Shadak Council 'elected' by combat every five years

Notable Cities: Torvag City (capital), Velent, Fuurst, Dinjar, Vonaag

Population: 4.8 billion (70% of population is urban, 30% live in rural or isolated communities)

Cultural Information: Aside from the numerous technological advances that have changed the shape of their lives, the people of Zhabar have not changed much from their tribal structure centuries ago. Modern conveniences and high technology have not affected the culture of the Drazi to a great extent, leaving them remarkably primitive even at the height of their space age.

Planetary Notes: Zhabar is a planet with very few extremes. While it does have a remarkably low water percentage for a habitable world, there is enough to sustain its considerable ecology. Zhabar is tectonically active and has only one true landmass, a world ocean, and a somewhat smaller inland sea. Wide mountain ranges mark off one hemisphere from

the other and the southern half of the planet has a higher average temperature because of near-desert conditions.

There are many in the galaxy that wish Zhabar's climate and hostile predators had prevented the Drazi from evolving into the galactic power they have become. Unfortunately, these elements are partly the cause of the Drazi's rapid evolution and hot temperament. The latter are still abundant on Zhabar; predators still roam vast tracts of the planet's untamed wilderness, challenged only by each other and Drazi hunting packs looking to relax by stalking their homeworld's deadly denizens.

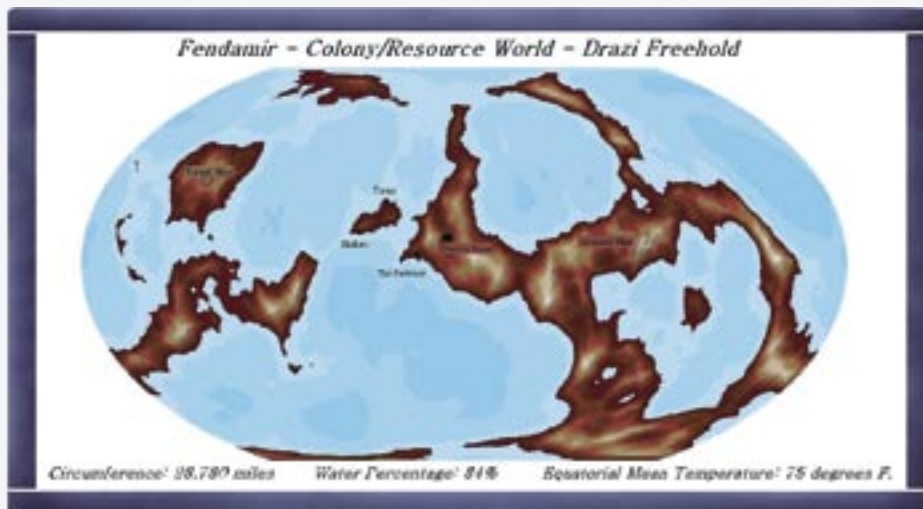
The Drazi are not the only ones to do this. The Narn are prone to take their vacations on Zhabar specifically to seek out and pit their skills against some of the most powerful beasts the galaxy has to offer. One species

of creature in particular, the vorlath, is a spike-ridged, heavily scaled quadruped with the endurance of a main battle tank and half the subtlety. Those with a penchant for hunting the vorlath have to do so mounted because the animal is capable of running at incredible speeds and can easily trample anyone foolish enough to hunt it on foot.

'Our world is open to all of our allies, but so few come here. We are not surprised. Zhabar is a warrior's world. The weak should go elsewhere. I hear Centauri Prime is nice and soft nowadays.'

- Or'fa Duresh, to War Leader G'val of the Narn; November 14, 2262

Fendimir



Planet: Fendimir

Climate: Temperate to Cool, Warm near Equator

Weather Average: Mild 75%, Light Storms (Rain) 15%, Light Storms (Mixed) 8%, Severe Storms (Mixed) 2%

Technical Level: Advanced, multiple technologies, shipyard and mining facilities

Native Sentient Race(s): Diranos (limited population, primitive humanoids subjugated by the Drazi)

Dominant Government: Proxy rule by the Shadak Council 'elected' by combat every five years

Notable Cities: Toras, Shulorc, Fendos Complex (administrative capital)

Population: 90,000 (90% of population is urban, 10% live in rural or isolated communities)

Cultural Information: Few Drazi live on Fendimir for long and none call it their permanent home. Because of the planet's strange traits (see below), inhabitants generally cycle out after five years if they do not leave much sooner. Those that leave rarely return, though a few do after a term of residency on another colony world. Even the staff members of Fendos Base are regularly rotated, with no soldier ever serving more than three years at a time before being moved elsewhere in the Freehold.

Planetary Notes: Fendimir is a true anomaly – an example of terraforming at its most advanced. All chemical and geological evidence suggests that Fendimir should be a red, ferric-heavy planet with a carbon dioxide atmosphere and no appreciable hydrosphere. Instead, while the landmasses are still highly oxidised, there are abundant water sources and a thick atmospheric envelope capable of sustaining humanoid life. These changes are likely related to the

alien building the Drazi have dubbed 'the Fortress', but no evidence of the building's creators or how Fendimir was transformed has ever been found.

Aside from the disorientation that can come from living on a world with teeming oceans and dry red sands, Fendimir is actually a pleasant planet. The weather is clement, what plant life exists is lush and edible and its mineral resources are easily mined and plentiful enough to make this one of the most important colonies in the Drazi Freehold. Those with the fortitude to withstand what residents of Fendimir describe as 'invisible eyes and faint, inaudible whispering' usually find a stay on

this world very rewarding, at least for as long as they can stand to remain.

While Drazi scientists have been unable to locate the source of either strange effect, they remain convinced they are both related to the Fortress, an impenetrable metal building of alien design with no apparent means of entry. These same scientists have been able to identify that the powerful terraforming that transformed Fendimir into a viable world is still going on. Since discovering Fendimir more than a century ago, the Drazi have recorded constant changes in its soil and air, as if the planet were somehow changing to better suit them.

'The truth about Fendimir? Fendimir is the homeworld of Heaven and when it truly becomes perfect, all Drazi will leave their mortal shells and live there forever!'

- Gurrok, Devotee of Droshalla

Shambah

unsuitable for colonisation by most races (and utterly perfect for the Draz).



From orbit, Shambah looks like a peaceful, pleasant world with teeming oceans, fertile continents, and a handful of large colony cities tucked away amid rolling hills along picture-perfect shorelines. Little could be farther from the truth. Shambah is a very dangerous planet with predatory reptiles capable of tearing apart an armoured warrior and earthquakes that constantly ravage its landmasses. The lack of larger settlements on Shambah is due in part to the world's hostility. The three cities on its surface are built on the only stable sections of its crust and have little room to safely expand.

Planet: Shambah

Climate: Temperate to Cool, Warm near Equator

Weather Average: Mild 80%, Light Storms (Rain) 15%, Light Storms (Mixed) 5%

Technical Level: Advanced, multiple technologies, limited technology on planet

Native Sentient Race(s): Shurat (primitive humanoids, completely subjugated)

Dominant Government: Proxy rule by the Shadak Council 'elected' by combat every five years

Notable Cities: Shen'ort (administrative capital), Violan, Nenatma

Population: 450,000 (80% of population is urban, 20% live in rural or isolated communities)

Cultural Information: As the Draz's oldest and most valued colony world, Shambah is highly valued by their race. Those that live on Shambah have something of an elitist attitude, especially as the world is less technologically developed than Zhabar and life is somehow less 'civilised'. This hardier, more rural existence is a source of pride for the Draz of Shambah and something they often remark on when talking with others of their kind. This, in turn, provokes numerous fights but the Draz of any planet would not live life any other way.

Planetary Notes: Shambah's weather is milder than Zhabar's, but that is the only calm planetary trait it possesses. In addition to a strong magnetic field that makes communications on the surface or into orbit difficult and unreliable, Shambah has a very active network of fault lines; its tectonic activity borders on dangerously unstable. These characteristics, combined with the ferocious wildlife and often toxic fauna of the world, make Shambah

This does not keep the Draz from adoring Shambah and flocking to its deadly shores as often as they can. Most spacegoing Draz have been to Shambah at least once and every soldier in the Freehold has done part of his training at the base in Shen'ort, learning combat techniques by practicing them against the heshta-lizards and velrakes that prowl just outside the city walls.

'We have heard it said we enslaved the people of this planet, but without us they would no longer exist. We Draz are only barely able to survive the rigours of Shambah; what chance would they have had? We are their saviours, not their slavemasters.'

- Gorsha Burnak, Planetary Liaison to the Shadak Council

Zagros (VII)

Patrolling Zagros VII, except for a brief period of activity around the beginning of the Shadow War, is an exercise in

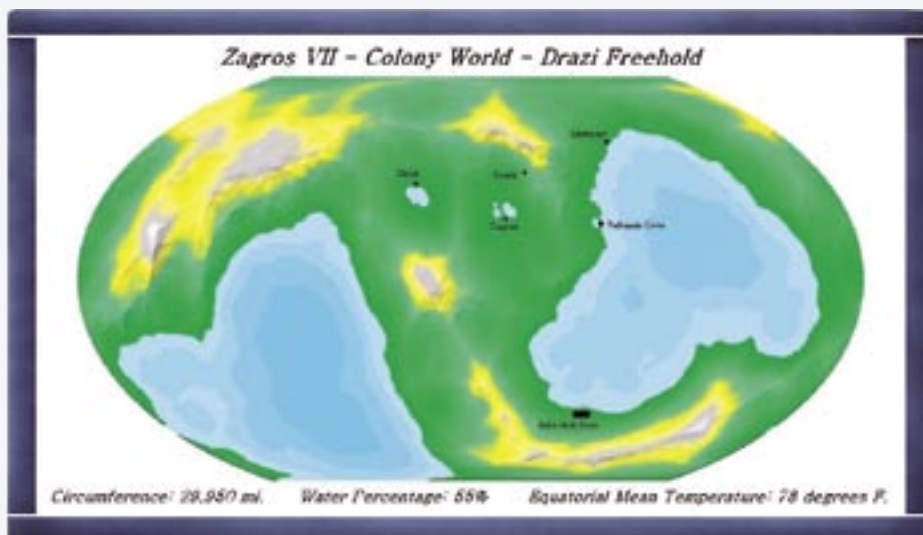
blowing up asteroids and trying to remain awake. Pilots in the Purple Fleet detest duty in the Zagros system and have been known to get themselves into administrative trouble because incarceration and a punishment post somewhere else is better than a year spent in orbit around 'the Pak'ma'ra mouth of the galaxy'.

This opinion has changed somewhat with the rebuilding of the Ranger training centre on the planet's surface. Now Drazi patrol craft are often used in joint exercises with White stars and Ranger fighter craft, benefiting pilots on both sides. These

training missions rarely involved live fire, but when they do the Drazi have remained surprisingly restrained. Only one 'incident' has occurred since the formation of the ISA and that was as much pilot error on the Ranger's part as it was over-enthusiasm by the Drazi.

'When we were "just" a colony world, Zhabar ignored us completely. Now with the Rangers here, supplies come every month and we always get the best. We were here before the Rangers and as Droshalla is my keeper, we will be here when they are gone... one way or the other.'

- Gennok, Drazi soldier assigned to Usark Purple garrison



Planet: Zagros VII

Climate: Temperate to Cold, Cooler near Equator

Weather Average: Mild 75%, Light Storms (Rain) 15%, Light Storms (Mixed) 5%, Severe Storms (Mixed) 5%

Technical Level: Advanced, multiple technologies, most of planet bereft of technical development

Native Sentient Race(s): None

Dominant Government: Proxy rule by the Shadak Council 'elected' by combat every five years

Notable Cities: Zuros, Usark, Murnant, Zagros

Population: 50,000 (90% of population is urban, 10% live in rural or isolated communities)

Cultural Information: A relatively unimportant colony world for the Drazi, its administration is so lax and its security so minimal that for years a secret training base for the Anla'shok (Rangers, Minbari and human at the time) was maintained on its southern shoreline. It was discovered and destroyed by Centauri agents working on behalf of the Shadows. The Drazi allowed the Anla'shok to rebuild the facility after the formation of the Interstellar Alliance.

Planetary Notes: The seventh planet out from its sun, Zagros has a thick, heat-trapping atmosphere and orbits a stellar body large enough to keep it warm (relatively speaking). Even so, it is far too cold for most Drazi and is only maintained as a colony world at all because the Drazi Freehold detests relinquishing territory. Once rich in quantum-40, Zagros has been all but mined out and unless another resource is found on the planet soon, it may be permanently sold to the Interstellar Alliance.

Technology of the Drazzi

Drazi technical knowledge shows a fairly even progression with very few breakaway innovations but a solid level of advancement in most fields. This is because the technology of the Drazzi (with the exception of jump gates and hyperspace) is all self-realised at its base level. Unlike many other races (Centauri, Narn, etc.), the Drazzi were not given aid in the form of crashed or discovered alien tech. Instead, they went through their own process of invention and discovery; this is difficult for many to believe when they consider the Drazzi temperament, but it is quite true.

This is not to say the Drazzi have never used scavenged technology or traded for schematics which are beyond their ability to produce. From the Hyach, the Drazzi gained lasers far beyond the capabilities of their own fledgling weapons. Wrecked Centauri and Orieni vessels dating back to their war with each other provided other innovations and developed the Drazzi's jump technology decades farther than it would have gotten on their own. Even Drazzi fighter design is influenced by the Cascor, a relatively minor League race.

What gives the Drazzi their unique flavour is not their own inventions or what technology they 'borrowed' from others; it is how they implement these advances. The Drazzi can always be counted on to see the most violent application of any new device, even if it is not ordinarily considered a weapon by anyone else. While the Drazzi rarely act on impulse, they constantly prepare for war and engage in border skirmishes almost constantly. The other League worlds have accepted this as an unfortunate part of the Drazzi's cultural psychology.

The Drazzi do not turn *everything* into an implement of destruction. Their technology has also achieved

great advances in power generation, horticulture and consumables, space flight and all the achievements in material science that go along with it. Not surprisingly, medical science is a high priority of the Drazzi; their triage and combat medicine is second to none. While the Drazzi are a violent people, they are also intelligent enough to understand the value of technology beyond what it can do for their military.

Drazi Equipment and Gear

Weapon Descriptions

The primary weapon in the Freehold is still the fist. While this makes for an enjoyable and lengthy session of brawling at home, the Drazzi have come to accept the need for faster and more efficient weapons on the battlefield. Few melee weapons are as advanced as the Drazzi's; their blades are keen, their steel is extremely strong and they have immaculate balance and speed. A Drazzi knife, or tru'far, will cut through armour, flesh and bone with equal ease.

With the advent of modern warfare, blades were just not sufficient to ensure victory against the often better armed opponents the Drazzi found themselves facing. Energy handguns and rifles followed in rapid succession as the Drazzi's preferred ranged weapon, the slugthrower, was simply incapable of defeating advanced body armour. This did not stop the Drazzi from continuing to develop projectile weapons and while energy guns are still the main armament of the Drazzi military, they have been known to carry slugthrowers of surprising efficacy into battle as well.

Briar Pistol: An advanced projectile pistol utilising focused magnetic force and ferric-impregnated crystals, the briar pistol is a new development in handguns for the Drazzi.

Rapidly becoming very popular in the Freehold, there are plans to have the briar pistol replace the gurnash handgun currently being carried by Drazzi soldiers. While the Briar pistol has virtually no stopping power on its own, the needle-sharp flechettes it fires pass through most body armour (ignores DR of 5 or less) yet shatter harmlessly off ship hulls or other solid walls.

Bur'at Charge Rifle: An interesting electrical weapon, the bur'at fires one round after being activated (firing a bur'at is a full-round action, the weapon discharges at the beginning of the firer's next combat turn) but generates its own charged blast and does not need any other power cell or ammunition. The hit from a bur'at is both deadly and disruptive;



any living creature struck by a bur'at round must make a DC 14 Fortitude saving throw or suffer a -2 penalty on all attack and skill checks for the next 1d4 rounds. This effect is only cumulative in the sense that additional hits add to its duration.

Drazi Knife: A traditional weapon made from many different materials such as (but not limited to) stone, bone, steel, modern armour plate or even crystal, a Drazi knife is as individual as its wielder because each one is crafted by its owner as part of his fourteenth year evaluations. A knife like this is owned by every Drazi adult (and typically recreated as soon as possible if lost) and possession of a Drazi knife is a legal right protected by the League of Non-Aligned Worlds and the Babylon 5 charter. Use of a Drazi knife during an assault is still a crime and can result in confiscation, however.

Drazi Straight Blade: Suspiciously similar to a coutari in size, shape and weight, the Drazi straight blade is considered proof that some designs are so efficient and effective that they occur to different civilisations hundreds of light years apart at roughly the same time. Drazi straight blades often have small windows cut into the blades as decorations and 'kill markers' (one new window for each victory in battle).

Eagletalon Autopistol: The automatic handgun of choice in the Freehold, the Drazi designed Eagletalon fires multiple shots with each pull of the trigger and cannot be fired in a single shot mode. The Eagletalon is a powerful suppressive weapon and would be more common in space were it not for the problems inherent with most projectile weapons in pressurised environments. Ground forces among the Drazi tend to carry Eagletalons as their primary infantry light weapon and gurnash handguns as backups.

Fore-rippers: Curved blades of steel that rest against the forearm and are kept steady through a complicated rig of leather strapping, fore-rippers are worn by Drazi looking to make their natural attacks and skills at grappling even deadlier. Using fore-rippers counts as an unarmed attack (though they do not draw an attack of opportunity when wielded) and replace the user's normal damage with theirs (always considered lethal) if the wielder desires. Fore-rippers cannot be disarmed and deal their damage once each round to the Drazi's opponent during a grapple without needing an attack roll.

Gurnash Handgun: A short-wave plasma weapon designed in conjunction with the Pak'ma'ra, the gurnash has been in use by the Drazi for more than twenty years in one form or another. It fires a small bolt of charged particles incapable of penetrating hull plates but quite deadly to organic matter. Strangely, the Gurnash could be

more powerful if its elements were fine-tuned (increasing damage to 2d6 and increasing the cost to 950 cr.), but the Drazi actually prefer it to be less efficient so that battles can last longer.

Porstet Nine Thunder: A massive handgun made for a very strong wielder, characters with 12 or less Strength suffer -4 to attack rolls with the porstet because of its weight, awkward design and massive recoil. An inefficient weapon with a limited ammunition capacity, the porstet is adored by the Drazi because of the thunderous boom it makes when firing and the massive damage its large projectiles cause on impact.

Shockwave Grenade: The shockwave grenade is a kinetic weapon designed using purchased Brakiri gravitics technology. When detonated, it releases a ring of focused energy that lashes out and moves anyone in its blast radius to the edge of its area of effect. This effect cannot be resisted, but targets of the shockwave can make a Reflex saving throw (DC 16) to resist taking 2d6 damage if they run into a wall or other solid structure before reaching the blast edge. Whether the save is made or not, these targets stop moving as soon as they impact such a structure.

Tru'far: The tru'far is a traditional name for the Drazi punching dagger, a triangular blade held by a grip set perpendicular to the edges of the weapon. Often inset with a narrow groove for holding poison, the tru'far is not a duelling weapon and is often looked at with some suspicion by other Drazi because of its reputation as an assassin's blade. Even so, they are common in the Freehold and are often carried by bodyguards, mercenary soldiers and government officials looking for a deadly, concealable weapon.

Tyanmar Rocketgun: A portable rocket launcher capable of placing small shaped charges anywhere the wielder can aim at, tyanmar rounds are highly concentrated and fill their small area of effect with a deadly field of kinetic force, chemical fire and razor-sharp debris. Additional rockets are 50 cr. each and must be carried in individual containers to prevent the possibility of an accident during transport. It is a full-round action to partially or completely reload a Tyanmar.

Yoonash Steelstorm: The most powerful automatic rifle in the Freehold, the yoonash is a breakthrough in rapid firing ballistics and can quite easily deplete its considerable ammunition supply in a matter of moments. Yoonash rifles are quickly becoming the standard heavy armament for Drazi squads fond of slugthrowers. Prior to 2258, the yoonash did not exist. Use its statistics for its predecessor, the Kestrelfire Autorifle, but replace Extreme Rapid Fire

Drazi Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Type
Melee Weapons									
Drazi Knife	50 cr.*	1d3	—	19-20/x2	—	10 ft.	Tiny	½ lb.	Slashing
Drazi Straight Blade	120 cr.	1d6	—	19-20/x2	—	—	Small	2 lb.	Slashing
Fore-rippers	500 cr	1d6	—	19-20/x2	—	—	Tiny	1 lb.	Piercing/Bludgeoning
Tru'far	750 cr.	1d4	—	x3	—	—	Small	2 lb.	Piercing
Grenade Weapons									
Stunwave Grenade	600 cr.	Special	30 ft.	—	—	20 ft.	Tiny	2 lb.	Projectile
Pistol Weapons									
Briar Pistol	800 cr.	1 point	—	x3	30	30 ft.	Small	4 lb.	Projectile, Rapid Fire
Eagletalon Autopistol	1,100 cr.	1d8	—	x2	24	30 ft.	Small	5 lb.	Projectile, Rapid Fire
Gurnash Handgun	700 cr.	2d4	—	19-20/x2	21	20 ft.	Small	3 lb.	Energy
Porstet Nine Thunder	900 cr.	2d8	—	x2	5	40 ft.	Small	7 lb.	Projectile
Rifle Weapons									
Bur'at Charge Rifle	1,550 cr.	2d6	—	19-20/x2	—	50 ft.	Large	6 lb.	Energy
Tyanmar Rocketgun	3,500 cr.	1d4*	10 ft.	—	6	30 ft.	Large	9 lb.	Projectile, Explosive
Yoonash Steelstorm	2,800 cr.	1d8	—	x2	120	40 ft.	Large	10 lb.	Projectile, Extreme Rapid Fire

* Rarely available for sale

with standard Rapid Fire and reduce its cost to 2,100 credits.

General Equipment Descriptions

The Drazi are like the Abbai in very few respects, but their attitude towards equipment is one of them. They seldom need much more than a good knife and their next meal; the Drazi are quite content to make do with nothing when they must and do not place much emphasis on material possessions. Even so, they have made several technical advances that make their lives a little easier while not leaving them 'soft' as a race. While conveniences are usually frowned upon by the Drazi, they do appreciate

technology that allows them to do things they could not otherwise attempt.

Agri-tank: While the Drazi hardly eat plant matter of any kind, their livestock and rodent food stuffs do require it. In areas of their planet too dry and barren to support plant life, the Drazi have developed advanced hydroponics and water reclamation centres called agri-tanks. These large structures are portable and can be taken down or put up in a matter of hours by skilled personnel. The synthetic glass building generates all the water needed to support a quarter-acre harvest, protecting the land from the elements and providing an accelerated growth cycle for most crop types.

General Equipment

Item	Cost	Weight
Agri-Tank	180,000 cr.	10,000+ lb.
Drazi Grooming Kit	150 cr.	2 lb.
Glue, Molecular	400 cr./ounce	1 lb./ounce
Multicard	200 cr.	–
Scale Plating	+10%	+1/4
Ulkaris	240 cr.	5 lb.

Drazi Grooming Kit: The Drazi have very specialised grooming needs; their scales often need trimming or shaping to keep from overgrowing and cracking, especially in moist or cold environments. The Drazi grooming kit is an example of an item that addresses a specific need like this, applying a +1 circumstance bonus to Diplomacy and Charisma checks when meticulous grooming might have an impact. An average kit might contain two small blades, a shaving knife, a steel sanding bar and a collection of shaped files.

Glue, Molecular: A powerful adhesive developed by the Drazi to affect patchwork repairs in space, this bonding agent fuses the outer layers of two surfaces together using micro-magnetic charges on a molecular level. Molecular glue holds items together with an effective Strength of 40, but its one minute set time (during which it does not work at all) makes it difficult to use in combat. Molecular glue requires one ounce per cubic yard of material to bond and can be dissolved instantly with a quarter ounce of release agent (sold as part of a molecular glue purchase).

Multicard: The Drazi prefer to travel light when at all possible. This has given rise to items like the multicard, a combined identification card with a data chip and micro-display. These cards are standard issue in the Drazi military and many civilians (if the Drazi can be said to even *have* civilians) carry them as well. A Drazi multicard can be programmed to act as any form of credit card, security pass or identification card, allowing the bearer to carry one item instead of many. As might be assumed, the multicard is also adored by forgery experts; they gain a +2 equipment bonus to Forgery checks when using one as the basis for a fake ID or pass.

Scale Plating: The Drazi often cover their more fragile items in layers of resin mixed with cast off scales. In addition to giving the items an organic look and feel, this coating strengthens them against damage. Adding a scale

layer costs 10% of the item's original value and adds ¼ of the item's weight. It also grants the item DR 2 against sundering attempts. Scale plating cannot be used on non-bludgeoning melee weapons because it interferes with the edges and is useless on flexible items such as an agony whip or

most articles of clothing.

Ulkaris: Described by a Centauri noble as the single most compelling reason for exterminating the Drazi, this reed instrument generates a tone that is very soothing and pleasing to Drazi ears and horrifically discordant and painful to all others. While an ulkaris is not capable of doing real damage to anyone within earshot, it can be used to clear a room very quickly. Non-Drazi must make a Will saving throw (DC 11) or be forced to move at least 30 feet away from an Ulkaris when it is being played by a Drazi with 5 or more ranks in Perform. Strangely, the less skilled a Drazi is at playing the Ulkaris, the easier it is to cope with the sound it makes. The feat Iron Will or a base Will saving throw of 5+ makes a subject immune to this instrument's effects.

Armour and Clothing Descriptions

The Drazi do not have a great deal of use for clothing and still traditionally go without covering of any kind on their own worlds. Out of respect for their alien colleagues abroad, the Drazi have adapted styles from other races to create clothes for themselves when travelling. The need for additional armour has also lead to some innovations in Drazi 'fashion', though functionality is always more important than form where their garments are concerned.

Crew Garb: Resilient garments that cover the Drazi wearer from neck to ankles, these are long sleeved and include reinforced gloves and boots. Effective as armour as well as clothing, crew garb is typically worn by Drazi when they are performing technical or military roles that do not include front line combat but might include some element of danger. Crew garb is very utilitarian, featuring tool hooks, deep pockets, etc.

Armour & Clothing

Item	Cost	Weight	DR
Crew Garb	800 cr.	12 lb.	2
Drazi Diplomat's Clothing	950 cr.	10 lb.	1
Fleet Armour	2,000 cr.	10 lb.	3*
Infantry Armour	2,500 cr.	15 lb.	4*
Spacewear	100+ cr.	5 lb.	—

* See item description

Drazi Diplomat's Clothing: A lighter form of crew garb, this style of clothing actually has some thought put into how it looks to members of other races. Usually thinner and more elegant (if such a word can be applied to anything Drazi), diplomat's clothing is still more resilient than the high fashions of other races and can not completely escape the martial 'armour' look of Drazi apparel.

Fleet Armour: Heavily reinforced and tailored to a careful fit so as not to interfere with highly technical duties, this is the standard uniform worn by all Drazi aboard the ships of their fleet. With armoured panels and places for important tools and weapons, fleet armour is designed to protect the wearer from explosions and shrapnel (improving its DR to 4 in such circumstances) as these are more likely to injure a fleet soldier than direct combat.

Infantry Armour: The uniform of choice for all Drazi infantry, these outfits are somewhat bulky and heavily armoured to deal with the rigours of hand-to-hand and ranged combat. All suits of infantry armour come with a holster belt for one pistol-sized firearm, a sheath for a bladed weapon of the wearer's choice and a first aid kit. Designed to deal with ballistic weapons (the gun of choice for the Drazi), infantry armour increases its DR to 5 when resisting non-explosive projectiles.

Spacewear: The common form of Drazi clothing, these garments are collectively called spacewear because most of their people only wear them when travelling in space. Because the Drazi have limited experience with clothing, they are not overly concerned with matching colours, fabrics or textures. As such, many fashion-conscious races abhor Drazi spacewear and treat anyone wearing it poorly. While this has no direct game effect, Games Masters and Players are encouraged to roleplay such interactions (and the fist fights that invariably result from them).

Vehicles and Spacecraft

The Drazi are a very advanced race despite their apparent barbarity and this is most clearly seen in their ability to design and build advanced technologies, notably their vehicles and weapons. While they have an aversion to long-ranged combat that sometimes hampers their tactical abilities, their ships and guns suffer from no other inherent weaknesses, leaving the Drazi as one of the most balanced and efficient spaceborne races in the League.

Special Quality: *Infighter*

This space vehicle (which can be any ship class except fighter, which is too small) has been designed and optimised for close range combat. When attacking targets at a range of 4 or more, this vessel's attacks suffer a -4 to hit because of inefficient targeting systems intended for much closer battles. At ranges of 2 or less however, this ship's attacks benefit from a +2 to hit and a +1 to threat ranges (making it more likely the ship's weapons will score critical hits in combat). Infighter vessels are a combination of specialised equipment and crew psychology, making it very unlikely that any race other than the Drazi would construct vessels with this special quality.

Cargo Transport, Drazi

The Drazi are very pragmatic about their technology, preferring function over form every time. This extends to their vehicle designs, which tend to be optimised for effectiveness at the expense of any luxury whatsoever. Nowhere is this more evident than in the efficient and incredibly clunky Drazi cargo transport. Every model in this series of vehicles is little more than a massive brick on wheels, but they achieve their intended purpose extremely well.

Gargantuan Surface Vehicle; hp 34; DV 8 (-4 size, +2 agility); DR 4; Spd 18; Acc 2; Dec 3; Han +0; Sensor +0; Stealth 9; Cargo 5,000 lb.; 1 Pilot, 2 Passengers

Hummingbird Ground Car

Despite their reptilian ancestry (or perhaps because of it), the Drazi have a fascination for avian creatures. Many of their vehicles are named after them, especially ones that travel very quickly. In the case of the Hummingbird aircar, this transport certainly earns the distinction. Travelling over open ground considerably faster than is safe, Hummingbirds have a disproportionately low number of injuries to wrecks, but this ratio is due more to the resilience of Drazi drivers than the spartan safety features of the vehicle itself.

Civilian Vehicles

Item	Cost
Cargo Transport, Drazî	50,000 cr.
Hummingbird Ground Car	60,000 cr.
Killraven Aircar	280,000 cr.
Orinthar Commercial Transport	20,000,000 cr.

Large Surface Vehicle; hp 21; DV 9 (–1 size); DR 4; Spd 26; Acc 4; Dec 5; Han +2; Sensor +0; Stealth 11; SQ: Cargo 150 lb.; 1 Driver (optional), 6 Passengers

Killraven Aircar

A seven passenger aircraft built through the blending of many different technologies, the Killraven is the Drazî's most common passenger aircraft. Appreciated because of its ease of customisation and built-in military hard point for the addition of a tactical weapon, the Killraven can be converted into just about any kind of military aircraft a situation might demand. Many infantry divisions keep a flight of Killravens handy, using them as basic transports until they convert them for other purposes.

Gargantuan Spacecraft; hp 50; DV 8 (–4 size, +2 agility); DR 6; Spd – (24 in atmosphere); Acc 2; Dec 3; Han +1; Sensor +3; Stealth 13; SQ: Atmospheric Capable; Cargo 4,000 lb.; 1 Pilot, 6 Passengers

Orinthar Commercial Transport

The Killraven of commercial transports, the Orinthar is named after a deadly bird of prey on Shambah with the ability to alter its plumage to resemble a harmless waterfowl. The Orinthar is innocuous looking enough to travel anywhere in peaceful space as a basic commercial transport while secretly packing enough firepower to more than hold its own in combat. Raiders are loathe to hit Drazî merchants primarily because of these vessels, as they never know which transport will be easy pickings and which ones might suddenly extend a laser cannon and erase them from the stars.

Gargantuan Spacecraft; hp 70; DV 7 (–4 size, +1 agility); DR 7; Spd 20; Acc 4; Dec 2; Han +2; Sensor +2; Stealth 5; SQ: Atmospheric Capable, Infighter; Cargo 7,000 lb.; 1 Pilot, 3 Passengers

Light Laser Cannon; Boresight; Attack +2 (targeting computer); Damage 30+3d10; Critical 19-20/x2; Range 6

Military Vehicle Descriptions

The many military vehicles of the Drazî are designed with one goal in mind, bringing death to the enemies of the Freehold as fast as possible. As such, they tend to be all engine and guns, with very little thought or effort put into the development of other ground assets. Drazî communication rigs are especially poor, though this has little impact on their tactics as most vehicles simply go rogue during combat and rarely coordinate their efforts even when their comms are working. While some notable units of the Drazî military have overcome this tendency, it is still prevalent in the Freehold armies and most battles the Drazî lose can be blamed on this behaviour.

Special Quality: Dependable

A vehicle or spacecraft with this quality is constructed in such a way that its main components are easily serviceable, its superstructure can be replaced with little need for specialised tools, and its entire chassis is both durable and difficult to significantly disable. While a dependable vehicle may not be more resistant to direct harm, it can be repaired with great ease.

When a dependable vehicle needs to be repaired, any Technical checks made to do so take half the normal amount of time and benefit from a circumstance bonus equal to the rating of this quality. Dependable vehicles easily regain hit points and can be 'patched up' given an hour of work and a Technical check with a DC equal to that listed on the Dependable Repair Chart.

*Personnel Required for a patch job is an estimation; the Games Master is free to adjust this value up or down depending on the vehicle in question. A ship can only be patched once before requiring a complete repair cycle involving a shipyard and a fully trained repair crew. Once

Dependable Repair Chart

Size of Vessel	Number of Hit Points Regained	Personnel Required*	Technical DC
Small	5	1	10
Medium	10	2	15
Large	20	4	20
Huge	30	16	25
Gargantuan	50	32	30
Colossal	70	64	35

patched, a vehicle suffers a -1 to its Handling score because of the short cuts involved in the process.

Arcstar Light Assault Tank

The Drazis use the Arcstar for virtually every ground task in their military. This comes from its extremely reliable construction and equipment layout; the latter allows it to serve in any capacity a field commander might require. Unfortunately, versatility comes at the typical cost of mediocre performance. While the Arcstar can suffice for any given task, it can excel at none of them. Even so, most Drazis like the Arcstar's ability to function with only one crewman. When they have the chance, Drazis commanders will send as many Arcstars into battle as they can in the hope that sheer force of numbers will overcome their enemies.

Huge Ground Vehicle; hp 35; DV 10 (-2 size, +2 agility); DR 6; Spd 15; Acc 3; Dec 3; Han +2; Sensor +3; Stealth 11; Cargo 2000 lb.; SQ: Dependable; 1 Driver, 2 Gunners (can operate with just a driver at -2 to attack rolls; only the laser cannon can be fired in this case), 10 Infantry

Light Laser Cannon; Boresight; Attack +2 (targeting computer); Damage 2d6; Critical 19-20/x2; Range 5, Rapid Fire

Two Light Pulse Guns; 2 Turret; Attack +2 (targeting computer); Damage 2d4; Critical 19-20/x2; Range 2; Rapid Fire

Drokurra Heavy Assault Tank

A somewhat awkward vehicle built on the frame of an Arcstar but sporting much heavier equipment, the Drokurra manages greater firepower at the expense of troop carrying capacity and handling. This is generally not a concern for Drazis soldiers, but its sluggish response and poor manoeuvrability makes it very unpopular with other militaries; the Drokurra is very poor a seller on secondary markets and rarely shows up in any military other than the forces of the Freehold itself.

Huge Ground Vehicle; hp 45; DV 8 (-2 size, +0 agility); DR 7; Spd 12; Acc 3; Dec 2; Han +0; Sensor +3; Stealth 10; Cargo 500 lb.; 1 Driver, 2 Gunners (can operate with just a driver at -2 to attack rolls; only the laser cannon can be fired in this case)

Weapons:

Medium Laser Cannon; Boresight; Attack +2 (targeting computer); Damage 3d6; Critical 19-20/x2; Range 5, Rapid Fire

Three Light Pulse Guns; 3 Turret; Attack +2 (targeting computer); Damage 2d4; Critical 19-20/x2; Range 2; Rapid Fire

Felldrake Scout Runner

A swift scout car with the ability to serve as fire support in a pinch, the Felldrake is a vicious combatant in close quarters but miserable at long range. Its best use is as a spotter and scout vehicle, yet drivers regularly take it into battle and get blown to pieces. This is not considered a problem by the Drazis military, as such a death is an honour and Felldrakes (and their drivers) can always be replaced.

Large Ground Vehicle; hp 25; DV 14 (-1 size, +5 agility); DR 4; Spd 16; Acc 5; Dec 4; Han +4; Sensor +5; Stealth 12; Cargo 100 lb.; SQ: Infighter; 1 Driver, 1 Gunner.

Heavy Particle Gun; Boresight; Attack +2 (targeting computer); Damage 5d4; Critical 19-20; Range 4; Rapid Fire

Glory Hunter-Killer

The Glory is one of the most prestigious assignments a Drazis infantry soldiers can draw and many honour-battles are fought for the few positions that open up each year. Only a hundred Glory tanks are even in service at any given time; each one is named after a prophet or luminary in the many Drazis religions and when one is destroyed, a new one is commissioned to replace it. Each time, the tank's name has its number increased to show how often it has returned from the ashes to serve again. For example, the most famous tank in the Freehold in the Droshalla 74, a Glory Hunter-Killer with a very long, very violent service career.

Huge Surface Vehicle; hp 50; DV 10 (-2 size, +2 agility); DR 10; Spd 9; Acc 3; Dec 2; Han +2; Sensor +4; Stealth 8; Cargo 750 lb.; SQ: Infighter; 1 Driver, 3 Gunners.

Weapons:

Heavy Laser Cannon; 1 Boresight; Attack +2 (targeting computer); Damage 4d6; Critical 19-20/x2; Range 4, Rapid Fire

Two Light Pulse Guns; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

Heavy Particle Gun; Turret; Attack +2 (targeting computer); Damage 5d4; Critical 19-20; Range 4; Rapid Fire

Shardrazor Flak Tank

The Drazis do not believe in building a vehicle for a single purpose, but they also understand that some roles simply

must be covered in a modern army. Anti-aircraft support is a must, but most vehicles built for that specialty are next to useless for anything else. The Drazi, realising that most aircraft are especially vulnerable to flak (fast moving projectiles), combined their crystal shard technology ('liberated' from Minbari tanks during a joint raid by Drazi/Brakiri scavengers) with a Glory chassis to make a superlative anti-aircraft, anti-infantry vehicle, the Shardrazor.

Huge Surface Vehicle; hp 50; DV 10 (-2 size, +2 agility); DR 10; Spd 9; Acc 3; Dec 2; Han +2; Sensor +5; Stealth 8; Cargo 750 lb.; 1 Driver, 3 Gunners.

Weapons:

Heavy Shard Cannon; Turret; Attack +4 (superior targeting computer); Damage 1d6; Critical x3; Range 8, Extreme Rapid Fire, Ignores DR less than 8, Halves DR greater than 8.

Two Light Pulse Guns; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 2d4; Critical 19-20/x2; Range 2; Rapid Fire

Tintarus Troop Tank

While the Arcstar is an effective troop transport for single squads, there are times when rapid response en masse is required. These missions call for the Tintarus, a relatively new vehicle designed to take a massive number of troops in fully armoured safety into dangerous battle zones and pacify a disembark area before offloading them. The Tintarus is almost too good at its job; enemy forces educated enough to recognise a Tintarus for what it is will often attempt to overwhelm it with firepower in an attempt to kill it and its passengers before they can complete their objective.

Huge Ground Vehicle; hp 35; DV 10 (-2 size, +2 agility); DR 6; Spd 15; Acc 3; Dec 3; Han +2; Sensor +3; Stealth 11; Cargo 2000 lb.; SQ: Dependable; 1 Driver, 1 Gunner (can operate with just a driver at -2 to attack rolls; only the laser cannon can be fired in this case), 30 Infantry

Weapons:

Two Medium Laser Cannons; Turret; Attack +2 (targeting computer); Damage 3d6; Critical 19-20/x2; Range 5, Rapid Fire

Vindicant Air Transport

A powerful air vehicle with vectored thrust and firepower second to none, a Vindicant accomplishes via air what the Tintarus does over land. Capable of delivering two squads and a light vehicle (usually a Felldrake) at great speed, the Vindicant sticks around to lend supporting fire and even

engage enemy aircraft with a solid chance of surviving to airlift survivors out of a drop zone once combat ends.

Huge Air Vehicle; hp 40; DV 12 (-2 size, +4 agility); DR 8; Spd 12; Acc 3; Dec 2; Han +3; Sensor +4; Stealth 10; SQ: Hover (can maintain position in the air automatically without need for a Pilot check); Cargo 2000 lb.; 1 Driver, 2 Gunners, 20 infantry, 1 Large Vehicle.

Weapons:

Two Heavy Pulse Guns; Boresight; Attack +2 (targeting computer); Damage 4d4; Critical 19-20/x2; Range 3; Rapid Fire

Air-to-Air Missile Launcher; Turret; Attack +4 (cannot attack ground targets); Damage 2d10; Critical 19-20/x2; Range 6; 6 missile capacity

Zealous Fighter-Bomber

The most popular Vindicant variant, this gunship is heavily armed and capable of eradicating targets of any kind. It is not capable of troop transport and typically serves as escort to Vindicants flying in hostile areas, but even as solo assets they can be counted on to wreak incredible carnage. Heavily armoured to withstand anti-aircraft fire, the Zealous is a bulky nightmare with guns, missiles and a highly-trained crew capable of using them all to maximum effect.

Huge Air Vehicle; hp 50; DV 12 (-2 size, +4 agility); DR 8; Spd 12; Acc 3; Dec 2; Han +2; Sensor +4; Stealth 10; SQ: Hover (can maintain position in the air automatically without need for a Pilot check); Cargo 500 lb.; 1 Driver, 4 Gunners

Weapons:

Strike Laser; 1 Boresight; Attack +2 (targeting computer); Damage 5d6; Critical 19-20/x2; Range 4

Seven Heavy Pulse Guns; 2 Boresight, 2 Front/Left, 2 Front/Right, 1 Rear; Attack +2 (targeting computer); Damage 4d4; Critical 19-20; Range 3; Rapid Fire

Air-to-Air Missile Launcher; Turret; Attack +4 (cannot attack ground targets); Damage 2d10; Critical 19-20/x2; Range 6; 12 missile capacity

Air-to-Ground Missile Launcher; Turret; Attack +4 (cannot attack air targets); Damage 2d10; Critical 19-20/x2; Range 6; 12 missile capacity

Space

Where the Drazis' innovative and deadly technologies really come to the fore are with its lethal yet elegant space fleet. The ships of the Drazis are very sleek and graceful, yet pack considerable firepower and have the ability to weather damage long enough to bring their short-ranged but powerful guns to bear on nearly any target. When a Drazis fleet emerges from hyperspace, the wise consider carefully how many ships they are willing to lose. The Drazis never surrender and will often fight to the bitter end of any battle, making any given engagement a bloody affair on both sides.

Another notable trait of the Drazis is how many variants they field. The Drazis have a tendency to create utilitarian designs suitable for many roles and then vary its payload and weaponry rather than design new ships. The reuse of hulls has two benefits. One, it makes research and development much cheaper as Drazis designers do not have to start over for each new vessel. Two, it makes many of the ships in a given Drazis fleet look much the same. This can disorient enemy commanders until the Drazis open fire and their altered weapon arrays and capabilities are revealed. By then, it may be far too late for the enemy to overcome this element of surprise.

New Weapon: Solar Cannon

A deadly weapon designed along many of the plasma principles of the Pak'mara, the solar cannon is a huge array of focusing rings and power generation coils. Bulky and difficult to mount to any ship smaller than a battlecruiser, it makes up for this deficiency in sheer firepower. When fired, the solar cannon consumes a huge amount of energy, channelling it into a beam of tremendous destructive potential. Unfortunately, it requires three rounds to recharge after each shot; this makes it very slow to use in extended engagements and unpopular with Drazis fleet commanders.

Claweagle Direct Assault Frigate

The Claweagle is one of the most elegant expressions of combat in the Drazis armada. A powerful cruiser by design and by weapon load, it features a grapple ability found in no other ship of its size class. This grapple allows it to attach to an enemy vessel and blast away with its weapons, tearing apart its unwilling 'partner' before moving on to grapple with another ship.

Colossal II Spacecraft; hp 320; DV 6 (-10 size, +6 agility); DR 20; Spd -; Acc 3; Dec 3; Han +3; Sensor +6; Stealth 12; SQ: Dependable, Grapple; Cargo 10,000 lb.; 2 Officers, 6 Pilots, 3 Sensor Operators, 20 Crewmen, 40 Infantry

Weapons:

Two Particle Beams; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (1):

1 Shuttle

Darkhawk Missile Cruiser

A deadly ship based on the extremely common and effective Sunhawk, the Darkhawk is a missile carrier with the ability to put a remarkable number of projectiles into space and guide them with some of the most sophisticated computer systems the Drazis have at their command. When a Darkhawk manages to get target lock on an enemy vessel, it is practically assured a kill if its missiles survive long enough to reach their doomed target.

Colossal III Spacecraft; hp 600; DV 10 (-12 size, +12 agility); DR 16; Spd -; Acc 3; Dec 3; Han +4; Sensor +6; Stealth 18; SQ: Long-Ranged; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 15 Crewmen

Weapons:

Particle Cutter; Front; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Two Particle Beams; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical 20/x2; Range 3

Four Standard Missile Racks; Attack +5 (guidance), Damage 30+3d10; Critical x2; Reloads 10 each

Craft (2):

2 Shuttles

Eyehawk Scout Cruiser

Not an entirely successful design, the Eyehawk is a Sunhawk variant designed to scout enemy troop formations and battlefield conditions and still take part in any conflict that might arise. Its sensor array is very powerful, but it suffers from a fragile secondary array, a lack of appreciable firepower and limited armour. Its only real asset is its jump drive, which allows the Eyehawk to escape with valuable mission data if it gets in over its head.

Colossal III Spacecraft; hp 600; DV 10 (-12 size, +12 agility); DR 14; Spd -; Acc 3; Dec 3; Han +4; Sensor +10; Stealth 18; SQ: Long-Ranged; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 9 Sensor Operators, 10 Crewmen

Weapons:

Four Particle Beams; 2 Front/Left, 2 Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (2):

2 Shuttles

Guardhawk Battle Escort

The deadliest anti-fighter vessel in the Drazi fleet, the Guardhawk is designed for use against Raiders and it does an excellent job in this role. In fact, its success rate is often the nail in a Guardhawk's coffin as Raiders will go out of their way to bring down a Guardhawk before they do anything else. Even if a convoy escapes while the Raiders are doing so, the expense of replacing a lost Guardhawk sometimes ensures that merchant routes are less well protected for a while. This makes the inevitable loss of Raider fighters and frigates to a dying Guardhawk's weapons well worth the investment.

Colossal III Spacecraft; hp 600; DV 10 (-12 size, +12 agility); DR 16; Spd -; Acc 3; Dec 3; Han +4; Sensor +6; Stealth 18; SQ: Long-Ranged, Infighter; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 15 Crewmen

Weapons:

Four Particle Repeaters; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 20+1d10; Critical x3; Range 2; Rapid Fire

Three Particle Beams; Front, Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (2):

2 Shuttles

Jumphawk Command Cruiser

A command variant of the Sunhawk with the important addition of a jump engine and stronger hull plating to keep its leadership assets safe, the Jumphawk was the single most important vessel in the Drazi fleet until the advent of the Stormfalcon. Still a very capable ship, many Drazi (especially older captains with a long history of service in battle) prefer the Jumphawk and cherish their assignments in this venerable class of warship.

Colossal III Spacecraft; hp 660; DV 10 (-12 size, +12 agility); DR 18; Spd -; Acc 3; Dec 3; Han +3; Sensor +6; Stealth 18; SQ: Jump Point, Long-Ranged; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 25 Crewmen

Weapons:

Two Particle Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Three Particle Beams; Front, Front/Left, Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Two Particle Blasters; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 30+3d10; Critical x3; Range 4

Craft (2):

2 Shuttles

Nightfalcon Heavy Carrier

The Nightfalcon is a deadly example of evolving technology in the Drazi military. This vessel, based on the new Stormfalcon hull, carries 12 normal fighters and three massive Sky Serpent assault fighters on launch catapults on its outer hull. Also outfitted with considerable firepower, the Nightfalcon is a lethal craft by itself and a force to be reckoned with when its fighters are launched.

Colossal III Spacecraft; hp 650; DV 10 (-12 size, +12 agility); DR 20; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 18; SQ: Jump Point, Long-Ranged; Cargo 15,000 lb.; 3 Officers, 5 Pilots, 7 Sensor Operators, 25 Crewmen

Weapons:

Five Particle Cannons; Front, 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Two Particle Cutters; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Two Twin Arrays; Left, Right; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Craft (17):

12 Fighters (light only)

3 Sky Serpents (attached outside the ship)

2 Shuttles

Sleekbird Assault Cruiser

This troop carrier is a powerful vessel in its own right but slightly out of its depth when fighting ships of the same class because of the weaponry it has been forced to sacrifice for its given role. Even so, the Sleekbird is capable of

defending its cargo, and any ship assuming the Sleekbird is not a threat will pay the price.

Colossal III Spacecraft; hp 550; DV 9 (-12 size, +11 agility); DR 16; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Long-Ranged; Cargo 5,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 15 Crewmen, 90 Infantry

Weapons:

Four Particle Beams; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (7):

3 Assault Shuttles
3 Breaching Pods
1 Shuttle

Solarhawk Battlecruiser

A Sunhawk variant that exists only as a mobile platform for the deadly but slow-firing solar cannon, the Solarhawk is not very common in the Drazî armada. Only ten Solarhawks still exist and the line has been discontinued until the solar cannon can be developed into a more practical weapon. Until then, the ships remain in service and appear as often as the Green Fleet can find crews willing to man them.

Colossal III Spacecraft; hp 660; DV 10 (-12 size, +12 agility); DR 18; Spd -; Acc 3; Dec 3; Han +3; Sensor +6; Stealth 18; SQ: Jump Point, Long-Ranged; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 25 Crewmen

Weapons:

Four Solar Cannons; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 4d10 (any damage that penetrates the Damage Reduction of the target is doubled); Critical 20/all critical hits automatically confirm and result in penetrating damage being tripled; Range 6

Particle Beam; Front; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Stareagle Frigate

A potent design and a tried and true ship in the Drazî armada, the Stareagle is the first vessel other races see in battle because of their great numbers and impressive speed. Well armed for a frigate-class vessel, these are the utilitarian workhorses of the Freehold and are sent on all manner of missions. Drazî enjoy crewing Stareagles because they see combat on a regular basis.

Colossal II Spacecraft; hp 320; DV 6 (-10 size, +6 agility); DR 20; Spd -; Acc 3; Dec 3; Han +3; Sensor +6; Stealth 12; SQ: Dependable; Cargo 10,000 lb.; 2 Officers, 6 Pilots, 3 Sensor Operators, 20 Crewmen

Weapons:

Particle Blaster; Front; Attack +2 (targeting computer); Damage 30+3d10; Critical x3; Range 4

Four Particle Beams; 2 Front/Left, 2 Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (1):

1 Shuttle

Stormfalcon Heavy Cruiser

A ship that has undergone an impressive number of refits considering how new the design is, the Stormfalcon is the heaviest ship in the Drazî fleet and the most powerful assault vessel they possess. Capable of ripping apart any vessel its size or smaller, it has the multiple advantages of dense armour, powerful guns and a fighter compliment to augment its offensive/defensive capabilities.

Colossal III Spacecraft; hp 750; DV 10 (-12 size, +12 agility); DR 20; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 18; SQ: Jump Point, Long-Ranged; Cargo 15,000 lb.; 3 Officers, 5 Pilots, 7 Sensor Operators, 25 Crewmen

Weapons:

Two Particle Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Two Particle Blasters; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 30+3d10; Critical x3; Range 4

Two Twin Arrays; Left, Right; Attack +3 (targeting computer); Damage 25+2d10; Critical x2; Range 2

Two Particle Repeaters; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 20+1d10; Critical x3; Range 2; Rapid Fire

Two Solar Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 4d10 (any damage that penetrates the Damage Reduction of the target is doubled); Critical All critical hits automatically confirm and result in penetrating damage being tripled; Range 6

Particle Cutter; Front; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Craft (15):

12 Fighters (light only)

1 Sky Serpent (attached outside the ship)

2 Shuttles

Strikebird Carrier

The Strikebird is a fast-response carrier capable of inserting two six-fighter fleets into hostile space. Built on the Warbird chassis, the Strikebird also doubles as an anti-fighter vessel and can keep enemy assets tied up long enough to allow its own payload of fighters to complete their objectives. Lacking a jump engine, the Strikebird is dependent on other ships or jump gates for mobility from system to system.

Colossal III Spacecraft; hp 520; DV 10 (-12 size, +12 agility); DR 16; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Long-Ranged; Cargo 5,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 20 Crewmen

Weapons:

Particle Repeater; Front; Attack +3 (targeting computer); Damage 20+1d10; Critical x3; Range 2; Rapid Fire

Two Particle Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Craft (13):

12 Fighters (light only)

1 Shuttle

Strikehawk Battle Carrier

Little more than a reinforced Sunhawk with an external catapult mounted to launch a single Sky Serpent heavy fighter, this ship is common enough to warrant special note. The Drazi military has refined the technique of retrofitting Sunhawks with the Sky Hook catapult system to the point where any Sunhawk can be converted into a Strikehawk configuration or back again within two days.

Colossal III Spacecraft; hp 640; DV 10 (-12 size, +12 agility); DR 18; Spd -; Acc 3; Dec 3; Han +3; Sensor

+5; Stealth 18; SQ: Long-Ranged, Infighter; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 5 Sensor Operators, 15 Crewmen

Weapons:

Two Particle Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Two Particle Beams; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Two Particle Blasters; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 30+3d10; Critical x3; Range 4

Craft (2):

1 Sky Serpent (attached outside the ship)

1 Shuttle

Sunhawk Battlecruiser

The most common vessel in service in the Drazi fleet, the Sunhawk is a paragon of all that is Drazi stellar design. Capable of handling any role the military might require and infinitely modifiable through weapon customisation and system replacement, the Sunhawk ensures its longevity by constant upgrades. While the Stormfalcon is perched to take its place as the military's primary warship, the Sunhawk will remain in honourable service for years to come.



Colossal III Spacecraft; hp 640; DV 10 (-12 size, +12 agility); DR 18; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 18; SQ: Long-Ranged, Infighter; Cargo 12,000 lb.; 2 Officers, 3 Pilots, 5 Sensor Operators, 18 Crewmen

Weapons:

Particle Cutter; Front; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Two Particle Beams; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Four Particle Blasters; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 30+3d10; Critical x3; Range 4

Craft(2):

2 Shuttles

War Talon Escort Carrier

A Warbird hull redesigned into a capable carrier and gunship for instances when Guardhawks might not be sufficient to the task of escorting important military convoys, the War Talon has proven very effective at surviving heavy fire and concerted Raider attack. War Talons are often placed in garrison duty around lesser colony worlds because their carrier capabilities make them perfect for dealing with fast invasion vessels and enemy scouts.

Colossal III Spacecraft; hp 520; DV 10 (-12 size, +12 agility); DR 16; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Long-Ranged, Infighter; Cargo 5,000 lb.; 2 Officers, 3 Pilots, 7 Sensor Operators, 20 Crewmen

Weapons:

Two Particle Repeaters; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+1d10; Critical x3; Range 2; Rapid Fire

Six Particle Beams; 3 Front/Left, 3 Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (7):

6 Fighters (light only)
1 Shuttle

Warbird Cruiser

A swift, capable combat vessel with many of the modular advantages of the Sunhawk, the Warbird symbolises everything it means to be a Draz. Even more popular among Draz crews than a Stormfalcon or Sunhawk, the Warbird has a very balanced array of weapons. Always prepared for combat and usually sent first into any heavy battle scenario, these ships are crewed by the finest, most elite crews the Draz military has to offer.

Colossal III Spacecraft; hp 520; DV 10 (-12 size, +12 agility); DR 16; Spd -; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Long-Ranged, Infighter; Cargo 5,000 lb.; 2 Officers, 3 Pilots, 6 Sensor Operators, 20 Crewmen

Weapons:

Particle Repeater; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+1d10; Critical x3; Range 2; Rapid Fire

Two Particle Beams; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Two Particle Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical x3; Range 5

Craft (1):

1 Shuttle



Wareagle Frigate Leader

A very uncommon Stareagle variant, the Wareagle carries heavy firepower and is intended to serve as a convoy command vessel with the co-ordination abilities and sensor capabilities it shares with all the ships in its fleet. A leadership vessel with multi-purpose equipment, the Wareagle does its job well but is usually outclassed by a different Drazhi ship of more specialised design.

Colossal II Spacecraft; hp 320; DV 6 (–10 size, +6 agility); DR 20; Spd –; Acc 3; Dec 3; Han +3; Sensor +7; Stealth 12; SQ: Dependable; Cargo 10,000 lb.; 2 Officers, 5 Pilots, 4 Sensor Operators, 10 Crewmen

Weapons:

Particle Cutter; Front/Left/Right; Attack +3 (targeting computer); Damage 40+4d10; Critical x3; Range 5

Four Particle Beams; 2 Front/Left, 2 Front/Right; Attack +2 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Craft (1):

1 Shuttle

Fighters and Shuttles

These smaller ships are some of the Drazhi's favourites, as they put direct firepower in the hands of a single pilot or a small team. This is the kind of fighting the Drazhi love; service as a combat pilot or shuttle crewman is very popular and provoke some of the most violent battles in the military among Drazhi looking to bludgeon their way into a Star Snake's cockpit or behind the guns of a Troshantha Assault Shuttle.

Fanged Serpent Command Fighter

The Fanged Serpent is a larger command variant of the Sky Serpent and has a remarkable amount of firepower and armour plating to back up its importance in fighter combat. The command and control assets of a Fanged Serpent are very impressive, granting all other fighters within its range (2 range units) a +1 to Initiative and attack rolls.

Gargantuan Spacecraft; hp 80; DV 10 (–4 size, +4 agility); DR 8; Spd –; Acc 5; Dec 4; Han +2; Sensor +9; Stealth 16; SQ: Long-Ranged, Cargo 2,000 lb.; 1 Officer, 1 Pilot, 1 Sensor Operator

Weapons:

Twin-Linked Particle Arrays; Boresight; Attack +3 (targeting computer); Damage 10+1d10; Critical 20; Range 2

Particle Blaster; Front; Attack +3 (targeting computer); Damage 20+1d10; Critical x3; Range 2 (can only fire once every three turns due to charging limitations)

Shallana Breaching Pod

A heavily armed breaching pod with an unusual amount of manoeuvrability for an assault asset, these small vessels are used to carry infantry soldiers to enemy vessels, cut a hole for them to enter through and remain attached to serve as a fall back and pick up point after their boarding mission is done. The Shallana has also seen work as an emergency fighter, as its flight and fight capabilities lend themselves well to that role.

Gargantuan Spacecraft; hp 50; DV 12 (–4 size, +6 agility); DR 8; Spd –; Acc 6; Dec 6; Han +5; Sensor +3; Stealth 15; Cargo 2,500 lb.; 1 Pilot, 20 Infantry

Weapons:

Two Twin-Linked Light Particle Arrays; 1 Front/Left, 1 Front/Right; Boresight; Attack +3 (targeting computer); Damage 1d10; Critical x2; Range 2

Sky Serpent Heavy Assault Fighter

The heaviest fighter in existence, this vessel only qualifies as a fighter by the barest of margins. A triumph of automated systems and military science, the Sky Serpent is a massive dogfighter with enough firepower to damage even capital ships if it survives long enough to reach them.

Gargantuan Spacecraft; hp 80; DV 10 (–4 size, +4 agility); DR 8; Spd –; Acc 5; Dec 4; Han +2; Sensor +9; Stealth 16; SQ: Long-Ranged, Cargo 2,000 lb.; 1 Pilot, 1 Gunner

Weapons:

Twin-Linked Particle Arrays; Boresight; Attack +3 (targeting computer); Damage 10+1d10; Critical x2; Range 2

Particle Blaster; Front; Attack +3 (targeting computer); Damage 20+1d10; Critical x3; Range 2 (Can only fire once every three turns due to charging limitations)

Star Snake Light Attack Fighter

A fast fighter with a fine balance of capabilities, the Star Snake is a ubiquitous sight in the Drazhi fleet. Produced each year by the hundreds, these fighters are very comparable to the Narn Gorith fighter. Star Snakes are fielded in large numbers when the Drazhi go into combat, their pilots acting with both reckless abandon and deadly precision at the same time.

Huge Spacecraft; hp 35; DV 13 (–2 size, +5 agility); DR 5; Spd –; Acc 7; Dec 6; Han +4; Sensor +3; Stealth 15; SQ: Atmospheric Capable; Cargo 25 lb.; 1 Pilot

Weapons:

Twin-Linked Light Particle Arrays; Boresight; Attack +3 (targeting computer); Damage 1d10; Critical x2; Range 2

Troshantha Assault Shuttle

Pilots of the Troshantha are considered insanely homicidal even by their fellow Draz; a difficult feat in a warrior race to say the least. This opinion is not entirely incorrect; the Freehold's commanders look for pilots with a pronounced aggressive streak and superlative piloting skills to put behind the flight stick of these expensive and deadly assault craft.

Gargantuan Spacecraft; hp 80; DV 10 (–4 size, +4 agility); DR 8; Spd –; Acc 5; Dec 4; Han +2; Sensor +9; Stealth 16; SQ: Long-Ranged, Cargo 2,000 lb.; 1 Pilot, 1 Gunner, 20 Infantry

Weapons:

Light Particle Repeater; Boresight; Attack +2 (targeting computer); Damage 1d10; Critical x2; Range 2, Extreme Rapid Fire

Satellites and Mines

The Draz; rarely use orbital assets, seeing them as dishonourable forms of warfare. Still, they are a practical people and overwhelming firepower has prompted them to develop a few weapons of each type to use when the need arises. The Draz; are not proud of these weapons and even when they are deployed, it is usually as a means of last resort.

Shodrama Armed Satellite

These satellites are fully automated and very heavily armed. Shodrama are very dependable, based as they are on a mix of Narn and Abbai technology. While the Draz; Freehold may hate its satellite assets, they have proven very effective at creating them.

Huge Spacecraft; hp 40; DV 8 (–2 size, +0 agility); DR 5; Spd –; Acc 0; Dec 0; Han +0; Sensor +8; Stealth 20; SQ: Automated, Cargo 10 lb.; 0 Crew

Weapons:

Heavy Particle Cannon; Front; Attack +3 (targeting computer); Damage 6d10; Critical x3; Range 5

Two Particle Beams; Left, Right; Attack +3 (targeting computer); Damage 2d10; Critical x2; Range 3

DR Proximity Mine

The DR Proximity Mine is almost a direct copy of the Earth Alliance asset of the same name. Only the appearance of the mine is any different, though its different cowlings do affect its flight characteristics slightly. When the Draz; deploy these mines, they do so in massive numbers as a deterrent against invasion or to set borders in open space conflicts.

Large Spacecraft; hp 5; DV 10 (–1 size, +1 agility); DR 5; Spd –; Acc 2; Dec 1; Han +2; Sensor +8; Stealth 15; SQ: Automated, Cargo 10 lb.; 0 Crew; Detonates upon a successful ram, adding 4d10 damage to the impact.

Din'al Repair/Refit Mine

A very interesting development in 'mine' technology, this is a small fighter repair bay built into the heart of an automated satellite frame. While the Din'al has no weapons of its own, it is heavily shielded against detection and serves as an emergency life support shelter and refit station for Draz; fighters when carriers cannot remain in a given system. A Din'al can support a fighter and its pilot(s) for six days before its resources are depleted and it must be restocked with food, air and repair parts.

Huge Spacecraft; hp 40; DV 8 (–2 size, +0 agility); DR 5; Spd –; Acc 0; Dec 0; Han +0; Sensor +8; Stealth 20; SQ: Automated, Cargo 10 lb.; 0 Crew; grants any one fighter docked with it the Dependable quality and acts as a crew capable of automatically making the Technical skill check required to repair it.

Draz; Characters

The Draz; are a vibrant and violent race, perfect for Players who prefer over-the-top action and lots of combat. They are also more intellectual than most give them credit for, allowing Players to explore any depths they like in their Draz; characters. A strong race with technology, weapons and a powerful space fleet, the Draz; have a lot to offer and very few drawbacks. Even their penchant for starting fights is seen as an unfortunate trait of their species and is usually accepted as long as no one gets killed. This lets Draz; players take out their aggressions as often as they like with very few repercussions aside from the occasional night in either MedLab or a Security holding cell.

As an enhancement to the Draz; in the *Babylon 5 Roleplaying and Fact Book*, Games Masters might wish to consider allowing them to accept a –2 to their Charisma



scores in return for 2 bonus hit points. This simulates the more physically inclined among their race and would not be appropriate for every Drazi (especially diplomats and scientists). This should be allowed as a Player choice, subject to Games Master approval.

New Feats

Battlerage (Drazi)

Once you start fighting, you do not stop until someone hits the floor and stays down. Occasionally, that person is you, but as long as it was a good fight, that is acceptable.

Prerequisite: Constitution 12+

Benefit: You may gain 3 temporary hit points and an additional point of Damage Reduction in combat once you are no longer flat-footed. You are limited to move and melee attack actions in combat while this benefit is in effect and are forced to pace angrily if prevented from taking out your frustrations on the nearest responsible party (or innocent bystander, depending on your temperament). These bonuses only last while you are fighting; as soon as you spend an entire round without any visible opponents, the battlerage ends.

Political Thruush (Drazi)

You gained the attention of political leaders when you were very young and have been groomed to become part of the Shadak ever since.

Prerequisite: Any two Charisma-based skills 4 ranks

Benefit: You gain a +1 competence bonus whenever you make Charisma-related skill checks of any sort. In addition, you may pick a speciality from any Charisma-based skill in which you have 4 or more ranks; when making checks with this skill, you gain a +2 competence bonus. You also gain that skill as a class skill regardless of your current character class.

Ponderous Scales (Drazi)

Your scales have become almost abnormally thick. While this is very useful in combat, it makes it hard for you to move quickly and your reaction speed is greatly diminished.

Prerequisite: Dense Scales, Base Attack Bonus 5+

Benefit: Over time, your dense scales have become even thicker. Your natural Damage Reduction has increased by +1, making it 3 when combined with the Dense Scales feat. Unfortunately, this comes at the cost of your racial +2 bonus to Initiative. As a side effect, other Drazi pay you great honour, seeing your pronounced suit of scales as a sign of favour from the spirits of battle. This equates to a +1 circumstance modifier to Charisma-based skill and attribute checks when dealing with Drazi soldiers.

Technical Thrush (Drazi)

You showed excellent aptitude for technical sciences early in life and your vocational training reflects these skills.

Prerequisite: Technical (any two sub skills) 4 ranks

Benefit: You gain a +1 competence bonus whenever you make Technical skill checks of any sort. You still require at least one rank in a given field to make a skill check at all. In addition, you may pick a speciality from any Technical skill in which you have 4 or more ranks; when making checks with this Technical sub skill, you gain a +2 competence bonus.

New Drazi Prestige Class - Tor'galla (The Chosen Ones)

As a warrior race, it is only fitting that the Drazi pay the greatest respect to their most gifted combatants. While every Drazi can fight unarmed well enough to defend himself, some take the pugilistic arts to their highest form. These warriors do battle in countless duels to prove themselves, eventually developing a reputation for their martial skills. Over the years, they fight greater and stronger opponents until they finally arrive at the pinnacle of all honour-battles – the In-shalla'Gar held once a year on Zhabar.

Here, all the strongest warriors of the Drazi race do battle for the exalted title of Tor'galla. A grand brotherhood made up of only proven warriors, Tor'galla are according near deific respect and honour. Of course, being Drazi, this means that dozens of Drazi challenge them to fights wherever they travel and they are expected to defend their titles every year on Zhabar at the same time. During each In-shalla'Gar, only ten Drazi are crowned as Tor'galla; this makes the title a rare privilege.

Tor'galla are given many opportunities to display their skills, as the Shadak is quick to use them as a source of public martial strength. The Drazi love heroes, but they prefer to see their heroes in constant action as opposed to resting on their past accomplishments. While most Drazi enjoy this dangerously active lifestyle, very few Tor'galla ever have the opportunity to grow old. A glorious death is the best they can hope for; a fate others seem all too happy to provide.

Additional Hit Points: 3

Requirements

To qualify to become a Tor'galla, a character must fulfil all the following criteria:

Race: Drazi

Skills: Intimidate 8 ranks

Feats: Weapon Focus (Unarmed), Weapon Specialisation (Unarmed)

Base Attack Bonus: 5+

Special: The Games Master must approve the 1st level of this prestige class. It is recommended that if it suits the campaign, the Player should participate in the In-shalla'Gar and earn his way into this class. The details of the In-shalla'Gar are left to the Games Master to determine, but should involve multiple unarmed duels, political agendas and even cheating contestants if desired.

Class Skills

The Tor'galla's skills (and the key ability for each skill) are, Climb (Str), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Pilot (Dex), Speak Language (None), Spot (Wis), Survival (Wis) and Swim (Str).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Tor'galla prestige class.

Chosen One: The Tor'galla is a chosen warrior of his people – a hero and a champion to millions. This honour comes at a price, but it also provides an incredible amount of fame and recognition. Most Drazi vendors will provide their goods and services free of charge and the Tor'galla need never pay for a room or a meal while on any world in the Freehold. In other instances, he enjoys a +1 circumstance bonus to Charisma-based skill and attribute checks when dealing with the Drazi people or any alien with a reason to care about who and what he is.

Might: The Tor'galla undergoes numerous challenges to his strength, from constant training to occasional fights with complete strangers looking to match themselves against the 'great one'. The result of all this effort is a permanent +1 bonus to the Tor'galla's Strength score. At 5th level this increased to a total of +2 and at 9th level to a total +3 bonus.

Crushing Blow: As a full-round action, the Tor'galla can use his superlative fighting abilities to lend great force to an unarmed strike. This is a full attack action that only allows one attack but it allows the Tor'galla to completely ignore his prestige class level in Damage Reduction or Hardness for that attack. This results in an almost supernatural ability to shatter bones, stone and even steel at higher levels, making the Tor'galla very formidable indeed.

Feat of Strength: Once a day (twice a day at 6th level), the Tor'galla can tap his impressive physical might to lift weights he normally could not. This effectively doubles the amount of weight the character can lift, push or drag for a single round. Normally used to impress spectators or throw an opponent a long way, it can also provide much needed power in a rescue situation when lives are at stake.

Endurance of Champions:

The Tor'galla gains a bonus in additional hit points each time he gains a level. This bonus remains with the Tor'galla even if he selects a character class other than this prestige class and takes effect each time he gains hit points for any reason (such as the Toughness feat). At 8th level, the bonus improves to +2. Endurance of Champions is never retroactive; it only functions for hit points gained at the current level and beyond.

Knockout Blow: When making a Crushing Blow against a living target, the Tor'galla can choose to do no physical damage other than his Strength bonus. If he does this, the Strength bonus damage is considered automatically nonlethal and the target must make an immediate Fortitude saving throw with a DC of 5 plus the total damage the blow would have done minus the target's full



Damage Reduction if any. If the save fails, the target is knocked unconscious for 3d6 minutes.

Last Stand: The greatest Tor'galla are said to know when it is their time to die in battle. Instead of fearing this moment, many hunger for it and the glory it will bring them. This feature can only be used once, but its effects are impressive. When a Drazi Tor'galla calls a Last Stand, his hit points double, his critical range for his unarmed strikes improves by 1 and he continues to be able to act fully up to a negative hit points level equal to his total character level. Once combat ends (or 30 rounds elapse, whichever comes first), the Tor'galla dies and takes his place in the annals of Drazi history.

The Tor'galla

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Chosen One, Might +1
2 nd	+2	+3	+0	+0	Crushing Blow
3 rd	+3	+3	+1	+1	Feat of Strength 1/day
4 th	+4	+4	+1	+1	Endurance of Champions +1
5 th	+5	+4	+1	+1	Might +2
6 th	+6/+1	+5	+2	+2	Feat of Strength 2/day
7 th	+7/+2	+5	+2	+2	Knockout Blow
8 th	+8/+3	+6	+2	+2	Endurance of Champions +2
9 th	+9/+4	+6	+3	+3	Might +3
10 th	+10/+5	+7	+3	+3	Last Stand

The Gaim Intelligence

We follow the Queens. They are our hearts, our minds. When they direct us, we move. When they command us, we obey. We are the antennae of the Queens and the legs that move when they cannot. We serve without question because when we act on behalf of the Queens, we act on behalf of ourselves.

- Mi'sedri, Gaim Ambassador to Babylon 5; 2258

Of the many races of the League of Non-Aligned Worlds, the Gaim are in many ways the most 'alien'. Their culture is vastly different from any of the other League races, and their concepts of empire, government, military and other key societal facets bear little resemblance to anything the League recognises or even understands. In many ways, the Gaim are a part of the League because it is far better to have them as an ally than an enemy.

Mutual understanding, one of the primary goals of the League, has not truly been accomplished where the Gaim are concerned. This lack of comprehension works both ways; the races of the League of Non-Aligned Worlds are just as much a mystery to the Gaim. The Gaim do not understand many of the motivations and goals of their fellow member races because they lack a cultural context to do so. Understanding begins with common ground; something sorely lacking between the Gaim and any other species.

In part, this is due to the physiology of the Gaim. Biologically they are insects and their psychological makeup is ruled by a collective hivemind that, while limited, is still the guiding principle of their actions. The idea of individuality is only a vague concept to the Gaim; they can understand it on an intellectual level but they have no way to appreciate or experience it for themselves past a certain degree.

This lack of self is not total, as all Gaim are aware of their own existence to a level that surpasses normal insect life.



They are highly evolved and truly sentient, giving them the ability to learn and grow. As a Gaim ages, he takes on individual characteristics and becomes a unique individual and a separate part of the Gaim Intelligence. However, unlike other species, the Gaim always consider this sense of self-identity to be secondary to their place in the greater whole of their empire.

It is acceptable to take on a name and a personality as far as the Gaim Queens (the absolute rulers of their race) are concerned. Such developments are inevitable and can even be valuable for accomplishing work needed to make the Intelligence thrive. Individuality is only a problem when it interferes with a given Queen's goals or the good of the entire race. Then it is a trait that must be expunged by the death of the errant Gaim or through a process called dissolution. This process actually causes some sentient Gaim to react with fear, as it is much like the Earth Alliance's sentence of 'death of personality'.

Fortunately, such aberrations are rare and do not conflict with the goals of the Queens often. In general, the Queens are very patient and will allow Gaim agents to go rogue for quite some time (even years if they are still serving the Intelligence in some way) before deciding they need to be liquidated or have their 'errant' personality traits dissolved. In many cases, Gaim can avoid such a fate

by simply remaining useful. Eccentricity is acceptable; ineffectiveness is not.

The Queens rule every facet of Gaim life, from their pupal stage to the last metamorphosis they undergo. Every subset of Gaim (save one, the Erratic) owe them unwavering fealty and obey their commands without question. Young Gaim are drones, acting with little or no conscious thought. Older Gaim can consider ramifications or understand what a given order is likely to accomplish or cost but they still obey without refusal because they are biologically and psychologically incapable of doing otherwise.

This absolute loyalty is the cornerstone of the Gaim Intelligence, which has a staggering population for compared to any other sentient race. Without the biological drive to obey without question, such a massive civilisation could not function. 'Aware' Gaim serve willingly even though they have the ability to question their actions because they understand the consequences of disobedience. The Queens keep order at all times; the Gaim would fall to infighting and chaos without their guidance and authority.

This has been the way of things for the Gaim for more than a million years, making them one of the oldest known civilisations in the galaxy. Even some First Ones were still developing when the Gaim evolved, but their age does not necessarily equate to any kind of technological advancement. Indeed, until shown the advantages of technology the Gaim existed as insects, using burrows instead of buildings and mandibles instead of machines.

It was only by exposure to an alien race that the Queens, at war with each other for millennia, even conceived of something beyond their own world. This event brought the disparate nations of the Gaim (called the Hexad Colonies) into one cohesive whole for the purpose of self-preservation. Convinced that anything from outside their planet could only represent danger, the Queens united their will – but not their personalities – and brought peace to their people for the first time in countless generations. Instead of losing authority by sharing it with each other, the rule of the Queens grew stronger as their six powerfully telepathic minds united against a common, if unknown, foe.

The Rule of Six, as the Gaim refer to their collective Queens, is founded upon the Code of Needs. This code is essential to every Gaim; it gives them a framework of acceptable behaviour and grants them directives for how to act when they are not being ordered by the Queens themselves. The Code of Needs is basic and direct, as with most things related to the Gaim. Understanding the Code

is the first step in understanding the many sub-races of the Gaim.

The Code of Needs

The sum collection of the Gaim Queen's wisdom is contained in the imperatives of the Code of Needs. Very little of this vast knowledge has ever been written down, as it is passed fully formed into the mind of each pupae as it gestates. All Gaim have an instinctual understanding of the Code (again with the exception of the Erratic, and even they understand at least their role in Gaim society); they can no sooner forget or act against the code as they could forget how to see or breathe.

⑤ **The First Need – Life:** All living things continue to exist until an outside force prevents their continuance. When necessary, all living things struggle against these forces to perpetuate themselves. This must be done whenever possible, as continuance is always preferable to stagnation. The need for life is the primary motivation of all living things; every other need is secondary to the life imperative.

- **Life's Exception:** Living things must choose to cease if their continuance would place the existence of more than one other living being from their race in direct jeopardy. This exception is only made for one's own kind and only if there is no way to ensure the survival of others by continuing to exist.

⑤ **The Second Need – Growth:** Growth must be continuous; this is an immutable law of the universe. Stagnation leads to death, which leads in turn to the progressive death of all life. For life to continue, growth must continue. When necessary, all living things must ensure that advancement as a species is served by their actions. The need for growth is second only to life; if growth and life come into conflict, growth must be impeded to ensure survival.

- **Growth's Exception:** Growth is not always beneficial to a species. It is possible for development to be detrimental to the species. When this occurs, the growth must be reabsorbed back into the species and progress must begin again. Determining what growth is beneficial and what growth is a detriment is a matter for the guides of each species. For the Gaim, the Queens determine what may continue to grow and what

must be dissolved to make room for other possibilities.

- ⑤ **The Third Need – Security:** Life must be kept safe to continue and to grow. Without true shelter, life becomes exposed and vulnerable. The body requires a shell and life requires protection to thrive. Protection is security and security takes many forms. As long as life remains protected, it can flourish and grow. The need for security is second only to growth and must not be allowed to come into conflict with it.

- **Security's Exception:** When shelter becomes constrictive, growth is impeded and becomes stagnation through lack of expansion. When this occurs, security must be abolished and reformed to allow for continued development. The only threat to security must be from within; outside forces must never be allowed to compromise a species' protection. To do so gives that outside force undue authority over the species in question.

- ⑤ **The Fourth Need – Chance:** Life has variables that must not be entirely eliminated. While security exists to reduce out variables that may be negative to a species, there must always be an element of random chance in existence as growth is not entirely predictable. To eliminate random chance completely, a race would have to stagnate and this violates the Second Need. Chance is required, but must be carefully controlled. Chance is the least of the four Needs, but must be observed with equal diligence.

- **Chance's Exception:** Chance is the exception to all things and is also its own exception. When random chance creates evolutionary dead-ends and threatens growth or life itself, ways must be found to overcome chance and ensure survival.

The Gaim adhere to the Code of Needs at all times, extending its protections to other races as well. The Gaim are not an overtly hostile species by nature and can appreciate the right of all sentient species to exist. They are elitist in the sense that they unquestioningly believe in the right of the Gaim to exist before any other race. While they have no desire to conquer other worlds or subjugate other species, they can be counted on to put their own best interests above any other considerations. In their minds, no other course of action is even possible.

The Gaim are capable of rational thought and decision making, however, and can compromise when convinced of the need to do so. Because they are not greedy or

ambitious as a species, they can often be bargained with to be betterment of themselves and other races. While the Gaim would, for example, take all of the mineral rights of a contested world if they could, they would also be willing to share its bounty with the contesting species as long as their needs are adequately met.

In short, the Gaim are pragmatic and logical almost to a fault. They have great intellect but they tend to apply it in a very linear direction. As insects, they see every problem as a potential conflict, weigh every solution for its myriad possible outcomes and pick the one that most benefits their development as a race. The Gaim are a valuable, if bewildering, member of the League of Non-Aligned Worlds, but their value as allies can at times be very limited.

How Others View the Gaim

The Gaim are a race with very little exposure. While the League of Non-Aligned Worlds has been made privy to their true appearance and there is a League chapterhouse on N'Chak'Fah II (the only true Gaim world in the Intelligence), most of its member races have little appreciation for the insect inside the armoured suit their representatives wear. As such, they are a poorly understood race. This suits the Gaim; they prefer to be an unknown quantity. Unless greater knowledge of the Gaim becomes important or valuable for the Queens to foster, this attitude is not likely to change.

Interstellar Alliance: *An incident during President Sheridan's inauguration showed us a potential security risk to letting the Gaim wear their fully-concealing body armour. Unfortunately, that armour is necessary for their life support systems. Besides, have you seen an unmasked Gaim? I say let them keep their helmets. We'll all sleep better that way.*

League of Non-Aligned Worlds: *The Queens see wisdom in our alliance and for this we are grateful. To be honest, we do not gain all that much from the Gaim's involvement in the League, but they are a peaceful race and they requested inclusion. They have abided by all our laws to the letter and as a result we cannot refuse them.*

Abbai: *The Gaim are a true test of our resolve to keep the League open to all that want entry. They are not violent, but they are difficult to understand and offer little in return for their membership. We appreciate them for what they are – a race of sentients seeking peace. We just wish we understood them better.*

Brakiri: *Why on Brakos would you want to talk about the bug-people? The only reason we tolerate them in the League is the financial benefit we derive from their membership. Our trade agreements with the Gaim have been very lucrative, but that doesn't mean we want anything else to do with them.*

Cascor: *We do not understand the Gaim at all. One would think with so many Gaim they would have a better presence in space. The idea of thousands of Gaim manning fighters as far as the eye can see brings tears to our eyes, but the bugs don't want to play. What a shame. What a loss.*

Drazi: *We give them many things as part of our agreement with the League. They give us back resources we cannot get anywhere else. It is a fair trade, and since we could not take these things from them by force, we must leave it at that... for now.*

Grome: *We have fought the Gaim once on the sands of Mitoc. By the time we were done, there was so little left of that world, choked into blackness as it was by the clouds of Gaim flyers, that we retreated with the bloody remnants of our forces. The Great Maker spared us from our folly that day; we will never fight the Gaim again.*

Hurr: *We will not make the mistakes of others when it comes to the Gaim. We will bomb them from orbit and turn N'Chak'Fah into a smoking crater. We know we could never challenge them on the ground, but we are not stupid enough to try!*

Hyach: *The Gaim are an intriguing people. Many of us have debated for long hours whether any of them even have souls. They are so numerous and act so similarly that most of our lore-priests believe them to be little more than clones of some long-dead race from aeons past. If they had a spirit, it has likely been lost in the mists of time. Tragic.*

Llort: *We have nothing to do with the Gaim. They have so little of interest that we do not try to find any way to honour them. Someday, they may have something worth taking, but for now, they are much more in need of giving.*

Markab: *The Great Maker breathes life into all forms; the Gaim are proof of this. We think of the Gaim as an example of the miracles the Great Maker can perform. To make insects sentient and give them the power of voice is an act of great power. We must never question why he would even want to; that is yet another Mystery.*

Pak'ma'ra: *The Gaim have no shell of their own, which makes them easier to eat. We do not know if they have any essence to pass back to the universe, but we still sing the rites over their bodies when we consume them.*

Vree: *More like us than even they know, the Gaim are paragons of logic and order. Theirs is a perfect society in its own way. While it would be too confining even for us, it works in symbiotic harmony with them and we can respect such elegance of design. Why the Gaim would even choose to leave their world and enter space where their hive mind can no longer function perfectly is beyond us, but perhaps a greater biological insistence is at work.*

Gaim as Characters

The Gaim seen on Babylon 5 belong to a relatively new sub-race of the Gaim, the ambassador breed. These humanoid Gaim are as close to many of the other sentient races as the Queens wish to make them. The result of targeted genetic manipulation, ambassador breed Gaim are capable of many different tasks, including personal interaction, independent decision making and even telepathic ability. Gaim ambassador breed characters are the most versatile of their race and can accomplish nearly anything their insectile minds can imagine.

Personality: A negative word in the language of the Gaim, personality is not something one thinks of when dealing with these insectile humanoids. Most Gaim have exactly the same personality; efficient, calculating and subservient to the Queens of N'Chak'Fah II. There is little guile, compassion or variation in the entire race, though personalities differ between the sub-breeds. In addition, older Gaim and members of the Erratic sub-breed are an



exception to this rule; they develop personality traits over time and are not as predictable as other examples of their species.

Physical Description: The Gaim have a very diverse physical form depending on the breed involved. In general, the Gaim are insectoid creatures with six major limbs, a hardened carapace shell, and a jointed body. The Gaim always have roughly the same head structure; a slightly elongated exo-skull with several finger-like mandibles surrounding a toothed maw. Their eyes are compound and multi-coloured, appearing black at a distance. Warrior Gaim are massive, often nine feet in height, while Ambassador breed Gaim are between five and six feet tall.

Relations: The Gaim have an unquestioned certainty that they are the superior and dominant lifeform in the universe. Any culture that does not function as a hive mind is subject to unacceptable levels of chaos and improper behaviour, making them inferior. This does not keep the Gaim from seeing the value in other races, but they cannot and will not accept other lifeforms as true equals. To do so would be to elevate autonomous individuality to the same level as the hive; something the Gaim are mentally incapable of doing.

Gaim Systems: Technically speaking, the Gaim have only one system; N'Chak'Fah. This system is completely dominated by them, settled as the humans have done with the worlds of their solar system. N'Chak'Fah II and VII are utilised by the Gaim for their resources, though N'Chak'Fah II is their homeworld and the only world the Gaim colonise. The Gaim dislike having too great a distance between them and their Queens, making settlement outside their home system very unlikely.

Gaim Beliefs: The Gaim have a very simple belief system where spiritualism and deities are concerned; they do not believe in such things at all. The Gaim do not consider the afterlife to even exist, making theological discussions with them both frustrating and pointless. They believe that they exist and then they do not, but their race goes on. It does not upset them to consider their own mortality; they simply have better things to do with their time than waste it on 'useless debates about imaginary concepts'.

Language: The Gaim speak a complicated language of clicks and trilling sounds. For simplicity's sake, they allow other races to call this language Gaim, though they have no name for it themselves. This language is utterly impossible for a non-insect without selective hearing and a fibrous triple reed vocal system to use. Complex translation devices are needed for the Gaim to communicate with other races. Unfortunately, the Gaim do not understand

any other language and lack the ability to speak in any tongue other than their own.

Names: Another concept the Gaim have some trouble with, names have only recently been adopted into their culture as a necessity for dealing with other races. Among themselves, the Gaim have a specialised pheromone that contains their rank in society, their given task and their 'identity' for lack of a better word. This lets the Gaim keep track of each other and identify themselves when they meet. Most races cannot even perceive this pheromone, though hypersensitive people like the Minbari describe it as a natural smell similar to an acrid plant resin.

Starfarers: The Gaim are only recent newcomers to space and most of them find voyaging between the stars highly disorienting. Because they do not like being too far from their Queens, the idea of travelling hundreds of light years from N'Chak'Fah II fills most Gaim with a paralysing fear when ordered to make the journey. The ambassador breed of Gaim do not have this problem and can travel freely, while Erratic Gaim often enjoy the mental silence of so much distance between them and the Hexad Hive.

Male Names: The Gaim do not have a split in their genders; this makes the division of their names pointless, as all Gaim except the Queens are male. Examples of male names include: Derik, Hashin, Jerriki, Mashin, Sedri, Tarrik, Valdin.

Queen Prefixes: While the Queens have united their authorities to rule their people as one voice, they still have individual broods as this was their biological function before the merge. Since other races generally have some form of honorific regarding their birth family, the Queens have implemented a prefix structure based on the names they have chosen for themselves. The prefixes are: An' (Anasha), Da' (Darana), Hi' (Hirokash), La' (Lanata), Mi' (Mikaro), and Xi' (Xiphon).

Gaim Racial Traits

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game and Fact Book* and the Games Master is free to use either as he sees fit.

- ⑤ +2 Constitution, -4 Charisma. Gaim are extremely tough, able to shrug off many adversities others would succumb to. However, they have virtually no empathy with other races.
- ⑤ All Gaim (of the ambassador breed, the standard Player race of Gaim) are of Medium size.
- ⑤ All Gaim have a base ground speed of 30 feet.
- ⑤ The Gaim have utterly alien minds, making them impervious to the telepaths of other races. Gaim

<Medical Log: September 6, 2262>

<File Origin Path: Doctor Stephen Franklin, Chief Medical Officer, Babylon 5>

<re: Codex Project – Gaim/ Personal>

I don't have a lot of time right now, but things have gotten pretty crazy in MedLab lately. Of course, that could be said every month around here, I know, but this time things are even stranger than usual. In response to the Alliance's request for medical records from the Gaim, I have been given temporary custody of a... well... a bug. I have been given custody of a big bug that came here aboard one of the Gaim's frigates straight from their homeworld.

The insect calls itself g'nafen but I think this may be more of a job title than a name, I can't be sure. It is supposed to be here to answer my questions about the Gaim, but it's just given me a lot more things to ask about. Still, it's fascinating from a medical point of view because, if I am not entirely mistaken the bug is some kind of organic information storage system with sentience and the ability to respond to inquiries.

Which is all fascinating, right, but the problem lies in figuring out how to phrase the inquiries in such a way that I get back a useful reply. The bug is capable of accessing our holographic systems and somehow generating images without the need for an interface of any kind, but I think I need compound eyesight to make any sense of the images. Every time I try to get it to make an image I can use, the big bug says something about 'relay inefficiency' and stops responding for a while.

I get the feeling I am the 'relay' it's talking about, but I'll be damned if I am going to let this project stall because I can't see things the way Gaim do. I've had the Xenosciences team back on Earth working for days now to rig a translation program between Gaim and human sensory input. If it works, and there are no guarantees, the images our little chitin-covered encyclopaedia generates should start to make sense.

At least, I hope they do. The amount of information inside it is fascinating. There hasn't been a question I've asked about Gaim physiology, culture or genetics that it hasn't had some kind of answer for. The race seems incredibly complex and if I am not mistaken, their consciousness is somehow implanted, fully formed, into their cerebral mass when they are first created. My initial tests on this big bug of mine show that it is only a few weeks old, which means it had to have been born with the medical knowledge it has.

That's fascinating, but it is also a little scary. I was told before I asked for their records, the Gaim had never shared their medical knowledge with any other race. Now I've checked, and there is no record of this kind of insect anywhere in the League of Non-Aligned World's encounter files. That makes me wonder; what if the Gaim Queens just invented this species of bug? What if they made up an entirely new sub-set of their race to handle my inquiries?

If they can do this, just invent new forms of life, what else can they do? Genetic manipulation is still mostly guesswork and experimentation on Earth, but the Gaim could have mastered it. I have no reason to argue with that assumption, especially now. The possibilities of what the Gaim Queens could do with this technology are endless... and endlessly terrifying.

But enough of that for now. I am late for another session with the big bug in Quarantine. I hope the boys back home get that translation patch to me. Until they do, I can't make much sense out of what I've got here.

will automatically succeed in any Will saving throw made to resist the effects of a telepathic ability.

- ⑤ Gaim are methane breathers and will suffocate in normal atmospheres if they do not wear breather masks, encounter suits or their specialised exo-armour.
- ⑤ Automatic languages: Gaim. The Gaim language is impossible for other races to mimic, just as their languages are impossible for the Gaim to master. No other race may learn Gaim and no Gaim may learn any other language. Communication must therefore take place through the use of translators.
- ⑤ Favoured Class: None. All Gaim (except Erratics) are engineered to fulfil specific roles within their society and lack the mental flexibility to multiclass.

Gaim Biology

They are the shortest lived of the League races; no sub-species lives more than 50 years under normal circumstances. The Gaim are marvels of genetic engineering, however, and each one is specifically designed to fulfil his role in their society as efficiently as possible. While this makes for a very dull society in some ways, the physical structure of a Gaim is fascinating to study.

Lifecycle and Sociology

The lifecycle of a Gaim depends entirely on its sub-race, but there are many elements that remain constant for all but the Queens. All Gaim are born in the same way, mature at roughly the same speed and serve their role in society until their organic tissues dissolve over time and can no longer be replenished. This cycle, which all Gaim accept and few attempt to circumvent, is spent in the service of the Gaim Queens. For the Gaim, there is no other way to live and only the few rogues among their kind seek any other kind of existence.

Genesis and Adolescence

By technical definition, the Gaim are not born. Instead, they are excreted in a pupal form by one of the six great Queens of their race. At this stage in their lives, all Gaim look roughly the same – a white grub approximately four feet long. These pupae have a number of small nub-like feelers on their underside but spend most of their one month gestation period curled up and motionless. Only during feeding, which is done by a minor sub-breed of Gaim called a Tender, do they move and then only to fit their gaping maws over one of the Tender's feeding apertures.

Gaim pupae grow at a constant rate that varies by sub-breed, but each one reaches its adult length by the end of its one-month growth cycle. During this time, the Gaim are entirely helpless and cannot defend themselves. They can move roughly 10 feet per round, but then only if they perceive a threat (which is unlikely). Pupae are defended by a special sub-breed of Soldier Gaim designed to operate in the nursery level of the Hive without damaging their charges.

At this stage in their lives, the Gaim are indistinguishable from each other; they are segmented white larva with seven major bands and a minor orifice on either end. The faciomaxillary band is for digestion, while the anterior band is for excretion and secondary absorption. The Gaim rest in their own faecal material, digesting for a second time anything reabsorbed through their rear orifice. This is a very efficient method of nutrition for a creature that, until its second life stage, does not move more than a few feet from where it was extruded.

When a month has passed in this stage, the bloated pupae is lifted by its Tenders to the top of its nursery chamber and held there until reflex action causes it to adhere to the ceiling. Once attached, it straightens out and its white flesh hardens to a depth of two inches. This external shell separates from the rest of the pupae and acts as an incubation chrysalis for the extremely vulnerable grub inside.

What occurs inside the chrysalis takes only two weeks, a remarkable accelerated growth process considering the size of the Gaim larva and the number of massive biological changes that have to take place. During this stage, all of the standard characteristics of the sub-race emerge and develop. This consumes a great deal of energy, leaving the Gaim weak and disoriented when it emerges. This hatching must take place entirely under the Gaim's own power; the Tenders are not allowed to assist.

Those larva too weak to emerge on their own from the chrysalis pods die of starvation within days and are dissolved in pools of enzymes to feed the Queen that birthed it. This fate is an uncommon one however, as the genetic process that creates new Gaim has long since been mastered by the Queens and they rarely make errors. When a larva does fail to hatch, it is typically the result of outside interference or a lack of proper diet. The Gaim have been known to over-extend their birth rates and lose entire birthing cycles due to lack of food.

The infancy of a Gaim is over in minutes. A freshly hatched adolescent Gaim takes a short period of time to assimilate the reality of its new body. During this time,

there is a disconnection from the Hive Mind of the Hexad Queens that can lead to confusion, separation anxiety or even violence. This is rarely allowed to get out of control, as Warrior Gaim are always present to contain the new hatchling and prevent damage to it or any nearby pupae.

The only real danger that can occur during this stage of life, brief as it is, happens when a new Gaim suffers a mental break. Generally only a concern with Erratics or telepathic ambassador breeds, this rarely occurs but can lead to massive loss of life when it does. In effect, the newly emerging telepath undergoes a form of psychic shock and blacks out the Hive Mind for some distance around itself. This trauma only lasts a few moments, but it is enough to throw the entire hive into complete disarray. During this chaos, the Gaim rage out of control and enter a killing frenzy. Once the will of the Queens returns, things calm down but not before hundreds or thousands of Gaim are killed.

Barring this extremely unlikely occurrence, the hatching process takes less than an hour to progress from emergence to the complete assimilation of the new body and its functions. This is the first true consciousness a Gaim experiences and their flawless memories begin from this moment onward. They take their first steps and emerge from the Hive ready to perform their duties.

Adult Life

The Gaim have a number of societal duties, most of which are handled by specialised members of their race as designed and created by the Six Queens. These forms are optimised for the performance of their roles and do not have capabilities that extend past that which they are intended for. There are six breeds of Gaim, each with its own form and skills. As noted before, Gaim are born with their basic skills intact. While they can learn and grow as they age, they begin life knowing language and motor skills, and possess a vague racial memory.

In addition to the six main breeds, there are a number of minor ones. These insects are only vaguely Gaim and are considered unimportant by the Queens. While they will make some effort to preserve a Gaim of the six breeds, the Queens have no regard for the continuance of these lesser creatures and generally abandon them to starve and die once they have performed their tasks. These minor breeds include tasked insects like messengers or assistant drones.

The Six Breeds of the Gaim

- ⑤ **The Queens:** While the Queen Gaim live hundreds of years, they are not immortal and do eventually die. Unlike other Gaim, Queens are not hatched

in the Hive nurseries. Instead, every Queen has a quantity of twenty or thirty Queen eggs in her massive abdomen. At the time of her death, muscular contractions force these eggs out of the Queen's necrotic body. The eggs hatch into small proto-queens within minutes and a feeding frenzy begins. The old Queen is consumed, then the Queens turn on each other. The candidate Queens kill, dismember and eat each other until only one remains. The victor takes the old queen's place and mutates over several months until she becomes enormous.

- ⑤ **Tenders:** The second most important role in Gaim society, these insects are quadrupedal and have two sets of fully jointed and functional forelimbs. Tenders have the main task of ensuring that new births continue flawlessly; their actions are overseen by the Queens but the Tenders generally act with a level of autonomy. Tenders are also the medical experts of the Gaim, providing recuperation and repair to any injured Gaim they encounter. The tireless effort of the Tenders explains to some degree the long lives the Queens themselves.

- ⑤ **Warriors:** Terrifying to behold, these Gaim have very thick exoskeletons and resemble huge crabs with bladed claws and long, agile legs. Capable of moving very swiftly in combat and walking along any surface (even moving vertically or over ceilings with no reduction on movement speed), Warriors are the defenders and enforcers of the Gaim race. While they do not have a military to speak of, the Queens are quite safe behind their swarms of potent Warrior Gaim.

- ⑤ **Thinkers:** Resembling Tenders, Thinkers are generally thinner, more spindly and have the ability to stand on their hind most legs and use six 'arms' instead of four. Gifted with remarkable intelligence, Thinkers are completely subsumed into the Hive Mind and serve the will of the Queens' when they are not toiling to build, design and construct. The many fascinating technologies of the Gaim are built and maintained by Thinkers. Unable to defend themselves properly, Thinkers (like Tenders) have the ability to give Warriors commands as long as those orders do not violate the direct will of the Queens or the Tenders themselves.

- ⑤ **Drones:** The lowest strata in the Gaim Intelligence, Drones perform all of the heavy labour and food gathering for the Queens. Drones are the cornerstone of all Gaim civilisations, trained by genetic programming to be able to build, farm, hunt and repair. The 'working class' of the Gaim, Drones are everywhere in their society and are as

common as they are servile. Drones rarely live to thirty; their bodies become fragile before they see their fourth decade. Of all the breeds, Drones are the most numerous and the easiest for the Queens to create; that makes them both dependable and disposable.

- ⑤ **Ambassador:** The newest breed, Ambassador Gaim are the only true humanoids in their society and their rank falls into a nebulous area between Drones and Thinkers. The Queens value them for their ability to interact and reconnoitre with the other races of the galaxy, but they are still an untried quantity and not all six of the Queens are in agreement as to how they should continue as a breed. Ambassador Gaim are the only ones allowed to leave their worlds; other breeds are confined to the planets of the Gaim through duty or unsuitability for space travel.

In addition to these breeds, there is one sub-race of Gaim that defies the rules of their society. There is a slim chance that whenever a new Gaim is created of any breed, it instead becomes an Erratic after gestation and chrysalisation. This is roughly a 1:10,000,000 chance, but the odds are ten times that for the Ambassador class. There is something about the complexity of the Ambassador breed that makes them more likely to 'go rogue', though the Hive typically lets Erratics live and continue their normal work if they do not pose a danger to the Intelligence.

Erratics do not look any different from normal Gaim, but their behaviour is greatly altered. Not only do Erratics develop true sentience faster, they are born with the knowledge of their difference and their new role in society. Erratics are expected to step out of line, investigate the far corners of Gaim worlds and answer to no one but themselves. Erratics are always telepathic, but not all Gaim telepaths are Erratics. The reason for this genetic quirk is unknown.

Gaim Breed

Statistics

This section provides statistics for using the various Gaim breeds in scenarios, though most would have to take place on the Methane choked worlds of the Gaim Intelligence itself. The Queens are also presented here, but they should rarely (if ever) be seen directly in a Babylon 5 game. The Gaim as a race would defend their Queens to the death before ever letting another creature near the mothers of their race. This goes beyond loyalty; it is simple logic. If the Queens die along with their eggs, the Gaim race dies with them.

Queen Gaim

Colossal Insectoid Leader-Queen

Hit Points: 300

Initiative: +0

Speed: 5 ft. (almost immobile)

DV: 2 (+0 Reflex)

Attacks: +22/+17/+12 melee or +15/+10/+5 ranged

Damage: Scything Claw (1d12+7 slashing, melee) or Acid Spit (2d6 acid, 5 ft. wide line, 60 ft. range)

Special Qualities: Ultraheavy Carapace (DR 8), Racial Telepathy (30,000 mile range)

Saves: Fort +18, Ref +0 (nearly motionless), Will +15

Abilities: Str 24, Dex 10, Con 20, Int 18, Wis 20, Cha 10

Skills: Diplomacy +5, Gather Information +10, Hide +5, Intimidate +10, Listen +10, Medical +18, Sense Motive +8, Spot +10, Technical (genetics) +20

Feats: Great Fortitude, Iron Will, Precise Shot, Rapid Shot, Resist Scan, Sixth Sense

Description: These six bloated, enormous creatures have a huge armour plated abdomen and several sections of fleshy extrusion through which they lay the pupae of their race. The head of a Gaim Queen is spade-shaped and wickedly barbed, though these sharp protrusions are never used as weapons. When the Queens speak, something they seldom do with their own kind, the grinding noise of their mandibles and throat reeds is excruciating.

Tender Gaim

10th Level Insect Scientist (Medical)

Hit Points: 24

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

DV: 16 (+6 Reflex)

Attacks: +7 melee

Damage: Foreclaw (1d6+2 slashing, melee) or Bite (1d4+1 piercing, melee)

Special Qualities: Rigid Carapace (DR 3), Primary Area of Study (medical), Use Alien Artefact, Peripheral Studies x2 (Knowledge (alien life, chemistry))

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 14, Dex 16, Con 14, Int 15, Wis 12, Cha 10

Skills: Listen +5, Knowledge (alien life) +15, Knowledge (chemical) +15, Medical +22, Sense Motive +8, Spot +5, Technical (genetics) +10

Feats: Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Medical), Run

Description: The Tender Gaim are thin and wiry quadrupeds with two sets of forelimbs and an angular, diamond shaped head with four compound eyes and



four manipulator mandibles surrounding their elongated mouths. These mandibles can move back away from the mouth to allow food to be regurgitated into the open maws of Gaim pupae, a duty they perform on a regular basis. Occasionally a Tender Gaim will leave N'Chak'Fah II, but this is unusual as they are kept very busy maintaining the Hexad Hive and tending to the medical needs of the Gaim race.

Warrior Gaim

Large 12th Level Insect Soldier

Hit Points: 50

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft. (10% of all Warriors are Flyers with 60 ft. flight speed, Poor Manoeuvrability)

DV: 19 (+9 Reflex, +1 Dodge, -1 Size)

Attacks: +18/+13/+8 melee or +17/+12/+7 ranged

Damage: Claw Arm (1d8+6 slashing/piercing, melee) or Bite (1d6+3 piercing + poison, melee) or Acid Spit (1d8, 5 ft. wide line, 60 ft. range)

Special Qualities: Very Hard Carapace (DR 5), Weapons Training x3, Focus x2 (claw, spit) Specialisation (claw), Covering Fire, To The Limit, Veteran

Saves: Fort +12, Ref +9, Will +6

Abilities: Str 22, Dex 20, Con 18, Int 10, Wis 10, Cha 6

Skills: Intimidate +15, Listen +10, Spot +10

Feats: Alertness, Dodge, Iron Will, Run, Toughness

Poison: Initial Damage: 1d6 Strength; Secondary Damage: 1d6 Dexterity

Description: The Warrior Gaim are terrible to behold and have caused more than one invading army to rout by their appearance alone. With two huge, sweeping claw

arms that end in deadly points and wide mandibles that constantly drip with a virulent neurotoxin, Warrior Gaim are seemingly drawn from all the worst nightmares of other races. In a sense, this is true as the Queens subtly alter the appearance of their Warriors between generations to make them all the more fearsome.

Thinker Gaim

10th Level Insect Scientist (Researcher)

Hit Points: 28

Initiative: +2 (+2 Dex)

Speed: 40 ft.

DV: 16 (+6 Reflex)

Attacks: +7 melee

Damage: Foreclaw (1d6+2 slashing, melee) or Bite (1d4+1 piercing, melee)

Special Qualities: Rigid Carapace (DR 3), Primary Area of Study (Technical (any)), Use Alien Artefact, Peripheral Studies x2 (Knowledge (biology, chemical))

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 14, Dex 16, Con 14, Int 18, Wis 12, Cha 10

Skills: Listen +5, Knowledge (biology) +15, Knowledge (chemical) +15, Medical +10, Sense Motive +8, Spot +5, Technical (any three) +15

Feats: Alertness, Skill Focus (Technical (any)) x3, Toughness

Description: Physically identical to the Tender Gaim, Thinker Gaim have effective scientific minds and are given an agile and effective body to move and work in for the good of the Queens. Charged with constant research and experimentation, Thinker Gaim are constantly being generated to cover the losses their breed suffers from catastrophic projects or the destruction of the starships they have been assigned to crew. Thinkers assigned to vessels in the Gaim Fleet replace their Knowledge (biology) skill with a +12 bonus in Profession (ship's crew).

Drone Gaim

2nd level Worker (blue collar)

Hit Points: 12

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +3 melee

Damage: Claw Arm (1d6+2, melee)

Special Qualities: Blue Collar, Soft Carapace (DR 2)

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 14, Dex 14, Con 10, Int 12, Wis 12, Cha 8

Skills: Concentration +2, Escape Artists +2, Profession (labourer) +6, Technical (engineering) +6

Feats: Skill Focus (Technical or Profession (any)), Toughness

Description: The Drones of the Gaim Intelligence are capable of doing any menial labour the Queens might require of them. Their appearance mimics this modularity, with simple limbs, a sloping carapace and thorax able to bend and squeeze around tight areas and a small, lozenge-shaped head with a pair of compound eyes set entirely in the front. These Gaim are very easy for the Queens to make and program; some Drones actually have 2 levels of other character classes to mimic their needed skill set (ship's crew, pilot, etc.).

Ambassador Gaim

2nd Level Gaim Diplomat

Hit Points: 10

Initiative: +5 (+3 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +3 melee or +4 ranged

Special Qualities: Soft Carapace (DR 2)

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 15, Dex 16, Con 14, Int 15, Wis 11, Cha 10

Skills: Computer Use +5, Diplomacy +4, Gather Information +4, Knowledge (alien politics) +7, Knowledge (history) +7, Knowledge (League of Non-Aligned Worlds society & culture) +5, Listen +4

Feats: Great Fortitude, Endurance

Description: These statistics provide an average Gaim for scenario use and as an example to Games Masters of what a 'base' Gaim Ambassador breed is capable of doing. These are the only truly humanoid Gaim on N'Chak'Fah II and have a tapered head, a ring of manipulator mandibles around their mouths and human-like digits on their hands. Ambassador breed Gaim have a soft carapace that is dense enough to stop some force but is much softer than the average shells of other Gaim. This change was made to make other races feel more comfortable with the appearance of Ambassador breed Gaim; a bulky or warlike look was determined to be disruptive to peaceful negotiation.

Rogue (Erratic) Gaim

Not a breed in itself, Erratic Gaim are born as other Gaim and retain their appearance and capabilities while possessing their own individuality. All Erratics use the basic statistics for their appropriate Breed form, but also gain the following advantages and flaws.

⑤ Erratics are not as well protected against mental assault because of their slightly more regular psyches. Instead of automatically making saving throws against telepathic effects, the Erratic Gaim gains a +4 bonus to any such save it has to make.

⑤ Erratics are not as well developed physically; they lose one point of Damage Reduction and 2 points of Strength. This simulates their slightly abortive chrysalis stage, though to all external appearances the Erratic looks exactly like a normal member of his breed. Erratics do not suffer quite the hit to their alien empathy, having some vague idea how others might think; their Charisma penalty is reduced to -2.

⑤ Erratics are always telepathic, taking the Telepath class as their first character level (in addition to others they may have by way of their Breed). This bypasses the usual rule of a character having to take the Telepath class at 1st level and not being able to multiclass into it at a later date.

⑤ The telepathic strength of an Erratic is phenomenal. They receive a +2 to their roll for P-rating and do not pay the usual cost in skill and hit points if the resulting roll takes them into the next threshold of P-ability. Erratics can not become stronger than a P12; they are simply not genetically capable of doing so.

Death for the Gaim

The Gaim do not fear death, nor do they give it much regard. Death is merely a cessation of activity. This is not entirely true for Gaim of advanced age and sentience and entirely untrue for many Erratics. These 'enlightened' Gaim understand the terrible loss that accompanies death, especially as they do not have any belief in an afterlife. When the Gaim go to great lengths to protect themselves from the ravages of age and combat, they are typically considered deranged by others of their race.

Some of this acceptance of death is programmed genetically into the Gaim by the Queens they serve. This keeps their population from revolting against them when, as they have done in the past, the Queens order thousands or millions of their race into battle. Even when generations die in droves, the Gaim calmly continue to fight, never considering the ramifications or worrying about their mortality.

For most Gaim, death is the last step in their lifecycle. They die and are cannibalised by their fellow Gaim. Their bodies are torn apart and brought to the nearest Garden for processing. In these cavernous fungus-growing chambers, the bodies of fallen Gaim are used to fertilise and increase production. Chitin is broken down and added to the diet

of pupal Gaim. This process is also completely accepted; the idea of honouring the dead body of an individual is entirely alien to the Gaim.

There are only two exceptions to this fate, which can of course only occur if the Gaim dies on one of its home system's worlds. Gaim in space are usually preserved or incinerated, as is the given custom for the area of the galaxy or alien culture in question. The Gaim accept that some races are covetous of their cast-off physical forms and rarely suggest slicing them up and feeding the pieces to their offspring.

The two exceptions to cannibalism after death involve the Ambassador breed and messenger sub-Gaim. The former are taken after death to the very heart of the Hexad Hive and dissolved in an amino acid bath that congeals the body and renders it into a consumable paste. The Queens eat the bodies and in so doing ingest the majority of the Gaim's memories. This allows the Gaim Ambassadors to pass on what they have learned to both their Queens and the next generation of their breed.

Messenger bugs return to the Hives whenever they are commanded to do so or when their considerable memories are filled. They are then consumed whole by one of the Queens. This allows the Queen to literally digest the information it contained and pass along any relevant details to its five co-rulers. If necessary, a new messenger is spawned thereafter to follow up on the first one's report. As messenger bugs take only three days to gestate and chrysalise, this is a fairly speedy (for the Gaim, at least) method of communication.

Diseases and Diet

Typically, disease and diet are complicated aspects of any sentient race's physiology, but this is not the case with the Gaim. While they are not immune to illness and have digestive needs, both topics are relatively simple. The only diseases the Gaim can catch are generally parasitical in nature. Diet is similarly easy to codify; they are omnivorous and will consume anything with nutritional value including their own race if necessary.

An in-depth analysis of the dietary needs of the Gaim is hardly necessary, as they have an almost human nutritive need with a few minor variations on the amounts needed and what elements, minerals and organic compounds are required for them to function efficiently. The Gaim are not voracious eaters, but they seem to have a feast-or-famine mentality and store food in their bodies whenever they have a surplus yet starve if they go too long without nourishment. This is tempered by their instinctual

maintenance of fungus gardens, but these can be depleted rapidly during long droughts or seasons of meagre hunting.

Disease is the same; what few diseases the Gaim can contract are surprisingly similar to those ailments a human is susceptible to contracting. This is interesting in its own right, as while all of these comparative diseases are parasites, some should not be capable of crossing species in this way or have no affect on terrestrial insects. This suggests a link between the Gaim's physiology and mammalian biology. The source of this link remains a mystery, but it is certainly an avenue for future research.

Gaim Diseases

⑤ **Chitik:** A parasite that can cross-contaminate humans and Gaim, this growth has different effects on each species. On the Gaim, it attacks the bonds between the resins in chitin, causing the afflicted Gaim to suffer considerable discomfort and weakening his protective layer. In humans, this disease causes epidermal irritation and extreme moisture loss to the point of health-threatening dermal cracking. Both forms are easily treated, but can be fatal if not dealt with quickly.

- Chitik, a parasite passed through physical contact (no saving throw allowed for initial contraction), incubates for three days before its effects begin. Every two days that pass once chitik occurs fully costs a Human a Constitution point or a Gaim a point of Damage Reduction from its chitin. Once a Gaim runs out of DR, it begins losing Constitution as well. Curing chitik only requires a single Medical skill check, DC 15, if a medical lab is available; the check is DC 18 without such a facility.

⑤ **Occkar'neh:** Colloquially called pink eye in humans, this infestation causes a Gaim to slowly go blind as it dissolves the membranes of its compound eyes. While mildly annoying for most humans, occkar'neh can permanently blind a Gaim if it does not get medical help within a short amount of time. Gaim suffering from this disease have milky seepage around their eyes and mandibles.

- Curing occkar'neh has a DC 20 difficulty because of the virulence of the disease when it affects Gaim. Contracting occkar'neh requires touch with an infected victim and offers an initial Fortitude saving throw (DC 18) to avoid.

Every day a Gaim fails their Fortitude save to overcome occkar'neh, it receives a cumulative -1 to Spot checks. If this penalty reaches -10 without the disease being cured, the Gaim goes permanently blind from optical damage.

⑤ **Birros Kanak:** One of the few non-parasitical diseases the Gaim can contract, this one is a real killer. It attacks the internal organs of the Gaim and the spiracles in their chitin, filling both with a mucus secretion that can cause ruptures, blocked breathing and eventually death. Birros kanak has no known cause and no known cure; fortunately there have only been two outbreaks of this plague in the last forty years and in both instances, the Queens were willing to flame their own colonies to halt its advance.

- Birros kanak travels through the air, making it difficult to contain. It cannot be cured through normal scientific means, but victims that catch it (Games Master's discretion only, as birros kanak should be used only as a plot device) can be made comfortable and relieved of pain during the 1d4 days it takes for the disease to prove fatal. Only Gaim seem susceptible to this disease; no other race can be affected.

Gaim Conditions

These are far more common in the Gaim than in many races; birth defects and genetic abnormalities seem to be part of the price the Gaim pay for their mastery over the genome. Most of these 'defects' are just variations in the individual members of the breeds, but a few are more serious and deserve note below. The most common abnormality to afflict the Gaim is either an over- or undergrowth of chitin. This can be unsightly, though such things do not matter to the Gaim, but it can also be dangerous in that weak chitin makes it hard for of a Gaim's organs to maintain themselves and overly thick chitin can impede or even crush a Gaim under its weight and immobility.

⑤ **Shor'mik:** The name given to having greater or fewer limbs than a given breed is supposed to manifest, the more severe victims of this disorder are killed after chrysalisation because they would not be able to function properly. One extra or missing pair is usually allowed, though their benefit or detriment tends to be minor. Very few Gaim have full range of motion and dexterity with their extra set of limbs; see the Gaim feat Limb Mastery for more details.

⑤ **Kik'dran:** A seemingly crippling disfigurement in which a broken genetic sequence has cost the Gaim its eyes, this is actually a blessing in disguise. It took the Queens centuries to realise that a Gaim with kik'dran could not see but had a much greater sense of touch by way of compensation. On a world where surface memory and tactile sense are far more valuable than sight, this ailment is an advantage in many ways. Warrior Gaim with kik'dran are always assigned duty as watch guards and Tenders with this disfigurement are kept with the Queens themselves to tend their medical needs directly.

- Any Gaim Player may determine that they have this condition. In exchange for being permanently blind, the Gaim in question has the special quality Tremorsense, allowing it to sense all motion, creatures and objects within 30 feet. This completely negates any blindness penalties the Gaim might suffer within this range and makes it difficult to sneak up on it, but anything outside of 30 feet is granted full concealment.

⑤ **Gik'ti'ran:** While many Gaim become violent for a short time after their chrysalisation, those with this condition are chemically prone to such outbursts and can rage out of control during stressful situations. Once a day, this Gaim may enter a blood haze; this grants a +4 to Strength, a +2 to Fortitude saving throws and 4 additional hit points. Unfortunately, this condition also causes a chemical imbalance in the Gaim that makes it difficult for it to learn effectively or concentrate for long periods of time.

- Any Gaim Player may choose to have this condition, but its down side can be very costly in the long run. Gaim with gik'ti'ran suffer a -2 penalty to their Intelligence scores and cannot succeed at DC 20 or higher Concentration checks. They are simply too distracted by the low levels of aggression that constantly rage at the edges of their consciousness.

Gaim Diet

A simple topic in theory, there are some complications to consider when dealing with the eating habits of a Gaim. All of their breeds have the same basic but effective method of digestion. The Gaim can regurgitate their stomach acids at will and do so onto undigested food to soften it over the course of several minutes. With no chewing surfaces in their mouths to speak of, this is the only way

they can consume solid food. After the meal softens to the consistency of a thick paste, the Gaim use a small proboscis to siphon it down their throats and into their stomachs.

The Gaim, like many insects, need only complex sugars and the basic minerals and nutrients found in plant life to sustain themselves. Unlike normal insects, the Gaim require high levels of protein, iron and other 'mammalian' nutrients to thrive because of their advanced evolution. Their brain matter is considerably more complicated than that of most insects, even their Warrior and Drone breeds. They also have rudimentary muscle structures that greatly enhance their strength and make it possible for them to survive standard gravity within a shell of chitin.

The Gaim consider cannibalism a perfectly practical way of getting everything they require in a meal. This is not a common practice in any case, as they Gaim no longer fight each other and the only bodies available for eating are those of aged Gaim and the victims of accidents. No Gaim would commit murder just to have a corpse to consume, but the Gaim would likewise not pass up an opportunity to take advantage of such a repast.

5 **Silicon:** Oddly, the one element most common in Gaim chitin is something they cannot get from their standard diet. Fortunately, the Gaim can get as much silicon as they require by ingesting the soil that surrounds most of their colony sites. Silicon is sublimated directly into the chitin of a Gaim, especially Warriors with their thick carapace. The Gaim must constantly maintain their chitin, as combat and exposure to the environment can both take their toll.

5 **Chlorophyll:** The atmosphere on Gaim worlds is a mixture of methane and carbon dioxide. To process aerobic muscle activity, which the Gaim have in their major joints and along the linkages between their body sections, they must have some form of oxygen in small amounts. This is accomplished by digesting plant matter rich in chlorophyll and internalising its processing capabilities to generate oxygen directly into their circulatory systems. Gaim cannot handle high levels of this gas in their bodies and can easily eat 'toxic' doses of chlorophyll. To regulate their intake, most Gaim excrete plant-based meals quickly to keep from absorbing too much.

The Gaim do not generally prepare their meals and consequently have no favourite dishes. In fact, the only meal they enjoy with any regularity that could qualify as a recipe is a meat concoction heated by the chemical reaction of a mild acid base used for its preparation. The Gaim are not directly against the consumption of prepared, cooked or processed food; they simply do not bother to do so themselves. As Mr Garibaldi, Chief of Security for Babylon 5 tells it: 'Why should they bother baking a nice manicotti when they are just going to throw up all over it?'

5 **Xi'lik:** The only meal the Gaim take any time to prepare at all (aside from aging fungus in dark, dry places to alter its flavour and scent), xi'lik consists of dozens of balls of shredded meat and fungus roasted in a weak acid until the latter becomes a pungent base safe for them to consume. Those few humans brave enough to eat the safe form of this dish have been pleasantly surprised by the flavour.

Gaim Organisations

In a sense, all of Gaim society is one massive organisation. From administrative level to enforcement (Warriors) down to the service level (Tenders) and the lowest echelon of the work force (Drones), this sprawling organisation is made possible through the incredible telepathic powers of the Queens and the encoded obedience of the Gaim race. There is little to no dissension and societal deviancy is virtually non-existent.

The Gaim do not have separate concepts for their organisations; the government of the Gaim is completely centralised in the Hexad Hive. The Queens also rule all social aspects of their society (which are few) and their



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military. The Gaim do not have a true military in the sense of a separate arm of the government that is organised into ranks and battalions. They simply maintain a constant fighting force to defend the race against any threat that might attempt to confront it.

In the past, the Gaim have been at war with themselves. For millennia, the Queens divided their world and sent countless Warrior Gaim into battle to fight for immeasurably small gains of territory. This behaviour was perfectly logical to them and none of the six ever questioned why they did such a thing. It was a biological imperative to fight each other and these wars required no greater organisation than hordes of troops and a battlefield to litter with insectile body parts.

After the Gaim met the Narn in battle and suffered massive losses to the latter's technological weapons, the Queens finally had a reason to break out of their evolutionary deadlock. They united against the possibility of an outside threat and began to realise the need for more divisions and structure to their existence. Horde tactics and mass numbers were effective against each other, but if the Queens were going to expand their reach into space and deal with external problems, they had to change.

Gaim Government

The Hierarchy was developed at this time and a sub-breed of Ambassadors was charged with the power to read and relay the telepathic messages of the Queens over vast distances. Extensions of the Hexad Hive's will, the Executors run all of the remote colonies of the Gaim and serve aboard all of their starships. While Executors are not fighters by nature, they have the constant protection of six (the base number of the Gaim's counting system) Warriors armed with the latest bioweapons and tasked with their safety whenever they are on N'Chak'Fah II.

The Hierarchy also includes lesser Executors called Diads. These Thinkers always come in pairs, are telepathically linked over a range of 100 miles and act as the remote eyes and ears of the Executors in each colony or starship of the Gaim Intelligence. Each Executor has as many Diads as the size of their territory needs. When a Diad dies, its partner dies instantly as well. Both bodies are then consumed by their Executor to insure no information is lost before a replacement Diad can arrive from N'Chak'Fah II.

The existence of the Executors and the Diads in no way weakens the totalitarian hold the Queens have over their people. The Hierarchy exists only as an expression of their rulership, not as another form of it. Without the Queens to guide them, the Executors would be powerless to make

or enforce any decisions; they only have authority while the Queens exist to enforce it. Indeed, the Warrior retinue of an Executor will turn on their charge and consume him if he ever attempts to go rogue and act against the wishes of the Queens. This only occurs if outside forces interfere with the telepathic bond, however, so instances of Executors 'retiring' in this way are very infrequent.

The Six Queens are linked by a constant expression of their racial telepathy and act in unison 99% of the time. There are occasions when one or more of the Queens will make a decision that is not fully supported by one or more of the others. This is extremely rare, but it does occur. When this happens, the Gaim race as a whole falters; it is as if the Gaim become almost comatose and non-responsive. This fugue state rarely lasts more than a few minutes, as the Queens are experienced in coming to a consensus quickly.

The Queens are democratic within themselves, voting by mental impulse until one side or the other is agreed upon and then acted on instantly. On those exceptionally infrequent occasions when the Hexad Hive becomes deadlocked on a given matter, the thousand Gaim Warriors serving each queen band together into armies three thousand strong and fight each other for the right of agreement. The side that emerges victorious decides the matter and the issue is resolved.

Unfortunately, these battles can take minutes or hours depending on how the fighting goes. Each of the Six Queens, eager to have her side win the conflict, has been known to try and manipulate the battle by interfering telepathically with the soldiers of rival Queens. This is the only instance in which the wars of the past echo in the present day, but the fighting can get very intense and rage for some time. While this is going on, the Gaim Intelligence is effectively at a standstill. Gaim will fight to defend themselves wherever they are, but if unprovoked they will simply remain stationary and unresponsive.

Once the deadlock is broken, the Intelligence resumes. The Queens have long memories but generally allow past occurrences simply fade and rarely act on them. The Queens are the closest to true, independent sentience the Gaim race can achieve, which means their personalities are as complex as any other galactic race. They can hate, react emotionally and even behave irrationally if provoked. While the Queens are normally very harmonious, they have been known to clash along ideological lines. Their last great disagreement, one that rendered the Gaim Intelligence inert for nearly a full day, was their decision to get involved in the Shadow War with Sheridan and the Army of Light.

The Gaim Queens

- ⑤ **Anasha:** The calmest and least reactionary of the Queens, it was her voice that first urged the Gaim to unite when confronted by the Narn. Though still curious to see what the stars have to offer the Gaim Intelligence, she is not overly inquisitive and would just as soon cease all contact with outside races. Anasha is not motivated by the desire for peace as much as she is driven by a need to keep her Gaim safe from harm. She is loathe to enter battle and quick to accept victory and move past further conflicts.
- ⑤ **Darana:** Angry and warlike, Darana opposes Anasha on any matter. The usual cause of dissent among the Six Queens, Darana has very definite goals for her people and if she could convince the other five to support her initiatives, the Gaim would become as violent and conquering as she is. Fortunately, Darana is not irrational and can be convinced when a given course of action would be suicidal for the Gaim. Until she comes up with a dominion plan that has a genuine chance of success, she will not succeed in turning the Gaim Intelligence against its current allies.
- ⑤ **Hirokash:** Quiet to the point of disinterested, Hirokash is as much a scientist as she is a leader and possesses the greatest genetic manipulation skill of all six Queens. Hirokash was the designer of the Ambassador breed, building them at the Queens' combined request to serve as their representatives among the stars. Hirokash would have preferred to give all Ambassador breed members the same telepathic skills as the Executors, but the Queens did not believe such a possible link to themselves was wise when dealing with other potential telepaths.
- ⑤ **Lanata:** Wise beyond her years, Lanata is the youngest member of the Hexad Hive and does not have quite the respect from her peers as is afforded the older Queens. Lanata is very astute and understands the psychology of other races better than her colleagues. While she is still not fluent enough in alien cultures to be of help to the Gaim's Ambassadors, she watches them carefully and ensures that the largest portion of any dissolved Ambassador comes to her for analysis. She obsessively seeks to understand alien cultures, but to what purpose is not clear even to the other Queens.
- ⑤ **Mikaro:** Capable of both great reasonable and emotional responses, unstable might be the best word to use for Mikaro. Though the other Queens seem biologically incapable of seeing it, Mikaro

is an Erratic – the first Erratic ever born into the Queen breed. This does not stop her from doing her duty as a leader of the Intelligence, but it does mean that of all the Queens she is the one most likely to take independent action if ever forced to do so. A wild card in the decision-making process of the Hexad Hive, Mikaro typically sides with the least supported half of any argument just to keep things 'interesting'.

- ⑤ **Xiphon:** Not capable of going against the majority of her sister Queens, Xiphon is nearing the end of her lifespan and her intellect is no longer what it once was. Plans are already in motion for the consumption ceremony her children will undergo when she finally expires, but Xiphon still has a few years left in her. She is very detached from the affairs of the outside world and is generally only confrontational when a matter directly concerns her section of N'Chak'Fah II. Xiphon detests aliens and would prefer the Gaim to never have gone into space at all.

Gaim History

The Before Time – When Insect Warred with Insect

The Gaim are a very old race of more than a billion years. This is possibly quite apocryphal as the Gaim have very few ways to tell time accurately. Their atmosphere is so thick and poisonous at its upper layers (even to the Gaim themselves) that they did not even discover stars for the greater part of their existence. Even the existence of their own sun was more of an assumption than a verified fact, as the solar body N'Chak'Fah II revolves around is only visible as a bright area in the world's continuous cloud cover.

For all but the last fifty or so years, the Gaim have led the same basic existence. The Queens, six in number, divided their world and staked claims to their territory defending it with lethal force. Warrior insects, first evolved from the same species as the Queens themselves and later hatched from pupae modified by the willing secretion of certain chemicals in the Queen Gaim's birthing canals, fought countless wars of aggression and conquest during their race's history.

These conflicts were generally pointless, as the Queens have always been equal in power and territory. Any gains could be measured in metres and were quickly lost to the next advance by another Queen. Whenever one Queen would have a brilliant strategy or the good fortune to win a sweeping victory, the others would invariably move against

her forces until any advantage she might have held was lost. This state of battle after battle with no surcease lasted for untold millennia.

There were many casualties of these terrible wars, not the least of which was the ecology of N'Chak'Fah II. While the plant life of the world survived ravaged but intact, the fauna did not fare so well. More than five thousand years ago, the last of the native species other than the Gaim died out, hunted to extinction or slain in the midst of their destructive conflicts. Faced with extermination by hunger, the Gaim adapted in two different ways to overcome their imminent elimination.

The first was the racial turn towards cannibalism. With no emotional compunctions to dissuade them from such behaviour and no medical reasons not to, fallen Warriors and spent Drones became food for the surviving Gaim. This practice was not entirely efficient, as it took more resources to grow and nurture a new Gaim than could be gained by eating a dead one, but it was a supplement that at least slowed the race's decline.

The second adaptation was longer in coming but more effective in ensuring the survival of the Gaim. The Queens began a wide-scale campaign of racial changes that allowed their future generations to derive nourishment from alternate sources. They became omnivorous and developed farming techniques to satisfy their new dietary needs. The Gaim had evolved as a race in response to their environment, but they had done so through conscious effort. The Gaim were not only saved from annihilation; they had taken their first step towards true sentience.

Fire in the Clouds - The Arrival and Departure of the Narn

The Gaim were about to get another evolutionary push, but this would come from a direction they could not even conceive of – outside their own world. Wars continued after the Gaim became omnivorous as their changed diet only made it more important to obtain fresh kills. The Gaim battles raged more ferociously than before with each death among them ironically making it easier for the others to survive.

This would likely have continued until the very last resource of the planet had been extinguished and the race faded into obscurity had it not been for the fateful approach of an exploration fleet from an alien civilisation into the N'Chak'Fah system. This fleet, an expeditionary force from the newly-freed Narn, was in the area looking

for resource worlds to conquer. Detecting useful elements in the atmosphere of the system's second planet, the fleet sent down landing vessels to scout the 'newest world in the Narn Regime'.

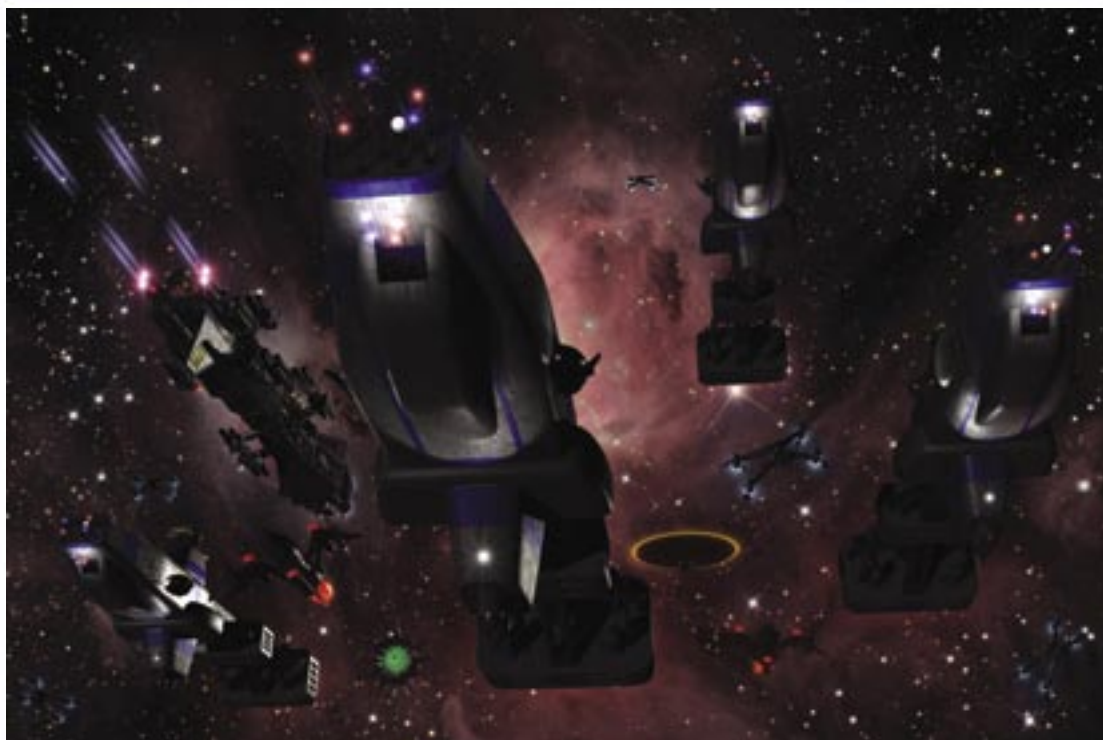
This initial meeting between the Narn and the Gaim went very poorly. Assuming the approaching insects were little more than pests, the landers blasted them with shipboard weaponry. Vaporising the bugs instantly, the Narn further assumed their drop zone was clear and returned to their mother ships for environmental gear and a full exploration team.

So equipped, the Narn set out from their vessels and walked upon the surface of the Gaim homeworld. Then the rest of the bugs arrived... all of them. The Queen of the area reacted logically to the unknown and powerful new threat; she sent the entirety of her Warrior horde against it. The Narn fought bravely, but they were quickly overwhelmed and sliced apart. The Warriors did not stop until they had completely shredded the landing vessels and eaten the bodies of the invaders, as was their normal behaviour when fighting each other.

The thick atmosphere of the planet kept the Narn explorers from sending any transmissions back to the fleet to let them know of the ambush. Thus, when they did not return after two days, the fleet sent down a military escort to determine the nature of the delay. The carnage they discovered was enough to turn their stomachs and more than enough to convince the fleet that N'Chak'Fah was indeed hostile. They organised a strike force and moved to sterilise the planet of its insect problem.

This did not go well for the Narn. By the time the fleet commander accepted his defeat and ordered his ships out of the system never to return, the Narn had lost 90% of their ground forces and every shuttle and fighter at their command. Since the Gaim had far more Warriors than the Narn did craft, and were prepared to sacrifice as many as was needed for victory, this was a war the invaders could never have won.

The battle ended for the moment and the Queen of the affected territory decided to confer with her five enemies and learn if they had also suffered such attacks. While the five briefly considered striking at the weakened Queen, they quickly decided that the threat of invasion from the stars took precedence over their own conflicts. Unwilling to allow outsiders to conquer or destroy them, the Gaim Queens took the radical step of combining their authority and forming a single ruling voice to guide their people.



There was much work to be done. The invaders had been odd creatures that balanced on two legs instead of four or six, but they had been agile enough to put up an effective fight. In addition, they had no wings but moved in metal shells that allowed them to fly. A few of these were still in serviceable order and the Gaim sent their Thinkers to the task of analysing these odd constructions. The discoveries they made changed the Gaim forever.

When the Queens witnessed (through the senses of their Thinkers) the dark reaches of space past their atmosphere and the burning glory of their system's sun, they were at once entranced and terrified. There was so much more to existence than they had ever contemplated. The concern over one invading people rapidly became paranoia over what could be thousands of other races just waiting to attack them from beyond. The Gaim Queens deliberated on what to do and eventually decided to replace their lost Warriors and create a 'humanoid' breed to try and interact with whatever might be out there.

Fire and Stone - The Lesson of the Dilgar

The Gaim were not yet finished creating their humanoid species when the next threat from the stars arrived. The Dilgar, looking to push past their world and conquer

known space, needed to secure the Gaim system in order to cover their flank. To do this, they had to pacify the Gaim, a race they knew something about from the Narn's brief encounter a few years earlier. A poorly managed scout mission alerted the Gaim to the Dilgar in their system and the stage was set for another battle.

Unfortunately for the Gaim, the Dilgar had no interest in their homeworld. Instead, they just wanted to make sure it was no threat to them once they moved past the system. This led them to simply circle the planet in orbit and unleash terrible destruction from their battleships in the shape of mass drivers. The Gaim Queens could only watch helplessly as asteroids rained down on their cities and armies, blasting everything into clouds of ash.

The Dilgar, confident that they had wiped out the Gaim, made a fatal miscalculation by sending down scout vessels to make sure. The Gaim, badly damaged but far from defeated, swarmed the ships and sliced their crews to ribbons. Then, packed in as tight as their size and numbers would allow, Gaim forces used these vessels, and the knowledge they had gained from the abandoned Narn craft, to take the fight to the orbiting Dilgar.

Capable of surviving in space long enough to burn and cut their way into an enemy ship, the Gaim attacked the

battlecruisers of their new enemy. While the Dilgar were too numerous and too well armed to be defeated by these savage but limited assault groups, the Gaim wreaked a bloody revenge that left one Dilgar ship plunging into their atmosphere and another crippled and evacuated.

Ultimate victory for the Gaim did not come from their clever use of the Dilgar's scout ships. It came from the delay they caused the invaders. This invasion wave of the Dilgar had been depending on momentum to push them through the League of Non-Aligned Worlds in a swift arc of destruction – momentum they had now squandered because of their losses at the claws of the Gaim. When the League forces arrived in N'Chak'Fah to drive the Dilgar out, they gladly retreated from the field of battle rather than deal with the insane insect forces of the Gaim any longer.

This brought the Gaim and the League into direct contact for the first time. The newly hatched Ambassador Gaim met with Abbai representatives and an initial treaty was worked out. This meeting was not an easy one and more than once, hostility and cultural misunderstandings almost ruined the entire affair, but Abbai patience and the combined wisdom of the Gaim Queens saw the process through to its conclusion.

The Dilgar had taught the Gaim a valuable lesson; they must learn to field spacecraft of their own; no ground force in the galaxy could save their race from orbital bombardment. A hostile universe had to be dealt with in a hostile manner, something the Gaim understood perfectly. They also understood the need for allies and, within five years, the Gaim Intelligence joined the League as a full member.

Exploration and Exchange - The Gaim Become a True Power

With their Ambassador breed diplomats circulating through the known worlds, the Gaim were able to secure trade agreements and mutual defence pacts within the League. While these forced the Gaim to give up certain freedoms, including allowing other races to set up mining facilities on the other worlds of their home system, the Gaim also accomplished their own objectives.

Three years after becoming a member of the League of Non-Aligned Worlds, the Gaim secured the purchase of their own starships. These came from a number of sources, resulting in a motley fleet of seemingly unrelated ships, but the Gaim were only interested in effectiveness – not

aesthetics. Brakiri, Earth and even Centauri vessels became part of the Gaim Intelligence, crewed by specially tasked Drones and Thinkers on missions of exploration. The Gaim wanted to learn about the galaxy around them, not attempt to conquer it.

Unfortunately, fate had other plans. While the Gaim were limited to using existing jump gates, tensions arose between them and races whose territory they kept flying through. One race in particular, the xenophobic Descari, opened fire on and destroyed one of the Gaim's long-range ships. To the Descari, the Gaim were a weak, fledgling race with no business being in their system and no way to defend themselves even if they did. They found out how wrong they were when the Gaim's sizable fleet rolled through their system, destroyed their outer colonies and landed a massive ground force on their homeworld.

Only the careful actions of the Abbai (and the knowledge the Queens possessed of how weakened their fleet had become after this offensive) kept the Gaim from attempting to exterminate the Descari. Under the terms of the peace, the Gaim returned all the worlds they had taken from the Descari and even paid reparations for their losses in the war. In return, they gained full use of the Descari's jump gate and were allowed to keep any materials seized during the conflict.

To the Gaim, this was a full victory. The Queens had never intended on keeping the Descari worlds and their show of force had so completely overwhelmed their enemy that the other races in the galaxy now saw them as a viable spacefaring power. They had acquired free use of a vital jump gate and captured technology they would soon put to good use. It had cost them thousands of lives, but the losses were negligible. The Gaim had risen from their homeworld into the stars.

The Many Wars of a Few Short Years - The Centauri, the League and the Shadows

The Gaim used this time of peace to bolster their fleets and tailor their Warriors to battles on other worlds. The Gaim became quite powerful, especially in the passage of so little time. They gathered new technologies, invented their own (including formidable bioweapons for use by their Warriors and fleet crews) and added vessel after vessel to their now prodigious armada. The Gaim now had the power to handle any conflict that came their way.

Or so their Queens thought. The first challenge to Gaim strength came in the form of a strategic base constructed on a neighbouring world to their system. With Centauri ships so close to N'Chak'Fah, the Queens became alarmed and sent a protest to the Imperial Palace asking for their withdrawal. By way of response, Emperor Cartagia ordered the garrison fleet around the new base tripled. This escalated quickly and the Gaim, sensing an invasion, launched a pre-emptive strike that badly damaged the base and caused the Centauri to rethink the need for it at all.



Next came a period of instability collectively called the League Wars. With many of the powers fighting among themselves, the Gaim decided to pull back from their commitments to the League and shored up their own defences. This did not save them from the notice of the Descari, a race eager for revenge against the Gaim. They, and other minor powers in the area, led raids and minor strikes against N'Chak'Fah while the rest of the League was powerless to lend them any aid.

These attacks were all rebuffed, but each one ate away at the strength of the Gaim until there was only a minor fleet left to defend their world. The Gaim were far from powerless, but they were depleted to an alarming level and the usual sources of trade they would have used to replenish their ships and weapons were all tied up with their own petty squabbles. The Queens quickly realised that it would only take one major conflict to plunge the galaxy into chaos.

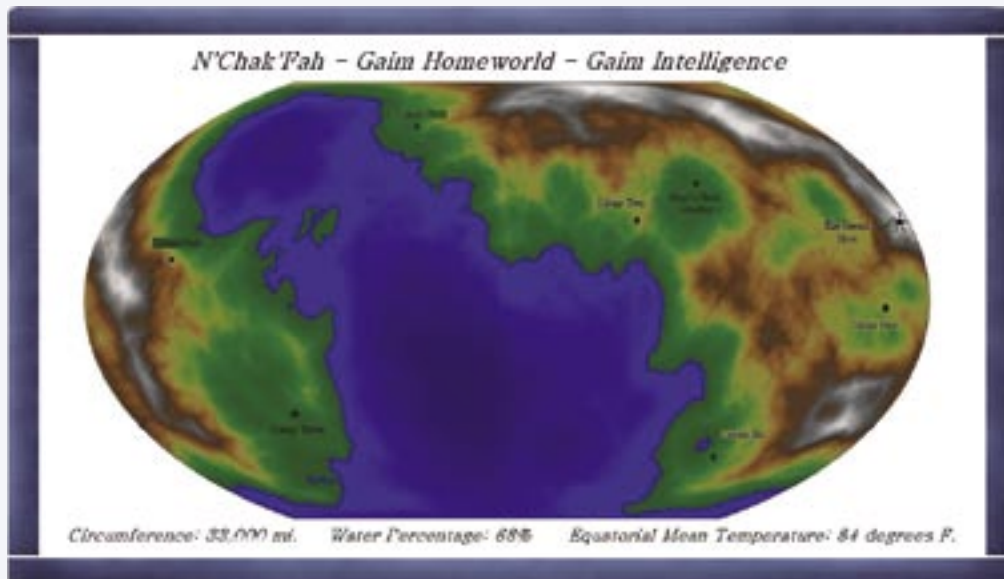
They were right. The Shadows, finally revealed as the real source behind the minor conflicts going on all across the League of Non-Aligned Worlds, took to the offensive and planets began to die. The Gaim had to be convinced that Sheridan of Earth's proposed alliance of ships stood any chance of beating the Shadows before they would join. When, seemingly at Sheridan's behest, the Vorlons got

involved and handed the dark enemy its first defeat, the Gaim were as good as their word.

Seeing the Gaim side with Babylon 5 against the Shadows, other worlds in the League followed suit until the largest military force in history moved as one to battle the darkness. The Gaim lent nearly every ship in their military to this endeavour, knowing that if it failed, there would be no hope of defending their own world. With the end of the Shadow War, the Gaim secured a place not only for themselves in the new future of the Interstellar Alliance, but for all the member states of the League. Their willingness to side with the Light brought in most of the other races, a swing vote the ISA has not forgotten and may some day be asked to repay.

Notable Worlds of the Gaim

N'Chak'Fah II



Planet: N'Chak'Fah II

Climate: Warm to Hot, Hotter near Equator

Weather Average: Mild 60%, Light Storms (Rain/Wind) 25%, Severe Storms (Rain/Wind) 15%

Technical Level: Advanced, genetic manipulation, rudimentary bio-organic technology

Native Sentient Race(s): Gaim

Dominant Government: Totalitarian; The Hexad Hive: a collective of six telepathic Queens

Notable Cities: Hexad Hive (capital city), Colonies One through Six

Population: 13.3 billion (100% of population live in the Gaim communities of the Hive and its satellite colonies. No Gaim live outside these areas; it is not permitted by the Queens.)

Cultural Information: The Gaim are a communal hive-mind of sorts, with their population spread more or less evenly through the six colony cities on the planet's surface. These were the former Hive sites for the Six Queens before they combined their authority and set up the centrally located and extremely well defended Hexad Hive. Gaim cannot conceive of any social order but their own.

Planetary Notes: The methane/carbon dioxide atmosphere of N'Chak'Fah II is generally toxic to any race other than the Gaim, allowing the planet a measure of security from

invasion. The star of the N'Chak'Fah II system is a bright white stellar body and would incinerate or irradiate everything on N'Chak'Fah II's surface were it not for this thick shield of gas. The planet is very stable tectonically and its teeming oceans are remarkable saline, indicating a form of animal life previous to the rise of the Gaim.

The Gaim are an anomaly among the sentient races of the galaxy; insects rarely develop any true intelligence, much less a culture or civilisation. Their homeworld is partially responsible for this; its hostile atmosphere and high temperature forced rapid evolution during the Gaim's developmental years. The Gaim are also internally responsible, as their constant wars forced the race to think beyond simple instinct to survive.

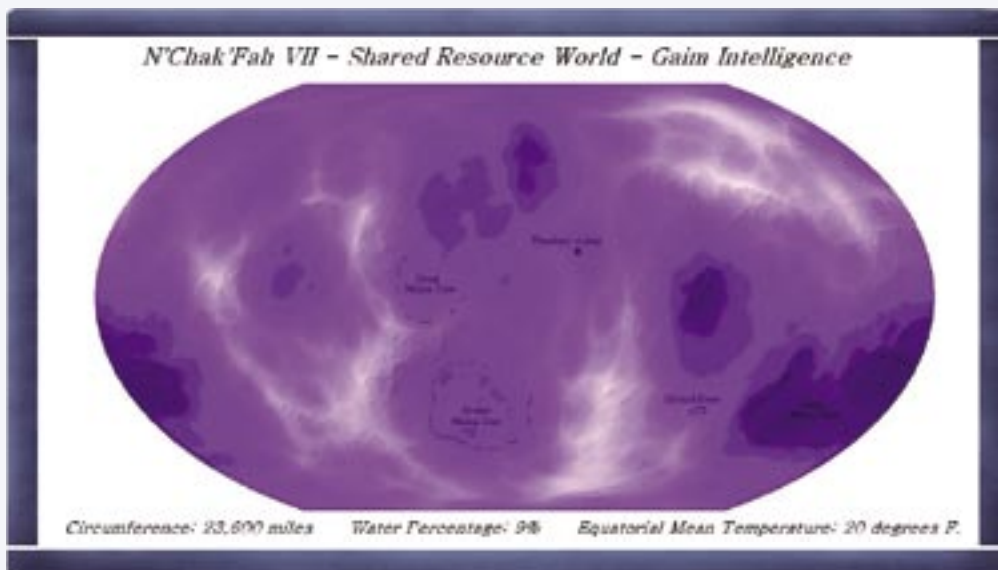
While the Gaim do host a chapterhouse of the League of Non-Aligned Worlds, it is considered the worst posting in the League and the Ambassadors stationed there only remain in residence when they have to attend regular sessions and leave as soon as these meetings are concluded. At all other times, the Council Hall stands vacant as silent testimony to how unpleasant the world is to non-Gaim.

'We make our world open to those we call friends by the will of the Queens, but so few come. We do not understand why our allies do not spend more time here but their ways are often strange to us.'

- Mi'Serat, Liaison to the League Council Hall

N'Chak'Fah VII

the value of each year's 'harvest' makes the trouble and the occasional loss of life worthwhile.



Planet: N'Chak'Fah VII

Climate: Cold to Freezing, Cold near Equator

Weather Average: Mild 80%, Light Storms (Wind) 15%, Severe Storms (Wind) 5%

Technical Level: Advanced mining, processing and material generation

Native Sentient Race(s): None

Dominant Government: Proxy governed by the Gaim, used with permission of the Drazi and the Brakiri

Notable Cities: Planetary Admin (nominal 'capital')

Population: 30,000 (100% of population live in mining complexes, the military base or the Planetary Admin compound. The mixed population remains separate except in the Admin complex by order of the Intelligence.)

Cultural Information: There is no culture to speak of on N'Chak'Fah VII as the planet is effectively just a mining world and there are no longer term residents. The only exceptions are the administrators of the three facilities. While this world's current political setup is still too new to determine its success, the three races that process ore and smelt materials here seem to get along adequately well.

Planetary Notes: N'Chak'Fah VII has a wealth of mineral resources and the Gaim are eager to learn from other races how to exploit it to its fullest potential. The world seems made for mining; it has a deep but not terribly hard crust and virtually no tectonic activity at all. As a cold world distant from the system's sun, it can be very difficult to maintain life support for the workers of the mines, but

To the Gaim, N'Chak'Fah VII is a grand experiment that is proceeding nicely. Inexperienced in how to conduct a mining operation and uneducated about advanced alloys and processing techniques, the Gaim allowed the Drazi and the Brakiri to enter their system and set up operations on this planet for the sole purpose of observing them as they work. It has not escaped the attention of either mining colony that the Gaim's mines are being run in a strange merger of

their methods, but the riches the Gaim have traded them for their education keeps the Drazi and Brakiri quiet and happy.

The shared administration of the planet is an interesting crossbreeding of Brakiri corporate strategy, Drazi brute force and Gaim efficiency. The Brakiri overseer for the world is not entirely sure why he has been given such control over the production and financial aspects of N'Chak'Fah VII, but he is certainly not complaining about the profits. What the Brakiri and Drazi do not understand is that even with the Executor and the Diads extending the reach of the Queens to this world, the Gaim are not confident enough in their communications to attempt to rule the planet.

'The Queens are pleased. We have more than we had before and the others have given us knowledge we could not have discovered on our own. This is how an alliance should be.'

- Xi'Nathas, Executor of N'Chak'Fah VII

Technology of the Gaim

There is only one discipline the Gaim can claim to have mastered: genetic manipulation. In this, they reign supreme among the lesser races and their skills are unquestionable. The Gaim can create new life forms, modify existing ones and alter the very processes of organic structures. While the Gaim have not directly turned their skills towards the augmentation of other species, doing so is certainly within their capabilities.

Unfortunately for the Gaim, this mastery has not provided them with a space fleet or the weapons needed to defend themselves from races that would seek domination. While they have always emerged victorious over their would-be conquerors, their costly battles have illustrated the value of such a fleet. The Gaim know all too well that while they are a physically superior race, their strength is meaningless in the shadow of an asteroid, hurled at their planet from orbit by a mass driver.

To this end, the Gaim have borrowed, traded and scavenged every new piece of technology they can get their feelers on. While the Gaim were once content to purchase and use items directly from other races, they have recently been setting their Thinkers to the task of disassembling their purchased goods in the hopes of learning how to make their own. This has met with limited success, but the day will come when the Gaim travel between the stars in ships of their own design.

Gaim Equipment and Gear

Weapon Descriptions

To some extent, the Gaim have little need for weapons. Their natural advantage in size, speed, strength and deadly body shape makes them absolutely unmatched in hand-to-hand fighting. They even have ranged capabilities with their acid spittle, a weapon that has proven very effective at taking down or killing the soldiers of most other races.

Where they see a weakness in themselves is the increasing reliance they have on Ambassador breed Gaim and other, weaker sub-races such as Drones and Thinkers. These Gaim often find themselves in situations where a Warrior would have no trouble surviving but their smaller, more fragile bodies are incapable of defending themselves properly. The Gaim have seen that other sentients use portable weapons to stave off harm and inflict it upon

others; this lesson has prompted the Gaim to seek technical alternatives to their problem.

The goals of the Gaim are two-fold; defend their race and continue to grow. To this end, they have taken a binary approach to technical development. The Gaim, masters of genetic manipulation, have designed living weapons that react to their wearers/hosts/wielders in various ways. These are powerful devices but their bizarre nature and threatening appearance make them occasionally impractical for use on other worlds or in the jurisdiction of other races. For these situations, the Gaim rely on more conventional innovations. Their Thinkers are slow to come up with viable designs of their own, but what has been invented is quickly manufactured and disseminated throughout the Intelligence.

Acid Grenade: A simple application of the same enzyme the Gaim use in their acid spittle, this small metal container uses a chemical detonator to spread the acid over a variable area. This feature is what makes the grenade unique; the user can set it to explode in a small area for greater acid coverage or a large area at the expense of overall damage and effectiveness. Setting the grenade and throwing it is considered part of the same attack action; no additional action is required to do so.

Borelash: A deadly organic weapon, this is a lashing tendril that wraps around the wielder's forearm and allows itself to be used like a whip. When it strikes a living opponent, serrated teeth along the lash bore into the target, dealing an additional 1d4 slashing damage. The borelash has a DR of 1 and 5 hit points; it can be sundered (i.e. killed) but it cannot be disarmed. Gaim Warriors are automatically proficient in using these weapons.

Electrical Pod: These innocuous looking chitin spheres are actually small insects with the ability to generate a single burst of painful electricity. When thrown at an opponent, they unfurl into spider-like creatures and attach themselves to the target. A moment later, they unleash their charge and are consumed by it. The impact of an electrical pod does no damage, but its shock deals 2d6 electrical damage to any living target struck. Damage Reduction of 4 or better will ground the target and prevent this damage completely.

Gaim Laser Pistol: Based on a Vree design, these pistols look similar and have much the same performance profile. The Gaim are not as efficient when it comes to power generation and while their laser pistols are just as deadly as the originals, they do not have the same ammunition capacity and must be frequently recharged.

Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Type
Melee Weapons									
Borelash (Bioweapon)	220 cr.*	1d6	—	x2	—	10 ft. Reach	Medium	2 lb.	Bludgeoning, Exotic
Gas Spiracle (Bioweapon)	n/a *	1d6	—	x2	—	—	Tiny	—	Acid, Exotic
Morphic Blade (Bioweapon)	600 cr.*	1d8	—	19-20/x2	—	—	Medium**	1 lb.	Slashing, Exotic
Ripring	500 cr.	1d6	—	x3	—	10 ft.	Medium	2 lb.	Slashing, Exotic
Grenade Weapons									
Acid Grenade	300 cr.	2d6 or 1d8	10 ft or 20 ft	—	—	20 ft.	Tiny	1 lb.	Projectile
Electrical Pod (Bioweapon)	350 cr.*	2d6 electrical	—	—	—	20 ft.	Tiny	1 lb.	Projectile
Swarm Grenade	500 cr.*	1d8 + poison	10 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile
Pistol Weapons									
Gaim Laser Pistol	850 cr.	2d4	—	x3	7	40 ft.	Small	3 lb.	Energy
Rifle Weapons									
Gaim PPG Rifle	1,350 cr.	2d6	—	19-20/x2	10	30 ft.	Medium	6 lb.	Energy, Rapid Fire
Triple Rifle	4,500 cr.	3d4***	—	x2	30	30 ft.	Huge	30 lb.	Projectile (Chemical)

* As an organic weapon, this is not typically for sale.

** When extended. When retracted, the weapon is Tiny and cannot be used to deal damage.

*** This damage is acid, fire or Bludgeoning (nonlethal); wielder's choice.

Gaim PPG Rifle: This duplicate weapon is built on the same principles as the Auricon rifle of the same type. Gaim PPG technology is still in its infancy, but they have mastered the basic concepts and their rifle is deadly enough to function perfectly well on the battlefield. These are usually given to Drones on Gaim ships and only used if the vessel must repel boarders or if the ship is in desperate need of additional assault team members.

Gas Spiracle: A biological augmentation, this allows one of the chitin spiracles of a Gaim to emit a very short-ranged blast of concentrated acidic vapour. Because of its short

range and usual location along the arm or upper chest, a gas spiracle is considered a melee weapon for the Gaim. No other race can receive this augmentation and it is typically done only to Ambassador breed Gaim because of its use as a concealed, innocuous weapon. Gaim Warriors are automatically proficient in using these weapons.

Morphic Blade: Made from a living section of soft chitin and an enzyme sac that generates two neurochemicals, the morphic blade is surgically attached to the forearm of the creature receiving it. With a thought, the wearer/host can cause the sac to excrete one of the chemicals; this causes

the chitin to shoot outward and become rigid in the form of a very sharp double-edged blade. The other chemical relaxes the chitin and withdraws the blade. Secreting either chemical is a free action, but both cannot be secreted in the same combat round.

Ripring: A melee weapon made of the densest chitin the Gaim can create, these are ring shaped blades with a blunted section for wielding and sawtooth edges along their razor sharp length. Riprings are a favourite among Warrior Gaim and are so well balanced they can be wielded in pairs as if one were a light weapon. Attempts to disarm a ripring suffer a -4 penalty because of their construction. Gaim Warriors are automatically proficient in using these weapons.

Swarm Grenade: A bioweapon that takes advantage of the Gaim's unique genetic engineering skills, these grenades contain hundreds of specialised insects held in chemical stasis. They only take a moment to awaken once the grenade detonates and scatters them into the air around its area of effect. When they swarm, anything in that radius is dealt the listed damage and given any poison the Gaim wish to charge the insects with at the time of the grenade's manufacture. Once the insects sting and bite for a single round, they die, leaving the area clear of danger.

Triple Rifle: A heavy weapon designed for use by Gaim Warriors, the triple rifle is so bulky and oversized that it is only a rifle in the strictest sense of the word. A chemical weapon, the triple rifle is so called because its jet can shoot acid, fire or a powerful pulse of subduing, inert liquid. This determination can be made through a selector switch (free action to change, once a round). The triple rifle is a very versatile weapon and shows the evolving thought processes of the Queens where warfare and the value of prisoners are concerned.

General Equipment

The Gaim do not have much need for equipment, but they have acknowledged that their universe is a changing one and many of the other races seem to put great stock in the many items they carry. While a Gaim generally needs little more than his next meal, there are a few items that have been developed by the Gaim for convenience or efficiency. These are given to the Gaim since shopping is a foreign concept to most

of them. In Gaim society, a person is simply given what he needs and does not seek to own anything else.

Chitin Covering: The Gaim can, through a long and somewhat uncomfortable process, extrude a form of hard resin over a solid object. This is used to line the walls of their burrow homes, protect important items and create architecture through shaped extrusions. The Gaim have found that this resinous chitin is a valuable trade item with other races because of the resiliency it lends anything covered with it. Chitin covering lends an object of any size an additional 2 hit points and another point of Hardness. Chitin covering is not compatible with Drazi scale, as the chemicals involved break down in contact with one another.

Communicator, Gaim: The Gaim have trouble with normal devices that depend on common features they do not possess. Because they do not have ears or a normal throat arrangement, standard wearable communicators are not useful for them. Gaim communication devices are worn on a chain around their necks and extend in a thin rod down the curve of their sternum. This allows them to project their full vocal range and receive signals by sensing vibrations along their skin. While Gaim communicators would not work well for any other race, they can be adapted to function for an additional 50 credits.

Data Terminal, Insectile: Compound eyes and an unusual form of perception mean that normal data terminals and monitors are of limited use to the Gaim. They must use modified terminals that generate a holographic display with vibrations and aural depth to match the light patterns Gaim use to perceive the world around them. These are not superior to normal terminals; they simply function differently. Most other races have a meagre ability to interface with a Gaim terminal, which may offer some measure of security against computer tampering (+10 to the DC of any Computer Use check if the user is not Gaim).

General Equipment

Item	Cost	Weight
Chitin Covering	+15%	+10%
Communicator, Gaim	200 cr.	1 lb.
Data Terminal, Insectile	4,000 cr.	—
Nutrition Bars	50 cr./20	4 lb./20
Sleep Pod	10,000 cr.	200 lb.

Nutrition Bars: The nutritional needs of a Gaim are difficult to satisfy off their homeworld, making these compressed meal bars vital for their continued good health. Nutrition bars store well and remain fresh for up to ten years after manufacture. They are also quite useful for other races and can act as emergency rations in a pinch for any humanoid race (save, strangely enough, the Pak'ma'ra as they contain a high percentage of seafood matter).

Sleep Pod: The Gaim cannot use normal sleeping facilities as their bodies continue to sense vibrations while they are trying to rest. The only way a Gaim can get useful sleep is to isolate itself in an enclosed pod. Sleep pods are standard fare for travelling Gaim and can be set up and taken down in five minutes without any skill check needed. Sleep pods are quite restful regardless of the race of the user; living creatures resting in a sleep pod gain the benefits of a sleep cycle 1.25 times longer than they actually spent (e.g. a six hour rest grants the benefits of a full eight hours).

Armour and Clothing Descriptions

The Gaim do not wear clothing in the traditional sense; they only wear garments that suit a direct purpose and then only do so for as long as they absolutely have to keep them on. The Gaim find clothing encumbering and painful – a distraction they much prefer to avoid. The Gaim understand the necessity for such garments when they serve some need, but they never retain clothing any longer than is absolutely necessary and tend to treat their garb as disposable unless there is a pressing reason to keep it.

Exo-Armour, Ambassador: Made from an advanced material designed by the Thinker breed of Gaim specifically for the needs of Ambassadors, this exo-armour is silver in colour and tarnishes easily in an oxygen rich environment. Ambassador exo-armour contains a re-breather unit capable of creating breathable methane mixtures for 24 hours before needing another gas charge and a Gaim communicator with a remote link to any translator device within 20 feet. All exo-armours are considered environmentally sealed and offer protection from inhaled gasses and radiation.

Exo-Armour, Warrior: The only way Warrior Gaim can leave their planet, these heavy suits of composite polymer and special silver metal are built around an actuator-enhanced body frame that increases the Gaim's effective strength by +2 while costing him -2 to his Dexterity score due to loss of motion sensitivity

and slowed response time. Warrior exo-armour contains a Gaim communicator and a 6 hour breather mask. All exo-armours are considered environmentally sealed and offer protection from inhaled gasses and radiation.

Gaim Pressure Suit: Used on the rare occasions when Gaim must go underwater, these were designed with the aid of the Abbai and their graceful styling shows this origin quite clearly. The Gaim pressure suit grants Damage Reduction but does not stack with any existing DR. Its internal air supply is 12 hours and it can be augmented with additional 1 lb., one hour tanks (up to four can be carried and accessed by the suit as a supplement to its own system).

Spaceshell: A modified pressure suit, these are standard issue to all space-going Gaim. Spaceshells grant Damage Reduction but do not stack with any existing DR. Spaceshells have a four hour air supply and cannot be augmented with additional tanks, as they rarely need to function outside the confines of a Gaim vessel with full internal life support.

Tool Rig: A ubiquitous piece of clothing, this is a complex set of straps that fit around a Gaim's multiple limbs (or just the back and shoulders of an Ambassador breed). The many fasteners and connection points that cover a Tool Rig allow it to offset the weight of any gear carried (tools and other hand-held items, including Small or smaller weapons, only) by 50%. All Drones and Thinkers wear tool rigs, as do Tenders when they are serving as medical assistants.

Vehicles and Spacecraft

The Gaim are almost entirely a pedestrian culture. They do not utilise vehicles in the same way as other races and have no concept of 'civilian mobility' in the sense of ground cars used for private purposes. They do appreciate

Armour & Clothing

Item	Cost	Weight	DR
Exo-Armour, Ambassador	3,000 cr.*	20 lb.	+1
Exo-Armour, Warrior	6,000 cr.*	60 lb.	+2
Gaim Pressure Suit	3,000 cr.	24 lb.	1
Spaceshell	5,500 cr.	55 lb.	2
Tool Rig	100 cr.	5 lb.	2**

* These items are generally not for sale.

** Only when worn in conjunction with a full tool kit of any quality.

the convenience of transportation for large groups and for heavy goods, but they have only recently begun using them on N'Chak'Fah II. For such adaptive creatures, the Gaim can be very slow when it comes to advances not directly related to their survival.

Special Quality: *Self Contained* (Ground and Air vehicles only)

The Gaim were reluctant to bring vehicles of any sort to their world for fear that emissions would cause a problem or energy generation could possibly ignite pockets of their atmosphere. These concerns were eventually alleviated when the Gaim's Thinker breed developed systems that re-route a vehicle's exhaust and ensure that its chemical reactions stand no chance of escaping into or interacting with the environment. This clean, efficient engine design is very useful for reasons even the Gaim have not foreseen. Any vehicle with the Self Contained quality gains a +2 on its Stealth score and +1 to its Speed because of engine efficiency.

Cargo Transport, Gaim

The Gaim, understanding the need for cargo transport once they entered into treaties with other governments, studied the vehicles of this class from each world they had contact with and tried to merge all their best features into one design. Their efforts were rewarded with the Gaim Transport, a heavy vehicle with the best and the worst traits of a half-dozen different vehicles. Few other races would use the Gaim transport because all amenities, including seats, have been removed to make the vehicle more efficient.

Gargantuan Surface Vehicle; hp 40; DV 9 (–4 size, +3 agility); DR 5; Spd 18; Acc 3; Dec 3; Han +0; Sensor +1; Stealth 10; SQ: Self Contained; Cargo 3,500 lb.; 1 Pilot, 1 Passenger

Skyhook

Knowing that some transports need to be faster than their ponderous ground vehicles, the Gaim have built the Skyhook around the design of the Abbai Kinraasha. Again stripped down to be more efficient, the Skyhook

retains its predecessor's amphibious qualities and space travel modifications even though it rarely moves in either medium. The Skyhook is virtually the only aircraft ever seen in the skies of N'Chak'Fah II and is rarely seen off-world as it is optimised to work in a methane environment and requires extensive modifications to operate in any other.

Gargantuan Spacecraft; hp 57; DV 7 (–4 size, +1 agility); DR 6; Spd – (25 in atmosphere); Acc 2; Dec 2; Han +0; Sensor +1; Stealth 11; SQ: Amphibious, Atmospheric Capable, Self Contained; Cargo 2,500 lb.; 1 Pilot, 20 Passengers

Military Vehicle Descriptions

The Gaim have little use for military vehicles as they have practiced swarm warfare tactics for millennia and have little ability or interest in changing their approach to ground combat. They do understand the benefits of tanks and transports for dealing with situations their own physical capabilities cannot handle, such as enemy assets too well armoured for acid weapons and chitin blades to penetrate.

The Gaim typically purchase the vehicles of others for these purposes, but the Queens would prefer to use their own resources instead of being beholden to other governments. The state of ground warfare vehicles built by the Gaim is still new and experimental, but they are learning rapidly. While they only have a limited selection of such assets at the present time, their initial forays into tanks, transports and scout vehicles are very impressive. The Gaim may not have a great deal of creativity, but they are masters at taking the work of others and improving on it many times over.

Azarak Military Transport

Built along the same general lines as the Drazi Arcstar, it keeps many of the same specifications while enlarging the transport bay to hold six Warrior Gaim. Not quite as manoeuvrable as its inspiration because of this larger size, the Azarak accomplishes its job well by moving warriors across a battlefield much faster than they could run or fly themselves. The Drone crews are usually skilled enough with the transport's guns to lay down effective fire support as well, but this is a secondary advantage of the Azarak at best.

Huge Ground Vehicle; hp 35; DV 10 (–2 size, +2 agility); DR 6; Spd 16; Acc 3; Dec 3; Han +1; Sensor +3; Stealth 13; Cargo 1,000 lb.; SQ: Self-Contained; 1 Driver, 2 Gunners, 6 Huge Infantry

Civilian Vehicles

Item	Cost
Cargo Transport, Gaim	44,000 cr.
Skyhook	480,000 cr.

Weapons:

Light Laser Cannon; Boresight; Attack +1 (targeting computer); Damage 2d6; Critical 19-20/x2; Range 5, Rapid Fire

Two Light Pulse Guns; 2 Turret; Attack +1 (targeting computer); Damage 2d4; Critical 19-20/x2; Range 2; Rapid Fire

Ki'Aga'Tar Heavy Tank

An awkward, ponderous vehicle with little manoeuvrability and the turn radius of a lumbering juggernaut, the Ki'Aga'Tar is an example of the Gaim not entirely understanding the principles behind vehicular design. Too slow and clumsy to be an effective battle platform, the Ki'Aga'Tar is still in service because the Gaim have yet to come up with something better. It also remains useful because, for all of its faults, there is little that can stand up to the combined assault of its massive weapons compliment.

Huge Ground Vehicle; hp 60; DV 7 (-2 size, -1 agility); DR 8; Spd 10; Acc 2; Dec 2; Han -1; Sensor +3; Stealth 10; SQ: Self Contained; Cargo 500 lb.; 1 Driver, 6 Gunners

Weapons:

Three Medium Laser Cannons; Boresight, Front/Left, Front/Right; Attack +1 (targeting computer); Damage 3d6; Critical 19-20/x2; Range 5, Rapid Fire

Two Light Laser Cannons; Boresight, Rear; Attack +1 (targeting computer); Damage 2d6; Critical 19-20/x2; Range 5, Rapid Fire

Twin-linked Light Pulse Gun; Turret; Attack +1 (targeting computer); Damage 2d4; Critical 19-20/x2; Range 2; Rapid Fire

Si'Takar Scout Car

Almost too fast to be practical, the Si'Takar is really only useful to the Gaim because their physiologies can handle the stresses and reaction time needed to operate it at its top velocity and not overshoot its intended destination or give away its location through erratic driving. The Si'Takar is a dual-purpose vehicle incorporating scouting capabilities and long-range attack. The vehicle is far better at the former, as its Drone driver is a questionable marksman at close range and generally unimpressive as a long-range gunner

Large Ground Vehicle; hp 27; DV 15 (-1 size, +6 agility); DR 4; Spd 26; Acc 6; Dec 5; Han +5; Sensor +5; Stealth 14; Cargo 100 lb.; SQ: Self Contained; 1 Driver

Weapons:

Light MagRail Cannon; Turret; Attack +1 (targeting computer); Damage 6d6; Critical x3; Range 7; Projectile

Vi'cant Air Transport

A less than efficient adaptation of the Drazl Vindicant transport, this vehicle has the same cargo bay modification as the Azarak and is even more destabilised by it. Barely able to remain airborne at times, the Vi'cant makes up for its flaws with heavy, unrelenting firepower. When a Vi'cant does make its awkward landing, the ground around it is generally too ravaged to offer any resistance or hide any enemy forces.

Huge Air Vehicle; hp 40; DV 10 (-2 size, +2 agility); DR 8; Spd 10; Acc 2; Dec 2; Han +0; Sensor +4; Stealth 10; SQ: Hover (can maintain position in the air automatically without need for a Pilot check); Cargo 1000 lb.; 1 Driver, 6 Gunners, 10 Huge infantry

Weapons:

Four Heavy Pulse Guns; Boresight; Attack +2 (targeting computer); Damage 4d4; Critical 19-20; Range 3; Rapid Fire

Six Air-to-Ground Missile Launchers; 2 Turret, 2 Front, 2 Rear; Attack +4 (cannot attack airborne targets); Damage 2d10; Critical 19-20/x2; Range 6; 6 missile capacity each

Space

The Gaim have some interesting assets in space, all of them modified vehicles from the armadas and surplus yards of other races. Interestingly, the Gaim refuse to field a vehicle until they change some aspect of it, even if the alteration lessens its overall capabilities. It is as if the Gaim know they have no real fleet of their own design and want to make sure their ships have something uniquely 'Gaim' about them. These modifications also make it impossible for an enemy, even the race that the ship originally came from, to accurately gauge what the Gaim fleet is capable of during any given encounter.

This is exacerbated by the Gaim Thinkers' propensity to make changes constantly; even on working, functional vessels. This is not always desirable behaviour and Gaim ships have been known to break down in mid-battle as the experiments of the Thinker Gaim aboard it short-circuit some vital system or take its main computer offline. Such failures are quickly repaired, but at a crucial moment, a

given Gaim ship could be taken out of a battle through no effort of the enemy. A wise adversary does not discount these momentarily motionless vessels; Gaim ships may be somewhat unreliable but they have a habit of coming back to life when one least expects it.

New Special Quality: *Unpredictable*

A vehicle of any kind with this quality has a chance each round of simply failing and losing all power for a short time. This is not a desirable quality, but it represents either faulty design work, serious system damage or, in the case of Gaim vessels, overactive Thinkers with idle tools and a dangerous amount of curiosity. Unpredictable comes with a percentage rating. Each turn, just before a vehicle's actions on its turn, percentile dice should be rolled. If the result is equal to or less than the Unpredictable chance, the vehicle powers down and takes no action other than to move straight forward at its present speed. If this causes a collision, there is nothing the Unpredictable vessel can do to prevent it but escape pods and other precautions work normally.

New Weapon: *Packet Torpedo*

A deadly variant of the minelayer missile used by EarthForce, these generate and cast about several dozen charged spheres of particle energy. While they last only moments before breaking up, they can render a sizable area (one full range increment) dangerous to move through. For one full turn, any ship passing through the area where a packet torpedo detonates (hitting the desired increment automatically) takes the listed amount of damage. No further attack roll is necessary and defensive shielding (EM shields, for example) do not mitigate this damage at all.

New Weapon: *Scattergun*

A phased array weapon with a surprisingly effective mode of delivery, the scattergun generates thousands of tiny particles and fires them in a cone effect. This sacrifices a great deal of stopping power but nearly always hits the target vessel. Because scatterguns are so accurate, they can afford to be built extremely large; this allows them to pack a considerable punch even with the majority of their energy being wasted against most targets.

Geun Defender

The Geun is based on the Orestes system ship, a vessel the Gaim greatly admire from the Earth Alliance. After purchasing several of these intriguing ships after the Earth-Minbari War, the Gaim refitted them with weapons obtained from a variety of sources and put them back into service as defensive vessels around N'Chak'Fah II. The Geun Defender rarely leaves orbit for any reason, even engagement, as its long-range weapons ensure that it does not have to do so.

Colossal II Spacecraft; hp 525; DV 2 (–10 size, +2 agility); DR 18; Spd –; Acc 1; Dec 1; Han +0; Sensor +3; Stealth 13; Cargo 100,000 lb.; 3 Officers, 10 Pilots, 3 Sensor Operators, 25 Drones

Weapons:

Two Particle Concentrators; 2 Front; Attack +1 (targeting computer); Damage 30+3d10; Critical x3; Range 6

Two Particle Beams; 2 Turrets; Attack +1 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Four Packet Torpedoes; Front/Left, Front/Right, 2 Rear; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Four Scatterguns; 2 Left, 2 Right, Attack +5 (scatter effect), Damage 10+1d10; Critical x2, Range 2

Craft (14):

12 Fighters

2 Shuttles

Kuach Minesweeping Corvette

This corvette was purchased by the Gaim from the Drazi to deal with what they saw as an impedance to their fleet; minefields. Because their Thinker and Drone crews are not very skilled, Gaim ships had a hard time avoiding or shooting down mines on their own. This vessel carries the firepower and the manoeuvrability to accomplish both, opening a path for the rest of the Gaim's eclectic fleet through any kind of orbital defence field.

Colossal III Spacecraft; hp 510; DV 10 (–12 size, +12 agility); DR 16; Spd –; Acc 3; Dec 3; Han +3; Sensor +5; Stealth 15; SQ: Long-Ranged; Cargo 5,000 lb.; 2 Officers, 3 Pilots, 6 Sensor Operators, 20 Drones

Weapons:

Four Particle Beams; 2 Front/Left, 2 Front/Right; Attack +1 (targeting computer); Damage 20+2d10; Critical x2; Range 3

Four Packet Torpedoes; Front/Left, Front/Right, 2 Rear; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Scattergun; Boresight; Attack +5 (scatter effect), Damage 10+1d10; Critical x2, Range 2

Craft (2):

2 Shuttles

Mearc Command Gunship

Originally a Markab cruiser, this vessel is one of many variants on the Moas – the most common ship in the Gaim fleet. The Mearc is an enhanced command and control vessel with an additional Executor slaved to the task of coordinating other ships in a Gaim fleet through the use of Diad pairs assigned to each vessel. While operating in this capacity, a Mearc adds a +1 to all attack, damage and Pilot rolls made by all Gaim ships within 10 range increments of it. The typical fleet layout around a Mearc is two Moas gunships and whatever support vessels are required for the current mission.

Colossal III Spacecraft; hp 660; DV 8 (–12 size, +10 agility); DR 18; Spd –; Acc 3; Dec 3; Han +2; Sensor +6; Stealth 15; SQ: Long-Ranged; Cargo 12,000 lb.; 3 Pilots, 5 Sensor Operators, 30 Drones, 2 Executors, 4+ Diads

Weapons:

Three Particle Concentrators; 3 Front; Attack +1 (targeting computer); Damage 30+3d10; Critical x3; Range 6

Two Packet Torpedoes; Front/Left, Front/Right; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Four Scatterguns; Front/Left, Front/Right, 2 Rear, Attack +5 (scatter effect), Damage 10+1d10; Critical 20, Range 2

Craft (4):

4 Shuttles

Moas Gunship

A very common sight in the Gaim military, they have an uncharacteristic fondness for this vessel and continue to use it and its variants even as their science begins to surpass its capabilities. The source of numerous variants because of its very stable and modular hull, the Moas suits nearly every role the Gaim can conceive of. Mainly a powerful gunship, the Moas is always at the vanguard of a Gaim assault force and carries enough raw firepower to make its presence felt in any engagement.

Colossal III Spacecraft; hp 680; DV 8 (–12 size, +10 agility); DR 18; Spd –; Acc 3; Dec 3; Han +2; Sensor +4; Stealth 15; SQ: Long-Ranged; Cargo 12,000 lb.; 1 Officer, 3 Pilots, 5 Sensor Operators, 30 Drones

Weapons:

Two Heavy Pulse Cannons; 2 Front; Attack +1 (targeting computer); Damage 20+3d10; Critical 19-20/x2; Range 5; Rapid Fire

Particle Concentrator; Front; Attack +1 (targeting computer); Damage 30+3d10; Critical x3; Range 6

Two Packet Torpedoes; Front/Left, Front/Right; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Four Scatterguns; Front/Left, Front/Right, Rear, Attack +5 (scatter effect), Damage 10+1d10; Critical x2, Range 2

Craft (4):

4 Shuttles

Moor Torpedo Destroyer

The Gaim do not trust the Centauri or the Narn, but they are happy to use cast-off vessels from both races for their purposes. While the Narn are vicious about destroying anything they once owned, the Centauri are not so vindictive. This ship, based around the Altarian destroyer, is a torpedo carrier and very good one. With one or two of these firing in a support role for a Gaim fleet, they can ensure space superiority very quickly.

Colossal II Spacecraft; hp 325; DV 10 (–10 size, +10 agility); DR 15; Spd –; Acc 4; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Jump Point, Long-Ranged, Unpredictable 5%; Cargo 50,000 lb.; 3 Officers, 6 Pilots, 6 Sensor Operators, 30 Drones

Weapons:

Five Packet Torpedoes; 2 Front/Left, 2 Front/Right, Front; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Two Scatterguns; Front/Left/Rear, Front/Right/Rear; Attack +5 (scatter effect); Damage 10+1d10; Critical x2, Range 2

Craft (1):

1 Shuttle

Slyach Frigate

The result of negotiations for peace between the Abbai and the Gaim, the Slyach is an attack cruiser with uniquely 'Abbai' characteristics and a very 'Gaim' array of weapons. These ships have proven their worth as the Gaim's cutters of choice, able to move fast and strike hard from anywhere on the field of battle. Two or three Slyachs in unison can peel apart virtually any command ship with their battle lasers, allowing other Gaim ships to clean up the rest of an enemy fleet.

Colossal Spacecraft; hp 440; DV 8 (-8 size, +6 agility); DR 14; Spd -; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 15; SQ: Amphibious, Atmospheric Capable, Long-Ranged, Unpredictable 10%; Cargo 40,000 lb.; 1 Officer, 3 Pilots, 2 Sensor Operators, 8 Drones

Weapons:

Battle Laser; Front; Attack +1 (targeting computer); Damage 60+6d10; Critical x3; Range 6

Two Twin Arrays; Front/Left, Front/Right; Attack +1 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Rapid Fire

Two Scatterguns; Front/Left, Front/Right; Attack +5 (scatter effect); Damage 10+1d10; Critical x2, Range 2

Craft (1):

1 Shuttle

Suom Medium Carrier

Also built around the Altarian frame, this vessel is the most effective carrier in the Gaim fleet. Capable of delivering 12 fighters and providing them support once they are launched, the Gaim use this vessel to bring fighter assets anywhere they are needed regardless of the risk. Because of their inexperience at space combat, the Gaim occasionally over-extend themselves with the Suom and have them destroyed when they are exposed to concentrated enemy fire.

Colossal II Spacecraft; hp 325; DV 10 (-10 size, +10 agility); DR 15; Spd -; Acc 4; Dec 3; Han +3; Sensor +5; Stealth 16; SQ: Jump Point, Long-Ranged; Cargo 50,000 lb.; 3 Officers, 6 Pilots, 6 Sensor Operators, 30 Drones

Weapons:

Packet Torpedo; Front; Attack (automatic hit against target area, -3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Four Scatterguns; 2 Front, Front/Left/Rear, Front/Right/Rear; Attack +5 (scatter effect); Damage 10+1d10; Critical 20, Range 2

Two Twin Arrays; Front/Left, Front/Right; Attack +1 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Rapid Fire

Craft (13):

6 Fighters

6 Light Fighters

1 Shuttle

Tiac Long-Range Explorer

A very long-ranged ship, the Tiac is usually the first Gaim ship another race sees as it enters their system and begins scanning everything in range. The Gaim are not a subtle race and their vessels tend to be very confrontational; the Tiac being no exception. Extremely well armed for an explorer ship, the Tiac can serve as a flagship during battle despite its size and is more than capable of holding its own against ships its own class or larger.

Gargantuan Spacecraft; hp 90; DV 4 (-4 size, +4 agility); DR 8; Spd -; Acc 3; Dec 3; Han +2; Sensor +0; Stealth 12; Cargo 20,000 lb.; 1 Officer, 5 Pilots, 10 Drones

Weapons:

Two Battle Lasers; 2 Front; Attack +1 (targeting computer); Damage 60+6d10; Critical x3; Range 6

Four Twin Arrays; Front/Left, Front/Right, 2 Rear; Attack +1 (targeting computer); Damage 10+1d10; Critical x2; Range 3; Rapid Fire

Two Packet Torpedoes; 2 Front; Attack (automatic hit against target area, -3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Craft (5):

5 Shuttles

Tracha Troop Transport

While these ships do not see the same amount of use they did during the Gaim's assault on the Descari, they are still in great demand as dropships capable of transporting large numbers of Warrior Gaim to distant battlefields and supporting them with heavy defensive weaponry. Not well armed enough to defend itself effectively in space combat, the Tracha must depend on allied ships for hyperspace travel and garrison duty while it serves its intended purpose.

Colossal Spacecraft; hp 420; DV 8 (-8 size, +6 agility); DR 14; Spd -; Acc 3; Dec 2; Han +2; Sensor +8; Stealth 15; SQ: Atmospheric Capable, Long-Ranged; Cargo 40,000 lb.; 1 Officer, 3 Pilots, 2 Sensor Operators, 10 Drones, 96 Warrior Gaim, 6 Vehicles

Weapons:

Two Packet Torpedoes; Front/Left, Front/Right; Attack (automatic hit against target area, -3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Two Scatterguns; Front/Left, Front/Right; Attack +5 (scatter effect); Damage 10+1d10; Critical x2, Range 2

Craft (8):

6 Assault Shuttles

2 Shuttles

Orbital Assets

The Gaim do not understand orbital mines and satellites very well, but they know enough to realise that without them, they are vulnerable to other races. Their first contact with the League was with the Abbai, the undisputed masters of orbital assets, and they have been able to use that contact to quickly get up to speed on how to build, operate and maintain these automated wonders.

Tora Satellite

The Tora satellite is very well armed for an automated asset, carrying four ship-class weapons and enough energy to keep them in use for a long time. The Tora can lay down quite a dangerous barrier against enemy ships with its packet torpedoes and its scatterguns are an unfortunate surprise for any vessel that does make it through the particle field in one piece.

Huge Spacecraft; hp 40; DV 8 (–2 size, +0 agility); DR 6; Spd –; Acc 0; Dec 0; Han +0; Sensor +10; Stealth 20; SQ: Automated, Cargo 100 lb.; 0 Crew

Weapons:

Two Packet Torpedoes; Front/Left, Front/Right; Attack (automatic hit against target area, –3 to hit mobile target); Damage 40+2d10; Critical n/a; Range 10

Two Scatterguns; Front/Left/Right, Rear/Left/Right; Attack +5 (scatter effect); Damage 10+1d10; Critical 20, Range 2

Gaim Mines

Gaim mines are very simple weapons; they detect a passing ship and scan it for the proper passage codes. If the ship does not broadcast the code in question within a short amount of time, the mine activates its powerful thrusters and rams the offending vessel. This system means a ship has a one round delay between entering their detection range (8 range increments) and when the mine begins to track them. But this gap is rarely enough time to evade these speedy little weapons. N'Chak'Fah II is surrounded by hundreds of these mines which provide an excellent defence against invasion.

Huge Spacecraft; hp 40; DV 8 (–2 size, +0 agility); DR 6; Spd –; Acc 5; Dec 5; Han +5; Sensor +10; Stealth 20; SQ: Automated, Cargo 100 lb.; 0 Crew; Explodes on a successful ram for 2d10 additional damage.

Fighters and Shuttles

The focus of Gaim development where small vessels are concerned is their suitability for close-range combat. All Gaim fighters, shuttles and pods are equipped with a grapple system and Gaim pilots are not above attaching themselves to a superior enemy in a vulnerable location and self-destructing, doing double the damage they would have dealt with a ram attack.

Ech'akki Breaching Pod

Any enemy vessel with common sense fears the Ech'akki Breaching Pod. With its payload of twelve of the deadliest infantry troops in the known galaxy, the Ech'akki is regularly targeted, even in preference to larger vessels, when it is launched and it is a rare pod that actually survives to reach its destination and disgorge its hold full of Warriors.

Gargantuan Spacecraft; hp 55; DV 12 (–4 size, +6 agility); DR 8; Spd –; Acc 6; Dec 6; Han +5; Sensor +3; Stealth 16; SQ: Grapple; Cargo 2,000 lb.; 1 Pilot, 18 Warrior Gaim

Weapons:

Twin-Linked Light Particle Array; Boresight; Attack +3 (targeting computer); Damage 1d10; Critical x2; Range 2

It'taka Assault Shuttle

A deadly sight as it screams down through the atmosphere and opens up with its particle beam, the It'taka doubles as a heavy fighter in the Gaim fleet and is often fielded with no Warriors aboard at all. When it does serve its original purpose, the It'taka becomes as prime a target as the Ech'akki because of what its payload means to any ship that it gets the chance to adhere to and tear open. Some fleets have been known to open fire on their own hulls just to blast loose an It'taka before it can deliver its vicious cargo.

Gargantuan Spacecraft; hp 80; DV 9 (–4 size, +3 agility); DR 8; Spd –; Acc 5; Dec 4; Han +2; Sensor +9; Stealth 16; SQ: Atmosphere Capable, Grapple, Long-Ranged, Cargo 2,000 lb.; 1 Pilot, 1 Gunner, 12 Warrior Gaim

Weapons:

Light Particle Beam; Boresight; Attack +3 (targeting computer); Damage 1d10; Critical x2; Range 2; Rapid Fire

Kolst Medium Fighter

Agile fighters with a respectable amount of firepower and armour for their size, the greatest limitation of the Kolst is the fact that it is crewed by mostly inexperienced Gaim Drones given only rudimentary piloting skills. After a few

missions, these Gaim tend to develop piloting skills of their own but this assumes the insects live long enough to adapt to their ill-suited role.

Large Spacecraft; hp 40; DV 17 (–1 size, +8 agility); DR 6; Spd 45; Acc 9; Dec 9; Han +5; Sensor +8; Stealth 22; SQ: Atmospheric Capable, Grapple; Cargo 50 lb.; 1 Pilot

Weapons:

Light Particle Beam; Boresight; Attack +3 (targeting computer); Damage 1d10; Critical x2; Range 2; Rapid Fire

Reska Light Fighter

An unfortunately common and easily recognisable vessel, the Reska is a refitted Delta-V fighter commonly used by raiders of various races. Fielded by the Gaim because of their acquisition of a major raider stockpile early in their spacegoing history, the Reska has served them well on several occasions. Their dependable hulls and adequate flight characteristics make them the perfect craft for beginner Drone pilots; if the Drone wrecks, it is only the loss of a cheap fighter and a Drone – both eminently replaceable.

Large Spacecraft; hp 20; DV 12 (–1 size, +3 agility); DR 5; Spd 35; Acc 8; Dec 4; Han +4; Sensor +1; Stealth 5; SQ: Atmospheric Capable; Cargo 80 lb.; 1 Pilot

Weapons:

Light Particle Gun; Boresight; Attack +0; Damage 2d8; Critical x2; Range 1

Gaim Characters

While the Gaim might not seem well suited for use as characters, they have a number of advantages that make them very attractive from a combat survival standpoint. Few other characters could boast a virtual immunity to telepathy, natural Damage Reduction and a reputation for ferocity that makes most other races treat them with careful respect. Of course, this all comes with a vulnerability to normal atmospheres and an appearance too hideous for most races to stomach unless covered by a mask.

The most attractive aspect of playing a Gaim should not be the powers and features of the race but the possibilities inherent in their characterisation. The Gaim are a fascinating study into emerging personalities; they are capable of emotionally and mentally evolving during play to a degree no other race can match. While a Gaim may begin a campaign as a virtual puppet of his Queens and the Gaim Intelligence, exposure to other sentients may teach

him to value something more than mindless obedience. As a Gaim experiences more of the galaxy beyond the clouds of N'Chak'Fah II, he develops a priceless feature no amount of credits could buy... free will.

As an enhancement to the Gaim race in the *Babylon 5 Roleplaying Game and Fact Book*, Games Masters may allow Gaim characters to select one of the following benefits as part of its insectoid heritage. These are only available at 1st level or during character creation. They represent an aspect of the character that has been present since gestation and cannot be developed later in the campaign.

- ⑤ Redundant organs and extreme insect endurance grants the character +4 hit points.
- ⑤ A slight mutation gives the character the same ability to spit acid as a Warrior Gaim.
- ⑤ The character's exoskeleton is more rigid than normal, granting a Damage Reduction of 3.
- ⑤ Enhanced intellect gives the Gaim either a +2 Intelligence bonus or reduces its Charisma penalty to –2 instead.

New Feats

Bioweapon Master (Gaim)

You are extremely skilled with the living weapons of your people. Your ability to use a bioweapon is almost unnatural and can be attributed to a genetic sympathy for their use.

Prerequisite: Weapon Focus (any one bioweapon), Base Attack Bonus 4+

Benefit: The +1 you gain from your Weapon Focus feat counts towards any Gaim bioweapon you wield. In addition, you cannot be disarmed while wielding them as they bond to your body and can only be dropped if you wish. Whenever you are on N'Chak'Fah II, you may requisition a single instance of any one bioweapon you wish. The Tenders recognise your inner gift and will provide you with the weapon of your choice. This gift can only be obtained once a month, as bioweapons take some time to gestate.

Erratic (Gaim)

You were gestated without the usual slavery programming that binds your race to the Queens. You likely still serve them, but nothing compels you to do so.

Prerequisite: Games Master must approve the selection of this feat.

Benefit: Being able to choose your own actions brings with it a certain freedom of thought and a great deal of potential. You do not suffer the –4 penalty to Charisma that other members of your race are burdened with because you do have to deal with the disconnection that exists



between other Gaim and what they experience. You may also freely multiclass. Unfortunately, this mental freedom comes at a price; you do not possess the mental protections of your race and can be affected by telepathy as easily as any other sentient being.

Normal: Gaim characters have a -4 penalty to Charisma and may not multiclass.

Special: Must be selected at 1st level or at character creation.

Limb Mastery (Gaim)

You have an extra set of forelimbs and know how to use them with excellent dexterity. Unlike most Gaim with this mutation, your ability to use these additional arms is quite impressive.

Prerequisite: Dexterity 13+

Benefit: You gain an extra melee or ranged attack each round at your Base Attack Bonus -5. This attack must be taken with your additional arm(s) and can only utilise weapons you may be carrying in those limbs or your natural unarmed ability. Because of the slight awkwardness that extra limbs entail just by their nature, you may never add more than your Strength bonus to melee attack even when you use both extra arms.

Normal: Gaim with extra limbs because of mutation cannot use them in combat well enough to get an additional attack.

Special: Must be selected at 1st level, at character creation or as the next available feat slot you gain after obtaining the extra limbs.

Queen's Pawn (Gaim)

You believe so strongly in the might and right of the Queens that you willingly serve them even when you know such behaviour might not be in your best interests.

Prerequisite: May not have the Erratic feat.

Benefit: While you may at any time be asked to sacrifice your life and would do so gladly as would most of your race, your unusual level of zeal gives you strength even in your darkest hours. When you are reduced to less than half your starting hit points, you benefit from a +1 morale bonus to all attack rolls, skill checks and saving throws. In the presence of an Executor or the Queens themselves, this bonus rises to +2.

Wings (Gaim)

Your genetics have been slightly compromised and while your appearance may be somewhat altered, you have developed one benefit from the mutation – wings.

Benefit: You can use your wings to fly, but only for short periods of time because the rest of your physiology has not been altered to match. You may fly for a number of rounds at a time equal to your Strength modifier (minimum of

1 round), after which you must rest for 4 rounds before doing so again. Your base flight speed is 60 feet per round and you have poor manoeuvrability.

Special: Must be selected at 1st level, at character creation or as the next available feat slot you gain after obtaining the extra limbs.

New Prestige Class - The Executor

It is the ultimate goal of every Ambassador breed Gaim to someday prove their worth to the Queens and be promoted to Executor status. This is not just a title change; Executor Gaim are genetically modified and given remarkable powers to ensure their continued loyalty and ability to serve the Hexad Hive no matter where in the galaxy they might find themselves. Executor is the highest rank any Gaim can hope to achieve besides being a Queen of their race; for most it is the greatest honour they could ever hope for.

Being an Executor is also a huge responsibility. Executors are the leaders of the Gaim people, not that outsiders would be able to tell the difference between a normal Ambassador class Gaim and a fully empowered Executor breed. Diplomats and commanders of the highest order, most Executors have the power to simply command their race and see their will – the will of the Queens – be done.

While it is not impossible, there have never been any recorded instances of an Erratic being made an Executor. The Queens are quite aware of which Gaim are Erratics and while they are normally content to allow them continued existence, the Queens generally have no interest in seeing Erratics in positions of authority. As the Executors are the greatest echelon of order below the Hexad Hive, the chances of an Erratic impressing the Queens enough to see past his genetic abnormality are very slight.

Additional Hit Points: 2

Requirements

To qualify to become an Executor, a character must fulfil all the following criteria:

Race: Gaim

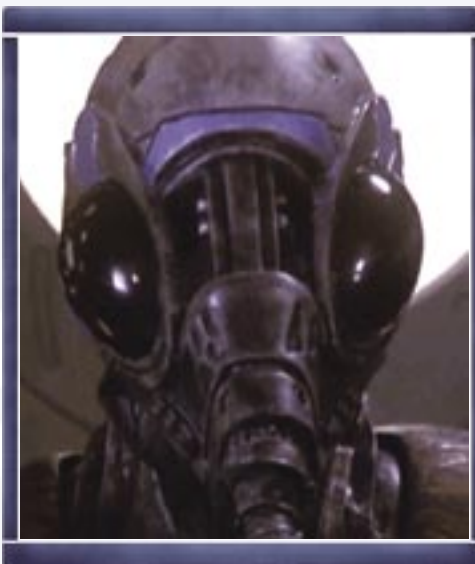
Skills: Gather Information 8 ranks, Diplomacy 8 ranks

Feats: Alien Empathy (The Gaim can take this feat even though they cannot meet its prerequisites, but it serves no purpose and grants no benefit except to qualify for this prestige class. No race is chosen when the feat is gained, as it is effectively an indication that the Gaim has learned to understand alien minds in general).

Class Feature: Government Resources

Class Skills

The Executor's skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any, Int), Listen (Wis), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis) and Technical (Int).



Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the Executor prestige class.

Voice of the Hexad Hive: When an Ambassador breed is brought to N'Chak'Fah II to be turned into an Executor, the Queens spend a full day in deep communion with him. During this time, the sound of their mental voices is forever burned into the Gaim's psyche. From that moment on, the Executor can hear the telepathic

voice of the Queens anywhere in space – even hundreds of light years from his homeworld. This is not two-way communication; the Executor can only receive thoughts, not send them back over this great range.

Telepathy: The Executor gains minor telepathic powers as a result of the biological and mental changes of the conversion process. These manifest as the basic abilities available to 1st level Telepaths (accidental scan, mind shield, sense telepathy and warning). The P-Rating for an Executor is always 1 unless the Gaim somehow has a higher one to begin with (if the Executor already has telepathic abilities his P-Rating is increased by 1). In addition to these minor powers, the Executor can telepathically communicate with any other Gaim in line of sight or with the Queens at a range of 10,000 miles.

The Executor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Voice of the Hexad Hive, Telepathy
2 nd	+1	+3	+0	+3	Body Alteration (vitality)
3 rd	+2	+3	+1	+3	Diad Link
4 th	+3	+4	+1	+4	Body Alteration (resiliency)
5 th	+3	+4	+1	+4	Complete Confidence

Body Alteration: The process of genetic augmentation that makes an Executor is an ongoing one and manifests as the Gaim ages in the service of his Queens. This comes in two major stages. At 2nd level, the Executor gains Vitality; an alteration to his body that adds 5 hit points to his total permanently. At 4th level, the augmentations come again. This time, the Gaim receives Resiliency; a +2 bonus to all saving throws and a permanent increase of +1 to his natural Damage Reduction.

Diad Link: At 3rd level, the Executor has proven his worth by continued survival and is rewarded with a pair of Diads, Thinker breed Gaim that act as assistants, messengers and, if needed, enforcers. They are not individually very powerful, but Diads have the advantage of being in constant mental contact with each other and have the ability to report telepathically to their Executor over a range of one mile. Diads will sacrifice their lives for their Executor and as long as their loss was not through incompetence on the Executor's part, they will be replaced after a one-month delay (the amount of time needed to grow and transport them).

Complete Confidence: The ultimate gift the Queens can bestow on any member of their race, the Executor is given freedom from their constant commands and allowed to make his own decisions about what is best for the Gaim Intelligence. This silence is frightening at first, but as a Gaim gets used to having his own mind, he generally comes to operate more efficiently than he did as a mental extension of the Hive. Complete Confidence erases the -4 penalty to Charisma that Gaim suffer as a race and grants the 5th level Executor the ability to order any Gaim within line of sight as if he was a Queen himself. This is treated as a use of Bluff, Diplomacy or Intimidation that no Gaim without the Erratic feat can in any way resist.

Thinker Gaim – Diad

10th Level Insect Scientist (Assistant)

Hit Points: 26

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

DV: 16 (+6 Reflex)

Attacks: +7 melee

Damage: Foreclaw (1d6+2 slashing, melee) or Bite (1d4+1 piercing, melee)

Special Qualities: Rigid Carapace (DR 3), Telepathic Bond (one other Diad, 1 mile range), Telepathic Communication (one Executor, 1 mile range), Primary Area of Study (Technical (any)), Use Alien Artefact, Peripheral Studies x2 (Knowledge (biology, chemical))

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 14, Dex 16, Con 14, Int 18, Wis 12, Cha 10

Skills: Computer Use +10, Diplomacy +6, Listen +5, Knowledge (politics) +15, Medical +10, Sense Motive +8, Spot +5, Technical (any two) +15

Feats: Alertness, Improved Initiative, Harm's Way, Skill Focus (Technical (any)) x2

The Vree Conglomerate

'We have been among you for a long time, longer than you know. We are not your enemies, but neither will we be your allies without good reason. All of existence is a struggle between positive and negative events; which will our dealings with you be, we wonder?'

- Xi-Xa, Vree Ambassador to Jeffrey Sinclair upon arriving at Babylon 5; 2257

Easily the most mysterious race of the Non-Aligned Worlds, the Vree Conglomerate (also referred to as the Vree Trading Guilds, the Vree Interests, the Vree Association or the Vree World-States depending on which member of the race is asked) is as shrouded in secrecy as it is advanced. Very little is known about the Vree, but there is a general acceptance of their claim to being the oldest starfaring race in the galaxy with the exceptions of the First Ones and perhaps the Minbari.

Regardless of their age, the Vree have amassed a wealth of technology, including the most efficient space drives in the League, the most agile and energy efficient vessels and mastery over a very unstable force no other world has managed to harness... antimatter. The source of their boundless energy reserves, antimatter reactors power the fleets of the Vree, provide fuel for their ever-consumptive worlds and colonies, and provide them with more than enough firepower to ensure the safety of their race against any external threat.

The Vree are rarely open about their culture, their achievements or the details of their race. They are secretive to the point of paranoia, but they do seem to enjoy making the acquaintance of other races on their own terms. The Vree always set the time and place for any meeting. They seem obsessed with schedules, etiquette and rules. Any deviation from a pre-arrangement will result in the Vree not appearing. Only prior obligations (such as their pledged support of the League of Non-Aligned Worlds)



will compel a Vree to stay in a situation that has veered from its planned course or itinerary.

This racial tendency is well known but it, and a few other cultural traits, is all that most races – including the League worlds – know about the Vree. Rarely taller than five feet, slender, lithe and completely hairless, these grey-skinned, aliens are silent on most matters for a very good reason. Even if they were inclined to speak about themselves, the Vree cannot do so. Racially mute, their throats do not have vocal chords.

When the Vree wish to communicate, a rare occasion limited mostly to diplomatic functions and the occasional exploratory mission to distant worlds, they must use a complicated translation unit that intercepts their telepathic thought waves and converts them into audible sound. Well educated and eloquent, Vree always speak in a cultured and emotionless manner. Even when they are in an inflammatory situation, such as an argument or battle, the Vree never lose their tempers. This unshakable calm is a legendary trait of the Vree; something admired by their allies and misunderstood as a lack of conviction by their enemies.

Nothing could be less true; the Vree have a racial level of conviction that is almost incomprehensible to non-Vree. The Gaim have a hive mind and act in unison because of their Queens and their biology. The Vree almost operate as a hive mind, but this is not a matter of genetic imperative. Instead, the telepathic Vree have developed such a cultural sympathy that what is important to one quickly becomes import to the entire race. What the leaders of the Vree Guilds desire, all Vree desire.

It was this unity of purpose that forged the Vree together into the interstellar empire they are today and led them to

the stars in the first place. When the Vree chose to leave their world and explore the galaxy, they did so as one people, united in spirit but still very much divided along less important cultural lines.

Vree Government and Their Similarity to the Brakiri

The Vree would never admit it but they are more like the Brakiri than any other race in the League. They are mercantile by nature, obsessed with the concepts of barter, trade and fair value. They have a business model of perfect efficiency at the heart of their culture and several dozen guilds with different products and services through which to exercise it. The Guilds in turn have a share of governmental power equal to their fiscal and cultural worth as decided by the Vree themselves. These guilds co-opt the right of administrative and executive government between themselves, balancing their business interests with the good of the Vree as a race.

Every branch of the government is also a business, with the judicial system backed by a guild that handles trials and representation by council through hired professionals. The judiciary guild is linked in turn to the enforcement guild and the incarceration guild; together they form the Vree's legal system from first arrest to imprisonment or execution. Legislation and other governmental duties are provided for in the same way, with the Vree race incorporated at every facet of their existence.

The Brakiri culture is an eerily familiar echo of this model of existence, but there is a fundamental difference between the two races. The Vree guilds genuinely operate out of a position of complete equanimity and fair practice, whereas the Brakiri system has been 'corrupted' by personal interest. Few Vree have a personal agenda; they live and work for the betterment of their family, their guild and their race. Ambition is a distraction from their efforts, not a motivating factor behind them. This is not to say the Vree have no concept of personal benefit; they simply sublimate their needs for the good of their race in a way no Brakiri could ever conceive of doing.

The Darkest Secret of the Vree

The key reason behind the efficiency and harmony of the Vree model of government is two-fold. As intra-racial telepaths, they cannot hide the truth from each other very well and have therefore never developed deception and

subterfuge as cultural concepts. They understand it and can use those skills to their advantage when dealing with other races, but no Vree would even consider lying to or cheating another Vree. Not only would the target of such deception know but it would also be considered inefficient to do so.

The second reason for Vree unison is a secret few outside the race are aware of – the Vree are physiologically sociopathic. As a species, they lack any development in the centre of the brain that regulates emotion. This means they have no ambition beyond that which seems logical. It also means that they cannot lose their tempers because the Vree have no tempers to lose. They are perfectly logical because that is the only way their race can be. The Vree are an ordered society because without a strictly imposed and universally accepted code of behaviour, their existence has no emotional context and would quickly fall into absolute chaos.

This explains their obsession with order. As sociopaths, the Vree cannot place any real importance on any facet of their lives. This means that unless they choose logically to give something relevance, it literally means nothing to them. The Vree accept law over chaos and as such, they are stuck with all the drawbacks that such a decision entails. Vree are never willingly late for an appointment. They never break the rules of etiquette. They never act inappropriately.

None of this is done out of a sense of responsibility or respect, though it would seem that way to any outside observer. Instead, the Vree cling to these rules of 'proper' behaviour because they would become lost without them. Vree abhor chaos because it makes them inefficient as a race and because it makes their telepathic contact with other Vree painful and jarring.

How Others View the Vree

The Vree do not have much of a reputation among the other races of the galaxy because they have intentionally remained apart from them. The emotional behaviour of most races is disconcerting to them and they prefer the quiet logic of their own kind (and certain rare races like the Gaim). However, they have interacted with the League of Non-Aligned Worlds often enough that they have left some impression on their allies. They have also contacted other races briefly during their history as a spacefaring race; this has created great controversy in some species (namely humans, as noted below), much to the confusion of the Vree themselves.

Interstellar Alliance: *It was not until we were given access to the shared records of the League that we were able to finally verify what the Vree have remained silent about for decades. They were the species that visited Earth in the twentieth century. Now that we know, we can put the turmoil of that era behind us and focus on finally working with them for the future of both our races.*

League of Non-Aligned Worlds: *The Vree are as much a mystery to us today as they were so many years ago when they contacted us and formally requested inclusion in the League. We had no cause to refuse them, though their reticence to provide us any details on their culture, technology or intentions kept them as a probationary member for more than a decade.*

Abbai: *We appreciate the needs and desires of the Vree. We do not really understand them, but they have never shown themselves to be hostile towards any other race, which is all we need to know.*

Brakiri: *These grey aliens have the audacity to call themselves merchants when they clearly do not understand the term at all! They always have fixed prices, they never alter manifests and they have no hidden fees nor collect interest on their accounts. We ask you; is that any way to run an economy?*

Cascor: *The Vree are possibly the greatest target practice in the galaxy. They allow us to regularly pit our ships –armed with harmless light guns of course – against their own. They call it practical engagement simulations; we call it great fun!*

Drazi: *We appreciate the way the Vree do business. They do not cheat us the way the Brakiri do, nor do they only sell us what they think we need like the Abbai. We may not always like the price the Vree ask, but we always know that it is fair. As far as we are concerned, the Vree will always have a place in our systems.*

Gaim: *The Queens believe the Vree to be much like us in their culture and in their minds. We have never had one to examine more closely, but the Queens constantly search for one that will come to us and allow us to probe his thoughts. We have even generously offered to withhold dissection as an enticement, but none have accepted our invitation.*

Grome: *We met the Vree once, many centuries ago. At that time, we thought they were servants of the Great Maker, but we learned otherwise when we saw what they did to our world. When we fought back, they left without defending themselves. Now we have learned that they did not consider us an intelligent species until we proved it to them. The Vree are confusing, but they are also not as peaceful as the others believe. We know the truth.*

Hurr: *The Vree have no stomach for battle. When we take this galaxy, they will likely retreat past the rim. We say let them go! They have nothing we want and if they are truly cowards, we would not enjoy fighting them anyway.*

Hyach: *The Vree are valued members of the League but we fear for their souls, assuming they have any. We know nothing of them, but our spirits speak of an emptiness in their minds. We do not know what this means, but we are wary of them all the same.*

Llort: *These creatures have so many small gadgets and weapons that honouring them is both easy and profitable. We have tried to make the Exchange before, but instead of getting irate as other people do, the Vree simply try to barter for a better deal or sometimes offer us more to keep things fair. We do not understand the grey ones at all.*

Markab: *The existence of the Vree is definitive proof that the Great Maker exists and that he constantly wishes to challenge us. He has presented us with the Vree, a mystery that must be solved before the next great mystery will be revealed. Our prophets have predicted that if we do find the truth behind the Vree, our people will die and be taken to the Great Maker in spirit, but the prophets are always saying such things and we have not become extinct yet.*

Pak'ma'ra: *We think the Vree must be part fish because they are painful to eat. We can consume them, but they always seem to come back up and try to escape our bodies. Perhaps their spirits are not yet ready to pass beyond the rim?*

Vree as Characters

Coldly rational and eerily silent, the Vree are not a common sight anywhere in the galaxy. Even in those few places where they do appear with any great frequency (League Council Halls, Babylon 5, certain trading colonies), they keep to themselves and rarely seek out the company of others. This does not suggest a race well suited for group interaction, but there are conditions under which the Vree might choose to associate with other races (which they collectively call 'The Illogicals').

The Vree might wish to study some aspect of alien culture to better understand it. They might also wish to open trade negotiations with members of a given race and decide they first need an appreciation for how random elements of that race behave. The Vree are eternally curious and while they are rarely social, they do have a habit of observing other species and cultures.

Personality: All Vree have roughly the same personality, although there are differences because of exposure to other

racers, personal experiences and even chemical imbalances brought on by space travel. It is a truism among the Vree that spacegoing members of their race tend to become slightly eccentric over time. This is usually an indication that the Vree are beginning to have emotional responses, something they do not understand as a species.

Physical Description: The Vree are a very distinctive race with grey skin, thin and lithe bodies, almost featureless faces and large, completely black and faceted eyes. The Vree have no vocal chords, making it impossible for them to make more than a clicking sound with their tongues. This muteness is another trademark feature of their race. Combined with their careful movements and tight fitting garments, the Vree seem almost incapable of making noise at all.

Relations: The Vree treat all races equally and have no apparent preferences other than a leaning toward the Gaim because of their own logical behaviour. The Vree have only limited contact with other species, restricting their relations for the most part to business or politics. Few beings in the galaxy would ever call a Vree a friend, and it would be an irrational act of great magnitude for a Vree to call any other creature (including another Vree) a friend and mean it.

Vree Systems: The section of space belonging to the Vree is relatively small, consisting of only three active worlds and one dead colony planet. The Vree are not adverse to conquering additional worlds, but they only expand as their needs demand it and all of their requirements are currently met. The bordering civilisations around the Conglomerate fear the day when this situation changes.

Vree Beliefs: The Vree have a simple view of the universe and while they have no religion to speak of, their adherence to the ideas of law and chaos crossed by the axioms of positive and negative behaviour borders on the fanatical. While the Vree have no concept or appreciation for divine figures, they have nearly anthropomorphised these four concepts into conscious entities capable of influencing the universe through sentient beings. While many Vree do not adhere to this latter extreme, others do.

Language: The Vree have no spoken language, but do have a complex written one consisting of more than a million symbols and their variations. The Vree, being telepathic, have no need for a verbal form of communication and only use their written language when they need to leave information where it can be later retrieved. As long as a Vree can use telepathy to communicate, it will always do so in preference to its written language.

Names: The Vree do not use names when referring to each other directly, as their mental 'feel' is more than enough of an identifier. When they must record their names, they do so with simple symbols that express the most basic facets of their mental outlook. This meaning is completely lost on non-Vree, but their symbols have been translated into Interlac characters for trade purposes. A Vree name is binary, with the first half expressing his philosophy regarding positive energies in regard to Law and Chaos. The second half refers to his views on negative forces in the same regard.

Starfarers: When the Vree take to space, it is for two purposes; exploration and trade. The Vree are the oldest spacefaring race in the League of Non-Aligned worlds and have explored a great deal of the galaxy. Their astrogation capabilities are second to none; even Minbari navigators would have something to learn from the Vree. Vree ships are always armed because their methodical creators are practical enough to know that hostility often comes from unexpected places and rarely provides enough reaction time to call in reinforcements.

Vree Names: The system of Vree naming given above makes no distinction between male and female. The prefixes and suffixes are also all the same; only their placement first or second changes their meaning and then only with regards to philosophical concepts.

Example Vree Prefixes and Suffixes: An, Ai, Be, Di, Gi, Hu, Ka, Ne, Oa, Pi, Te, Ua, Vo, Xi, Xa, Yi.

Vree Racial Traits

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game and Fact Book* and the Games Master is free to use either as he sees fit.

- ⑤ -2 Constitution, +2 Intelligence. The Vree have very frail bodies but are possessed of enormous intellectual capacity.
- ⑤ All Vree are of Medium size.
- ⑤ All Vree have a base speed of 30 feet.
- ⑤ The Vree place great import on education and begin the game with 4 bonus skill points. These must be spent on Knowledge, Medical or Technical skills.
- ⑤ All Vree possess a limited form of telepathy. They may use the Communication telepathy ability automatically with other members of their race without requiring Telepathy checks or any ranks in the Telepathy skill. This ability may not be used on members of any other race.
- ⑤ Automatic languages: Vree. The Vree language is impossible for other races to mimic, just as other

languages are impossible for the Vree to master. No other race may learn Vree and no Vree may learn any other language. Communication must therefore take place through the use of translators.

- 5 Favoured Class: Agent. A multiclass Vree's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

Vree Biology

With such small and simple bodies, one might assume the Vree are not a physically complicated race, but this is not the case. Instead, the internal anatomy of a 'Grey' is extremely complex not so much in the number of organs and organic structures to be found but in how complicated and macro-specialised each one has to be to sustain a Vree's

<Medical Log: September 17, 2262>

<File Origin Path: Doctor Stephen Franklin, Chief Medical Officer, Babylon 5>

<re: Codex Project – Vree/ Personal>

Talk about nostalgia. I just got finished watching a crystal of an Earth medical record so old its original was on film. As in actual film, that is. The kind they used to feed through an analogue projector and shine a light on one side to project an image on the far wall. Seriously low tech, and that's a shame too because the information on that film would have been a lot more useful to me if I could have seen it clearly.

Of course, the film is academic in light of the files I have been given by the Vree ambassador to Babylon 5. Correction: the ambassador to the Interstellar Alliance. I keep forgetting how things have changed over the last year, and I need to be careful how I phrase things – especially around alien races like the Vree. They get very particular about words and concepts.

They also get offended easily, which makes me very curious how they got their hands on the data crystal of the film I just saw and why they would then show it to me. I am not sure I would be very keen on showing the dissection of a human to another species, especially one that obviously came from a time when the corpse was probably not obtained through peaceful means. Given how the Vree seem to feel about our planet's military past, it surprises me that an autopsy obviously performed on a military base would ever be allowed out of their hands.

Still, I am glad to get it, since it verifies many of our race's suspicions about the Vree. I always assumed they were the race that visited Earth in the 1940s, but we never had any proof. Now I have all the proof we could need and it's my duty to turn it over to the Alliance. I am only concerned that this could foster some anti-Vree sentiment back home. There are those on Earth just looking for any excuse to start openly hating aliens again; this could be the match that lights their fuse.

Still, the Vree gave this to me for a reason and they had to know I would turn it over. It doesn't seem like they are concerned with the ramification. In a way, that worries me more than what my own people will do. What's more dangerous, after all? The race that isn't concerned with you getting angry and starting something, or the race that knows even if you do, you aren't enough of a threat to be concerned about?

I am going to get back to reviewing this material and adding it to the archives. There is some fascinating stuff here, though I saw something in one of the cerebral cross-sections that worries me. I'm not sure what I was looking at, but it warrants more study. I'll link back in and append this log entry if I figure it out.

<<< ISA Priority Overwrite: The remaining 29% of this log entry has been removed as a matter of galactic security. The appropriate authorisation codes for this action are on file with the Office of Records on Minbar. Please direct all further inquiries to that department. >>>

life. This combined with the incredible longevity of their race make the Vree fascinating to study. Of course, the Vree rarely allow such an opportunity, making any first-hand medical knowledge of their anatomy difficult to come by at best.

Lifecycle and Sociology

The Vree are a long-lived race and have both the slowed maturation rate and low fertility and birth percentages suggested by such longevity. As denizens on a markedly low-gravity world, their physiology has altered to match their environment. Some of their bodily development also seems to be situational, as the Vree have been capable of automating the execution of their menial tasks for so long, physical strength and endurance are no longer biological imperatives.

Instead the mental abilities of a Vree are in a constant state of stimulation. The Vree Conglomerate is based on the many riddles of a corporate and departmentalised existence. With so many disciplines to master, a Vree never lacks for cognitive stimulation. With their expansive and accurate memory the race rarely forgets anything it learns and has a storehouse of information to draw on in the form of their Galactic Record. Any information learned by a Vree that is not part of the record is telepathically added to this body of knowledge as soon as possible. This activity ensures that while the body may become weak, the Vree mind only grows stronger with time.

Genesis

Vree are born *in vitro* outside of either parent's body. While they can be conceived through sexual intercourse, an activity the Vree indulge in using the same method as most humanoid mammals, most infants are carefully considered creations brought to life in a laboratory. This external birthing cycle takes roughly one solar year, the same amount of time it would take for a female Vree to give birth if her body were capable of withstanding the system shock (which most Vree females cannot endure).

Once born, or decanted as the Vree refer to the end of the foetal growth cycle, an infant Vree is taken into the home of the more dominant of its genetic donors. This is almost always the case, though a different contributor can seek custody of the Vree infant if a logical reason can be presented to the Judicial Guild. Once the matter of the infant's home has been decided, the guild in charge of citizen processing gives it an initial name and verifies its biological viability.

The infant then spends the first ten years of its life in an educational environment, exposed to hologrammatic

lessons on history, mathematics and a range of sciences. The infant is not expected to master any of these disciplines; they simply acclimatise the new-born Vree into society and begin its cognitive processes.

Childhood and the Adult Centuries

Vree are considered children and not given any true responsibility for 40 years. During this time, the Vree physically mature to nearly their adult height and become sexually viable. They also absorb knowledge at an incredible rate. The only reason Vree education takes as long as it does is that classes are paced to match physical growth. There is also a massive amount of information to take in, leaving most Vree struggling to master it all before the end of their 40th year.

When Vree turn 40, everything changes. They are expected to spend the next year finishing their lessons, passing a comprehensive series of telepathic scans to verify their knowledge and searching for their first mode of gainful employment. The Vree consider entering the work force to be a natural and important rite of passage. The difficult and stressful childhood years are past and now the new adult can find a true place for himself among his intellectual peers in a work-mode that best suits his particular abilities.

The concept of peers is an important one to the Vree. Intellect is the cornerstone of their entire way of life and their true estimate of self worth and the worth of others. Because most Vree look physically identical, they compare themselves against the minds of other Vree. The smartest and most mentally capable are the best of their race while the less than cerebrally apt are relegated to simple tasks and all but ostracised among their fellows.

Knowledge and wisdom are the two most important factors that denote how a Vree is perceived and treated by others of his race. The more cerebral a Vree is, the more likely he is to be found desirable for mating, be selected for promotion within his guild and respected by his peers. This is a constant process and one lapse can socially cripple a Vree for quite some time. Fortunately, having to always prove one's merit means a Vree never runs out of chances to redeem himself. Most Vree waver around the same level of acceptance and personal value their entire lives.

Vree live for approximately 400 years and have a very brief, almost violent venerable age. At some point around their late 300s, the Vree simply lose their intellect in a terrible descent of shattered lucidity and mental instability. They hallucinate constantly and eventually retreat into schizoid

delusion. This psychotic break is fatal, not because it actually kills the Vree in question but because it is their culture's tradition to euthanise the elderly once they reach this point.

Death for the Vree

The Vree place little importance on their bodies and usually incinerate corpses as a matter of practicality. While they can appreciate the idea of graves from a 'meeting place for future generations' standpoint, the Vree would never even entertain the notion of doing so with their own remains. Very few Vree, important in some historical sense, have had their ashes stored in memorials, but these are the exception to what is normally a rule of scattering Vree ashes into the first convenient wind. The Vree, it would seem, are not a very sentimental people when it comes to honouring or remembering their dead.

Diseases and Diet

The Vree have long since mastered medical science enough to virtually eliminate disease and parasitic infestation of all kinds from their homeworld. The only ailments that affect them now are those picked up during exploration or contracted from the aliens they come into contact with. Many of these diseases are dealt with quickly by Vree science, but a few have proven persistent enough to evade even their careful medical attentions.

Diet is also virtually a non-issue as the thin bodies of the Vree require very little sustenance to maintain good health. Because the Vree have limited body mass to sustain, their need for nourishment is limited to low calorific intake, a few vitamins and minerals, and 12 ounces of water to provide their metabolism with energy for each day. It is estimated an adult Vree of either gender requires only 300 to 400 calories and only trace nutrients to reach homeostasis and only twice these amounts to fuel a normal 24 hour period of increased physical activity.

Vree Diseases

5 **Chumatta:** Causing a contagion that almost forced the Vree to break all contact with outside races, this disease was brought back from the Abbai during their original meeting with that species. Nothing more than a mild irritation of the fins for the Abbai, chumatta attacks the respiration of the Vree and can quickly cause suffocation or brain damage due to lack of oxygen unless cured quickly. Chumatta has virtually no symptoms and its onset is so rapid, the Vree thought they had been poisoned until their medical analysis revealed the truth.

- Chumatta cannot be resisted by the Vree and has no measurable effect on other races. It is contracted through touch and is 100% contagious. Once a Vree catches chumatta, he has 1d20 hours to seek a cure, assuming he even knows he has contracted the disease. The only symptom of chumatta is that halfway through the incubation period, the Vree's eyes are surrounded by a gradually darkening circle. After 1d20 hours, the Vree suddenly begins to choke as his air passage closes off. Death occurs in five minutes plus or minus one minute per point of Constitution modifier. It takes a Medical check (DC 20) to cure chumatta during incubation, but a DC 30 check once the choking has begun.

5 **Vi'Da:** Named after the Vree philosophical equivalent of pure evil, vi'da is a bio-engineered disease released on their colony world of Denizala in 2190. This disease came from an unknown probe that entered the atmosphere of Denizala, released its contents after waiting for exactly six minutes, and then self-destructed. The disease was fatal on contact with the air and wiped out the entire population of Denizala within two days. The planet quarantined itself to keep from spreading vi'da, but it managed to survive the cold reaches of space and spread through the conglomerate on the hulls of atmospheric starships present when the probe exploded. Somewhat weakened in strength, vi'da still causes a major biological catastrophe whenever it reappears, as it has four times since the death of Denizala.

- Originally, vi'da was a death sentence with no cure having a minute long incubation time and fatal results for anyone contracting it. The current form of vi'da is less deadly but still very virulent. It is an airborne toxin capable of surviving extremes of heat and cold and in a vacuum. The Fortitude saving throw against contracting vi'da is 21 and its incubation period is a single day. Each hour thereafter, the victim must make another saving throw or suffer terrible pain and the loss of 1d4 hit points. This continues until the victim makes two saving throws in a row or dies from the ailment. There is still no cure for vi'da, but medical care adds a +4 bonus to the victim's saving throws to overcome the disease.

Vree Conditions

Since the Vree have been growing their offspring *in vitro*, there have been no recurring mutations or birth defects their science cannot deal with. Most are stopped during initial mitosis of the fertilised egg, never allowing the errant genetic information to replicate past this stage. As such, virtually every Vree is born genetically perfect. This in turn leaves less work for the next generation to do when it comes to keeping the Vree race pure. After centuries of this process, checking an embryo for abnormalities is virtually academic.

⑤ **Cerebral Hi'ta:** The only real disorder left in Vree genetics, this has persisted because it is not a mutation so much as a recessive trait that surfaces infrequently. Because it scans as a healthy genetic code sequence, cerebral hi'ta passes through the screening process without being removed. This disorder does not manifest until a Vree is well into his adult years. Then, without warning, the section of the Vree brain that controls emotional response begins to work. This is accompanied by crippling headaches, occasional blackouts and even muscle seizures, but all of these pass over time. The ramifications of having emotions in a race of sociopaths are not so easy to overcome, however.

- A Vree Player may choose to have his character manifest hi'ta at any point during a campaign with the permission of the Games Master. After dealing with the painful side effects (best left to the Games Master to determine, but they leave no lasting harm and end completely after a month or two), the Vree begins having genuine emotions. This has no direct game effect, but if the Games Master allows it, the mental trauma can awaken psychic potential and permit the Vree character to multiclass into Telepath.

Vree Diet

The Vree do not spend much time worrying about their diet or where their next meal will come from. They require so little sustenance that what might seem like a meagre meal to another race is more than enough to nourish the Vree. The nutritional science of the Vree is so advanced that all of their needs are well documented and can be met through the consumption of a supplement pack weighing less than ¼ lb. per meal. Two of these packs, combined with a glass of water, provide everything a Vree requires in a day.

This is such an effective way to handle their physical needs that most Vree only eat these supplements and do not concern themselves with the culinary arts or bother to learn food preparation skills at all. An entire guild exists to create these supplements and while it does come into conflict with the guild in charge of fresh food stuffs (a delicacy enjoyed by a few Vree), the Vree appreciate competition and no harm comes to either business.

It is unclear if the frail biology of the Vree is the result of their meagre diet or whether their meagre diet causes their frail physique. In either case, the Vree have existed as they are now for so long that it is doubtful they would ever be able to change their eating habits or general health. What is certain is that the Vree are comfortable with their physical forms, making such arguments academic and of real interest only to nutritionists and medical theorists.

⑤ **Protein:** The Vree do not have an acute need for protein once they pass the age of forty. This nutrient is somewhat toxic to them in large quantities after they physically mature. If the Vree consume more than a small amount of protein, their digestive system goes into a state of arrest. Because the Vree lack the ability to vomit, this shunts the remainder of the consumed meal the only direction it can, leading to an unfortunate and painful incident.

⑤ **Niacin:** An essential vitamin for the Vree, this acts as a cerebral regulator and ensures their continued ability to process synaptic responses and form cohesive memories. This vitamin is therefore vital to the intellectually focused Vree and they make certain they get large quantities of it in their food. It is almost impossible for the Vree to consume more niacin than they can use and even if they do, they store excess amounts in their brain stems, giving them a valuable stockpile should they suddenly lack it in their diet.

⑤ **Beta-Carotene:** Absolutely essential in trace amounts for the functioning of a Vree's eyes and other sensory structures, beta-carotene is not as biologically friendly to their digestion as Niacin. The Vree can easily consume too much of this nutrient if they are not careful. While few Vree eat enough to make this an issue, it is possible for beta-carotene to build up to toxic, health threatening levels remarkably quickly. It is likely that at some point in their evolution, the Vree simply lost the ability to process this nutrient properly.

The Vree have little variation in their diet, though there are a few members of their society that enjoy the taste of fresh, unprocessed food. Such food has to be cooked thoroughly



as Vree digestion cannot handle solid food past a certain point; the Vree have evolved beyond the need for roughage or fibre. Their anatomy now thrives on a soft food or liquid diet.

⑤ **Shu'at:** A meal-shake made from several vegetable and dairy products, this acrid smelling beverage is basically a meal supplement in another form. While few Vree appreciate its taste, shu'at takes half as long to consume as meal supplements and a separate glass of water. This makes it the food of choice for busy guild masters and employees with no time to spend on nourishing their bodies properly. Vree who subsist on shu'at regularly become dependent on a purely liquid diet and cannot eat any other way.

⑤ **Makar'ai:** A few Vree enjoy the taste of meat but even they cannot consume it whole without experiencing terrible gastric distress. Vree with a desire for meat usually eat makar'ai, a meal consisting of partially-predigested spheres of meat cooked in a simmering nutritive broth. This is not a quick meal, which makes it something of an 'elite' experience and rather expensive to enjoy.

Vree Organisations

In much the same way as the Brakiri (a comparison that would infuriate the Brakiri and cause the Vree to depart the conversation immediately), the Vree Conglomerate run both their government and their military as businesses. This is a logical way to handle their society as far as the Vree are concerned and while they are obsessed with efficiency, they have also proven over many centuries that the system works on its own merits as well.

The key difference between the Brakiri method of government control and the Vree style is that executive and military power are not both in the hands of one guild in the Conglomerate. Whereas the Brakiri are ruled by a small number of corporations with legislative and enforcement powers, the Vree charge different groups with singular aspects of their society. This keeps the Vree populace from ever being dominated by any one guild, as those with military power have no governmental connections and those in government departments have no force of arms to impose their will.

This difference is largely academic as the Vree do not have the kind of ambition that led the Brakiri to their current system of government. The Vree rarely aspire to elevate themselves socially and when they do, they do not force their desire for power on their peers. This is partially because such conspiracy is difficult or impossible to hide from a race of telepaths, but mostly the Vree code of behaviour would define this activity as rude and therefore unacceptable. The Vree, sociopathic but dedicated to their societal mores, simply accept this as a given and keep their ambitions in check.

Vree Government

The Vree have a guild for every aspect of their governmental system. The Vree people can hire legislation when it is needed, seeking official (and paid) representation for whatever they might require. This could be the passage or rescinding of a law, the adjudication of a civil dispute or the preservation of some part of Vree heritage or ecology. Their government is an active representational democracy based around an economic model or, as Garibaldi would say, 'the best government money can buy'.

This might seem corrupt, but it is actually very open and honest. The effective basis for this style of executive government is the concept that if something is worth doing, it is worth paying for. Instead of passing hundreds of thousands of laws that no one in the Conglomerate needs or even wants, the government is reactionary to the point of only creating the legislation it is hired to generate.

In this way, the Judicial system and its enforcement are also based on a business model. Every member of the Vree court is a paid professional who works on a case-by-case basis. Law enforcement is paid for through a general tax levied against all Vree citizens because their purpose serves all Vree equally. Judges, legal council and even prison staff

are all paid for by those bringing suit or charges against one other. The defendant in a given case must field his legal fees but all other costs are handled by plaintiffs, including prison stays if the defendant is found guilty and incarcerated.

In a less ordered society or one with greater levels of crime, this system would be unworkable, but because such suits are extremely rare, this method works to both fund what legal system is necessary and to discourage frivolous charges and lawsuits. By putting the responsibility for every step of the legal process in the hands of those wishing to use it, the number of active cases drops dramatically and the system itself imposes no cost to the planetary government guilds themselves.

Vree Military

One system that does have a global impact is the Vree military, a large collection of ships maintained by a set of responsible guilds and crewed by professional soldiers trained and equipped by dividends collected from the Vree general tax. The reason behind this is that the fleet exists to protect the interests of all Vree, making it a racial point of interest and worthy of financial support by the Conglomerate's entire population.

It should be noted that the Vree do not have a ground force to speak of in the sense of other race's military branches. While the Vree can and do have infantry weapons and their soldiers have a modicum of close combat training, they are not well suited to ground warfare and focus all of their efforts on maintaining an effective star fleet. The collective thinking of the martial guilds is that there is nothing a ground army can accomplish that cannot be achieved just as well by hovering a few dozen battle saucers over an objective.

One martial guild in particular is of interest to anyone wishing to better understand the Vree military – the Spacer's Guild. While other guilds design, build and maintain their fleets, the Spacer's Guild actually crews and commands the saucers of the Conglomerate. The Spacer's Guild is a massive guild that is actually divided into lesser guilds. These 'affiliates' are the various fleets that serve the Vree in any fashion required.

Most affiliates are tasked to a certain duty assignment, such as garrison work around a planet or moon, while others are given free reign and allowed to go on patrol routes or guard merchant caravans as their commanders see fit. This is the basic hierarchy of the Spacer's Guild; those with the freedom to make their own assignments and those that must accept assignments given to them by their superiors.

Rank Structure of the Spacer's Guild

The Vree have an interwoven system of ranks and titles, but the basic concept is quite simple. There are three ranking tiers with three ranks inside each. Each rank answers to the one above it and the head of each tier answers both to the lowest rank of the next highest tier and the leaders of the Spacer's Guild directly. This ensures an easily chartable chain of command and also promotes information exchange between every level of the fleet and the executive powers of the Guild itself.

The tiers are very straightforward and, unlike the militaries of other races, there are no strange exceptions to where a given soldier in the Guild falls. There are also no officers; every soldier has his rank and his place in the hierarchy. This is perfectly acceptable to the ordered Vree; they rarely try to move out of their echelon unless asked to do so by their superiors in any case. This keeps individual Vree from making poor command decisions to further his career, something that has been known to cripple the militaries of other species (namely the Centauri).

5 Prime Tier (*Fleet Command and Tactical Control*)

- **First Rank – Ti'Val:** The Ti'Val is in charge of all command decisions made by the Spacer's Guild. This is not to say he has the authority to actually make these decisions, but he does have final approval before the choices made by the two ranks below him are carried out. The Ti'Val is also responsible for ensuring that the wishes of the Guild are properly relayed to those under him; poor logistics starts and ends with the Ti'Val. There is only one Ti'Val in the entire Conglomerate military; a new one is appointed from the Ti'Nu when the post becomes vacant for any reason.

- **Second Rank – Ti'Nu:** The Ti'Nu Gathering is a representative council of elected commanders from every fleet in the conglomerate. The Ti'Nu often remain with their vessels and meet through holograms and faster than light transmissions. The Ti'Nu exist to pool their experience and make decisions regarding battles and possible engagements. When the Ti'Nu Gathering

receive an order to confer, everyone in the fleet knows that something dire is about to happen.

⑤ **Third Rank – Ti’Ka:** The executive quartermasters and logistical overseers of the fleet, these commanders are given responsibility for ensuring that every fleet has what it needs to operate at peak efficiency. While many executive councils of this sort concern themselves with budgets and fiscal matters, the Ti’Ka are only interested in the welfare of a single system each. They make requests to the Ti’Val; these are then passed by him along to the Spacer’s Guild for evaluation and likely approval.

⑤ **Secondary Tier (System Coordination and Defence)**

○ **First Rank – Vi’Lat:** Vi’Lat are the commanders for each star system under the control of the Vree Conglomerate. These soldiers take reports from their personnel and pass them on to both the Spacer’s Guild and the Ti’Ka, as they have to make formal requests for new equipment and ship assignments for their systems. It is the task of a Vi’Lat to ensure an unbreakable, vigilant line of defence for the worlds of the Vree at all times. Vi’Lat occasionally share their duties with another Vree in the same rank; this usually only occurs during times of active war when system administration becomes too complex for any one Vree to coordinate.

▪ **Second Rank – Vi’Nu:** An administrative advisory board made up of the second-in-command of every capital ship in a system’s fleets, the Vi’Nu have no actual power but exist as go-betweens and check quality assurance for fleet-level requests and information transit.

⑤ **Third Rank – Vi’Ka:** Technically ranked below the Vi’Nu but able to

exert a great deal more authority, the Vi’Ka handle all the fiscal and material needs of a given system. This includes the needs of every ship of every fleet and the crews aboard those vessels. There is only one Vi’Ka per system, just as there is one Vi’Lat and as many Vi’Nu as there are ships in a given system. The Vi’Ka has an assistant staff, but these Vree hold no military rank.

⑤ **Tertiary Tier (Fleet-Level Command and Operations)**

○ **First Rank- Ki’Sha:** The command power of the Ki’Sha should not be underestimated. While the Ti’Val of the Conglomerate is technically in charge of the entire space fleet, it is the Ki’Sha that actually run each fleet in each sector of Vree space. These commanders handle the everyday decisions that affect each ship under their constant watch. Each fleet, even those as small as three ships (the minimum battle group size the Vree will field), has an appointed Ki’Sha to coordinate their needs with the Vi’Ka of their home system.

▪ **Second Rank – Ki’Nu:** The actual command staff of the ships in each system fleet, this rank has more than a dozen subgrades including captain, second-in-command, engineering co-ordinator and other vital ship roles. There is no distinction in the authority given to this subgrade as all Vree by nature obey their chain of command without the need for a grade and step system of rank at this level. Whenever a rare conflict does occur, the captain of a given vessel has final command privilege.

⑤ **Third Rank – Ki’Ka:** The ‘rank and file’ of the Spacer’s Guild, the Ki’Ka are the trained fleet crews that keep each vessel in the Conglomerate running in full repair and top battle efficiency. In a circular loop of rank, the Ki’Ka all appoint one of their

number per ship to contact the Spacer's Guild directly with any concerns and reports they might have. The Guild encourages these unofficial updates, as it keeps them apprised of situations a vessel's command staff might not wish to report immediately.

The Vree are very rank conscious but they are also acutely aware that their service with the fleet is purely a matter of employment. They could easily change their jobs and move into the private sector with no legacy or difficulty in leaving the armed forces. This is quite different from other races, as their militaries tend to be sub-cultures in and of themselves. The Vree, unmoved by matters of sentiment or honour, attach no more importance on military service than any other endeavour.

That said, the Vree do consider fleet duty an important role because of its logical importance in the continuance of their species. Many Vree compete in guild-sponsored competitions for the right to join the military and if they get in, their initial rank will correspond to their level of skill. This may be as high as Ti'Val, but practically speaking no Vree is ready to fill that stressful, complex role without first gaining experience in a lower administrative rank. The

Vree do not place limitations on their soldiers and what rank they can attain, but logic dictates that an experienced commander is better able to serve the Conglomerate than an untried initiate.

Vree History

Prehistory - The Incredible Lightness of Being Vree

The homeworld of the Vree, Vreetan, is a small light-gravity world in a dark section of the galaxy, with few stellar bodies for more than a dozen light years in every direction. This pocket of shadows gave birth to a sentient mammalian race through the usual processes of evolution. One celled organisms came into existence in the mineral rich oozes of the proto-world, matured and became the creatures that would dominate the planet's teeming jungles.

Then, the world suffered a cataclysm that altered its orbital path, levelled massive sections of the globe and brought about a dire climatic shift. Unfortunately for the Vree, they had already begun to evolve at this point. As their food sources dwindled and the temperature of the planet plunged below survivable levels, the early ancestors of the Vree did the only thing they could and moved underground.

Vree Rank Insignia			
Primary Tier	Secondary Tier	Tertiary Tier	Central Color Designates Home System
Ti'Val	Vi'Lat	Ki'Sha	
Ti'Nu	Vi'Nu	Ki'Nu	
Ti'Ka	Vi'Ka	Ki'Ka	

The caverns of Vreetan were very solid and the bedrock surrounding them had withstood the impact of the planet's disaster surprisingly well. While the Vree were ill-suited to living in this subterranean environment, they had little choice if they wished to avoid extinction. The deepest tunnels had water, fish, fungus and most importantly, geothermal heat. Once the Vree made it far enough down to discover this bounty, those that survived the journey actually began to flourish.

For thousands of years, the Vree thrived and continued to evolve beneath the surface of their devastated world. By the time the curious cave dwellers ventured to the surface once more, they were as different as their homeworld. Vreetan had weathered the cataclysm and returned to a semblance of life once more. Gone were the thick jungles and oceans of rolling water as far as the eye could see; in their place were barren wastes with scrub grasses and cold desert flora. Sections of the ocean remained, but it was mostly frozen save where certain water currents moved past magmic trenches and stayed above freezing long enough to flow to the next source of heat.

Their planet was transformed, but the Vree had finally outgrown their underground homes and needed to find resources to survive. They set about conquering this new world and the many challenges it put before them. The going was difficult at first; the Vree were not used to fighting and there were ferocious beasts unwilling to share their territory with these pale, willowy newcomers. Thousands were killed before the Vree discovered the key to their victory over the monsters of their savage land.

Rise of the Grey Nation - The Vree Ascendancy

With isolation in the depths of Vreetan had come many tragedies and hardships, but it had brought the Vree some new gifts as well. Their bodies had weakened underground, but their minds had grown. In each new generation, the Vree had become more telepathic with regards to each other's minds and possessed rapid powers of observation and analysis. It did not take them long to realise that if they did not outthink the predatory beasts of Vreetan, they would end up as their prey.

For decades, the Vree did just that. Hit and run tactics with makeshift weapons led to ranged assaults and ambushes. Telepathic contact made coordinating their efforts easy and the Vree quickly rose to dominance over their environment. Vreetan was no paradise, but they made the best of it nonetheless. The grey-skinned mammals gathered in communities only as large as a given area could support and spread out over the surface of the planet.

Centuries passed with these early townships becoming large villages and then full cities complete with defences to keep out unwanted predators and rudimentary inventions like the wheel, block and tackle, and even basic clockwork. The Vree were advancing rapidly, but they were still a fractious race that only communicated with other settlements when they had to.

It was inevitable that the Vree would expand so far that two of their cities would eventually have a territorial dispute with each other. This happened with the two most aggressive and ambitious settlements of the Vree race and while cooler heads on both sides tried to work out a compromise, others felt threatened by the confrontation and took up arms. Before a peace could be arranged, war broke out and Vree fought Vree for the first and last time.

The battle raged for several days of madness and bloodshed, teaching the Vree two very important lessons. Their weapons were as effective against one another as they were against the raging beasts of the wilds and, more importantly, telepathy was as much a curse in war as it was a blessing during times of peace. The bond between the Vree only amplified their aggression. The screams of the dying invaded the minds of the survivors and drove them into ever-deeper fits of bloodlust and murder. What had begun as a skirmish between a few dozen Vree on each side eventually engulfed both cities.

The few dozen Vree to survive the slaughter took the news of what had occurred to every city on the planet, walking thousands of miles in some cases. The knowledge of what they were capable of and what darkness lurked in their minds shocked and frightened the Vree. So concerned were they by what had occurred that they swore a racial oath to settle their disputes with words, not weapons, from then on. This was not a philosophical peace forged because it was the right thing to do, it was a matter of simple survival and thus every Vree in the world could agree to its terms.

This marked an era of peace and cooperation. Instead of isolating themselves, the Vree joined their cities and built a combined set of world-states spanning the entire main continent of their planet. This era was not entirely peaceful or prosperous, but the Vree held to their oath at all times and while some violence did occur, the union of the Vree remained intact. With each new technical advance came the ability to dominate another part of their world. By the end of their 12th century on the surface, the Vree had a post-industrial society and claimed every inch of their homeworld in the name of their conglomerated city-states.

From Solidarity to Space Travel - The Vree Discover the Stars

Having developed the technology to reseed and return much of their homeworld to the lush and verdant planet it had been before the great disaster, the Vree turned their attentions to the next challenge... space. Unable to resist the lure of exploration, especially if there were resources to be had and new goods to bring back to their markets, the Vree bent their vast planetary resources into designing vehicles capable of taking them into the void.

It did not take long for the first explorer ships to leave the ground and take selected Vree scientists into orbit. From there, they voyaged to the nearest planets and then finally explored the length of their solar system. It was then that the Vree made a discovery that would change everything for them; they found an alien ring of vast size and obvious technical superiority past the last planet's orbital path.

To the Vree, this was an almost mind-shattering event. They had never conceived of other races among the stars, much less one with the power and technology to build such an awesome artefact. Obsessing on the new find, Vree scientists in space and back on Vreetan worked tirelessly until they unlocked its secrets. The ring was a gateway that could bypass the laws of normal space and carry a vessel to another star system.

The Vree quickly agreed that if there were other systems and they could reach them, they *had* to do so. Passing up such a rich opportunity was inconceivable and after only 50 years of diligent research, the Vree were ready to venture out of their solar system for the first time. These first ships were very primitive by the Vree's current standards, but they did their jobs well. The initial exploration teams left Vree space and returned with incredible news. Not only were the Vree not alone in the galaxy, but the races they had encountered were peaceful *and* wished to begin trade negotiations.

The Vree quickly advanced through contact with the Abbai and the Hyach. Their early plasma driven vessels changed into the more recognisable saucer shapes the Vree still use in modern times. The Vree were rapidly becoming a real power among the stars, constantly astounding themselves with their good fortune.

Fortune shone for them a second time with the discovery of several destroyed Minbari vessels in orbit around a dead world near their territory. The ships were completely abandoned and while they were in no way serviceable, their remains provided Vree scientists with study material

centuries beyond what they would have discovered on their own. From these carcasses came artificial gravity, superior sensor technologies and artificial gravity. Antimatter was a Vree discovery made entirely on their own and, along with the Minbari designs, the Vree fleet began to take shape into the deadly, advanced craft they are in the era of the Interstellar Alliance.

A Path Paved in Blood - The Wars of the Vree

While the Vree are inherently a peaceful race, this is only from a matter of expediency. They are not adverse to violence as they have proven whenever provoked. With their technologically superior craft, the Vree entered each new sector of space confident in the capabilities of their ships and their commanders. Their weapons were, the Vree believed, second to none except the Minbari and their fleet leaders were experienced enough to handle any situation. The Dilgar taught the Vree that they were wrong on both counts.

After the Dilgar invasion ended, the battered Vree returned to their core colony worlds and nursed their wounds. They avidly supported the League, mostly because without them the Vree would have fallen to the tyrannical Dilgar, but they also knew they had to completely change their fleet structure. Their saucer designs were fine, but their mix of weapons has been all wrong and their commanders were not coordinated enough to make a difference with the firepower they had.

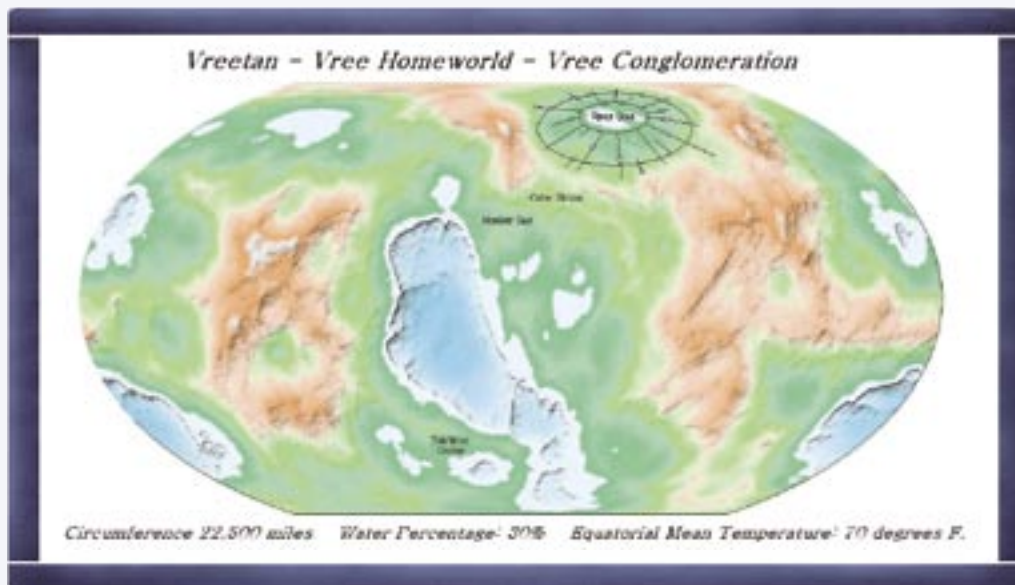
All through the Earth-Minbari War and the Narn-Centauri War of Retribution, the Vree continued to retool their ships, build new designations and rethink their command structure. The current interlocking rank structure was put into place and married to a new, completely modular fleet arrangement based entirely on the individual needs of systems and engagements. Complex but workable, the Vree fleet was ready when the next crisis came – the Shadow War.

The Vree fought hard for the Army of Light and was one of their first supporters much to the surprise of Captain Sheridan. In the Vree's eyes, this support repaid Earth (represented by Sheridan and Babylon 5) for the EA's rescue of Vreetan during the Dilgar Invasion. Many Vree ships were destroyed in the Shadow War, but their new tactics, new command staff and new designs proved to be better than the Spacer's Guild could have dreamed.

In the new era of the Interstellar Alliance, the Vree seem poised to extend their reach once again. Whether this will be the hand of friendship or the grey fist of the conqueror remains to be seen...

Worlds of the Vree Conglomerate

Vreetan



Planet: Vreetan

Climate: Temperate to Mild, Warm near Equator

Weather Average: Mild 80%, Light Storms (Mixed) 15%, Severe Storms (Mixed) 5%

Technical Level: Advanced, near-Minbari technologies, medical science, telepathic research

Native Sentient Race(s): Vree

Dominant Government: Economic rule, with a representative council of advisors and a decentralised guild network providing executive and legislative leadership

Notable Cities: Viros Oma (capital), Outer Virosa satellite-cities

Population: 2.3 billion (100% of population live in the cities of Vreetan. The Vree find isolation painful, preferring the company of their own kind).

Cultural Information: The Vree have a very structured economic society run by various guilds in charge of every facet of life. The guilds run their economy, their government and their sciences, providing education and health services to the expansive population of the Vree. While the ostensible goal of the mercantile guild system is commerce, the Vree are never refused requested materials and their planetary economy is more of a fiscal model in operation than a real financial institution.

Planetary Notes: Vreetan has been through many changes, including the recent terraforming that returned it to a near arboreal state over most of its surface. The oceans of the planet are still predominantly frozen in the northern and southern latitudes, but this does not have a detrimental

effect on the world's lifeforms or its ability to maintain a functioning ecology. The world's other outstanding issues (tectonic instability and atmospheric disturbance) are also mitigated by Vree technology, though they still pose a minor threat on occasion.

The world of Vreetan is surprisingly healthy and lush considering the grey and relatively uninteresting appearance and behaviour of its sentient population.

While spacegoing Vree prefer monotonous colours and undecorated ships, the native Vree of their homeworld have sweeping architecture decorated with hundreds of colours other races cannot even comprehend. This is quite a contrast and poses some confusion for visitors when they first come to Vreetan.

This occurs less often than one might think as aside from the League representatives that meet in the Council Hall in Viros Oma, the grand city of the Vree, the denizens of Vreetan do not welcome strangers and jealously defend their world from all outside contact. While they tolerate the League's presence as a necessity of stellar politics, they do not appreciate aliens on their homeworld.

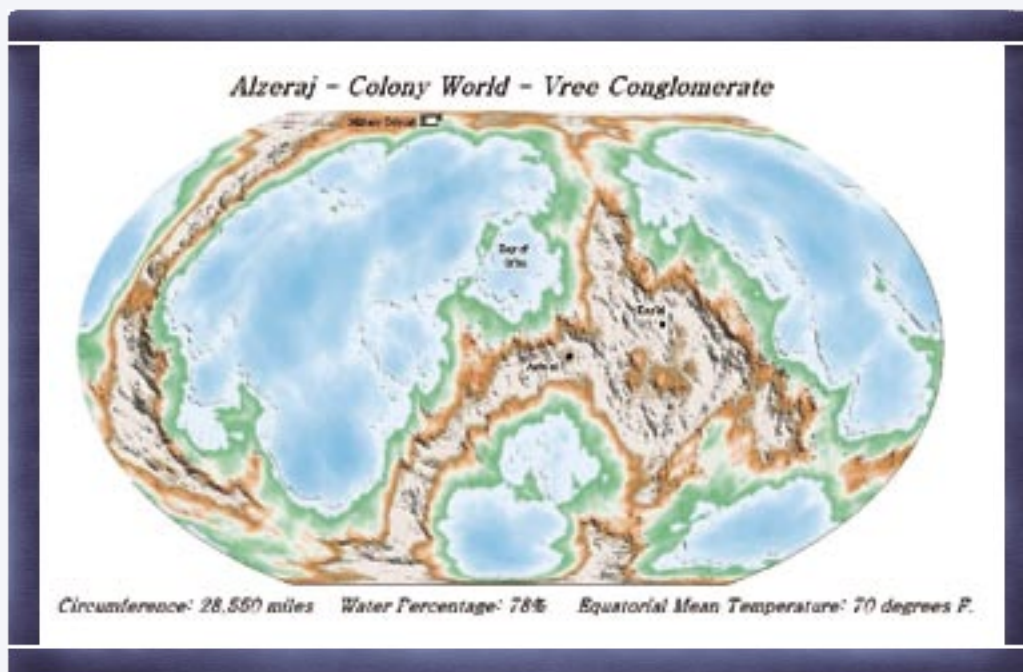
'Vreetan is our world. You are not welcome here. Leave or remain as an inert reminder to others.'

- Ji'Va, Vree Guardian to Heron Malloy, a human Ranger on assignment to Vreetan

Alzeraj

Vree settlers that have been caught in the infrequent but violent earthquakes of their homeworld. Alzeraj has a very active magnetosphere that generates as a delightful side effect some of the brightest aurora effects ever seen on a colonised world.

While the Vree officially list Alzeraj as a minor colony world, they have been coming to the planet in increasing numbers since the end of the League Wars. While no explanation for this seeming exodus has been given, it has been supposed that the Vree, always searching for new challenges have simply grown bored with their homeworld.



Planet: Alzeraj

Climate: Temperate to Mild, Warm near Equator

Weather Average: Mild 75%, Light Storms (Mixed) 10%, Light Storms (Rain) 10%, Severe Storms (Mixed) 5%

Technical Level: Advanced, near-Minbari technologies, medical science, telepathic research

Native Sentient Race(s): None (settled by the Vree)

Dominant Government: Representative rule by guild employees in both colony cities.

Notable Cities: Anta'ai, Kas'ki

Population: 22.5 million (100% of population live in the cities of Alzeraj. The Vree find isolation painful, preferring the company of their own kind).

Cultural Information: The two cities of Alzeraj have a strained relationship stemming from resource disputes in the area to the southeast of both settlements. This has not erupted into violence and is unlikely to do so, but economic warfare has been raging between Anta'ai and Kas'ki for decades. Both cities are attempting to ruin each other financially in the hopes of driving their competition off the planet.

Planetary Notes: Alzeraj is a valuable world for the Conglomerate as it has an atmosphere and gravity close to Vreetan, its resources are nearly as abundant and are far easier to harvest. Gravity is a little higher than on Vreetan, but the planet is more stable and this appeals to those

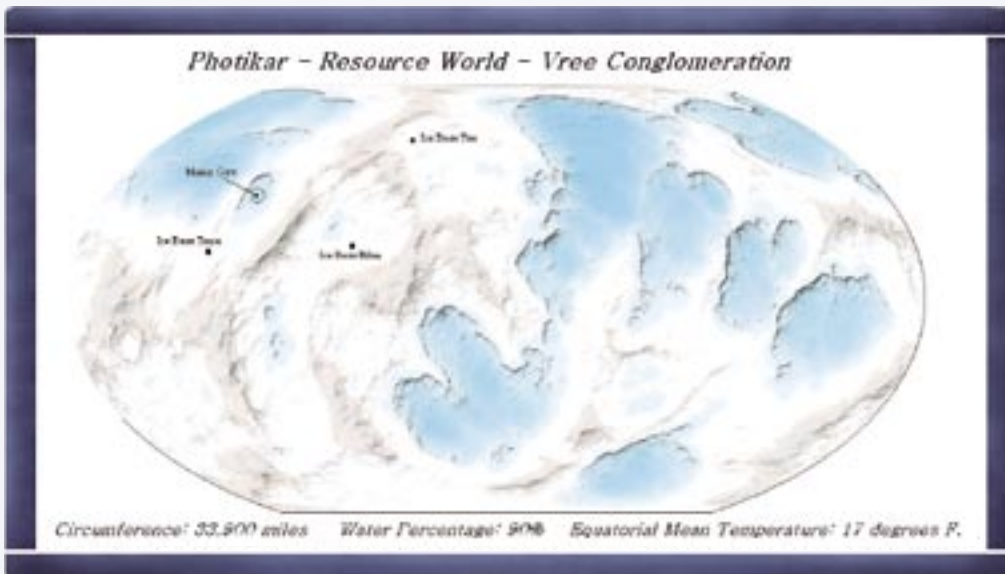
This may not be the case, but Alzeraj's population has doubled in the last decade and pre-construction is underway for a third city at the northern end of the planet's mountainous central plain.

This does not please the settlers of the world's two original cities, as they do not think Alzeraj is large enough for both of them, much less a whole new flood of settlers like the ones that will arrive as soon as the city is completed. This third settlement is slated for completion in 2265. If the Vree of Anta'ai and Kas'ki have anything to say about it, the construction will never reach completion.

'We have been here for long enough to know the land. It does not want anyone else here and neither do we. If the guilds will not find somewhere else for the new colonists to go, there are those that will.'

- Hi'Va, Vree Mining Grandmaster, Anta'ai Geological Guild

Photikar



Planet: Photikar

Climate: Cold to Freezing, Cold near Equator

Weather Average: Mild 50%, Light Storms (Snow/Ice) 35%, Severe Storms (Snow/Ice) 15%

Technical Level: Advanced, thermal generators, mining facilities

Native Sentient Race(s): None (settled by the Vree)

Dominant Government: Representative rule by guild employees in all three Ice Bases.

Notable Cities: Ice Base Tua, Ice Base Tama, Ice Base Rilau

Population: 90,000 (100% of population live in the cities of Vreetan. The Vree find isolation painful, preferring the company of their own kind, and Photikar's climate does not allow for unprotected dwellings).

Cultural Information: The ice mines of Photikar have been a major fiscal resource for the Vree since they first settled the world more than 100 years before joining the League of Non-Aligned Worlds. This planet is very valuable to the Conglomerate and warrants a defensive garrison in orbit almost as large as the one around Vreetan itself. In addition, all three Ice Bases are fully functioning military compounds and would be very difficult for an invading force to secure without severe losses.

Planetary Notes: Evidence indicates that Photikar was once a lush world like Vreetan but its ice age did not end. Instead, the world was completely covered in dense glacial formations. This shell of solid ice makes the planet

incredibly stable and provides both pure drinkable water and completely preserved mineral assets for any race capable of mining them. The Vree currently have a massive drilling shaft in the works west of their base camps. From its depths, they have already uncovered intact animal specimens and located several rich deposits in a wide range of mineral types.

About the only resource Photikar does not seem to have in abundance is quantum-40, but even this rare gas is present in small quantities. By securing the planet from disinterested races unable to see its potential, the

Vree have scored a major find for the Conglomerate. The Guilds back on Vreetan consider this world the most valuable planet the Vree possess, though settlers on Alzeraj would vociferously argue against this point.

Unfortunately, not all is well on Photikar. The Vree have encountered difficulty from a very unlikely source – the previous animal denizens of the world. In unearthing them for study, the Photian Vree seem to have also released some new form of disease. No lives have been lost and the illness seems to be contained but if the situation gets any worse, the Conglomerate may have to quarantine the world for the safety of the Vree and its allies. None of the Guildmasters wish to do this, so they are watching medical reports from Photikar very carefully for any sign of the pathogen's remission.

'The universal force of chaos has shown itself in this new disease. Things were going too well for our mining teams; something had to disrupt their harmony. This should not come as a surprise to anyone.'

- Li'Ta, Vree Medical Guildsman

Technology of the Vree

The Vree profit from having many of their own technologies while benefiting from the examples of other, more advanced innovations. The Vree have antimatter capability (gained at great cost as the lake that was once the charred Tek'Tiros crater on Vreetan illustrates) which they developed on their own, but they also have artificial gravity and gravitic drives. These they derived from Minbari wrecks, pouring over the smashed technology until they figured out their basic function and made working prototypes.

This is the greatest strength of the Vree – focus. When the Vree find a task, the Guilds will spare no expense and dedicate incredible amounts of work and attention to its completion. The exploration of space was one such project, as was the defeat of the Shadows on the side of the Army of Light. Everything the Vree have accomplished as a race, they have achieved through this singular dedication and strength of purpose.

The Vree have a technological answer for every problem they encounter. Because they are not a very strong or enduring race, the Vree have had to find technical solutions at nearly every turn in their history. It was intellect that saved them from their own world during its ice age. It was ingenuity that brought their cities together when their race teetered on the brink of self-inflicted genocide. The Vree use technology as their strength; with their devices and inventions the Vree seem able to deal with anything the galaxy can throw at them.

Vree Equipment and Gear

Weapon Descriptions

When the Vree wish to build a weapon, their martial guilds approach the design process from a very logical standpoint. What is it meant to combat? Is it intended to be lethal? Are there any other purposes for the weapon (intimidation, demolition, pacification)? What materials are available? When these and other questions have been satisfactorily researched, the guild gets to work and develops a working prototype before finalising their specifications. Field tests come next, followed by redesign or full production. The result is a weapon that is often far more effective than the original concept required.

Antimatter Grenade: The final word in anti-personnel weapons, this grenade is a spherical metal container with

a magnetic containment coil inside. This coil is constantly powered until the impact sensor on the grenade shuts it off. Then the micro-grain of antimatter inside the grenade reacts to its casing and the munition detonates in a terrible cascade of imploding matter and released atomic energy. Survivors of an antimatter grenade are few; even Warrior Gaim have been destroyed in a single blast by these fearsome weapons.

Bu'Tial'Ai: A traditional melee weapon of the Vree and one of the only items of its kind, the Bu'Tial'Ai is a warrior's weapon developed by a race of scientists. Based around technology derived from small staff-like weapons found in wrecked Minbari ships, these extend and retract, allowing the Vree to use them at a distance and still carry them easily. The head of a Bu'Tial'Ai is an almost impossibly sharp cross section of laser-etched artificial diamond, resulting in a keen blade capable of impaling virtually any substance.

Exothermal Pistol: The handgun carried by Gaim soldiers, this weapon uses thermal radiation and is capable of burning a wide hole straight through a target even at long range. These weapons look like curved pieces of silver metal with a red crystal on one end and a depressed red button on the back of its 'handle'. Exothermal pistols actually respond to thoughts and cannot be fired by machines.

Exothermal Rifle: A much larger, much deadlier exothermal weapon, these implements of destruction set up a chain reaction in their targets, burning them up from the inside out. Living targets brought to 0 hit points are instantly vaporised, reduced to a pile of smouldering ashes by a wave of overwhelming thermal energy. Exothermal rifles resemble long metal spears with red crystal heads contained in a silver mesh. Like exothermal pistols, these weapons respond to thoughts only.

Gravitic Impellor V-I: A handheld rail gun, the gravitic impellor V-I was one of the first applications of gravitational energy the Vree designed while researching Minbari technology. After seeing the power of this small weapon, work began on the X-I rifle version (see below). Before that project could reach anything more than prototype stage, exothermal energies were discovered and Vree weapon technology took a different path.

Gravitic Impellor X-I: A rail gun rifle capable of putting a one-inch shaft of hardened steel through the hull of a starship, these relatively small weapons were the result of a dead-end experiment into portable gravity generation. When the Vree abandoned this line of research, they stored their hundred or so prototypes and forgot about

Vree Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Type
Melee Weapons									
Bu'Tial'Ai	420 cr.	1d10	—	x2	—	10 ft. Reach*	Medium	2 lb.	Piercing
Grenade Weapons									
Antimatter Grenade	3,000 cr.	8d10	20 ft.	—	—	20 ft.	Tiny	2 lb.	Projectile
Heat Grenade	850 cr.	5d6 fire	10 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile
Pistol Weapons									
Exothermal Pistol	2,500 cr.	3d4 fire	—	18-20/x2	9	50 ft.	Small	4 lb.	Energy
Gravitic Impellor V-I	4,000 cr**	1d8	—	x4	6	80 ft.	Small	3 lb.	Projectile
Rifle Weapons									
Exothermal Rifle	3,650 cr.	3d6 fire	—	18-20/x2	15	50 ft.	Large	6 lb.	Energy
Gravitic Impellor X-I	8,500 cr**	1d12	—	x4	9	80 ft.	Large	13 lb.	Projectile

* Can collapse into a 5 ft. weapon or extend into a 10 ft. weapon as a free action. Damage does not change as a result of this conversion.

** Not generally for sale; black market or Vree merchant trader availability only.

them for decades. Now occasionally seen in the hands of merchants looking to sell them for exorbitant fees, the gravitic impellor X-I is an incredibly powerful, incredibly rare weapon.

Heat Grenade: A Vree thermal charge slaved to an impact sensor, these grenades can melt solid steel and incinerate anything within their small but devastating blast radius. The 'explosion' from a heat grenade is nearly instantaneous, producing only a brief flash of light. A target standing even a foot outside the blast will only feel a slightly warm radiance; the thermal radiation is extremely well contained and has virtually no 'bleed'.

General Equipment

The Vree have an aversion to physical labour that borders on a true psychological disorder; if the Vree can find a way to create a machine or computer to do any task for them, they will. This has led to thousands of gadgets and small

inventions over the centuries, with each one becoming obsolete within a year or two as the next, more efficient model comes out. Then the cycle of acquisition, use and replacement begins again.

This is part of the Vree's effective mercantile model. They produce updated versions of their wares to keep alien markets flooded with constant upgrades and refits. This in turn fuels research for the next design, which then sells to a wider consumer base and finds its way into more homes. This never-ending spread is all part of the financial game played by the Vree Trading Cartels.

Chronometer: A small clock with a variable readout that generates numbers in all known League and major power languages and tells time in each world's temporal system. A Vree chronometer can show one, two or four different times as the user desires and will instantly calculate time zones and other temporal changes due to hyperspace travel

or galactic location. A valuable little electronic device, chronometers can add a +1 equipment bonus to any skill check made when knowing the *exact* time would be of benefit.

Holoring: The smallest holographic projector known to exist, these crystal rings are capable of emitting an image with stereo sound up to one foot tall and as far away from the ring itself as four feet in any direction. Holorings are mostly just interesting toys and gadgets, but it is possible to link them to a holographic camera or transmitter and use them as long-range communication devices. Powered by an antimatter micro-reactor, holorings effectively have limitless power and can operate for five continuous years before the charge runs out and the entire ring has to be replaced.

Impulse Gloves: Part of a Vree game with some very interesting real world applications, these gloves have a short-range gravitic drive built into the palms. Too weak to be of much use and far too short-ranged to have manufacturing applications, one glove generates a 10 lb. pressor beam while the other draws in objects with 10 lbs. of motive force. Both gloves only work to a range of 20 feet. The Vree use these in conjunction with a small metal or composite sphere in an interesting game of 'almost-catch' wherein the object of the game is to not let the ball hit the ground on your side of a line without actually touching it. Real masters of the game can move the sphere with great precision and speed, providing an entertaining sport for others to watch.

Micronisation Process: The real secret to the Vree's gadgetry, this manufacturing method involves miniaturised parts, power sources and simplified controls to make technological devices smaller than similar models from other races. Virtually any powered item can be made smaller using this technology, allowing even bulky equipment to become much easier to manage and transport. The micronisation of existing gear is not without its risks; there is a flat 5% chance of ruining a device with this process. Even so, the Vree have no lack of customers

looking to make their hand computers palm-sized or their communicators into earrings.

Vree Silk: A fascinating textile used by the Vree for all of their personal garments, this material has just become available for sale in the galactic markets frequented by Vree traders. Lightweight and easy to dye in any number of colours, this 'silk' is actually a pale white synthetic polymer that is virtually tear proof and extremely difficult to puncture. Sewing Vree silk requires a laser bonding machine (sold separately for 400 cr. new), but any garment made from it will never need repairing and offers one point of Damage Reduction due to its resiliency.

Armour and Clothing Descriptions

The Vree are a fragile race and they know it. As the universe can be a hostile place, especially for a dominant and wealthy power like the Vree, they have spent a great deal of time and money developing resistant clothing and armour for themselves. The Vree enjoy feeling secure and have no compunctions about wearing body armour at all times, even to formal occasions and political meetings. Fortunately for their sense of etiquette, Vree garments are rarely bulky even when they are designed as armour and most other races have no idea a Vree is even wearing such garb.

Diplomat's Clothing, Vree: Stylish clothing made from Vree silk and cut tight across the torso and limbs, Vree Diplomat's clothing is also used as the standard uniform for most members of the Vree armed forces and many guild leaders. There are a number of fashion choices, but most involve the same style and only differ by way of patterns or accessories.

Full Combat Suit, Vree: A bodysuit of Vree silk with supplemental plates over the torso and major joints, Vree Full Combat Suits are usually only worn by fleet soldiers when they expect to see battle or Vree bodyguards assigned to protect a high-ranking member of their society. Few leaders of the Gaim wear these bulky outfits, not because of their appearance but because wearing one suggests a certain level of paranoia that can adversely affect business deals and political negotiations.

Gravity Rig: Still very experimental and quite unreliable, a gravity rig is a heavy metal harness that, when activated, creates a personal field of gravitational energy around the wearer. In principle, this is supposed to block incoming objects and energy, protecting the user from harm. Unfortunately, the miniaturisation process needed to make a gravitational device this

General Equipment

Item	Cost	Weight
Chronometer	800 cr.	1 lb.
Holoring	4,800 cr.	n/a
Impulse Gloves	1,200 cr	2 lb.
Micronisation Process	+25%	-50%
Vree Silk	200 cr./yard	—

Armour & Clothing

Item	Cost	Weight	DR
Diplomat's Armour, Vree	2,000 cr.*	5 lb.	2
Full Combat Suit, Vree	6,000 cr.*	16 lb.	4
Gravity Rig	75,000 cr.*	20 lb.	10**
Vree Clothing, Light	1,200 cr.	3 lb.	2
Vree Clothing, Heavy	3,000 cr.	6 lb.	3

* Not usually available for sale.

** See description for more details.

small has also left it woefully energy inefficient and prone to 'flickering' on and off. A gravity rig can work for ten rounds on a full charge, taking an hour to charge fully when connected to a suitable power source. During these ten rounds of operation (which need not be consecutive), each attack that would successfully strike the wearer has a 50% chance of being resisted by the gravity field. This grants 10 points of DR in addition to any other the user might have.

Vree Clothing, Light: Most Vree clothing has damage resistance and armour, as the Vree can be injured very easily and their physiologies are not as enduring as those of other races. As such, even 'civilian' garb tends to be made of resilient fabrics and cut to provide protection to the vitals and joints of the wearer. These styles are lightweight and do not look like armour in any way. Only a Spot check (DC 25) will reveal that these garments have any armoured properties.

Vree Clothing, Heavy: Heavier versions of the clothing described above, this apparel has more stopping power but is also easier to spot for what it is. The Spot check to determine if heavy Vree clothing is a form of hidden armour is 20. In addition to its protective qualities, Vree heavy clothing also has several concealed pockets and grants a +4 equipment bonus to any attempts to hide Small or smaller objects on the wearer's person.

Vehicles and Spacecraft

The Vree rarely walk if they do not have to do so. In fact, walking is frowned upon by the Vree and is usually ridiculed as the last resort for a Vree too poor to afford transportation. Walking is also an act of contrition, harkening back to the days in Vree history following the destruction of the first two cities on Vreetan when the survivors walked to every village on the planet to relay their shame.

Fortunately for the Vree, this behaviour is rarely necessary and walking is almost a thing of the past thanks to inexpensive, efficient mass transport in every city and base of the Conglomerate, and personal vehicles affordable enough to be owned even by initiate-level employees of any guild. As Vree technology improves, their vehicles also continue to become faster, more reliable and more widely available. With gravitic technology utilised in ground vehicles, Vree ride in safety, comfort and travel very quickly indeed.

Cargo Transport, Vree

A flying vehicle made possible by gravitic drives, the Vree Cargo Transport is not capable of moving more than a few metres off the ground but glides along on a cushion of gravity. While this technology is dependable enough to allow the Vree to create such cargo haulers, they do have to be careful regarding the weight they load onboard. An overloaded Vree cargo transport will not even lift off the ground and must be lightened or towed.

Gargantuan Aircraft; hp 30; DV 7 (−4 size, +1 agility); DR 4; Spd 24; Acc 3; Dec 3; Han +3; Sensor +1; Stealth 15; SQ: Gravitic; Cargo 2,500 lb.; 1 Pilot, 1 Passenger

Fi'Dorna Ground Car

A luxury vehicle from a race that does not truly appreciate luxury, these are top of the line gravitic cars from Vreetan. They offer a very comfortable ride and move remarkably fast, especially for a ground vehicle. The Fi'Dorna does require some skill to drive, as its many amenities come at the expense of its handling. Even as a gravitic vehicle, the Fi'Dorna ground car is actually less manoeuvrable than many wheeled vehicles its size.

Large Surface Vehicle; hp 12; DV 9 (−1 size); DR 5; Spd 28; Acc 4; Dec 4; Han −1; Sensor +0; Stealth 14; Cargo 200 lb.; SQ: Gravitic; 1 Driver, 6 Passengers

Hi'Kalan Mass Transit

Built around the same chassis as the common Vree transport, these are optimised for carrying several dozen Vree in safety and comfort around the often huge cities they live in. The Vree accept mass transit as a logical alternative to vehicle ownership; most Vree do not purchase ground cars of their own if mass transit suits their needs.

Gargantuan Aircraft; hp 30; DV 7 (−4 size, +1 agility); DR 4; Spd 24; Acc 3; Dec 3; Han +3; Sensor +1; Stealth 12; Cargo 500 lb.; SQ: Gravitic; 1 Pilot, 36 Passengers

Civilian Vehicles

Item	Cost
Cargo Transport, Vree	60,000 cr.
Fi'Dorna Ground Car	30,000 cr.
Hi'Kalan Mass Transit	80,000 cr.
Ver'rok Mini-Saucer	130,000 cr.
Ver'ai Cargo Saucer	240,000 cr.

Ver'rok Mini-Saucer

A small four person saucer built using the same technologies as the Vree's space ships, the Ver'rok is most often used as an emergency response vehicle by authorities and rescue personnel. Fast, agile and well armoured, the Ver'rok also doubles as a Vree scout car (albeit an unarmed one) during their very rare ground combats.

Large Aircraft; hp 20; DV 14 (-1 size, +5 agility); DR 8; Spd 38; Acc 4; Dec 4; Han +4; Sensor +4; Stealth 15; SQ: Gravitic; Cargo 400 lb.; 1 Driver, 3 Passengers

Ver'ai Cargo Saucer

Like the Ver'rok, the Ver'ai is intended to be a fast-response vehicle and utilises the same technologies to achieve its superior performance. While the Ver'ai's large size and lifting capacity usually relegate it to cargo and relief supply transport its strong armour and large hold allow it to do double duty as a troop transport during ground warfare. This role requires the vehicle to carry a hardpoint for a heavy weapon, but the Ver'ai is rarely armed.

Gargantuan Aircraft; hp 40; DV 11 (-4 size, +5 agility); DR 8; Spd 30; Acc 3; Dec 3; Han +3; Sensor +1; Stealth 13; Cargo 8,000 lb. or 1,000 lb. and troops; SQ: Gravitic; 1 Pilot, 24 Infantry

Weapons (optional):

Twin Fusion Gun; 1 Front/Left/Right; Attack +3 (targeting computer); Damage 2d6; Critical 18-20; Range 4; Rapid Fire

Space

The Vree fleet can be very deceptive at a distance. Because size is often hard to judge in space, the only difference between most Vree ships – their relative sizes – is almost impossible to make out without advanced sensors. The Vree use this phenomenon to their advantage, often staggering their ships in irregular formations to make them all seem to be the same size as they approach. In this way, light cruisers can be made to seem like dreadnoughts and

vice-versa, allowing the Vree to tailor the appearance of their fleets.

New Weapon Quality: *Chain Fire*

Even faster than Extreme Rapid Fire, Chain Fire cycles so many shots per round that it literally pounds an enemy target with scores or even hundreds of low-powered shots in an attempt to subdue it under a withering hail of energy. Mostly used by the Vree on their energy weapons, Chain Fire weapons tend to have a very low output and little stopping power per individual shot. They make up for this with constant damage and high rates of fire. A Chain Fire weapon hits 2d10 times when it makes a successful attack roll and every hit does at least 1 hit point regardless of Damage Reduction.

Vaarka Escort Scout

An upgrade to the Vaari saucer, this ship has an improved (if experimental) main weapon and is still in the testing stages as far as deployment is concerned. The Vaarka is currently considered an escort on light scouting missions where its incredible sensor array – a design based on Minbari enhanced sensors – can alert it of any impending danger and approaching ships.

Colossal II Spacecraft; hp 350; DV 10 (-10 size, +10 agility); DR 14; Spd 38; Acc 5; Dec 5; Han +8; Sensor +8; Stealth 18; SQ: Atmospheric Capable, Jump Point; Cargo 12,000 lb.; 1 Officer, 2 Pilots, 8 Sensor Operators, 2 Crewmen

Weapons:

Antimatter Shredder; Turret; Attack +5 (scatter effect); Damage 10; Critical 19-20/x2; Range 5; Chain Fire Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Eight Antiproton Guns; 2 Front, Front/Left, Left/Rear, Front/Right, Right/Rear, 2 Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

Vaari Scout Saucer

A very effective sensor-carrying ship, the new design has proliferated into nearly every fleet in the Conglomerate because of its efficiency and advanced capabilities. The Vaari is an expensive vessel, making it difficult to field in large quantities. Only the most important missions would ever warrant more than one and to date the Vree have not assigned more than two to the same battle group.

Colossal II Spacecraft; hp 350; DV 10 (-10 size, +10 agility); DR 14; Spd 38; Acc 5; Dec 5; Han +8; Sensor +9; Stealth 18; SQ: Atmospheric Capable, Jump Point; Cargo 12,000 lb.; 1 Officer, 2 Pilots, 9 Sensor Operators, 2 Crewmen

Weapons:

Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Eight Antiproton Guns; 2 Front, Front/Left, Left/Rear, Front/Right, Right/Rear, 2 Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

Vymish Armed Trader

A merchant ship first and a battle craft second, this design is not as well armed as its operators would like, but it is well defended against casual raider activity and it works very well in conjunction with other escorts. In fact, its improved bridge design and communications array are state of the art, allowing it to benefit from a +1 circumstance bonus to attack rolls and Pilot checks as long as it has at least one Vree capital ship within 10 range increments.

Colossal Spacecraft; hp 250; DV 10 (-8 size, +8 agility); DR 14; Spd 38; Acc 5; Dec 5; Han +8; Sensor +7; Stealth 13; SQ: Atmospheric Capable; Cargo 32,000 lb.; 1 Officer, 2 Pilots, 2 Sensor Operators, 6 Crewmen

Weapons:

Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20; Range 5

Five Antiproton Guns; Turret, Front/Left, Left/Rear, Front/Right, Right/Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(2):

2 Shuttles

Xeel War Carrier

One of the few Vree ships with a different profile, this 'saucer' looks more like an elongated cylinder with a set of large bay doors and recessed weapon ports along its length. The Xeel is the Vree's basic carrier-class starship, capable of carrying 12 fighters into battle. Unlike some carrier types, the Xeel is a dedicated transport and after deploying its vehicles at a safe distance, it usually retreats

further and waits to pick up the flight again after the battle is complete.

Colossal II Spacecraft; hp 300; DV 10 (-10 size, +10 agility); DR 14; Spd 38; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 14; SQ: Atmospheric Capable; Cargo 4,000 lb.; 1 Officer, 2 Pilots, 5 Sensor Operators, 2 Crewmen

Weapons:

Four Antiproton Guns; Front/Left, Left/Rear, Front/Right, Right/Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(14):

12 Fighters

2 Shuttles or Assault Shuttles

Xeon Assault Carrier

Considered a serious improvement to the Xeel yet dedicated to a very limited task, the Xeon is an assault carrier and its payload consists of a remarkable number of ground assault assets. The Xeon is better armed and armoured because of the more dangerous nature of its missions, though many guild commanders would like to have its advancements for their normal Xeel War Carriers.

Colossal II Spacecraft; hp 330; DV 10 (-10 size, +10 agility); DR 16; Spd 38; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 14; SQ: Atmospheric Capable; Cargo 4,000 lb.; 1 Officer, 2 Pilots, 5 Sensor Operators, 2 Crewmen

Weapons:

Six Antiproton Guns; Front, Front/Left, Left/Rear, Front/Right, Right/Rear, Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(14):

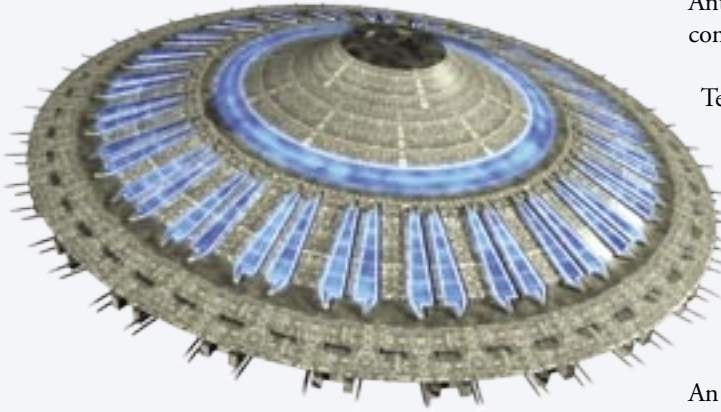
7 Assault Shuttles

5 Breaching Pods

2 Shuttles

Xill Battle Saucer

A heavy attack craft that is becoming more common in the Vree Conglomerate, the Xill has the distinction of being the design of choice for the guild fleets sent to fight alongside the Army of Light against the Shadows at Coriana 6. Several Xill were left in pieces in that system, but the battle was won and the design proved its effectiveness. Since that time, several guild fleets have put in requests for the design; these are being filled as fast as the Spacer's Guild can arrange manufacture.



Colossal II Spacecraft; hp 400; DV 10 (-10 size, +10 agility); DR 17; Spd 35; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 15; SQ: Atmospheric Capable, Jump Point; Cargo 4,000 lb.; 1 Officer, 3 Pilots, 5 Sensor Operators, 5 Crewmen

Weapons:

Two Antimatter Shredders; 2 Turret; Attack +5 (scatter effect); Damage 10; Critical 19-20/x2; Range 5; Chain Fire

Two Antimatter Cannons; 2 Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Six Antiproton Guns; Front, Front/Left, Left/Rear, Front/Right, Right/Rear, Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

Ximm Close Escort

A defensive variant of the common and aging Xorr, this ship was designed in direct response to the growing problem of raiders along the Conglomerate's most important trade borders. These pirates had proven too tenacious to stave off with normal warships and the Vree's heavy fighters were too expensive to use up in battles against them. Fitted with a number of effective anti-fighter weapons, the Ximm fills its role well by remaining alongside trade convoys and obliterating any light vessel foolish enough to try and attack its charges.

Colossal II Spacecraft; hp 350; DV 10 (-10 size, +10 agility); DR 15; Spd 38; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 13; SQ: Atmospheric Capable; Cargo 12,000 lb.; 1 Officer, 4 Pilots, 7 Sensor Operators, 2 Crewmen

Weapons:

Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Ten Antiproton Guns; 2 Turret, 2 Front/Left, 2 Left/Rear, 2 Front/Right, 2 Right/Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

Xixx Torpedo Saucer

An unusual ship for the Vree, as they usually despise projectiles as wasteful of resources, the Xixx was constructed as a response to similar vessels in the navies of other League worlds. Not wishing to have a class of vessel unrepresented by their fleet, the Vree created this design from the hull up and as such, it looks considerably different to their normal saucers.

Colossal II Spacecraft; hp 360; DV 10 (-10 size, +10 agility); DR 15; Spd 35; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 14; SQ: Atmospheric Capable; Cargo 6,000 lb.; 1 Officer, 2 Pilots, 7 Sensor Operators, 5 Crewmen

Weapons:

8 Antimatter Torpedoes; 2 Front, Front/Left, Left/Rear, Front/Right, Right/Rear, 2 Rear; Attack +4 (guidance); Damage 50+5d10; Critical 20/x2; Range 5; 4 torpedoes per launcher

Four Antiproton Guns; 4 Turret; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

Xonn Dreadnought

The largest ship in the Conglomerate, this is another 'response' vessel built after the Vree witnessed the Narn Bin'Tak in battle and realised how effective a deterrent a massive ship could be. The Xonn was built as much to avoid battles as to win them, though its weapon load and heavy defences are certainly capable of accomplishing the latter. There are only a dozen Xonn; they are constantly moving from one fleet to another to cover defensive positions while more are constructed.

Colossal III Spacecraft; hp 600; DV 8 (-12 size, +10 agility); DR 18; Spd 32; Acc 4; Dec 4; Han +6; Sensor +5; Stealth 12; SQ: Atmospheric Capable, Jump Point,

Long-Ranged; Cargo 32,000 lb.; 1 Officer, 3 Pilots, 7 Sensor Operators, 12 Crewmen

Weapons:

Two Antimatter Shredders; 2 Turret; Attack +5 (scatter effect); Damage 10; Critical 19-20/x2; Range 5; Chain Fire

Five Antimatter Cannons; 5 Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Twelve Antiproton Guns; 2 Front, 2 Front/Left, 2 Left/Rear, 2 Front/Right, 2 Right/Rear, 2 Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(3):

3 Shuttles

Xorr War Saucer

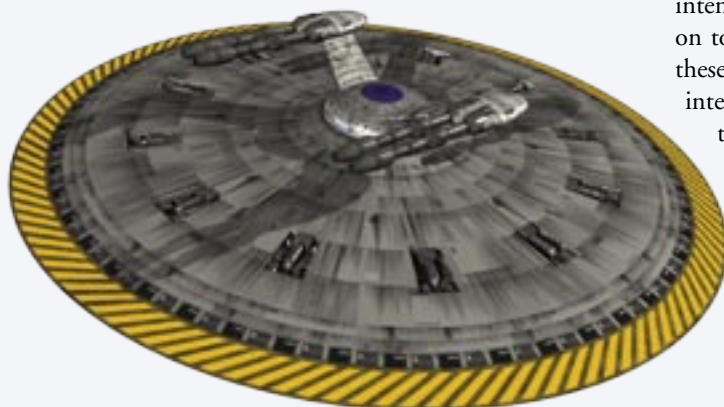
One of the oldest ships in the Vree Conglomerate, the war saucer is outclassed by most modern capital ships but still retains an incredible degree of agility that keeps it in service. The flat saucer shape often confuses enemies in battle and, like many Vree spacecraft, the war saucer can quickly change direction to face new threats with ease.

Colossal II Spacecraft; hp 380; DV 10 (-10 size, +10 agility); DR 15; Spd 38; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 13; SQ: Atmospheric Capable; Cargo 12,000 lb.; 1 Officer, 2 Pilots, 7 Sensor Operators, 2 Crewmen

Weapons:

Twin-linked Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5



Two Twin-Linked Antiproton Guns; 1 Front/Left/Rear, 1 Front/Right/Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/X2; Range 2

Craft(1):

1 Shuttle

Orbital Assets

The Vree consider most orbital assets to be a waste of time and money, both of which could be better spent on more ships. As the Vree are not lacking in population and crew members skilled in weapons use, the Conglomerate has less need for such things. Still, they can see the usefulness in automated defences and while they do not field many, they do have a few hundred in place and stockpiled for emergency situations.

Xoti Satellite

A well-armed satellite with antimatter weapons to both defend it and bring down any threat within range, these automated gun platforms are as advanced as anything else in the Vree armada. While Xoti look like small saucers when they are not active, they open up into 'sunbursts' of silver steel when deploying their weapons in combat.

Huge Spacecraft; hp 30; DV 10 (-2 size, +2 agility); DR 6; Spd -; Acc 0; Dec 0; Han +0; Sensor +10; Stealth 20; SQ: Automated, Cargo 100 lb.; 0 Crew

Weapons:

Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20/x2; Range 5

Two Antiproton Guns; Left, Right; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Vree Proximity Mine

The main advantage of the Vree proximity mine is that when at rest, it looks exactly like the Xoti satellite, an intentional design feature. Capable of tracking and locking on to targets at a greater range than the Xoti's main gun, these mines have a very powerful booster and can usually intercept and destroy their targets while the enemy tries to stay out of range of what they think are defence satellites.

Huge Spacecraft; hp 30; DV 8 (-2 size, +0 agility); DR 6; Spd -; Acc 10; Dec 5; Han +5; Sensor +10; Stealth 20; SQ: Automated, Cargo 100 lb.; 0 Crew; Explodes on a successful ram for 3d10 additional damage.

Fighters and Shuttles

The Vree did not truly comprehend the need for fighters in combat until they suffered terrible losses at the hands of Dilgar pilots during their long and bloody confrontation. Convinced that they had to have a line of defence against these tiny terrors, the Vree constructed the Tzymm and when it proved too large to cope with lighter vessels, they designed the Zorth. Together, these fighter types have proven very valuable.

Tzymm Heavy Fighter

A very deadly heavy fighter, the Tzymm is more than a match for any fighter of its own class except possibly the EarthForce Thunderbolt. Agile to a degree that few craft can hope to achieve, the Tzymm carries enough firepower to be a major nuisance to frigates and capital ships.

Large Spacecraft; hp 50; DV 19 (–1 size, +10 agility); DR 5; Spd 48; Acc 8; Dec 8; Han +8; Sensor +5; Stealth 20; SQ: Atmospheric Capable; Cargo 5 lb.; 1 Pilot, 1 Gunner

Weapons:

Light Antimatter Cannon; Front; Attack +3 (targeting computer); Damage 20+2d8; Critical 19-20/x2; Range 3

Twin-linked Light Antiproton Gun; Front; Attack +3 (targeting computer); Damage 5+1d10; Critical 19-20/x2; Range 2

Zeoth Assault Shuttle

Because the Vree detest infantry-based combat, their assault shuttle is designed to carry troops in maximum safety and generate enough firepower to possibly end a situation before it has to resort to actually unloading them into battle. As such, the Zeoth is an inefficient troop carrier because too much of its hull is taken up with weaponry. Even so, the design works for its intended purpose and very few battles involving the Zeoth require ground troops.

Huge Spacecraft; hp 55; DV 18 (–2 size, +10 agility); DR 6; Spd 45; Acc 8; Dec 8; Han +8; Sensor +5; Stealth 20; SQ: Atmospheric Capable; Cargo 500 lb.; 1 Pilot, 1 Gunner, 10 Infantry

Weapons:

Light Antiproton Gun; Front; Attack +3 (targeting computer); Damage 5+1d10; Critical 19-20/x2; Range 2; Rapid Fire

Zorth Light Fighter

A more agile, lighter fighter than the Tzymm, it sacrifices some firepower for greater speed. The Zorth is possibly the

fastest fighter in the League, able to move in and out of the atmosphere with great ease and maintain a rate of speed few can track, much less match. When a fleet of Zorth attacks a capital ship, its guns typically fail to bring down a single fighter because of their agility and well-armoured saucer hulls.

Large Spacecraft; hp 40; DV 19 (–1 size, +10 agility); DR 5; Spd 50; Acc 9; Dec 9; Han +9; Sensor +5; Stealth 22; SQ: Atmospheric Capable; Cargo 5 lb.; 1 Pilot

Weapons:

Light Antiproton Gun; Front; Attack +3 (targeting computer); Damage 5+1d10; Critical 19-20/x2; Range 2; Rapid Fire

Zyleen Breaching Pod

A vicious pod built for a purpose the Vree dislike intensely, the Zyleen Breaching Pod carries a unit of infantry to the hull of an enemy capital ship just like similar pods in virtually every navy in the galaxy. What makes the Zyleen special is the practical nature of its design. Because the Vree know that their troops are not likely to survive any given boarding action, the Zyleen is rigged to act as a powerful mine should a signal be sent from its launching ship. This allows the pod to still serve a useful purpose even if it loses its personnel.

Huge Spacecraft; hp 50; DV 20 (–2 size, +10 agility); DR 7; Spd 40; Acc 7; Dec 7; Han +7; Sensor +5; Stealth 20; SQ: Atmospheric Capable, Grapple; Cargo 1,000 lb.; 1 Pilot, 10 Infantry; Vehicle can self-destruct for 3d10 damage to an enemy ship it is attached to, this damage ignores the target's Damage Reduction.

Vree Characters

The Vree may be silent creatures with shy and distant personalities, but they are still quite acceptable as characters in the *Babylon 5* game. They are extremely curious, a trait that can get them involved in any kind of plot, and they have a tendency to obsess about any project in which they are involved. If that 'project' happens to be observing the complex social interactions of a disparate group of aliens (i.e. the other Players), this serves as a ready-made character hook for bringing a Vree into the campaign.

As an enhancement for the Vree in the *Babylon 5 Roleplaying Game and Fact Book*, the Games Master may approve a form of eidetic memory for the Vree as a racial trait. This would have limited game applications, but it might allow the Player to take any notes desired and refer to them in game even if the Vree would not have access to them. This would also grant a +1 circumstance bonus to

all Intelligence based skill checks where memory and instant recall might be a factor (such as remembering obscure facts about a place or object).

New Feats

Assimilated Wisdom (Vree)

You have accumulated a wealth of information on a variety of different topics, more than you could possibly access in normal circumstances. When you concentrate, you can recall facts from virtually any field.

Prerequisites:

Concentration 2 ranks,
any three Knowledge or Technical Skills 4 ranks

Benefit: Once an hour, you may make a Concentration skill check (DC 15). If you succeed, you may either add a +2 competence bonus to any Knowledge or Technical skill check or make a skill check in any trained only skill in which you do not possess any ranks. This skill check is modified only by your relevant statistic; you cannot benefit from aid another or equipment based bonuses while using Assimilated Wisdom.

Normal: You cannot attempt skill checks in 'trained only' skills if you do not have any ranks in them.

Emotional Mastery (Vree)

You have a recessive trait that causes you to feel emotions, which your race normally cannot. This genetic quirk, cerebral hi'ta, normally causes great confusion in the Vree but you have learned to control your emotional outbursts and even use them to your advantage.

Prerequisites: Cerebral Hi'ta, Charisma 10+

Benefit: You understand emotional contexts that your peers cannot even imagine, much less comprehend. This gives you an advantage over them in that you can temper your logical behaviour with emotion and better empathise with other alien species. This gives you a +1 circumstance bonus to all Charisma-based skill checks and allows you to take the Alien Empathy feat even though your lack of language would normally prevent you from doing so. You must still choose a racial focus for the feat, as each race has different emotional reactions.



Normal: Only species capable of speaking another race's language can take the Alien Empathy feat.

Grey Ghost (Vree)

Your race has a reputation for being utterly silent, something you have practiced until you make no sound at all when you move.

Prerequisite: Dexterity 13+ or Move Silently 4 ranks

Benefit: So long as you move at one half of your base speed or less, and are carrying less than 10 lb. of equipment, you can move in utter silence. You will automatically succeed in any Move Silently checks that are opposed by another character's Listen check. This feat is identical to the Silent Tread Minbari racial feat and both counters, and is countered by it; a Minbari with that feat can make normal Listen Checks against a Vree with the Grey Ghost feat and vice-versa.

Technophile (Vree)

Your appreciation for gadgets goes beyond even your race's natural inclination towards such technological wonders.

Prerequisite: Technical (electronics) 4 ranks

Benefit: Your disposition towards electronic devices gives you an innate appreciation of how they work and how they can be repaired. When making Technical (electronics) skill checks for any reason, the time needed for the check is always halved. In addition, you always have 5,000 credits worth of electronic devices of your choice on your person. These little wonders always seem to be with you, even if you are searched and the items taken away, you can find them again or construct new ones out of existing materials

24 hours later. The Games Master may determine that some situations will negate this part of the skill, such as imprisonment or complete isolation.

New Prestige Class – The Vree Merchant

The Vree as a race are fascinated by the concept of economics. They have seen it reform their society and through their observation of other cultures have become convinced that it is the single universal constant of most sentient life. Forms differ and terms change, but every interaction in nature seems to be about benefit and trade. Money may not always be involved, but even the Gaim understand and value the process of exchange.

Vree Merchants are the pioneers of their race's effort to take the concept of economics to the stars. The least xenophobic of their species, Vree Merchants have gained a predilection for making contact with other races and learn to adapt to new cultures as quickly as they can. While all Vree are stand-offish and aloof, Merchants are the most approachable of their kind and could actually be described as social. No race can be said to have a warm relationship with the Vree, but Vree Merchants are a fairly common sight in some ports and their presence eventually loses its mystery enough for business to commence.

For the Vree Merchant, this is what it all comes down to, the buying and selling of goods, services and information. Anything that can be traded by one sentient to another is fair, be it comm codes for a private ship or weapons for sale to Narn terrorists. The Vree do not make judgement calls and are willing to trade with anyone that will meet their price. In the end, it is not wealth that matters to the Vree Merchant; it is becoming self-perpetuating in the endless dance of goods and finance. As long as a Merchant covers his expenses and always has something new to traffic in, he is as happy as his kind can ever truly be.

Additional Hit Points: 1

Requirements

To qualify to become a Vree Merchant, a character must fulfil all the following criteria:

Race: Vree

Skills: Appraise 8 ranks, Gather Information 6 ranks, Profession (Merchant) 6 ranks, Sense Motive 6 ranks

Feats: Skill Focus (any of the prerequisite skills listed above)

Special: To begin as a Vree Merchant, the character must first amass 50,000 credits. This wealth is spent to 'purchase' the 1st level of the prestige class; this represents

initial trade goods and the first payment on the Merchant's new vessel.

Class Skills

The Vree Merchant's skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any, Int), Pilot (Dex), Search (Int), Sense Motive (Wis) and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the Vree Merchant prestige class.

Financial Freedom: The Vree Merchant is given permission to leave Conglomerate space and travel freely back and forth. This is a matter of great importance as generally members of the Vree race are restricted from leaving their territories except on guild business. Vree Merchants never have to pay jump gate fees or docking charges in Vree space.

Starship: The Vree Merchant's greatest asset and the true source of his freedom is his ship. This vessel is sold to him with the understanding that his continued good fortune will ensure its full cost to the Conglomerate is returned in time. The base statistics for a Vree Merchant ship are as follows. By tradition, Vree Merchants do not upgrade their vessels except when permitted to do so by the Spacer's Guild (as noted below). If a Vree's trade ship is lost, he can get a new base vessel when he reached his next level in the prestige class.

Vree Light Trader

Colossal Spacecraft; hp 200; DV 10 (–8 size, +8 agility); DR 12; Spd 35; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 13; SQ: Atmospheric Capable; Cargo 32,000 lb.; 1 Officer (Vree Merchant), 2 Pilots, 1 Sensor Operator, 4 Crewmen

Weapons:

Antiproton Gun; Turret; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20/x2; Range 2

Craft(1):

1 Shuttle

This ship's crew are all considered employees of the Vree and are all 1st level Officers trained in ship operations by the Spacer's Guild. They are expected to be paid out of the Vree Merchant's profits, but Games Masters and Players

are welcome to come up with a more detailed employment model including wages and duties if they wish. In general, the ship's crew remain with the vessel and will not fight for the Merchant except to defend themselves.

Contact: Vree Merchants make new acquaintances as they progress through their financial careers. This feature acts exactly as the feat of the same name, but the contact gained must be in some way related to the ports of call the Vree has visited during the campaign. The Games Master should approve the desired contact, but virtually anything is possible given Vree resourcefulness.

Ship Upgrade: The Merchant's continued success pays off as the Spacer's Guild approves new equipment and personnel for his vessel. Each time this feature is gained, a new element is added to his existing ship. These upgrades are free of charge, but require the Merchant to return to Vreetan for the complicated refit procedure. If an upgraded ship is lost, it returns in its current state when the Merchant gains his next level in this prestige class.

- ⑤ **Upgrade I:** The ship gains a second antiproton gun for its turret and its hull DR increases to 14. The ship also receives a second shuttle and an additional Crewman.
- ⑤ **Upgrade II:** The ship's hit points increase to 250, its speed becomes 38 and its sensor array improves to +6. A second Sensor Operator is added to the crew.
- ⑤ **Upgrade III:** The statistics of the newly refitted ship now match the Vymish Armed Trader with the addition of another 50 hit points and a third antiproton gun in its turret.

Payment: The Spacer's Guild requires some expression of the Vree Merchant's success in business. This takes the form of a payment on his vessel. Until the payment (100,000 credits) is paid in full to the Guild, the Merchant cannot advance in this class. He must either take a level in another character class or his advancement is frozen until he can make the payment (the amount is at the Games Master's discretion at each level). This sum need not be in credits; the Guild will accept any or all of it in merchandise, treating it as if it were at listed purchase price.

Attention of the Guilds: The achievement of reaching 7th level in this class does not go unnoticed by the Spacer's Guild or the mercantile guilds of the Conglomerate. The Vree Merchant is approached with a number of business offers and alliance requests. The game effect of these is to provide the Merchant with two new contacts, both of whom must be Vree and from the Conglomerate. The Vree Merchant is also provided with a trade mission of some complexity (Games Master's discretion). Completing it gives the Merchant 1,000 experience points in addition to whatever he might earn during the mission itself.

Fiscal Legacy: The Vree Merchant has reached the pinnacle of his career and is recognised by his peers for this achievement. As an expression of great faith in his abilities and respect for his business acumen, the Vree Merchant is allowed to start his own fully-certified merchant guild. The game ramifications of this are as wide-reaching as the Games Master and the Vree Player wish them to be, but at the very least it provides a new contact in the Vree government guilds and a +2 circumstance bonus to all Charisma-based checks made while on any Vree world or outpost.

The Vree Merchant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Financial Freedom, Starship
2 nd	+1	+0	+0	+3	Ship Upgrade I, Payment
3 rd	+2	+1	+1	+3	Contact, Payment
4 th	+3	+1	+1	+4	Improved Diplomacy, Payment
5 th	+3	+1	+1	+4	Ship Upgrade II, Payment
6 th	+4	+2	+2	+5	Contact, Payment
7 th	+5	+2	+2	+5	Attention of the Guilds, Payment
8 th	+6	+2	+2	+6	Ship Upgrade III, Payment
9 th	+6	+3	+3	+6	Contact, Payment
10 th	+7	+3	+3	+7	Fiscal Legacy, Payment

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'The universe speaks in many languages, but only one voice. The language is not Narn or Human or Centauri or Gaim or Minbari. It speaks in the language of hope. It speaks in the language of trust. It speaks in the language of strength and the language of compassion. It is the language of the heart and the language of the soul. But always it is the same voice. It is the voice of our ancestors speaking through us and the voice of our inheritors waiting to be born. The small, still voice that says: 'We are one. No matter the blood, no matter the skin, no matter the world, no matter the star - we are one. No matter the pain, no matter the darkness, no matter the loss, no matter the fear - we are one.' Here, gathered together in common cause, we begin to realize this singular truth and this singular rule that we must be kind to one another. Because each voice enriches us and ennobles us and each voice lost diminishes us. We are the voice of the universe, the soul of creation, the fire that will light our way to a better future. We are one. We are one.'

G'Kar



The League of Non-Aligned Worlds Fact Book

In the world of Babylon 5, perhaps no single example of the fractious yet enduring concept of unity can be found than the League of Non-Aligned Worlds – several very different, very *alien* groups brought together by the universal languages of need and fear. United in their desire to have more power than they could individually wield, the League of Non-Aligned Worlds collectively represent more ships, more guns and more temporal power than any of the ‘major’ governments of the galaxy can claim. Even the Minbari Federation would be hard-pressed to deal with the enmity of the entire League.

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