

EMBERS OF THE  
IMPERIUM SETTING  
COMPATIBLE

# PECULIAR PLANETS



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SPACE OPERA SUPPLEMENT



**GENESYS  
FOUNDRY**



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And thanks to Roy Altman for additional design elements



*One of my favorite things about RPGs based on existing IPs (especially boardgames) is taking beloved elements of the boardgame, movie, etc. and converting it to use in the roleplaying game. This title is no exception, fleshing out sixteen (16) new planets to the game! Adding to an existing setting is always fun, but when it is supported by pre-existing lore, it is just like putting together disparate pieces of a puzzle, and something I really enjoy! I hope all enjoy exploring these new worlds!*

*As always, special thanks to my family for allowing me the time to work on these labors of love!*

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# INTRODUCTION

This product is a supplement for the **TWILIGHT IMPERIUM: EMBERS OF THE IMPERIUM** setting. Though the supplement explores the galaxy of the **TWILIGHT IMPERIUM** universe, it can be converted for use in your own space setting. The **GENESYS CORE RULEBOOK (CRB)**, **TWILIGHT IMPERIUM: EMBERS OF THE IMPERIUM** setting (EOTI), and either Genesys Dice or the Genesys Dice App are required to use this product.

## ABOUT THIS BOOK

In the **TWILIGHT IMPERIUM: EMBERS OF THE IMPERIUM** setting, there are billions of planets (hundreds in the base boardgame), and while a great deal of them are detailed in the sourcebook, GMs may want to surprise players with different worlds. In the **TWILIGHT IMPERIUM** boardgame, many other planets make up the galaxy, but due to the needs of the game, most such worlds have only a brief blurb just to convey the flavor of each planet.

This book expands on those brief, but peculiar and interesting tidbits, to better flesh out a sampling of these planets (16). Each world is listed in a similar layout as the planets in the sourcebook.

In addition, a small galactic locator image is provided, to make it easier to find the system on the official galaxy map in the sourcebook. The planet's location relative to the rest of the galaxy is shown with a small yellow circle. After pinning hundreds of locations to my own campaign map, I can tell you this will prove very helpful.



Finally, some worlds have additional entries where applicable, such as new Adversaries, gear, or other game additions to best capture the uniqueness of each world. I hope you and your players enjoy exploring and adventuring in these new planets!

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Each system has its own section and related information.



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## Arinam and Meer

**STAR NAME/TYPE:** Aris/yellow dwarf star

**ARINAM POPULATION STATUS:** Independent world, 100 million (60% Human, 40% other)

**GOVERNMENT:** Planetary Magistrates

**MAJOR IMPORTS:** Nearly everything

**MAJOR EXPORTS:** None, the planet is a well-known galactic tourist destination



### Arinam

Arinam is an isolated planet, poor in resources but rich in natural beauty. The Magistrates of this independent world long ago took advantage of the rich scenery and breathtaking views by establishing numerous exotic resorts which are frequented by the rich and famous of the galaxy. Of course, with such clientele, other, more illicit pastimes are rumored to be had on the planet.

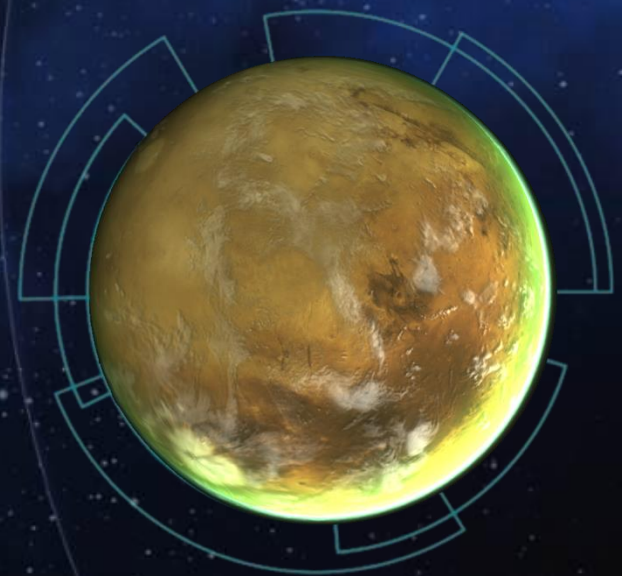
#### Luxury Resorts

Hundreds of luxury resorts line the coasts of this world. They are typically themed to align with different interests (such as galactic sports, gambling, hunting, etc.) and to cater to specific species. While a slight majority of the population are Humans, nearly every major species can be found making up the difference, often on vacation from their everyday lives. While not confirmed, it is often rumored a major crime syndicate is behind both the original exploration of the planet, and the establishment of the many resorts.



### Meer

Meer is a nearby (uninhabited) world in the same star system. While it is a hellish world, immolated in the inferno of being in close orbit to Aris, it is famed for the fiery majesty of its surface when viewed from the safety of its many orbital stations or cruise starships from Arinam.





# Cealdri and Xanhact

**STAR NAME/TYPE:** Cean/yellow main sequence star

**CEALDRI POPULATION STATUS:** Independent  
homeworld, 200 million (40% Cealdri, 60% Other)

**GOVERNMENT:** Board of Directors

**MAJOR IMPORTS:** Raw materials, ore

**MAJOR EXPORTS:** Cybernetics



## Cealdri

Small cities huddle on the shores of the single ocean and avoid the arid continental interiors of the planet. The planet is run and managed very similar to a business, with a board of directors largely made up of the heads of various corporations responsible for the major industries of the small, independent world.

The Mentak often hunt departing vessels carrying bespoke cybernetics. These depredations have many in leadership considering an alliance with one of the major galactic powers, as independently, they lack the military forces needed to curb Mentak raiding.

### Cybernetics Labs

Cealdri is most known for its many cybernetic labs. While most of the labs do cybernetic replacements due to injuries, there are some who specialize in more augmentative cybernetics, despite the galactic stigma against them, born from the L1Z1X. See available options below in **Table 1: Cybernetics**. In most cases (except the Cyberjack), the cybernetic enhancement is made to appear no different than ordinary, biological specimens.



### New Gear: Translator

This small data-device can link to a comm-bead or similar communications tool to instantly translate incoming or outgoing transmissions, or (via a small speaker) translate the user's mouthed words into the desired language (it senses the throat muscle movements, etc. to know what sounds the user is making). Note, the GM can rule that a given language is not available to the translator, but as a rule, they can translate for any of the major game factions.

**Cost:** 1000, **Rarity:** 6.

### Cyberjack

This less-invasive procedure installs a Cyberjack into the scalp, typically on one side of the head. The Cyberjack functions as a savant (see page 121) with a virtual, projected keypad, and comm-bead (page 121). This device is standard amongst those of the Hacker career (from the **COURAGEOUS CAREERS** title).

### Cyber Eye

This procedure requires the removal of the patient's biological eye, so it is usually only done when the patient would otherwise need a replacement cybernetic eye. The cyber eye is just an upgraded version of this, with added thermal, infrared, etc. multi-optics and a camera to capture video (stored using the patients own brain).

### Cyber Ear

This simple procedure places an internal comm-bead (page 121) and hearing amplifier, which grants ■ to any Perception or Vigilance checks where good hearing could apply to the check.

### Cyber Light

This is a simple procedure, where the user's fingertip is removed and replaced with a small (but powerful) light tool which can function as a light beacon (see page 125). Typically, a synthetic fingertip cover is provided, so the finger appears to be no different than the others.

### Cyber Storage Cavity

This simple procedure is often performed in the thigh muscle or some other large muscle area of the body, to install a small, secret storage area within (enough to hide an item of Encumbrance of 1 or less). The outside of the storage area is covered in synthetic and seamless skin to appear no different than normal.

### Cyber Vocalizer

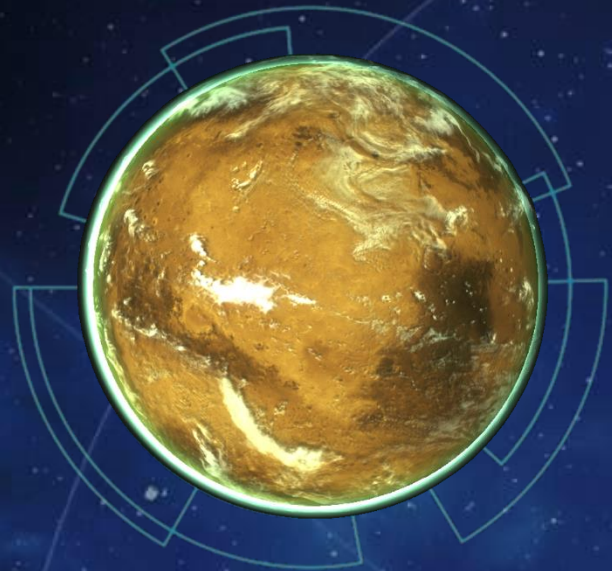
This invasive procedure adds a voice modulator and translator (see previous) inside the patient's throat and vocal cords. At the GM's discretion, the use of the voice modulator may add ■ to certain checks where a different vocal sound could benefit.

### Cyber Nose

This invasive procedure adds various biofilters and oxygenators (or other gasses needed by the patient) inside the nasal cavity and lungs to allow the character to benefit as if they were using a breather mask (page 124).

## Xanhact

This uninhabited world shares the same star system. It rebelled during the end of the Lazax Empire, and was bombarded to ash by a Lazax fleet to serve as an example. It is considered hazardous and was left by the Galactic Council as a memorial to Lazax tyranny.



**Table I: Cybernetics**

Cybernetic	Cost	Rarity	Effect
Cyberjack	1000	5	Functions as a savant (with a virtual projected keypad) and comm-bead (page 121)
Cyber Eye	2000	7	Functions as a camera and various optics allow the user to remove up to ■■ due to darkness or smoke
Cyber Ear	1000	7	Functions as a comm-bead (page 121) and add ■ to any Perception or Vigilance checks where good hearing could apply to the check.
Cyber Light	500	5	Typically put into a fingertip, it functions as a light beacon (see page 125)
Cyber Storage Cavity	1000	7	Allows storage of an item with an Encumbrance of 1 or less
Cyber Vocalizer	2000	7	Allows the user to alter their voice (which may grant ■ to various skill checks) and works as a translator (see this section for details)
Cyber Nose	1000	7	Allows the user to always benefit as if they were wearing a breather mask (page 124)



## Corneeq and Resculon

**STAR NAME/TYPE:** Coress/white dwarf star

**CORNEEQ POPULATION STATUS:** Independent world, 2 billion (80% Human, 20% Other)

**RESCULON POPULATION STATUS:** Independent world, 400 million (90% Human, 10% Other)

**GOVERNMENT:** Council made up of leaders of both worlds, though each world has a Chancellor

**MAJOR IMPORTS:** Technology, raw materials, ore

**MAJOR EXPORTS:** Foodstuffs, manufactured goods

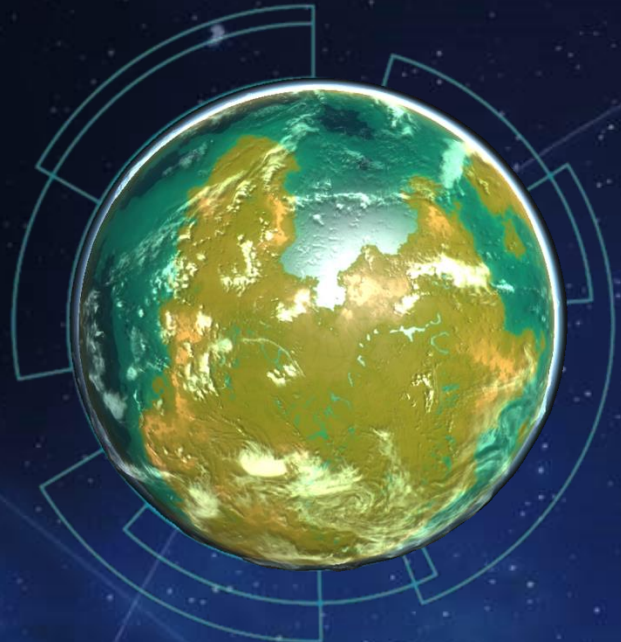


### Corneeq

This former garden world has subsequently experienced increased industrialization. Luckily, this process has been done responsibly, and without damaging the environment of the planet, unlike so many other worlds. As a largely human system, it may be only a matter of time until it is approached by the Federation of Sol to be either a tributary world or a new colony of the Federation.

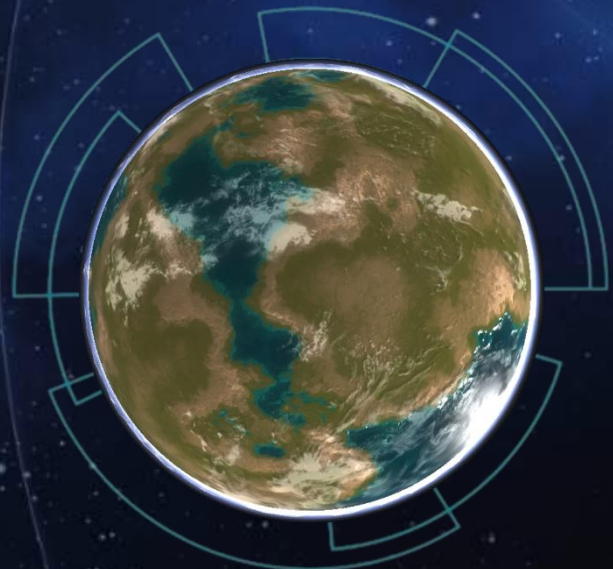
#### Free Worlds Academy of Military Science and Research

Corneeq is mostly known for being home to the Free Worlds Academy of Military Science and Research. Many of the highest-ranking scientific members of the galaxy's military are graduates of the academy.



### Resculon

This world shares the same star system as Corneeq. It is poor in natural resources, but a nearby nexus of major trade routes has brought it increasing wealth (just as it has for Corneeq) as interstellar commerce has intensified.





## Gral and Centauri

**STAR NAME/TYPE:** Gralus/yellow main sequence star

**GRAL POPULATION STATUS:** Colony, 10 billion  
(90% Human, 10% Other)

**CENTAURI POPULATION STATUS:** Colony, 6 billion  
(95% Human, 5% Other)

**GOVERNMENT:** Local Magistrate appointed by the  
Federation of Sol

**MAJOR IMPORTS:** Raw materials, ore

**MAJOR EXPORTS:** Ground transports, consumer  
goods, weapons, industrial equipment



Decades ago, Gral rejoined the Federation of Sol after a stint at independence during the Twilight Wars. It is largely considered a backwater planet with modest resources and an unassuming populace. It is most noted for the reliable and affordable vehicles produced in its factories.

### Trelic Stalton

This major military installation is a major launching point for Federation of Sol's military. It has a rich history during the Twilight Wars, serving as the launch point for the Sol Phoenix fleet which dealt a stunning defeat against the Letnev on Archon Tau.

### Durastead Transports

This vehicle manufacturer is part of the larger Merchant Magnate Coalition (detailed on page 173). It is known for making affordable, reliable groundcars, rambler, and shuttles, and has a popular line of speeder bikes.



## Centauri

Centauri has remained a Sol colony even through the worst of the Twilight Wars. The planet has a lessened military presence as it is a long-standing colony, and visitors are often surprised it is a Sol colony at all due to the lack of such obvious forces. Still, there are more than enough assets at nearby Gral to easily defend the system. The planet has few resources, but it is the site of many important treaties between many of the major powers of the galaxy, during the Twilight Wars.





## Durastead G-6 Rambler

### PLANETARY EXPLORATION VEHICLE

While Durastead Transports makes a long and diverse line of Ramblers, the G-6 is perhaps one of the most commonly used variants on many worlds. It is a rugged, all-terrain vehicle and it's structure and power systems can handle a large variety of weapons and sensor packages. The Keleres often keep a large stock of these vehicles for mission use

The G-6 can accommodate a driver and gunner/sensor specialist in the front cockpit area, and 4 passengers in the cabin, like most ramblers. However, the G-6 is a bit more rugged than most, and nearly the equivalent of a light tank or mech.

The top observation dome can easily be upgraded to a turret-mounted weapon. An additional weapons' mount structural area is above each of the front wheels, and an added weapons' mount is featured in the rear of the vehicle (though this is rarely used).



<b>2</b>	<b>4</b>	<b>+1</b>	<b>0</b>	<b>1</b>
SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR
<b>10</b>		<b>12</b>		
HT THRESHOLD		SS THRESHOLD		

**WEAPONS**

**CONTROL SKILL:** Driving.

**COMPLEMENT:** 1 driver, 1 gunner/sensor operator.

**PASSENGER CAPACITY:** 4.

**CONSUMABLES:** 24 hours.

**ENCUMBRANCE CAPACITY:** 15.

**FTL RANGE/SPEED:** Not applicable.

**PRICE/RARITY:** 20,000 aurei/6(R).

1 turret-mounted assault cannon (Fire Arc All; Gunnery; Damage 2; Critical 4; Range [Long]; Auto-fire).

Defensive grenade launcher (Fire Arc Forward, Left, and Right; Gunnery; Damage 8; Critical 4; Range [Medium]; Blast 6; Personal Scale).





# Lazar

**STAR NAME/TYPE:** Lazag/blue star

**POPULATION STATUS:** Independent homeworld,  
500 million (95% Lazaran, 5% Other)

**GOVERNMENT:** Council of elders

**MAJOR IMPORTS:** Manufactured goods, technology

**MAJOR EXPORTS:** Foodstuffs, raw materials, hand-  
crafted items



Lazar's main distinction is that of being considered a low-technology world. It is the only inhabited world in a forgettable system. Few native resources exist, and only rudimentary, often underdeveloped industries exist on the planet. While the locals are fully aware of more advanced technology, they seem to prefer older methods and traditional ways. For this reason, some citizens choose to visit here to "unplug" from more modern existence, at least for a short while. Of course, this lack of modernization makes Lazar an ideal place to lay low when needed.

At first glance, it is easy to mistake the Lazarans for Humans. Indeed, there is likely some genetic ancestry there, as aesthetically, the only difference is Lazarans generally have darker skin and their noses are heavily ridged. Biologically, scientists have found them nearly identical, with the exception of green blood.

Before the Twilight Wars, the planet was made up of several warring factions. After warfare on a galactic scale, the idea of such conflicts planet-side suddenly seemed to take on a lesser importance, and the Lazarans have been united since that time.



**GM NOTE:** If using a Lazaran as an NPC or as an option for a PC species, from a mechanics standpoint, they are little different from a Human (though it is unlikely they will possess many ranks in skills related to technology).

## LAZARAN SPACEDOCKS

There is only one major spaceport on the planet. Airspace over the rest of the world is heavily restricted and loud flight engines result in steep fines. Most of the planet's defenses are orbital in nature, to not disturb the locals.

### KELERES ALERT!

Numerous intelligence reports continually note sightings of galactic fugitives popping up on Lazar, using the lack of pervasive advanced security to lay low while on the run. Keleres agents should review these reports first when tracking newly reported fugitives or suspects. Be sure to adhere to any landing instructions explicitly. Fines for violating airspace restrictions will not be considered as valid expenses for reimbursement (and keep your engines quiet!) They are really strict about this!



# Sakulag

**STAR NAME/TYPE:** Lazag/yellow main sequence star

**POPULATION STATUS:** Hazardous planet, billions of natural fauna including many dangerous predators

**GOVERNMENT:** None

**MAJOR IMPORTS:** None

**MAJOR EXPORTS:** None



While in the same star system as Lazar, I felt Sakulag needed its own entry. This jungle planet is plagued by dangerous predators (such as the Arboreal Razeden). It is also home to many exotic biochemicals and natural pharmaceuticals. Originally, many labs were established planet-side, but after numerous attacks by local fauna, most of these labs are now orbital facilities for safety. Sakulag is in the same star system as Gral.

## KELERES ALERT!

There have been reported sightings of the rogue Hylar geneticist Dr. Miban Thuin in the area of Sakulag. He may have a hidden lab deep within the jungles of the planet. Locate the suspect and detain him until we have a precise location on the lab.

**Caution: Red Zone:** Sakulag is categorized as a hazardous world for reason! Keleres agents are advised to get in and get out quickly, as prolonged activity planetside is likely to mean encounters with numerous dangerous jungle predators, most of which are highly venomous!



## Arboreal Razeden (Rival)

7 1 2

While there are many fearsome predators in the jungles of Sakulag, none have the numbers and intelligence of the Arboreal Razeden. Swarms of these creatures are responsible for many planet-side explorations ending in misery and death. With a chitinous exoskeleton, a spiked tail, sharp claws, a toothy maw, and an unnerving, single eye, this terrifying creature is sure to haunt the nightmares of any creature encountering it in the jungle.





# PECULIAR PLANETS Twilight Imperium Supplement

4	3	2	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD		M/R DEFENSE		
5	20		1/1		

**Skills:** Athletics 3, Brawl 3, Ranged 2, Stealth 3, Survival 4, Vigilance 2

**Talents:** **Adversary 1** (Upgrade difficulty of all combat checks against this target once).

**Abilities:** **Arboreal** (Treats vertical surfaces and forested areas as normal terrain), **Silhouette 2**, **Terrifying** (At the start of the encounter, all opponents must make a Hard [♦♦♦] fear check as an out-of-turn incidental, as per page 243 of the .)

**Equipment:** **Claws** or **Bite** (Brawl; Damage 6; Critical 2; Range [Engaged]; Vicious 3), **Spiked Tail** (Brawl; Damage 8; Critical 3; Range [Engaged]; Vicious 3), **Fiery Breath** (Ranged [Light]; Damage ; Range [Short]; Burn 3), **Chitinous Exoskeleton** (Add 1 to Soak and to Defense).



A Sol scout ship exploring the Sakulagan jungle surface.



## Tar'Mann

**STAR NAME/TYPE:** Tar'Ess/brown dwarf

**POPULATION STATUS:** Independent homeworld,  
100 million (98% Tar'Manni, 2% Other)

**GOVERNMENT:** Planetary Magistrate

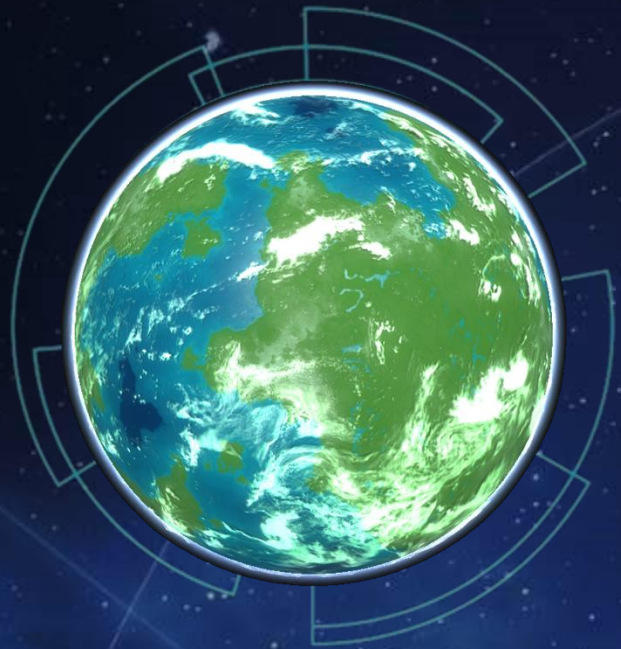
**MAJOR IMPORTS:** Technology, manufactured goods

**MAJOR EXPORTS:** Avinberries and other foodstuffs



This small, isolated planet on the edge of the galaxy has a small population and modest resources. It is largely used for food production and is famous for its delicious Avinberries. The Tar'Manni people closely resemble Humans in appearance. They have more angular features, pointed ears, and often long hair regardless of whether male or female. Though their technology doesn't differ much from the rest of the galaxy, they are known for having beautiful spacecraft with elegant shapes and intricate hull décor. None of these vessels have FTL drives, as the Tar'Manni seem content in their homeworld.

**GM NOTE:** If using a Tar'Manni as an NPC or as an option for a PC species, from a mechanics standpoint, they are little different from a Human. Change starting experience to 90 XP and add the following special ability: **Nimble:** Tar'Manni have a melee and ranged defense of 1. (Yes, one could describe them as "space Elves").



### Avinberry Farms

The Tar'Manni use some unconventional farming methods. While many farming worlds are easily discernable as such from the air (due to seeing neat rows upon rows of crops), the Tar'Manni use a multi-layered approach where different crops are grown at different verticals.

From above, such farms resemble jungles more than well-tended fields, but the process works for the Tar'Manni. The avinberries grow on the bottom levels of this system and are harvested by gentle drones. While many species have tried to grow the berries on other worlds, such efforts have always failed, and even some of the galaxy's top agricultural experts are baffled as to why. This scarcity has made the food a particular delicacy. Nearly all species seem to have a liking for it, so diplomats always seek to have it at hand. Luckily, it is still affordable for most, if still considered a luxury food item.

Only recently, some of the younger Tar'Manni (young by Tar'Manni standards, as their lifespan is about double that of a normal Human) have expressed an interest to leave their homeworld and explore other star systems. While the elders feel it is reckless behavior, many young Tar'Manni have taken to signing on with alien ships, organizations, and even pirates if it gives them a chance to expand their horizons beyond their homeworld.



## Vega Major and Vega Minor

**STAR NAME/TYPE:** Vega/blue star

**POPULATION STATUS:** Independent world, 250 million (30% Human, 70% Other)

**GOVERNMENT:** Board of Directors

**MAJOR IMPORTS:** Foodstuffs

**MAJOR EXPORTS:** Raw materials, ore



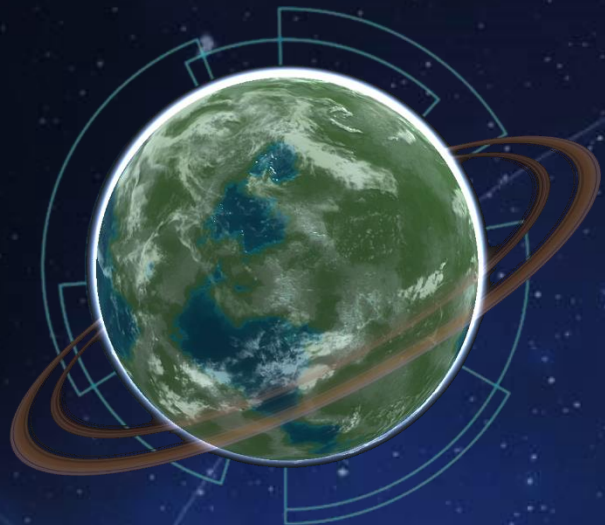
### Vega Major

Surface colonization of this world was limited due to oceanic Macrosquid infestations. Due to this hazard, most of the population now resides in orbital habitats which support mining operations in the rocky planetary ring.

With the recent ascension of the Nomad controlling nearby Sumerian Station, it is rumored this new power may also be in control of many of the Merchant Magnate Coalition's corporations, including the Vegan Mining Collective in the Vegan system.

#### Vegan Mining Collective

While most mining is conducted by major corporations, the mining of the rings of Vega Major and Vega Minor are done by a collective of miners. The miners themselves own the company and are made up of a variety of different species from all over the galaxy (though nearly a third are Human). The VMC (as it is known) operates just as a corporation, with a board made up of the miners. However, leadership of the VMC recently changed just days after the Nomad took control of Sumerian Station, where the VMC is headquartered.



#### Secret Jol-Nar Laboratory

Like many scattered and hidden Jol-Nar laboratories across the galaxy, this facility lies deep within the depths of the planetary ocean and is for top-secret research projects. Among the many projects, one of the most secretive efforts surrounds attempts to reverse engineer a captured Mirran starfighter and learn the stealth secrets within. They already use some of the secrets they have learned to help keep the lab from being detected. (The Mirran species' homeland is the Mirage planet and is mentioned briefly in the sourcebook. The Mirran are offered as a playable PC species in the **SPECTACULAR SPECIES** title.

#### Sagasa Scrap and Salvage

Among the rocky rings of the planet, a large area of derelict ships from nearly every major power in the galaxy (and many of the minor powers) can be found here, mostly taken from long-forgotten battlefields in space. A jovial, but strict Hacan named Sagasa the Disciplinarian deals in ship-trading and the selling of the scraps from the debris.

#### KELERES ALERT!

We have reason to suspect there is a secret Jol-Nar lab submerged in the planetside ocean. Reports suggest they have made incredible strides in reverse-engineering some kind of captured stealth craft. Recover any research available and detain the scientists for debriefing by the Keleres Council. Such technology in certain hands could seriously unbalance the already delicate balance of power in the galaxy.



## Vega Minor

This planet has extremely shallow seas covering most of the surface. The multi-species population lives in stilt cities and surface travel is often by air or sea.

### Vega Propulsion Corporation

This corporation specializes in FTL drives. The company produces some of the fastest drives on the market, and sub-contracts with many of the galaxy's military builders. The entire factory is its own stilt city along with offices, warehouses, and living facilities.



## Macrosquid (Nemesis)

15 1 2

Macrosquids are gigantic, squid-like predators infesting the planetary ocean. The Jol-Nar scientists in the laboratory (mentioned previously) use a small number of these creatures to maintain a perimeter around the lab, to prevent nosy interlopers from discovering the lab. The creatures are not actually aggressive, they simply see everything smaller than themselves as food! The creature is huge, with numerous sensory nodules above its maw which it uses to detect any movements in the water. It has a bioluminescent lure it uses to attract its prey.

6	2	1	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M.R. DEFENSE		
6	70	35	I/I		



**Skills:** Athletics 4, Brawl 4, Perception 3, Survival 2

**Talents:** Adversary 2 (Upgrade difficulty of all combat checks against this target twice).

**Abilities:** **Amphibious** (Macrosquids may breathe underwater and never suffer movement penalties for traveling through water), **Crush** (While Engaged with a vehicle, this creature may make a **Hard** [♦♦♦] **Athletics** check as an action; if the check is successful, the vehicle suffers a Critical Hit and may not move during the following round), **Multi-tentacled** (After making a successful combat check, this creature may spend 3 strain to inflict one additional hit with its other tentacles against one other target within Short range that is no more difficult to hit than the original target, dealing base damage +1 per ☼; it may do so up to three times), **Silhouette** 5, **Wavesense** (Does not add □ to checks due to darkness, smoke, or similar visual obscurement [including stealth]).

**Equipment:** **Giant Tentacles** (Brawl; Damage 9; Critical 4; Range [Short]; Ensnare 3, Knockdown), **Toothy Maw** (Brawl; Damage 14; Critical 2; Range [Engaged]; Breach 2, Vicious 3), **Thick, blubbery hide** (Add 1 to Defense).



## Vorhal

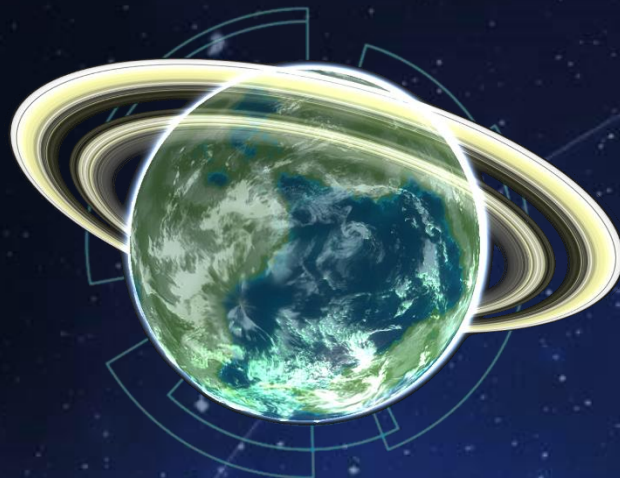
**STAR NAME/TYPE:** Voras/white dwarf

**POPULATION STATUS:** Homeworld, 80 million (95% Vorhalan, 5% Other)

**GOVERNMENT:** Planetary council of Representatives

**MAJOR IMPORTS:** Non-native foodstuffs

**MAJOR EXPORTS:** Foodstuffs (subterranean), manufactured goods



Vorhal is an independent world and known as a planet of pacifists. They are most recognized for sponsoring an annual Peace Prize, awarded annually to peacemakers across the galaxy. They rely heavily on the Galactic Council for protection if ever needed. Luckily (for them), the planet is not rich in resources and the surface is mostly frozen tundra, meaning most other powers simply pass the planet by, finding it uninteresting.

The icy world is wreathed by powerful storms, which have forced the Vorhalans to live underground in geothermal vents. They are tribal in nature, with each seen as a family.

Secretly, (at least from the rest of the galaxy), the Vorhalans have mastered telepathy, with some even mastering the ability of telekinesis! After learning how many others in the galaxy view the Druaa, the Vorhalans have opted to keep these abilities secret for as long as they are able to do so.

### Kortiiz

If there is anything resembling a capital, the settlement of Kortiiz is it. Located in the nexus between other major settlements, it is connected to the others via incredibly fast mag trains through tunnels far below the icy surface.

## Vorhalan NEW PLAYABLE SPECIES

Vorhalans are known for being pacifists. However, there are exceptions to every rule.



## Why Play a Vorhalan?

Given their pacifist nature, Vorhalans make excellent diplomatic characters or merchants. Diplomats tend to have the title of "Representative" when dealing with foreign citizens of the galaxy. Religion-minded players may also enjoy playing a Vorhalan, as they worship the Universe itself as a sentient, creator deity, and often offer spiritual guidance to others.





- ◆ **Starting Wound Threshold:** 8 + Brawn
- ◆ **Starting Strain Threshold:** 12 + Willpower
- ◆ **Starting Experience:** 100
- ◆ **Starting Skills:** A Vorhalan starts with two ranks in Negotiation. They obtain these ranks before spending experience points, and they may not increase this skill above rank 3 during character creation.
- ◆ **Arctic:** Vorhalans are adapted for their frigid planet and remove ☐☐ from any Survival or Resilience checks they make due to cold weather.
- ◆ **Limited Telepathy:** Vorhalans can communicate telepathically with other Vorhalans within Long range, just as easily as normal communication. Vorhalans tend to be secretive about this ability and do not willingly inform others of it. The character can choose to suffer 1 strain and do a mental "shout out" to another character within the same range, but two-way communication with a non-Vorhalan is not possible. This can be done as an out-of-turn incidental.
- ◆ **Pacifist:** Vorhalans automatically upgrade the difficulty of any Brawl or Melee attacks once. While they may learn to use ranged weapons normally, the nature of Brawl and Melee attacks are innately disgusting and barbaric to them.
- ◆ **Thermal Vision:** Vorhalans see heat and energy, and do not add a ☐ to their checks due to darkness, smoke, or similar visual obscurement, although high-temperature environmental effects may add a ☐ to checks, at the GM's discretion.

### Names of the Vorhalan

The Vorhalan follow the more typical naming convention used throughout the galaxy of having two names. The main difference is the surname is the name of the settlement versus a family name. Within a given settlement, nobody has the same first name. If there is ever a situation where two are in the same settlement with the same first name, the most recent arrival must adopt a new first name.

- ◆ Gahil Kortiiz
- ◆ Tanik Morzaz

## New Species Talent

### Telekinesis

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

*Your character must be a Vorhalan to benefit from this talent.* Your character has learned to boost their telepathic abilities and can choose to suffer 1 strain and manipulate objects and affect other characters within Short range (as if they were Engaged) using their mind instead of their physical body. When they do, any required skill checks linked to Brawn or Agility may instead use Willpower. Similarly, to determine the Encumbrance your character can telepathically lift or move, use their Willpower in place of Brawn. Telekinetic movement is too slow and imprecise to effectively wield a weapon. The range of your character's telekinesis increases by one range band for each additional rank of this talent. A ✨ result from a check your character makes using telekinesis may be spent to deplete this talent. Just as with their telepathy, Vorhalans tend to keep this ability (when they have it) secret even more ardently than their telepathy, at least until they are only among friends and allies.

### Cultural-Specific Engineering

This option was given (starting on page 105) in the **TWILIGHT IMPERIUM: EMBERS OF THE IMPERIUM** sourcebook to represent the cultural differences in gear between the different species of the galaxy. Vorhalans do not manufacture weapons or armor, so any existing on the planet is of alien make. Tools and other devices are sleek and have the appearance of chrome but there are no adjustments in properties.

### KELERES ALERT!

Vorhal is an ally and strong supporter of Galactic Council. Recently, we have had isolated but repeated reports the native species may have some kind of psychic abilities similar to the Druaa.

The scope of these abilities is unknown, but the Council is keen to know. Investigate these claims and if able, capture evidence of the scope and origin of these abilities, if they even exist, of course.



## Zohbat and Mellon

**STAR NAME/TYPE:** Zohlon/brown dwarf star

**ZOHBAT POPULATION STATUS:** Independent homeworld, 13 billion (Zohlian 90%, Other 10%)

**GOVERNMENT:** Chieftain and Elder Council

**MAJOR IMPORTS:** Manufactured goods

**MAJOR EXPORTS:** Foodstuffs, sporting events



### Zohbat

This planet features a planetary space elevator which links the surface with orbital stations and shipyards. Additionally, the planet is known for farming unique foodstuffs and of course its infamous Zohlian Whiskey. Its other claim to fame is the planet is home to many of the galaxy's favorite sporting events and gambling halls.

The Zohlian people are humanoid, with long, pointed ears and an almost porcine facial features. They are quick-tempered and prideful, often to a fault. On average, most Zohlians are a bit taller and muscular than the average Human from Jord (though no innate bonus to Brawn).

**GM NOTE:** If using a Zohlian as an NPC or as an option for a PC species, from a mechanics standpoint, they are little different from a Human. Add the following special ability: **Quick Tempered:** When a Zohlian's strain exceeds half of their strain threshold, they add ☐☐ to all social skill checks and add 1 to the damage of one hit of each melee attack they make. (Yes, one could describe them as "space Orcs").

#### Space Elevator of Zohlia Prime

Aerial traffic around Zohlia Prime (the world's capital city) can be a nightmare. For this reason, a gigantic space



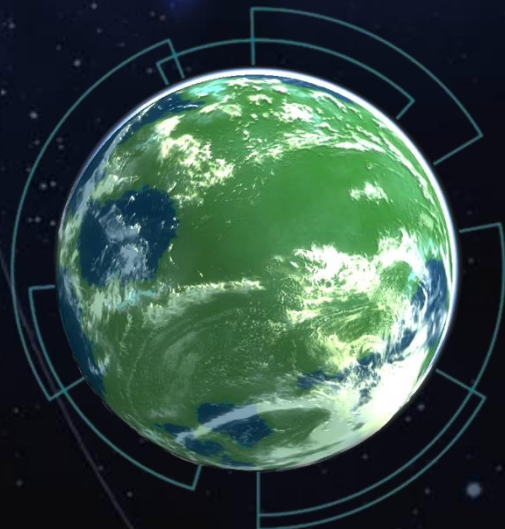
elevator was constructed to reduce shuttle traffic between the city and orbital platforms. The elevator uses similar technology used in magnetic, vacuum encased trains for subterranean cities on other worlds to make the elevator trip extremely quick.

#### Zohlian Whiskey

Zohlian Whiskey is highly prized throughout the galaxy. Even drinking just a small amount requires a character to make a **Hard (◇◇◇)** **Resilience** check (lowered by 1 difficulty if Zohlian) or suffer 3 strain. Any additional imbibing requires another check with the same result if failed. However, while under the effects of the drink, the character feels no pain, and can ignore the effects of many *Critical Injuries* (GM determines if this applies to a given injury) for the rest of an encounter. Once the effect wears off, the character suffers an additional 2 strain (and often just wishes to take a nap). **Cost:** 100, **Rarity:** 6

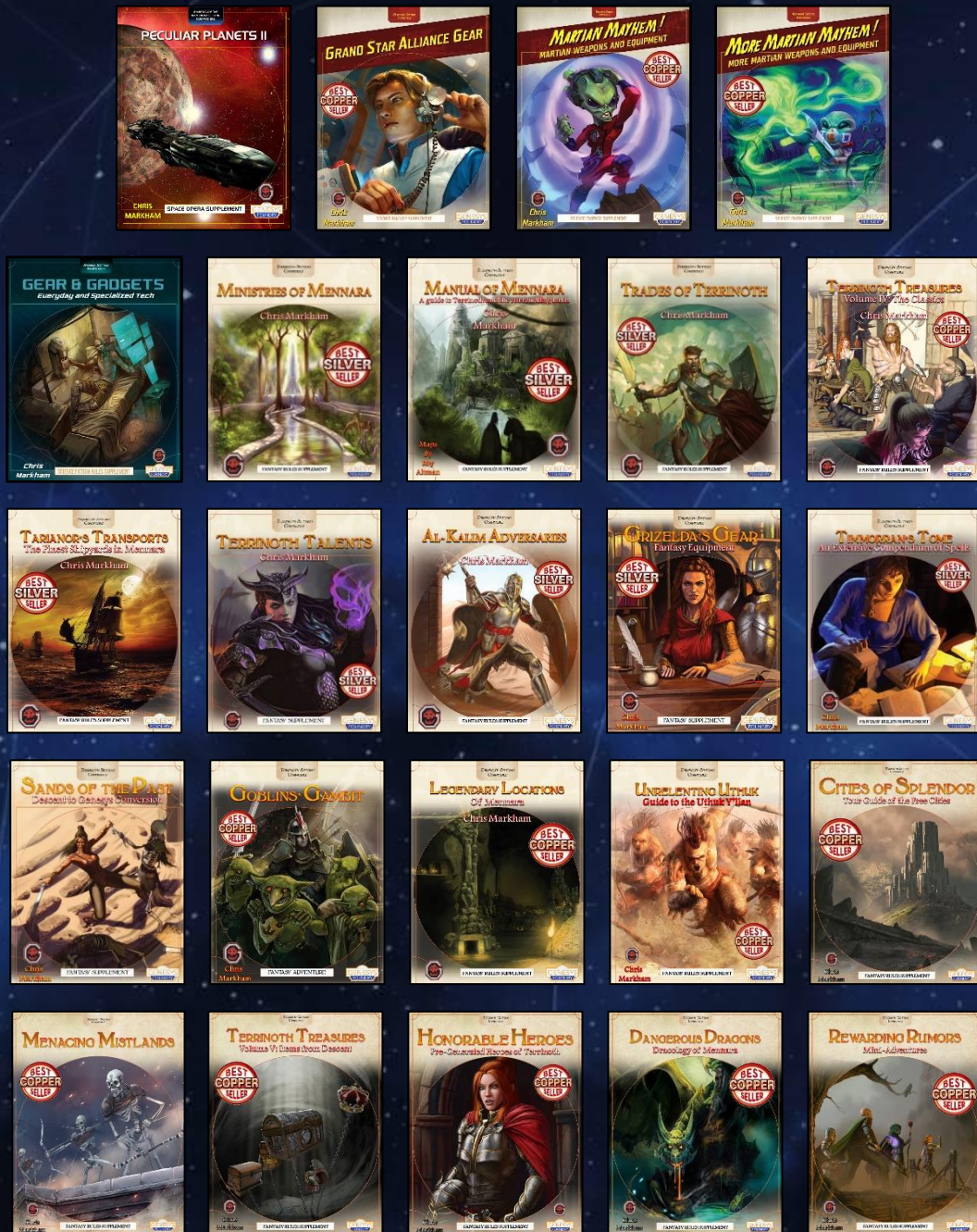
### Mellon

The small, uninhabited world of Mellon exists in the same star system. It is poor in natural resources but rich in exotic plant and animal life. It has long been protected as a planetary xenological garden and lifeform preserve.





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