

#	{Random} CF=1 Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.	CF
1	Woioko, Deepborn	-2	-2	+2	-0	-2	+0	-0	+2	+2	+0	÷1	single	L	15"	RDM	1
2	Gem, Pearl	-2	-1	+0	+2	+0	-1	+2	+2	+4	-0	÷1	multi	L	15"	RDM	1
3	Selamid	-0	-0	-1	-0	-1	-0	+2	-2	+6	-2	÷1	dual	L	15"	RDM	1
4	Morlamaw	-2	+2	+0	+1	-1	-1	+1	-1	+5	-1	÷1	either	M	12"	RDM	1
5	Entu Colony	-2	-1	+2	-0	+1	-1	+2	-1	+2	+1	÷1	dual	M	12"	RDM	1
6	Gnome, Lawn/Garden	+1	-0	-1	-2	-0	-0	+2	-1	+6	+1	÷1	multi	S	9"	RDM	1
7	Copaxi	-2	+1	-1	-0	-2	-0	-2	-0	+6	+0	÷1	dual	L	15"	RDM	1
8	Gem, Rose Quartz	+1	+0	+0	+2	+0	+1	-0	-1	+3	+2	÷1	multi	S	9"	RDM	1
9	Sarcesian	-1	+2	+0	+2	+1	+0	+0	+1	+3	-1	÷1	multi	L	15"	RDM	1
10	Jububnan	-0	+1	+1	-1	-2	+0	+1	+1	+5	+1	÷1	single	L	15"	RDM	1
11	Gem, Pearl	+0	-1	+0	-0	-0	+0	-2	+2	+3	+2	÷1	dual	L	15"	RDM	1
12	Ghibrani, Husk	-0	+2	+2	+1	+2	-1	-2	-2	+4	-2	÷1	multi	M	12"	RDM	1
13	Gray Man	-2	+2	-2	-1	-0	-1	+1	-1	+4	-2	÷1	dual	S	9"	RDM	1
14	Kaa-leki	+1	-0	+1	+0	-2	+2	+2	-1	+3	-1	÷1	dual	S	9"	RDM	1
15	Draelik	-1	-1	-2	-1	+0	+2	+2	-1	+6	+0	÷1	multi	L	15"	RDM	1
16	Contemplative	+0	-0	+2	-2	-1	+2	-0	+1	+3	-2	÷1	single	L	15"	RDM	1
17	Kiirinta	+1	-2	+1	-2	-0	+1	+1	+1	+2	+2	÷1	either	L	15"	RDM	1
18	Skittermander	+1	+2	-2	-2	+0	+2	+2	-2	+4	-2	÷1	either	S	9"	RDM	1
19	Screedreep	-0	+2	-0	+1	+1	+2	-0	-0	+3	+2	÷1	single	L	15"	RDM	1
20	Ilthisarian	+1	-2	+0	-1	-1	-1	+2	+1	+5	-1	÷1	multi	S	9"	RDM	1
21	Aasimar	+2	+2	+0	+0	+1	-2	-2	+1	+5	-2	÷1	single	S	9"	RDM	1
22	Neskinti	-1	-2	+1	-2	+2	-2	+1	-2	+3	-1	÷1	single	S	9"	RDM	1
23	Oread	+2	+0	-0	+0	+0	+0	+2	+1	+5	+1	÷1	single	S	9"	RDM	1
24	Bolida	-2	-1	+1	-1	-0	+1	-0	-0	+6	+0	÷1	dual	S	9"	RDM	1
25	Gem, Ruby	+2	+1	+1	-0	-1	-2	+1	+2	+2	-1	÷1	single	L	15"	RDM	1
26	Cyclops, Pathfinder	-1	-2	-0	+0	-0	-1	-1	-0	+3	-0	÷1	single	S	9"	RDM	1
27	Necron	-2	+1	-0	-2	+1	-0	-2	-1	+4	+2	÷1	dual	M	12"	RDM	1
28	Svartalfar	+2	+1	+1	-1	-1	-1	-1	-0	+4	+2	÷1	multi	M	12"	RDM	1
29	Entu Symbiote	-1	-1	-0	-1	-1	+0	-1	-2	+5	-0	÷1	dual	M	12"	RDM	1
30	Selamid	+2	+2	+0	-2	+0	-0	-0	+0	+3	-1	÷1	multi	L	15"	RDM	1
31	Lashunta, Korasha	+0	-1	-1	+1	-0	+0	-0	+2	+5	+1	÷1	single	S	9"	RDM	1
32	Half-Orc, Starfinder	-1	+0	-0	+2	-0	+0	-2	+2	+4	+1	÷1	either	M	12"	RDM	1
33	Gem, Rose Quartz	+1	-1	+0	-0	-1	+2	+1	+1	+5	-2	÷1	either	M	12"	RDM	1
34	Gibbering Mouther, Rian	+0	-2	+1	+0	-0	-2	+0	-0	+3	-2	÷1	either	M	12"	RDM	1
35	Elf, Starfinder	+2	-1	+1	-2	-0	-0	-0	+1	+6	-0	÷1	either	L	15"	RDM	1
36	Khizar	-2	+2	+0	+1	-0	-2	+2	-2	+2	+2	÷1	either	L	15"	RDM	1
37	Vesk	-2	+0	-0	+2	-1	-1	-0	+0	+4	+0	÷1	dual	M	12"	RDM	1
38	Osharu	+0	-2	+1	-1	-0	+1	-1	+1	+4	+1	÷1	dual	M	12"	RDM	1
39	Sylph	-0	-0	+2	+2	-0	+1	+0	-2	+6	+1	÷1	dual	S	9"	RDM	1
40	Deep DL Summon	+1	-1	-0	+0	-2	-2	-2	-2	+4	+1	÷1	dual	S	9"	RDM	1
41	Bear (Uplifted)	-2	-2	-2	+1	-1	-0	+0	-2	+3	+1	÷1	dual	L	15"	RDM	1
42	Dwarf, Starfinder	+1	+0	+2	-0	+1	+0	-0	-2	+5	-1	÷1	dual	S	9"	RDM	1
43	Gnome, Feychild	+0	-1	-1	+2	+1	+1	+0	+1	+3	-0	÷1	single	L	15"	RDM	1
44	Ogier	+1	+2	-2	+0	-0	+1	+0	-1	+5	+2	÷1	dual	S	9"	RDM	1
45	Contemplative	+2	+1	+2	+0	+0	+2	-0	-1	+5	+1	÷1	either	M	12"	RDM	1
46	Barathu (Early Stage)	+2	+1	-0	-0	-0	-1	-0	+1	+4	-0	÷1	multi	L	15"	RDM	1
47	Carebear	+0	-0	+0	-1	-0	-2	+2	-0	+3	-1	÷1	multi	S	9"	RDM	1
48	Espraksa	-1	+2	+2	+2	-0	+1	+2	-1	+4	+1	÷1	single	S	9"	RDM	1
49	Draghkar	+1	-2	-1	-0	-1	-0	+1	+2	+5	+0	÷1	either	M	12"	RDM	1

50	Vedalken	+2	-1	-0	-1	+0	+0	+1	+0	+4	+2	÷1	either	M	12"	RDM	1
51	Sarcesian	+1	+1	-1	+2	-2	+2	-2	+2	+3	+2	÷1	multi	L	15"	RDM	1
52	Astriapi	-2	-2	-1	-0	-2	+0	+2	+0	+3	-1	÷1	dual	S	9"	RDM	1
53	Ogier	+1	-0	+0	-1	+1	+1	+0	+0	+4	+0	÷1	either	L	15"	RDM	1
54	Cow, Diseased Mad	-0	+2	+1	-0	+1	+1	-0	+0	+5	+0	÷1	single	M	12"	RDM	1
55	Embri	+2	-0	-0	-2	-2	-0	+1	+1	+4	+1	÷1	either	S	9"	RDM	1
56	Ilthisarian	-2	-0	-2	+1	+0	+0	+0	+0	+3	-0	÷1	multi	S	9"	RDM	1
57	Raxilite	+2	+0	-1	+0	+2	-1	-1	-0	+5	-0	÷1	single	M	12"	RDM	1
58	Hanakan	+0	+0	-2	+0	+2	+1	+1	-1	+6	+0	÷1	multi	L	15"	RDM	1
59	Kitsune	+2	-2	+1	-1	+2	-2	+2	-2	+6	+1	÷1	single	L	15"	RDM	1
60	Khenra	+0	+2	-0	+0	+0	+2	-1	+0	+4	-0	÷1	single	L	15"	RDM	1
61	Wrikreechee	+0	-1	-1	+2	+0	+1	-0	+0	+5	+1	÷1	either	S	9"	RDM	1
62	Spathinae	+1	+2	+1	-0	+0	+2	+0	-0	+6	-0	÷1	single	M	12"	RDM	1
63	Half-Orc, Starfinder	-2	-1	-0	-2	+2	-1	+1	+1	+5	+2	÷1	either	M	12"	RDM	1
64	Suli	-1	-2	+0	+0	+2	-2	+2	-0	+4	-0	÷1	multi	L	15"	RDM	1
65	Dirindi	+1	-2	+0	-0	-0	+0	+0	-1	+2	-0	÷1	dual	L	15"	RDM	1
66	Verthani	-0	-0	+2	+1	+2	+1	-0	+2	+6	-1	÷1	dual	M	12"	RDM	1
67	Gnome, Feychild	+0	-1	+1	-2	-1	-0	-1	-0	+3	-1	÷1	single	L	15"	RDM	1
68	Shirren	-0	-0	+2	+2	+0	-0	-0	+2	+4	-1	÷1	dual	L	15"	RDM	1
69	Rhox	-0	+0	-1	+2	+0	-0	+0	-1	+6	-1	÷1	either	S	9"	RDM	1
70	Brenneri	-1	+1	+0	-1	-2	+2	+1	+0	+6	-0	÷1	single	M	12"	RDM	1
71	Huitz'plina	+1	-0	+2	+1	+0	+2	+0	-0	+2	+0	÷1	multi	L	15"	RDM	1
72	Zeta Reticulan	+0	+0	+2	+1	-2	+2	-1	-1	+5	+1	÷1	dual	L	15"	RDM	1
73	Shobhad	-2	-1	-1	-1	-1	-2	+2	+2	+3	-1	÷1	either	L	15"	RDM	1
74	Tryziarka	-2	-1	-2	+1	-1	-0	-2	+0	+5	+2	÷1	single	M	12"	RDM	1
75	Human, Starfinder	-1	+1	-2	-2	-1	+0	+0	-1	+2	+0	÷1	dual	M	12"	RDM	1
76	Neskinti	+1	-2	-2	+1	-1	+1	-1	+2	+6	-1	÷1	single	S	9"	RDM	1
77	Skittermander	+0	+2	-0	-2	-2	-0	-2	-2	+6	+0	÷1	dual	S	9"	RDM	1
78	Necron	-1	-2	+2	-2	+0	+0	+0	-0	+4	-2	÷1	either	L	15"	RDM	1
79	Rhox	+2	+0	-2	+1	+1	-0	+1	-2	+6	-0	÷1	single	S	9"	RDM	1
80	Varculak	+0	-0	-2	+0	+1	+2	-0	+0	+5	+1	÷1	dual	L	15"	RDM	1
81	Gem, Bismuth	-1	-2	-0	-0	+2	+2	+2	-2	+2	-1	÷1	either	L	15"	RDM	1
82	Cow, Diseased Mad	-1	+1	+2	+2	+0	-0	-0	+2	+6	+0	÷1	single	S	9"	RDM	1
83	Lashunta, Korasha	+2	-0	+2	+2	+2	-0	+0	+0	+2	+1	÷1	multi	S	9"	RDM	1
84	Hadrogaan, Luma	+1	-1	+0	+2	-0	-2	-2	+0	+3	-1	÷1	multi	M	12"	RDM	1
85	Ikeshti	-1	+2	+1	-2	+1	-0	-0	-0	+6	+0	÷1	multi	S	9"	RDM	1
86	Halfling, Starfinder	+0	+1	-1	-0	+2	+2	+2	-2	+5	+0	÷1	either	S	9"	RDM	1
87	Ghoran	+0	-1	-0	+2	-2	-2	-2	-0	+2	-1	÷1	either	S	9"	RDM	1
88	Loxodon	+1	+2	-1	-1	-0	+0	+1	+1	+2	-0	÷1	single	M	12"	RDM	1
89	Ryphorian	-0	+2	+1	-0	+2	+1	-2	+0	+6	-1	÷1	either	L	15"	RDM	1
90	Endiffian	-2	-1	+2	+0	+2	+1	-1	+0	+6	+1	÷1	either	M	12"	RDM	1
91	Gray	-1	-2	+2	+0	-2	-0	+1	-1	+4	+1	÷1	multi	L	15"	RDM	1
92	Skittermander	+2	-0	+1	+0	-0	-0	+1	+2	+4	+2	÷1	either	S	9"	RDM	1
93	Dragonkin	+2	+1	-0	+0	+2	-2	-1	+2	+4	+2	÷1	single	S	9"	RDM	1
94	Cyclops, Pathfinder	+2	+0	+1	+1	-0	+1	+2	-2	+4	-2	÷1	dual	S	9"	RDM	1
95	Rhox	+2	-1	+2	-1	-0	-2	+0	-1	+4	-1	÷1	dual	L	15"	RDM	1
96	Varculak	-1	-1	+2	+1	+0	-0	+0	+2	+5	+1	÷1	single	M	12"	RDM	1
97	Woodland Critter	+1	+2	+1	+2	+2	+1	-2	+2	+6	+1	÷1	multi	S	9"	RDM	1
98	Espraksa	+2	+0	+1	-2	-1	-1	-0	+1	+3	+2	÷1	multi	M	12"	RDM	1
99	Gem, Sapphire	-2	+0	+0	-1	+0	-2	+1	+2	+4	-0	÷1	single	M	12"	RDM	1
100	Khenra	+2	+0	-0	-2	-1	-1	-2	+0	+4	+2	÷1	single	M	12"	RDM	1

#	Race	Abilities
1	Woiooko, Deepborn	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random stat instead. Roll a d6 to determine which stat it goes to.) +2 to saves vs poisons, spells, spell-like abilities Can't get lost
2	Gem, Pearl	Exceptional Chr bonus [Stat-12] 1M: Generate a High Frequency Sample (result kept in memory. New results overwrite old) 1M: Fatigue or Ghost sound
3	Selamid	Intermediate Dex bonus [Stat-13, x3/2] You breathe carbon dioxide/exhale oxygen Climb 30ft/ -2 to perception checks
4	Morlamaw	Exceptional Str bonus [Stat-12] When taking lethal dmg you SEL=6 phase out 1M: Cast healing sphere spell of SL=LVL
5	Entu Colony	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) +2 saves vs mind-effecting, paralysis, poison, polymorph, sleep, and stunning 1/reset: +1 to a skill
6	Gnome, Lawn/Garden	Exceptional Int bonus [Stat-12] Level 3: +1.5*lvl dmg with unarmed. +2 to Medicine and Mysticism checks
7	Copaxi	Exceptional Cml bonus [Stat-12] 1P, one attack that hits: Target is SEL=3 "laced" (body stretched into a lacey string and wound through a solid object), PP save 1S, 1+LVL/5 per d: Fort save or staggered
8	Gem, Rose Quartz	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) 1Z, 1/d, when ally w/in 15ft rolls attack, save, or skill check: ally rolls 2, keep 1 that roll 1F, 1/d: Cast a Rejuvenator or Brass Gnat spell of SL=LVL/2, round down
9	Sarcesian	Double Strike (You attacks as 1/2 a P action.) Pro good +2 to Sense Motive checks
10	Jububnan	Defender (You cannot physically attack.) +2 to saves vs bleed, critical hit effects, paralysis, sleep, and stunning Mouth's P: Breathe Spittle (EE=3, dmg=current AC, save ½)

11	Gem, Pearl	Hexproof (No target from opponents' targeted effects.) MTG Protection from Spirits 1/reset: +1 to a skill
12	Ghibrani, Husk	Flanking (Enemies without flanking that you attack get -10 to hit, melee and or ranged dmg, AC, Saves, and hp.) 1M, 1/d: comprehend languages, share memory, or stabilize Immune vacuum
13	Gray Man	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Can go 1hr w/out breathing +1 to saves
14	Kaa-leki	Exceptional Chr bonus [Stat-12] 2 for 1 trading +10 to Stealth checks when standingstill
15	Draelik	Intermediate Str bonus [Stat-13, x3/2] Light sensitivity 1rds worth of F actions: Minor Alter self
16	Contemplative	Exceptional Chr bonus [Stat-12] 1M: Fatigue or Ghost sound Vampire vulnerabilities
17	Kiirinta	Intermediate Con bonus [Stat-13, x3/2] Levitation +2 to Diplomacy and Perception checks
18	Skittermander	Rampage N (You get +10*N to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment for each creature attacking you in your group. N = LVL/2, round down.) Amorphous body Upto 4 LFANs can work together
19	Screedreep	Intermediate Int bonus [Stat-13, x3/2] +2 to saves vs radiation Can go 1hr w/out breathing
20	Ilthisarian	Exceptional Chr bonus [Stat-12] Count as undead Internal integrated standard datajack and comm unit
21	Aasimar	Fear (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that are evil.) 1M, 1/reset: Deathtouch this round Sense through crystal vision

22	Neskindi	Exceptional Dex bonus [Stat-12] +4AC vs bullrush and trip when standing on ground 1M, 1/d, 1 touch attack: 4d6 electricity dmg
23	Oread	Exceptional Chr bonus [Stat-12] You don't need to sleep, eat, or breathe Burrowing 5
24	Bolida	Prowess (Whenever you cast a nonsummon spell, you get +10 to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment.) 1V: Create a [x1] enemy trick -or- Plant Door 30ft land movement
25	Gem, Ruby	Bushido N (Whenever you interposes or parries an attack, it gets +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp. N = LVL/2, round down.) Move through deserts, hills, and mountains at normal speed +2 to Engineering, Stealth, and Survival checks
26	Cyclops, Pathfinder	Blah Landwalk (Pick a room type. Your attacks cannot be countered/interposed/parried/etc. if you are in a room that matches your landwalk type.) +4 arms(can't attack CF=3: can attack) +2 to Acrobatics and Stealth checks
27	Necron	Intermediate Int bonus [Stat-13, x3/2] 1/d, when rolling Engineering check: +1d6 to roll Blindsense (vibration) 30ft
28	Svartalfar	Exceptional Chr bonus [Stat-12] Limbs regen in 1d4hrs Swim 25ft
29	Entu Symbiote	Flying (You can fly with maneuverability A.) Can be treated as a mount 1P, one attack that hits: Target is SEL=5 "Laced" (body stretched into a lacey string and wound through a solid object), no save
30	Selamid	Exceptional Cml bonus [Stat-12] +2 to Diplomacy and Perception checks Electricity resistance 5
31	Lashunta, Korasha	Intermediate Chr bonus [Stat-13, x3/2] Cold resistance 5 +1 Armor upgrade slot in body.
32	Half-Orc, Starfinder	Exceptional Chr bonus [Stat-12] x2 languages Acid resistance 5

33	Gem, Rose Quartz	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) Blindsight (electricity) 60ft Treat your cod piece as a weapon
34	Gibbering Mouther, Rian	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) 1Z: arm to crystal lance 1d3 piercing unarmed Swim 30ft
35	Elf, Starfinder	Prowess (Whenever you cast a nonsummon spell, you get +10 to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment.) 1M: Detect magic or Token spell 1F: Add +LVL*100 XPV to a weapon/armor as plusses or flags. Can do only once per weapon/armor
36	Khizar	Exceptional Int bonus [Stat-12] +2 AC vs trip or reposition 1 turn of F actions, 1/d: Gain hp as if taken full nights rest.
37	Vesk	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) +2 to Survival skill checks Subordinates you control get +1 defensive DL
38	Osharu	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) 1M: Daze or Telepathic message Vulnerable Chr-based effects
39	Sylph	Exceptional Cml bonus [Stat-12] Empathic Telepathy Cod piece's P: breath gold water (e=5, dmg=current hp, save 1/2)
40	Deep DL Summon	Protection from Blah (Pick a color or subtype. You can't be damaged, enchanted, interposed, or targeted by any source that matches your protection.) 1 for 1 trading of ability scores +4 to saves vs crits
41	Bear (Uplifted)	Intermediate Int bonus [Stat-13, x3/2] 1Z, 1/d: add Bane weapon flag to your weapon 1S: adjust personality gravity
42	Dwarf, Starfinder	Flying (You can fly with maneuverability A.) You do not breathe Immune to bleed, disease, death effects, poison, nonlethal damage, and sleep
43	Gnome, Feychild	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) +2 to Intimidate and Survival checks Resist crits

44	Ogier	Intermediate Cml bonus [Stat-13, x3/2] Whenever you dmg a creature that creature loses LVL's worth of A actions Climb 20ft
45	Contemplative	Myriad (Whenever this creature attacks, for each ([B], [SB], etc) in the room, create a copy of it that is attacking that group. Unsummon these creatures at end of the segment. Legend rule applies to PCs and Unique beings.) +2 to Computers and Engineering checks May wear 2 Chestplates
46	Barathu (Early Stage)	Exceptional Con bonus [Stat-12] Light blindness Empathic Telepathy
47	Carebear	Flanking (Enemies without flanking that you attack get -10 to hit, melee and or ranged dmg, AC, Saves, and hp.) Continuous nondetection and invisibility Climb 15ft
48	Espraksa	Ward N (Whenever you are the target of a spell or ability an enemy uses, counter it unless they pay N SL's.) Unageing +2 to Perception and Sense Motive checks
49	Draghkar	Exceptional Chr bonus [Stat-12] Can't use psionics Swim 20ft
50	Vedalken	Bushido N (Whenever you interposes or parries an attack, it gets +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp. N = LVL/2, round down.) +1 Tac Move Treat your cod piece as a weapon
51	Sarcesian	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random stat instead. Roll a d6 to determine which stat it goes to.) 1/d: Reroll failed Int check 1M, Daze or Psychokinetic hand
52	Astriapi	Exceptional Dex bonus [Stat-12] Vulnerable silver 1Z: can catch 1 magic missile per open hand and absorb it
53	Ogier	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) Choose a spell you know: can cast it 1+lvl/3 per day as spell-like ability Allys w/in 10ft get +1 to saves vs fear
54	Cow, Diseased Mad	Lifelink (Damage you deal causes you to be cured that much.) +1 arm(can't attack CF=3: can attack) Blindsense (sound) 30ft

55	Embri	Exceptional Chr bonus [Stat-12] Don't breathe Can treat high or low gravity as std gravity
56	Ilthisarian	Exceptional Con bonus [Stat-12] 1rds worth of F actions: Minor Alter self Gem traits
57	Raxilite	Shroud (No target from any effects (including your own).) Can "take 10" on athletics checks to climb can be turned as a construct
58	Hanakan	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) Resist energy drain Your name becomes an adjective plus a common object
59	Kitsune	Exceptional Con bonus [Stat-12] +1 tail (can't attack CF=3: can attack) 1M, 1/d: flight
60	Khenra	Lifelink (Damage you deal causes you to be cured that much.) +2 to saves vs paralysis Craft spell or weapon gemlets in 1/2 time
61	Wrikreechee	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if that target has acted.) Choose two among: computers, culture, engineering, life science, medicine, mysticism, physical science, and profession. add chosen skills at +2 to check <u>When you take energy dmg, may take extra 1d4+1d4*lvl/8. if you do, next attack does +extra amt</u>
62	Spathinae	Reach (You can interpose/parry attacks from flying creatures.) Immune vacuum MTG Infect
63	Half-Orc, Starfinder	First Strike (You may use your P action for the round on segment 0.) Photosynthesis Low-light vision
64	Suli	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) Vulnerable shatter Continuous freedom of movement
65	Dirindi	Intermediate Chr bonus [Stat-13, x3/2] 1M: Summon a DL=LVL/2 Mr. Meeseeks for a simple request. Automatically unsummons when simple task is completed. Immune Slain and conscious at negative hp. Loses 10% Sanity/r and SEL=1 Pain while summoned this way Mouth's P: Breathe Spittle (EE=3, dmg=current AC, save ½)



66	Verthani	Exceptional Cml bonus [Stat-12] 1V, Perception check: +2*Wis mod dmg to a construct 1M: Detect magic or telepathic message
67	Gnome, Feychild	Intermediate Int bonus [Stat-13, x3/2] Reduce crit dmg to you by lvl+con mod (min 1) 1rds worth of F actions: Minor Alter self
68	Shirren	Intermediate Str bonus [Stat-13, x3/2] Immune disease You know MTG black spells
69	Rhox	Flying (You can fly with maneuverability A.) Speak gibberish Unflankable
70	Brenneri	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) 1P, one attack that hits: Target is SEL=3 "laced" (body stretched into a lacey string and wound through a solid object), PP save 1Z. Con mod/d: 20% miss chance vs 1 attack
71	Huitz'plina	Intermediate Int bonus [Stat-13, x3/2] Pyrokinesis (Tk for fire) Choose one: blind and blindsight (hearing) 30ft, deaf and blindsight (scent) 30ft and low-light vision, or blindsight (scent) 30ft and low-light vision
72	Zeta Reticulan	Exceptional Cml bonus [Stat-12] Can "take 20" on survival checks vs severe weather Luckstone effect
73	Shobhad	Exceptional Wis bonus [Stat-12] You breathe carbon dioxide/exhale oxygen Your name becomes an adjective plus a common object
74	Tryziarka	Deathtouch (Any nonzero amount of melee and/or ranged damage this creature deals to a target slays it (Fort Save to negate; DC =10+dmg dealt).) +2 to saves vs paralysis +30% to miss chance for concealment
75	Human, Starfinder	Flying (You can fly with maneuverability A.) -2 legs, +1 serpentine lower body LFAN brain augmentation (acts as extra hand w/5ft reach)
76	Neskinti	Exceptional Wis bonus [Stat-12] You know the spell Power Word: Status Effect [SL=N]: Target gets status effect of SEL=N if hp <[30*N-150], no save. Each status effect is 1 research point Can always "take 10" on acrobatics skill

77	Skittermander	Exceptional Cml bonus [Stat-12] Immune vacuum +2 to saves vs bleed, critical hit effects, paralysis, sleep, and stunning
78	Necron	Intermediate Wis bonus [Stat-13, x3/2] +2 to saves vs poisons, spells, spell-like abilities Cryokinesis (Tk for ice)
79	Rhox	Intermediate Wis bonus [Stat-13, x3/2] +2 to Culture, Acrobatics and Athletics skill checks. Can hold breathe for 1 turn
80	Varculak	Exceptional Con bonus [Stat-12] Move through marshes and swamps at full speed 1S: adjust personality gravity
81	Gem, Bismuth	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) Immune vacuum Immune dazzled
82	Cow, Diseased Mad	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) 1M, 1/d: zone of truth You are a swarm of insects
83	Lashunta, Korasha	Skulk (You can't be interposed/parried by creatures with greater offensive DL.) +4 to AC vs bull rush, grapple, reposition, and trip 1M, Daze or Psychokinetic hand
84	Hadrogaan, Luma	Deathtouch (Any nonzero amount of melee and/or ranged damage this creature deals to a target slays it (Fort Save to negate; DC =10+dmg dealt).) You breathe carbon dioxide/exhale oxygen Can breathe water/air
85	Ikeshti	Exceptional Str bonus [Stat-12] 1V: Create a [x1] enemy trick -or- Plant Door Choose one: indigo (stealth, keen senses), crimson (diplomacy, share language), gray (survival, wisp ally). +2 to skill and 1m: cast chosen spell.
86	Halfling, Starfinder	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) 1S: +2 to Stealth checks +2 to Acrobatics and Stealth checks
87	Ghoran	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) +3 to saves vs fear 1M: Detect magic or telepathic message

88	Loxodon	Intermediate Int bonus [Stat-13, x3/2] Don't need to breathe, eat or drink Can energy admixture acid to bludgeoning dmg type
89	Ryphorian	Intermediate Str bonus [Stat-13, x3/2] +1 skill point Blindsense (sound) 30ft
90	Endiffian	Shroud (No target from any effects (including your own).) Climb 15ft Can always "take 10" on athletics checks in zero gravity
91	Gray	Horsemanship (Your attacks can't be interposed/parried by anyone without Horsemanship.) DT 100-7*LVL Cold and electricity resistance 5
92	Skittermander	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if that target has acted.) Gem traits but regen is per segment 1M: energy ray (cold)
93	Dragonkin	Exceptional Cml bonus [Stat-12] Tech proficiency LFAN brain augmentation (acts as extra hand w/5ft reach)
94	Cyclops, Pathfinder	Intermediate Con bonus [Stat-13, x3/2] 1/level: May undo one level's worth of feat/skill/class decisions and rechoose +LVL dmg to 1st attack if moved first each rd
95	Rhox	Hexproof (No target from opponents' targeted effects.) Choose - android (upgrade slot), human (skilled), kasatha (four-armed), lashunta (limited telepathy), shirren (blindsense), vesk (natural weapons), or ysoki (cheek pouches) Fly 60ft only decending
96	Varculak	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) Bond w/ally for telepathy 100ft and higher initiative roll of both. 1S: Alter Self
97	Woodland Critter	Intermediate Int bonus [Stat-13, x3/2] +2 to Engineering, Perception, and Physical Science checks Empathic Telepathy
98	Espraksa	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) 1 for 1 trading of ability scores 1M: Fatigue or Ghost sound

99	Gem, Sapphire	Exceptional Dex bonus [Stat-12] 1Z: can catch 1 magic missile per open hand and absorb it +4 to saves vs effects targetting humanoids
100	Khenra	Lifelink (Damage you deal causes you to be cured that much.) +2 to saves vs fear Choose: fly, burrow, climb, or swim 20ft