# Let's Build a Character!
**Extended Races**

Let's Build a Character!
Extended Races

A Support Text for Beacon of Doom
A 3D Printable Role Playing Game
1st Edition/Version 1

Game Content (3D Models) and Game inspiration by Maker Millwright.

Internal Illustrations and Book Design by Seth Giolle.
ClipArt Design by Norbert Dudkiewicz, Owner of InfiniteImagineArt

**Contact the Author:**

>  **Twitter:** @SethGiolle
>  **Facebook:** Seth Giolle

**Contact Maker Millwright:**

>  **YouTube** – Maker Millwright
>  **Patreon** – Free Heathen Workshop
>  **Twitter**: @thefreeheathen
>  **Instagram**: makermillwright
>  **Twitch**: TheFreeHeathen

# Step 1:
## Character Stats and Skill Sets
## for Character Development
Page 6

## Expansion Pack 1 – Outer Reaches

**Appelsians, Appelse Beta 32**
**85s, Planet 8529B**
**B2s, Planet Farshin B259**
**Plaveans, Planet Plavea**

## Expansion Pack 2 – Into the Neinverse

**Kelm, Planet Kelm-Ti**
**K'Tash, Planet K'Tash-Ti**
**Cholvo, Planet Cholvolen (Neinverse)**
**Laxiot, Planet Laxiot-Ge**

# Step 2:
## One-Time Character Modifiers
Page 28

## Societal Roles

**Soldier**
**Scholar**
**Brute**
**Rogue**

## Differences for Races Living in Neinverse

**Kelm, Planet Kelm-Ti**
**K'Tash, Planet K'Tash-Ti**
**Cholvo, Neinverse Planet Cholvolen**
**Laxiot, Planet Laxiot-Ge**

# Step 3:

## Ongoing Character Modifiers

# Step 4:

## Review of the Character Sheet

# Step 5:

## Ice Cream (or Jell-O)

**Or whatever treat you might really crave right now.**

# Step 6:

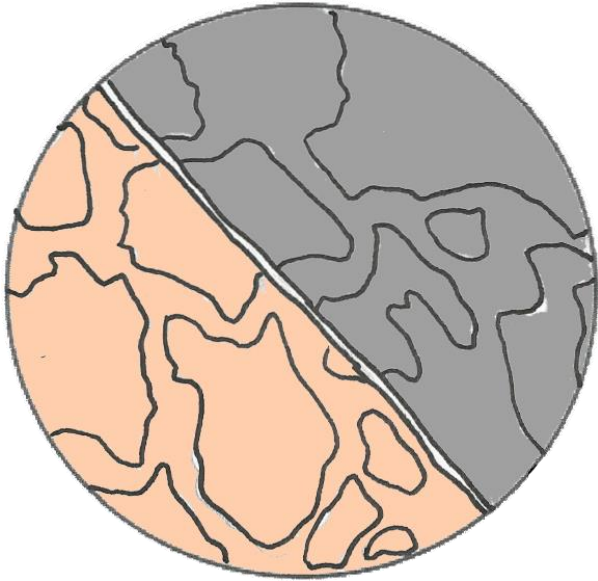## The Character Sheet
## Cement Your Character

# Step 1:
## Character Stats and Skill Sets
## for Character Development

When defining their character, a player first chooses a Race for their character. The player then has access to any Inherited Skills/Perks for that character Race (which follow). **The player must, however, choose only 5 Generic Skills** (which also follow) from what is available for a member of that character race. No member of any alien or human race can do everything!

**A quick mention before continuing:**
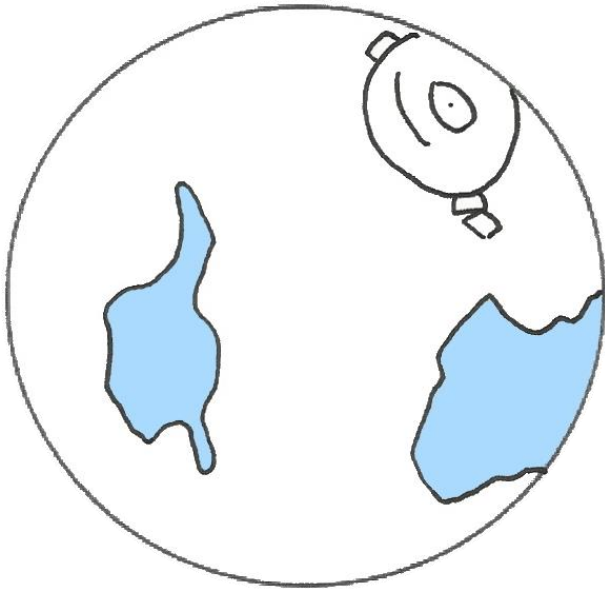
Dexterity in what applies in the following manner:

1.a.   Skill to avoid attacks (dodge); distance you can balance along a tight lip; and height you can fall without taking damage.

1.b.   Format: Dodge/Balance/Jumping – example: **6/13/25**. If the player rolls a **6** on 1d6, their character dodges the incoming attack. The character can move **13** feet along a thin ledge before wobbling; they need to roll 3 or 4 on 1d6 to remain balanced on that ledge for another 10 feet. And that character can fall **25** feet and not take fall damage; fall damage is Feet Fallen times 2 in HP after that.

| World: Appelse Beta 32 [A-Pell-S-Beta-32] | Race: Appelsian [A-Pell-See-An] |
|---|---|
|  | **Description:** Nanites found this world and this evolved life found them. They saw need for improvement and reshaped this species. Appelsian limbs became more bi-pedal, and wings became more functional. They now had four legs, four arms, and 2 to spare.<br><br>    Sub-dermal heat pockets, non-naturally developing skin folds, developed to make them able to withstand the extreme cold of their surface half. Their crustacean skin hardened further and leathery under-skin became more temperature-adaptive to help with this thermal adaptation.<br><br>    Being leathery and flexible, those skin folds can also invert to allow their bodies to produce cooling effects allowing this species to venture out more effectively onto their hot side as well. |
|  | Basic HP: 60<br>Basic Attack: 30<br>Basic Persuasion: 5<br>Basic Carry Weight: 120<br>Basic Dexterity: 4/30/30<br>Basic IQ: 8 |

| Physical, Mental, Emotional Traits: | 4 arms; 4 legs | **Weather and Other Effectors** | Element | Effect |
|---|---|---|---|---|
|  | Sub-dermal Skin Folds to withstand extreme heat and cold |  | Water | -5 Attack |
|  | Crustacean Skin – damage taken = initial attack minus 25%. |  | Cavern/Mine | +10 Attack; +5 HP |
|  | Leathery under-skin |  |  |  |
|  | Flight (avoid ground-based attacks – Roll of a 4,5, or 6 on 1d6). |  |  |  |
|  | Heat and Cold Resistance (half damage taken from elemental attacks). |  |  |  |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Enhanced Healing | Roll 1d6; regain number of your roll times 10 in HP. |
| | Sensitive Hearing | Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected. |
| | Heat/Flame Resistance | Roll 1d12; take no heat-fire-related damage for that many turns. |
| | Natural Shielding | Roll 2,3, or 5 on a d6: take half damage. |
| | Team Builder | All Team Members gain +5 Attack. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Wormhole Tech | Roll 3 or 4 on a d6: can transport to another location using a wormhole – skips a turn in doing so, even if this means taking a hit in the new location. |
| | | |

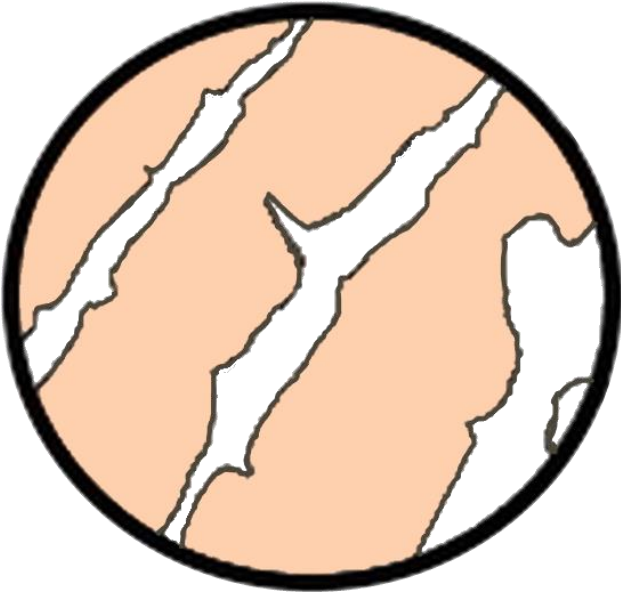| | Skills | Application |
|---|---|---|
| **Generic Skills:** **Choose 5** | Survival Techniques | Can survive indefinitely with little food. |
| | Desert Know-How | Camouflages well in a desert terrain. Cannot be detected by enemy forces when immobile. |
| | Weapons Crafting | Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued) |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |

| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
|---|---|---|
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | | |

| World: 8529B [8529B] | Race: 85s [85s] |
|---|---|
|  | **Description:**<br>The now Rogue planet of 8529 B was found by their own group of nanites. Requiring wholeness, they rebuilt this race with adaptations from recovered DNA from buried sources. Low gravity generators created a low oxygen count, which resulted in a thinner, cooler atmosphere and taller, thinner populace. Reconstitution machines produce a substance similar to food that maintains the body, but doesn't please the pallet. Their bones were more fragile, so the nanites reinforced their bodies with layers of gem-like crust at the joints and general extremities that grows increasingly thicker, coarser, and with far more sharp points as they age.<br><br>Basic HP: 50<br>Basic Attack: 5<br>Basic Persuasion: 7<br>Basic Carry Weight: 90<br>Basic Dexterity: 5/5/20<br>Basic IQ: 8 |

| Physical, Mental, Emotional Traits: | Tall and thin | Weather and Other Effectors | | Element | Effect |
|---|---|---|---|---|---|
| | Fragile bones | | | Snow | -5 HP |
| | Gem-reinforced body joints (thicker as they age) | | | Ion Storm | -10 HP |
| | | | | Space | -10 HP |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

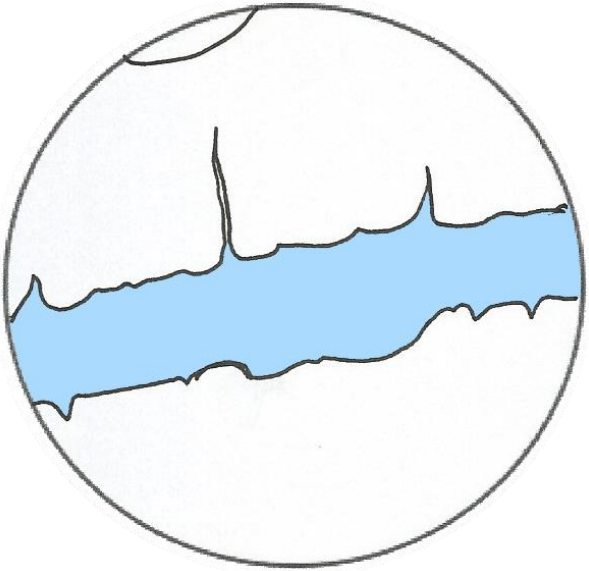| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Sensitive Hearing | Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected. |
| | Natural Shielding | Roll 2,3, or 5 on a d6: take half damage. |
| | 2nd Chances | Roll 1d6; result is how many turns (after a fatal blow) you can continue fighting before death actually takes you – potions or trinkets that make this permanent make it permanent. |
| | Increased Vision | 4x Normal Vision; objects in a dense fog are clear; objects and people from 100 feet are identifiable. |
| | Natural Camouflage | Their skin blends with shady surfaces and can go unseen when standing still at night. Scent is still present and may give the player away to sentries. |
| | Increased Strength | Increased Strength (Double Carry Weight; able to open heavier doors and manipulate heavier Game items. |
| | Menial Labourer | Accustomed to heavy, menial labour; roll 1d12; add resulting number to Base Attack and Carry Weight for as many turns. |
| | Gravity Experts | Roll 1, 3, 4. 5: affected by half from gravity-related attacks/effects due to expertise in manipulating Gravity Field. |
| | Mineral Surveyor | Can identify where to start mining for precious ores, gems, and metals. |

| | Skills | Application |
|---|---|---|
| **Generic Skills:** **Choose 5** | Survival Techniques | Can survive indefinitely with little food. |
| | Gem Crafting: Small Shard | Added to a weapon/Item, worth of item is now twice what it was previously (when sold). |
| | Gem Crafting: Pure, Whole Gem | Added to a weapon/Item, worth of item is now four times what it previously was (when sold). |
| | Weapons Crafting | Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued) |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to |

| | | |
|---|---|---|
| | | gain lowest skill level; if you roll 5-8, gain second lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | Mining: Ore | Roll 1d12; withdraw that many pounds of mineral. |
| | Mining: Gemstone | Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw that many pounds of mineral. |
| | Mining: Silver/Gold | Roll 1d12; if you draw 5, 8, or 9, withdraw that many pounds of mineral. |
| | Mining: Dombul | Roll 1d12; if you roll 4, withdraw that many pounds of mineral. |
| | | |

| World: Farshin B259B [Far-Shin] | Race: B2s (carnivorous plants of B259B) |
|---|---|
|  | **Description:**<br>Nanites came across the Farshin race and adapted it. The Farshin roots systems were remade into multiple limbs that could go longer without being planted for necessary nutrient supply.<br><br>Some rather liquid mineral qualities were taken into the new Farshin make-up to produce a more armoured body with leaves and tendrils drawn in to a thick build that can separate into its separate parts when hunting (digesting the fluids and nutrients from their chosen prey) or defending itself from attack (stabbing tendrils and poison sacks).<br><br>Their intellect expanded as well, and they're able to quickly spread, one Farshin becoming many within hours, thousands within days, and they share a linked mind when rooted in the same soil and communicate through body movement with no need for actual words. And they have a vast understanding of the stars and space travel though they currently lack the resources to reach them. |
| | Basic HP: 80<br>Basic Attack: 5<br>Basic Persuasion: 5<br>Basic Carry Weight: 50<br>Basic Dexterity: 6/30/15<br>Basic IQ: 8 |

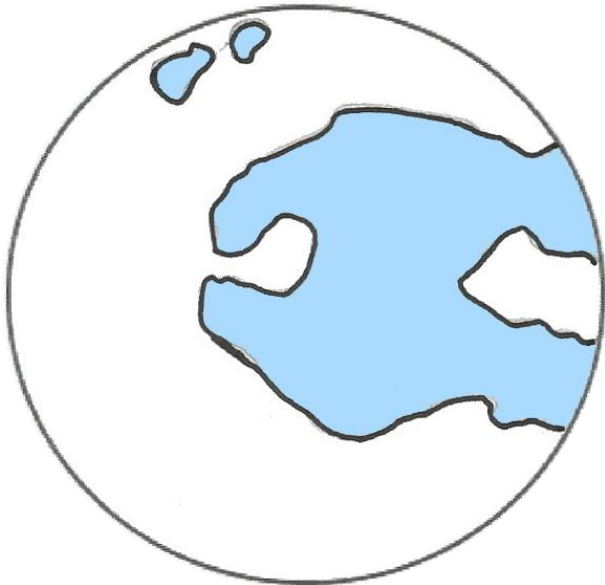| **Physical, Mental, Emotional Traits:** | Can go a long time without moist soil | **Weather and Other Effectors** | | Element | Effect |
|---|---|---|---|---|---|
| | Armoured body | | | Water | -10 HP |
| | They form nutrient appendages, stabbing tendrils and poison sacks (-5 HP added to each successful Attack). | | | Desert | -10 HP |
| | Multiply quickly | | | Ice Terrain | -10 HP |
| | Silent communication | | | Ion Storm | -10 HP |
| | Communal mind when sharing the same soil | | | Rain | +5 HP |
| | Multiple Limbs (can perform an extra 3 attacks in one turn for each 4-Roll in a 3-Die-Roll). | | | Day Time | +10 HP |
| | They like meat. | | | | |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Enhanced Healing | Roll 1d6; regain number of your roll times 10 in HP. |
| | Sensitive Hearing | Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected. |
| | Poison and Sleep Attack Resistance | Roll 1d12; the result-times-ten is the percentage of environmental (sleep or poison) damage the player ignores. |
| | Natural Camouflage | Their skin blends with shady surfaces and can go unseen when standing still at night. Scent is still present and may give the player away to sentries. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Supervisory | Has access to skills and equipment across the many races and team members under their control; roll 3, 4, or 5 on 1d12 to take control of one team member's next move. |
| | | |

| | Skills | Application |
|---|---|---|
| **Generic Skills:** **Choose 5** | Covert Communications | Long, undetectable communication possible with other players. |
| | Survival Techniques | Can survive indefinitely with little food. |
| | Desert Know-How | Camouflages well in a desert terrain. Cannot be detected by enemy forces when immobile. |
| | Stealthy Approach | Roll 1d12; character can get within the many feet of target without being detected. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | | |

| World: Plavea [Pla-Vee-*soft* a] | Race: Plaveans |
|---|---|

| | **Description:** |
|---|---|
| | The B2s overtook and enslaved the world of Plavea for a time, devouring many Plaveans in that time, but the Plaveans fought back and reclaimed their world. Their reputation was already soiled by their involvement in the wars up to that point. They'd back-stabbed and swindled at the beck and call of the B2s and were thus not well trusted, and they still aren't, but they received help from the Neinverse Plaveans who helped take their world back, and they are now the most technologically advanced people in the Universe Proper.<br>    That gives them an edge. |
| | **Basic HP: 80**<br>Basic Attack: 5<br>Basic Persuasion: 3<br>Basic Carry Weight: 50<br>Basic Dexterity: 2/30/25<br>Basic IQ: 10 |

| **Physical, Mental, Emotional Traits:** | Mechanical aids | | **Element** | **Effect** |
|---|---|---|---|---|
| | Technical Prowess – able to comprehend new technology with little effort (+4 IQ/event on Roll of 3 or 4 on 1d6 – per event) | **Weather and Other Effectors** | Space | +10 Attack |
| | Technical and Vehicle Upgrades require half the resources as they do for other races | | Desert | -5 HP |
| | | | Ice Terrain | -5 HP |
| | | | Ion Storm | -3 HP |
| | | | | |
| | | | | |
| | | | | |

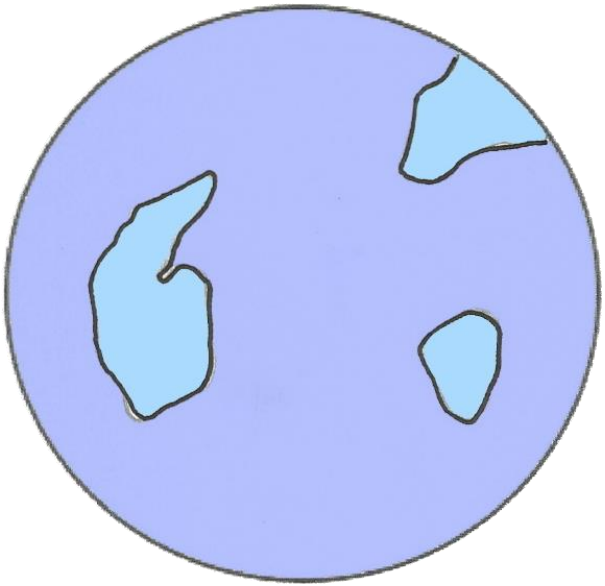| Inherited Skillset/Perks: | Skills | Application |
|---|---|---|
| | Team Builder | All Team Members gain +5 Attack. |
| | Gravity Experts | Roll 1, 3, 4. 5: affected by half from gravity-related attacks/effects due to expertise in manipulating Gravity Field. |
| | Learns Languages Quickly | Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them. |
| | | |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Supervisory | Has access to skills and equipment across the many races and team members under their control; roll 3, 4, or 5 on 1d12 to take control of one team member's next move. |

| Generic Skills: Choose 5 | Skills | Application |
|---|---|---|
| | Covert Communications | Long, undetectable communication possible with other players. |
| | Survival Techniques | Can survive indefinitely with little food. |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Stealthy Approach | Roll 1d12; character can get within the many feet of target without being detected. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |

| Neinverse World: Kelm-Ti [Kell-M Tea] | Race: Kelm [Kell-M] |
|---|---|
|  | **Description:**<br>Just like it was in the Universe Proper, the people of Kelm-Ti developed space flight soon after their invention of the Mach 8.2 Engine and expansions in the fields of thermodynamics and other astrophysics-related subjects.<br><br>Their use of iron from nearby asteroids and the random rogue planet improved their dominance of space, and they quickly made themselves known to their neighbours living on K'Tash-Ti. War was threatened, but the people of K'Tash-Ti were warlike and defended their invaders to a draw, while developing their own spaceflight. Trade was soon struck up, and then an alliance.<br><br>K'Tash-Ti crystals and Kelm-Ti Iron made for a good union.<br><br>Basic HP: 70<br>Basic Attack: 20<br>Basic Persuasion: 14<br>Basic Carry Weight: 100<br>Basic Dexterity: 1/7/25<br>Basic IQ: 8 |

| Physical, Mental, Emotional Traits: | | Weather and Other Effectors | Element | Effect |
|---|---|---|---|---|
| | Mechanical aids | | | |
| | Incredible strength | | Night Time | +5 HP |
| | External Muscle Enhancers (Double Strength – Roll a 4, 5, or 6 on a single Die). | | Ice Terrain | -10 Attack |
| | (D) Arrogant | | Space | +10 Attack |
| | | | | |
| | | | | |
| | | | | |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Natural Shielding | Roll 2,3, or 5 on a d6: take half damage. |
| | Increased Strength | Increased Strength (Double Carry Weight; able to open heavier doors and manipulate heavier Game items. |
| | Silky Tongue | Increased Persuasion: twice as likely to convince another player or NPC of "the truth" – Roll a 3,4,5, or 6 on a single Die. |
| | Team Builder | All Team Members gain +5 Attack. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Menial Labourer | Accustomed to heavy, menial labour; roll 1d12; add resulting number to Base Attack and Carry Weight for as many turns. |
| | Mineral Surveyor | Can identify where to start mining for precious ores, gems, and metals. |
| | Supervisory | Has access to skills and equipment across the many races and team members under their control; roll 3, 4, or 5 on 1d12 to take control of one team member's next move. |
| | | |

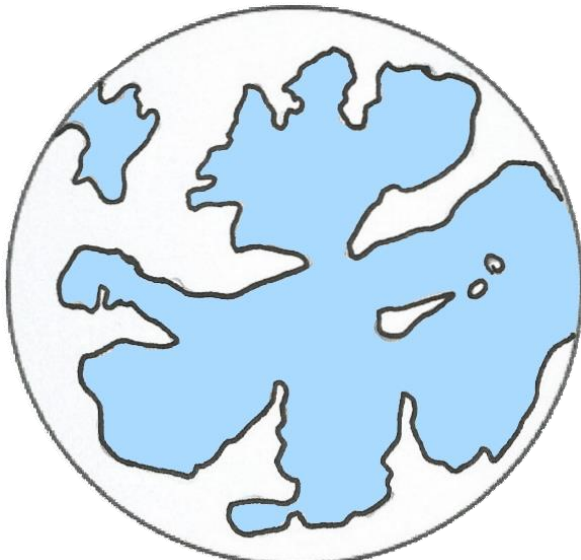| | Skills | Application |
|---|---|---|
| **Generic Skills:**<br><br>**Choose 5** | Communications Expert | Communications attempts and messages are always understood. |
| | Covert Communications | Long, undetectable communication possible with other players. |
| | Gem Crafting: Small Shard | Added to a weapon/Item, worth of item is now twice what it was previously (when sold). |
| | Gem Crafting: Pure, Whole Gem | Added to a weapon/Item, worth of item is now four times what it previously was (when sold). |
| | Weapons Crafting | Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued) |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second |

| | | |
|---|---|---|
| | | lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | Mining: Ore | Roll 1d12; withdraw that many pounds of mineral. |
| | Mining: Gemstone | Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw that many pounds of mineral. |
| | Mining: Silver/Gold | Roll 1d12; if you draw 5, 8, or 9, withdraw that many pounds of mineral. |
| | Mining: Dombul | Roll 1d12; if you roll 4, withdraw that many pounds of mineral. |
| | | |

| Neinverse World: K'Tash-Ti<br>[Ke-Tash Tea] | Race: K'Tash [Ke-Tash] |
|---|---|



**Description:**
The people of K'Tash-Ti, like the Universe Proper K'Tash, conscript the unemployed to fight for them. If they survive each encounter, they eat, get clothing, and gain gear. They also gain possible chances to improve their social status which all makes the unemployed of K'Tash a formidable army.

Though the climate of K'Tash-Ti is poisonous to most all other races (from the resulting heavy metals and related vapours emitted from the heavy mining of crystal), the people of K'Tash-Ti have adapted to life on the planet and enjoy a comfortable life.

Being in the Neinverse, these K'Tash never had to move onto a Planetoid and enjoy a full world to live on and draw resources from.

Basic HP: 60
Basic Attack: 20
Basic Persuasion: 10
Basic Carry Weight: 65
Basic Dexterity: 2/25/26
Basic IQ: 8

**Physical, Mental, Emotional Traits:**

| Trait |
|---|
| Calcified skin around joints, back of neck, and dome of head. |
| 4 lungs to filter out heavy metals |
| Nostrils with side "vents" – filters for the air they breathe |
| Double eye lids to filter out added glare |
| Extra body organs to help with the effects of toxic mining run-off |
| Denser ears |
| Tough Skin (Damage taken is Base Attack minus 25%) |

**Weather and Other Effectors**

| Element | Effect |
|---|---|
| Cavern/Mine | +10 HP |
| Space | +10 Attack |
| | |
| | |
| | |
| | |
| | |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Natural Shielding | Roll 2,3, or 5 on a d6: take half damage. |
| | Poison and Sleep Attack Resistance | Roll 1d12; the result-times-ten is the percentage of environmental (sleep or poison) damage the player ignores. |
| | Natural Camouflage | Their skin blends with shady surfaces and can go unseen when standing still at night. Scent is still present and may give the player away to sentries. |
| | Team Builder | All Team Members gain +5 Attack. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Menial Labourer | Accustomed to heavy, menial labour; roll 1d12; add resulting number to Base Attack and Carry Weight for as many turns. |
| | Mineral Surveyor | Can identify where to start mining for precious ores, gems, and metals. |
| | Supervisory | Has access to skills and equipment across the many races and team members under their control; roll 3, 4, or 5 on 1d12 to take control of one team member's next move. |
| | | |

| | Skills | Application |
|---|---|---|
| **Generic Skills:**<br><br>**Choose 5** | Communications Expert | Communications attempts and messages are always understood. |
| | Covert Communications | Long, undetectable communication possible with other players. |
| | Stealthy Approach | Roll 1d12; character can get within the many feet of target without being detected. |
| | Gem Crafting: Small Shard | Added to a weapon/Item, worth of item is now twice what it was previously (when sold). |
| | Gem Crafting: Pure, Whole Gem | Added to a weapon/Item, worth of item is now four times what it previously was (when sold). |
| | Weapons Crafting | Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued) |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second |

| | | |
|---|---|---|
| | | lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | Mining: Ore | Roll 1d12; withdraw that many pounds of mineral. |
| | Mining: Gemstone | Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw that many pounds of mineral. |
| | Mining: Silver/Gold | Roll 1d12; if you draw 5, 8, or 9, withdraw that many pounds of mineral. |
| | Mining: Dombul | Roll 1d12; if you roll 4, withdraw that many pounds of mineral. |
| | | |

| Neinverse World: Cholvolen [Chole-Vo-Len] | Race: Cholvo [Chole-Vo] |
|---|---|
|  | **Description:**<br>Cholvo are mostly humanoid in frame, but their body is only solid on the outside and only from the chest down. Inside and from the breasts up, they're solid but gelatinous in constitution. Their moods are reflected in the colours of this gelatinous make-up, literally glowing the colour of their given, often changing mood. They pick up vibrations in the person they're with and can therefore read their emotions as well, hence they function often as counsellors and social support. Many have claimed to have a connection with the spirits and function as spiritual healers and astrological agents to help someone find their more fortuitous future.<br><br>The Cholvo in the Neinverse are much the same as their counterparts in the Neinverse (described above), but their world is larger in the Neinverse which has affected their make-up somewhat.<br><br>Basic HP: 60<br>Basic Attack: 10<br>Basic Persuasion: 18<br>Basic Carry Weight: 50<br>Basic Dexterity: 3/20/25<br>Basic IQ: 6 |

| Physical, Mental, Emotional Traits: | | Weather and Other Effectors | Element | Effect |
|---|---|---|---|---|
| | Semi-Gelatinous | | | |
| | Colour-Changing | | Lightning | Negative effect |
| | Semi-Quick Healers | | Thunder | -5 HP |
| | Strong | | Water | -5 Attack; -5 HP |
| | Fast in movement | | Space | +5 Attack |
| | | | Ion Storm | -10 HP |
| | | | | |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Enhanced Healing | Roll 1d6; regain number of your roll times 10 in HP. |
| | Sensitive Hearing | Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected. |
| | Silky Tongue | Increased Persuasion: twice as likely to convince another player or NPC of "the truth" – Roll a 3,4,5, or 6 on a single Die. |
| | Team Builder | All Team Members gain +5 Attack. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Economic Services | Can launder stolen goods and foreign currency for team members (misses a turn to do so). |
| | | |

| | Skills | Application |
|---|---|---|
| **Generic Skills:**<br><br>**Choose 5** | Communications Expert | Communications attempts and messages are always understood. |
| | Lock-picking: Chests | Roll 2, 3, or 4 on 1d6 to unlock the chest. |
| | Lock-picking: Doors | Roll 2, 3, or 5 on 1d6 to unlock the door. |
| | Stealthy Approach | Roll 1d12; character can get within the many feet of target without being detected. |
| | Gem Crafting: Small Shard | Added to a weapon/Item, worth of item is now twice what it was previously (when sold). |
| | Gem Crafting: Pure, Whole Gem | Added to a weapon/Item, worth of item is now four times what it previously was (when sold). |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |

| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
|---|---|---|
| | Mining: Ore | Roll 1d12; withdraw that many pounds of mineral. |
| | Mercantile | Prices in shops are 20 percent lower than listed value. Able to sell items at full price. |
| | | |

| Neinverse World: Laxiot -Ge [Lacks-Ee-Ought G-E] | Race: Laxiot [Lacks-Ee-Ought] |
|---|---|

| | **Description:** |
|---|---|
|  | The Laxiot in the Universe Proper were once pirates who raided other worlds, hence how they know of the Hanel-Pho and other races. The Laxiot settled into science with stolen booty and "developed" Dark Matter. Their underwater caverns that were once used only for the storage of plunder now had more experimental purposes.  The Laxiot in the Neinverse live on a "broken" world. The efforts required by their world core to maintain what planet cohesion it has mustered has resulted in altered water content and changed-gravity, which as affected the Neinverse Laxiot equally. |
| | Basic HP: 70 Basic Attack: 15 Basic Persuasion: 19 Basic Carry Weight: 70 Basic Dexterity: 4/15/25 Basic IQ: 10 |

| **Physical, Mental, and Emotional Traits:** (Due to their exposure to Dark Matter) | Increased resistance to heat and special radiation. | **Weather and Other Effectors** | **Element** | **Effect** |
|---|---|---|---|---|
| | Their bones developed an "elastic" quality and become more "bendable". | | Water | +10 HP |
| | They move "fluidly" from the time-dilation effects of Dark Matter though they cannot time travel. | | Cavern/Mine | +10 HP |
| | Their skin blends with shady surfaces. | | Night Time | +5 HP |
| | They have a form of telepathic communication with one another. | | | |
| | They can hold their breaths for long periods (when launching from one part of their world to the other) | | | |

| | Skills | Application |
|---|---|---|
| **Inherited Skillset/Perks:** | Enhanced Healing | Roll 1d6; regain number of your roll times 10 in HP. |
| | Sensitive Hearing | Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected. |
| | Natural Camouflage | Their skin blends with shady surfaces and can go unseen when standing still at night. Scent is still present and may give the player away to sentries. |
| | Silky Tongue | Increased Persuasion: twice as likely to convince another player or NPC of "the truth" – Roll a 3,4,5, or 6 on a single Die. |
| | Relations | Roll 4,5, or 6 on 1d6: family member is present to arrange a food or gear drop or supply transport to your destination. |
| | Telepathy | Able to communicate ideas with a team member of the same race without words, as the thoughts are issued (no delay factor). |
| | Learns Languages Quickly | Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them. |
| | Gravity Experts | Roll 1, 3, 4. 5: affected by half from gravity-related attacks/effects due to expertise in manipulating Gravity Field. |
| | Mineral Surveyor | Can identify where to start mining for precious ores, gems, and metals. |
| | Supervisory | Has access to skills and equipment across the many races and team members under their control; roll 3, 4, or 5 on 1d12 to take control of one team member's next move. |
| | | |

| | Skills | Application |
|---|---|---|
| **Generic Skills:**<br><br>**Choose 5** | Communications Expert | Communications attempts and messages are always understood. |
| | Covert Communications | Long, undetectable communication possible with other players. |
| | Survival Techniques | Can survive indefinitely with little food. |
| | Gem Crafting: Small Shard | Added to a weapon/Item, worth of item is now twice what it was previously (when sold). |

| | | |
|---|---|---|
| | Gem Crafting: Pure, Whole Gem | Added to a weapon/Item, worth of item is now four times what it previously was (when sold). |
| | Weapons Crafting | Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued) |
| | Training Aptitude | Skill level at learning a new skill; roll 1d12; if the Skill you wish to learn has more than one Grade, roll 1-4 to gain lowest skill level; if you roll 5-8, gain second lowest skill level; if you roll 9-12, gain highest of three skill levels in that chosen skill to learn. |
| | Computer Hacking | Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected. |
| | Machine Hacking | Roll 1d12. You have control of the machine (vehicle or other) for that many hours before being locked out; you can be tracked by the opponent race after "that many" minutes, and machines tagged as "impervious to hacking" cannot be hacked in this way. |
| | Technical Skill | Can use any device, vehicle, or item that matches or is below your character's IQ ranking. |
| | Driving | Can drive any vehicle that matches or is below your character's IQ ranking. |
| | Flying | Can fly any vehicle that matches or is below your character's IQ ranking. |
| | Mining: Ore | Roll 1d12; withdraw that many pounds of mineral. |
| | Mining: Gemstone | Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw that many pounds of mineral. |
| | Mining: Silver/Gold | Roll 1d12; if you draw 5, 8, or 9, withdraw that many pounds of mineral. |
| | Mining: Dombul | Roll 1d12; if you roll 4, withdraw that many pounds of mineral. |
| | | |

# Step 2:
## One-Time Character Modifiers

# A. Societal Roles

No matter what race you call your own, what role you choose in life affects … you. Your race and where you were raised only goes so far. If you choose to be a soldier, you'll get better food and plenty of exercise, but you might not get so much of a chance to use any book power. A scholar will know a lot of great information, but they likely won't be able to bench press a small gorilla. A brute might never win a spelling bee, but don't piss them off on a bad day. Or any day. And a rogue doesn't follow pre-set rules of conduct, so you're never quite sure what to expect from one of them.

What follows are more one-time modifiers based on what Role, or Class, you choose for your character: Soldier, Scholar, Brute, or Rogue.

**Soldier**

## Soldier Class Modifiers:

| | |
|---|---|
| **HP** | **+5** |
| **Attack** | **+2** |
| **Persuasion** | **-5** |
| **Carry Weight** | **+5** |
| **Dexterity** | **+5** |
| **IQ** | **-5** |

**Scholar**

## Scholar Class Modifiers:

| | |
|---|---|
| **HP** | **+2** |
| **Attack** | **-2** |
| **Persuasion** | **+2** |
| **Carry Weight** | **-5** |
| **Dexterity** | **No change** |
| **IQ** | **+10** |

**Brute**

## Brute Class Modifiers:

| | |
|---|---|
| **HP** | **+5** |
| **Attack** | **+10** |
| **Persuasion** | **-10** |
| **Carry Weight** | **+10** |
| **Dexterity** | **-5** |
| **IQ** | **-10** |

**Rogue**

## Rogue Class Modifiers:

| | |
|---|---|
| **HP** | **No change** |
| **Attack** | **+5** |
| **Persuasion** | **+10** |
| **Carry Weight** | **+10** |
| **Dexterity** | **+5** |
| **IQ** | **+10** |

# C. Differences for Races Living in Neinverse

Those living in the Neinverse have known a much more pronounce exposure to Dark Matter than those, well, not living in the Neinverse. This experience creates its own different set of modifiers for those choosing a Race from the Neinverse. This is also important in case you end up fighting an army from the Neinverse. Their Stats will not be your own since they may not come from your Universe.

These modifiers are true for the following races:

**Kelm, Planet Kelm-Ti**
**K'Tash, Planet K'Tash-Ti**
**Cholvo, Neinverse Planet Cholvolen**
**Laxiot, Planet Laxiot-Ge**

## Neinverse Modifiers:

| | |
|---|---|
| **HP** | **+2** |
| **Attack** | **No change** |
| **Persuasion** | **-2** |
| **Carry Weight** | **-5** |
| **Dexterity** | **+5** |
| **IQ** | **+2** |

# Step 3:
## Ongoing Character Modifiers

As you play the game, you'll find the interest in growing your character. You've been killing things and conquering worlds. What's in it for you? Other than gold, guns, and glory, Beacon of Doom also offers Recognition.

Let me explain.

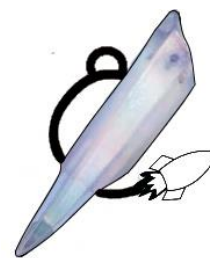Every 10 adventures/wars you survive earns you Recognition.
Every 10 recognitions you earn grants you a Medal.
Every Medal earns you a Character Modifier.

Play more adventures/wars and earn more Recognition. Get another Medal, thus, earning yet more of a Character Modifier, and so on.

## Recognition Modifiers:

| | |
|---|---|
| HP | +2 |
| Attack | +2 |
| Persuasion | No change |
| Carry Weight | +5 |
| Dexterity | +1 |
| IQ | +1 |

# Step 4:
## Review of the Character Sheet

# The Character Sheet Explained …

1. Player Name:
   - 1.a.The Player's Real Name
2. Character Name
   - 2.a.The Name the player chooses for their Character
3. Character Race
   - 3.a.The Race the player chooses for their Character
     - 3.a.i.　85s
     - 3.a.ii.　Appelsian
     - 3.a.iii.　Ashtaran
     - 3.a.iv.　B2s
     - 3.a.v.　Chasain
     - 3.a.vi.　Cholvo
     - 3.a.vii.　Oxchan
     - 3.a.viii.　Diarr
     - 3.a.ix.　Jianee
     - 3.a.x.　Kalaxian
     - 3.a.xi.　Kelm-Ti
     - 3.a.xii.　Kelmutian
     - 3.a.xiii.　K'Tash
     - 3.a.xiv.　Laxiot
   - 3.b.　Each pre-destined perk (et cetera) per Race is covered in the next "section"
4. Height, Weight, Age:
   - 4.a.H, W, and A of the chosen Character
5. Appearance:
   - 5.a. Specific appearance the players wishes for their character (in addition, not contrary, to the general appearance of each Race – covered later in this text)
6. Other:
   - 6.a. Anything otherwise missed.
7. HP (Hit Points):
   - 7.a. Active HP of Character being played
   - 7.b. The character's HP after supports (weapons, swords, or vitamins) have been added.
   - 7.c. If a Character is sitting in an armoured vehicle, their opponents must get through the armament before hurting them directly. In this sense, that vehicle is now a part of that Character's HP; the downside of this boost is that if the vehicle explodes, they're likely to die before exhausting their remaining HP, in which case that vehicle's HP has become the last of it.

8. Basic HP:
    - 8.a. Base HP of the Character
    - 8.b. This is the HP each character starts with.
9. Persuasion:
    - 9.a. Skill to convince others to do what the players wants and to avoid punishment for crimes
    - 9.b. Roll 3 or 4 on 1d6 to convince another to follow your wishes; successfully distract a guard; complete a deceitful action that would otherwise turn "ugly"; lower prices in a shop; or another similar situation.
    - 9.c. If the other person's IQ is higher than your Character's Persuasion count, this will not work.
10. Dexterity:
    - 10.a. Skill to avoid attacks (dodge); distance you can balance along a tight lip; and height you can fall without taking damage.
    - 10.b. Format: Dodge/Balance/Jumping – example: **6/13/25**. If the player rolls a **6** on 1d6, their character dodges the incoming attack. The character can move **13** feet along a thin ledge before wobbling; they need to roll 3 or 4 on 1d6 to remain balanced on that ledge for another 10 feet. And that character can fall **25** feet and not take fall damage; fall damage is Feet Fallen times 2 in HP after that.
11. IQ:
    - 11.a. Technical Skill
    - 11.b. Skill to learn and operate new Tech. If Tech requires a higher Technical level, the player will need to increase their IQ to handle that Tech.
12. Carry Weight:
    - 12.a. Active Carry Weight plus the extras that have increased this Character State.
13. Basic Carry Weight:
    - 13.a. The Basic Carry Weight the Character started with before any items were purchased or changes were made to increase this Character Stat.
14. Attack:
    - 14.a. Active Attack Stat for the Character including the resulting extras from purchased/found/stolen weapons, armour, vehicles, and armament.
15. Basic Attack:
    - 15.a. Starting Attack for that Character.
16. Languages Spoke/Written:
    - 16.a. Self-explanatory.

17. Skills:
- 17.a. Collection of Skills known by this Character
- 17.a.i. Lock Picking
- 17.a.ii. Stealthy Approach
- 17.a.iii. Pick-pocketing
- 17.a.iv. Gem Crafting
- 17.a.v. Weapons Crafting
- 17.a.vi. Technical Ability (various levels)
- 17.a.vii. Other
- 17.a.viii. The Player has access to all Inherited Skills/Perks for their character, but **they're limited to 5 of the available Generic Skills for their selected Race**.

18. Perks:
- 18.a. Heat Resistance or other
- 18.b. Different per different Races in the selection

19. Disadvantages:
- 19.a. Self-explanatory

20. External Influences:
- 20.a. Artificial shields that are used in increase a Character's defence are always unless stated depleted first (included as part of their HP when Active)
- 20.b. Vehicle shielding included as part of a Character's HP when active shields are always unless stated depleted first
- 20.c. Robotic drones adding to a Character's Attack Points when Active

21. Gear and Supplies:
- 21.a. A list of gear and supplies that have been purchased for this particular Character

# Step 6:
## The Character Sheet
### Cement Your Character

Step 1: Choose your Race (including the choosing of only 5 Generic Skills)

Step 2: Understand your One-Time Modifiers

Step 3: Understand the Ongoing Character Modifiers

Step 4: Review the Character Sheet

Step 5: It's always good to treat yourself.

Step 6: Apply all of your stats and modifiers – Proceed!

Player Name: _____     Character Name: _____

Character Race: _____     Height: _____   Weight: _____   Age: ____

Appearance: _____     Other: _____

Class (Soldier, Scholar, Brute, or Rogue): _____

| Adventures | Medal | HP | Attack | Persuasion | Carry Weight | Dexterity | IQ |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |

HP (Hit Points): _____ (Basic HP: ____ )          Skills:

Persuasion: _____

Dexterity: ____/____/____

IQ: _____                                                  Perks:

Carry Weight: _____  (Basic Carry Weight: _____ )

Attack: _____ (Basic Attack: _____ )

Languages Spoke/Written: _____        Disadvantages:

External Influences:  (i.e. Artificial shields for defence, vehicle shielding for HP, robotic drones adding to Attack Points, et cetera)

Gear and Supplies:

Other:

# Print the above Character Sheet for Gameplay!