Let's Build a Character!
Main Races

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

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Step 1:
Character Stats and Skill Sets
for Character Development
Page 5

Kalaxian, Water Moon Kalaxios
Kelmutian, Planet Kelmut
Ashtaran, Planet Ashtar

K'Tash, Planetoid K'Tash
Laxiot, Planet Laxiot
Diarr, Planet Diarram
Cholvo, Planet Cholvolen
Chasain, Planet Hanel-Pho
Jianee, Planet Hanel-Pho
Oxchan, Planet Chox

Step 2:
One-Time Character Modifiers
Page 36

Differences for Races Living on Kelmut

K'Tash, Planetoid K'Tash
Laxiot, Planet Laxiot
Diarr, Planet Diarram
Cholvo, Planet Cholvolen
Chasain, Planet Hanel-Pho
Jianee, Planet Hanel-Pho
Cholvolen, Planet Chox

Societal Roles

Soldier
Scholar
Brute
Rogue

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:

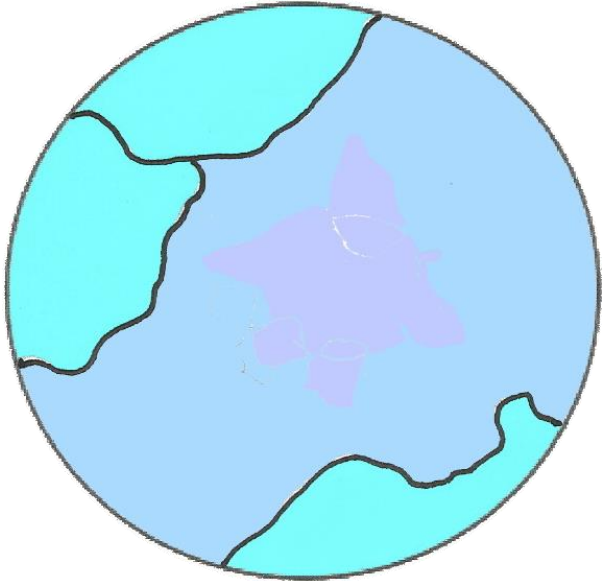The Character Sheet
Cement Your Character

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.
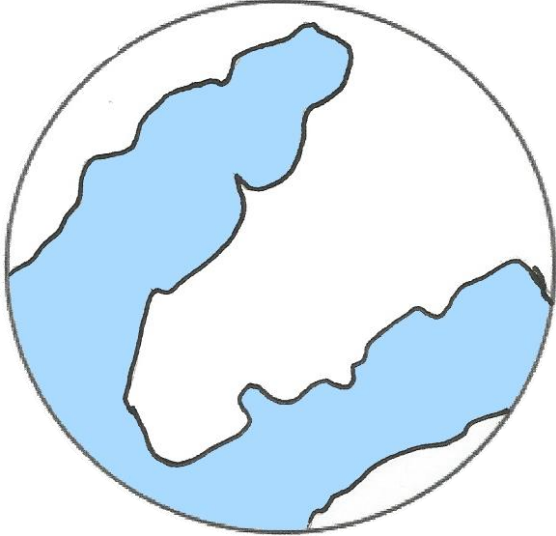
World: Kalaxios [Kalacks-Ee-Ose]	Race: Kalaxian [Kalacks-Ee-An]
	Description: Kalaxians live most of their life underwater and rely on sealed machinery for surface labours and spacial ventures. Over their long trek of genetically restructuring their gnome and perfecting their enhanced form, the Kalaxians have known drawbacks. Those earlier defects have continued to propagate in many cases resulting in four subspecies of the Kalaxian Race: the Kaloc, Kishkoc, Anshan, and ConKalan. Though the Kaloc and Kishkoc are subservient species that service the lesser needs of the Kalaxians, the Anshan and ConKalan staked their claim to different regions of the Kalaxian moon and war with one another. On occasion, they raid Kalaxian bases and supply ships as well. Basic HP: 80 Basic Attack: 10 Basic Persuasion: 5 Basic Carry Weight: 80 Basic Dexterity: 1/7/20 Basic IQ: 8

Physical, Mental, Emotional Traits:	Genetically created to be at home in an underwater domain	**Weather and Other Effectors**	**Element**	**Effect**
	Enhanced sonar (sight, hearing); cannot be approached by stealth while in water; double-average sight; double-average hearing.		Water	+10 Attack
			Desert	-5 HP
			Space	-5 Attack
			Mountain	-5 HP
			Ice Terrain	-5 Attack
			Thunder	-5 HP

Inherited Skillset/Perks:	Skills	Application
	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 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.
	Increased Vision	4x Normal Vision; objects in a dense fog are clear; objects and people from 100 feet are identifiable.
	Team Builder	All Team Members gain +5 Attack.
	Learns Languages Quickly	Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them.

Generic Skills: Choose 5	Skills	Application
	Communications Expert	Communications attempts and messages are always understood.
	Survival Techniques	Can survive indefinitely with little food.
	Stealthy Approach	Roll 1d12; character can get within the many feet of target without being detected.
	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.

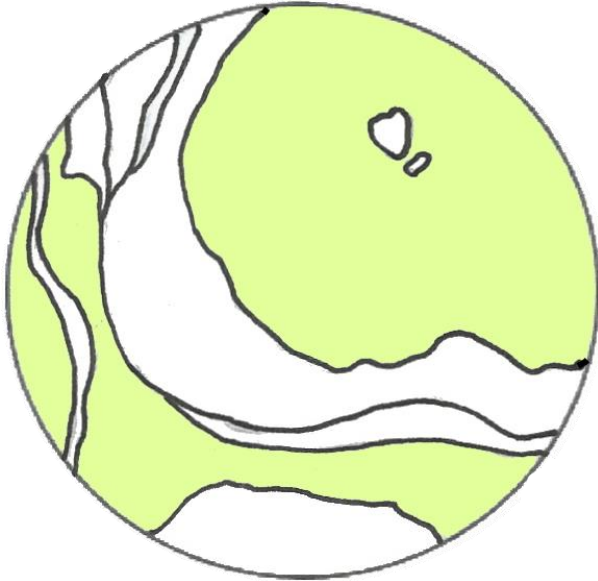|		
	Driving	Can drive any vehicle that matches or is below your character's IQ ranking.
	Flying	Can fly any vehicle that matches or is below your character's IQ ranking.
	Mining: Ore	Roll 1d12; withdraw that many pounds of mineral.
	Mining: Gemstone	Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw 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: Kelmut [Kell-Mut (like Put)]	Race: Kelmutian [Kell-Me-You-Shun]

Description:

The leading class of people on the world of Kelmut remains, as it was during the days of the Empire, the **Kelm**. Their movement has improved. Many of their mechanical aides were destroyed in the calamity, but sleeker mechanical aides were fashioned and remain in use to supplement their naturally slower movement. This added strength helps reinforce their continued rule over the planet of Kelmut, even generations after the more accurate tale of beginnings has turned to legend.

Basic HP: 65
Basic Attack: 15
Basic Persuasion: 8
Basic Carry Weight: 80
Basic Dexterity: 3/7/30
Basic IQ: 6

Physical, Mental, Emotional Traits:	(D) Arrogant (Tends to work alone before working along with allied party members)	Weather and Other Effectors	Element	Effect
	Slower movement		Space	+5 Attack
	Strong			
	Mechanical Aides for lifting and moving.			

Inherited Skillset/Perks:	Skills	Application
	Increased Strength	Increased Strength (Double Carry Weight; able to open heavier doors and manipulate heavier Game items.
	Team Builder	All Team Members gain +5 Attack.
	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.

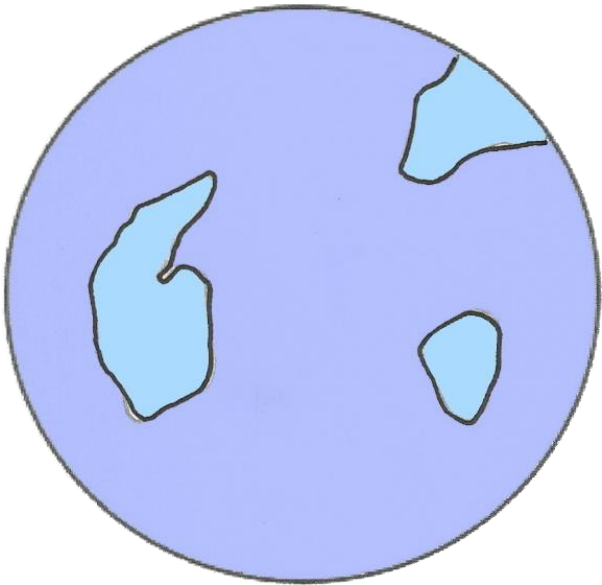| Generic Skills: Choose 5	Skills	Application
	Communications Expert	Communications attempts and messages are always understood.
	Covert Communications	Long, undetectable communication possible with other players.
	Lock-picking: Chests	Roll 2, 3, or 4 on 1d6 to unlock the chest.
	Lock-picking: Doors	Roll 2, 3, or 5 on 1d6 to unlock the door.
	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)
	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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: Ashtar [Ash-Tar]	Race: Ashtaran [Ash-Ta-Ran]
	Description: The industrial sector of the once-great Kelm-Shen Empire missed the planet of Kelmut and crashed into, and onto, the planet of Ashtar, like a giant snake lashing across and searing the world with its iron and mineral resources (**mythologized as the Great Serpent Heshtan**). A lot of those who survived this crash landing were the original people of **K'Tash**. Their tougher skin and extra body filters made survival on a harsh desert world possible while all others perished. While living on their new home of Ashtar, their calcium plating has softened somewhat, and their hearing has improved.
	Basic HP: 60 Basic Attack: 10 Basic Persuasion: 10 Basic Carry Weight: 90 Basic Dexterity: 2/20/24 Basic IQ: 6

Physical, Mental, Emotional Traits:	Resistant to Heat/Flame.	**Weather and Other Effectors**	Element	Effect
			Water	-5 Attack
			Desert	+10 Attack
			Ice Terrain	-5 Attack
			Night Time	+5 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.
	Poison and Sleep Attack Resistance	Roll 1d12; the result-times-ten is the percentage of environmental (sleep or poison) damage the player ignores.
	Increased Vision	4x Normal Vision; objects in a dense fog are clear; objects and people from 100 feet are identifiable.
	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.
	Economic Services	Can launder stolen goods and foreign currency for team members (misses a turn to do so).
	Mineral Surveyor	Can identify where to start mining for precious ores, gems, and metals.

	Skills	Application
Generic Skills: **Choose 5**	Thieving: Pick Pocket	Active for character's first 10 adventures. Roll 2, 3, or 6 on 1d6 to take an item from another player's or opponent's inventory.
	Thieving: Extra Stealth	Active for character's second 10 adventures. Roll 1d12; character goes unseen and unheard for that many minutes of that turn.
	Thieving: Extra "Pockets"	Active until death takes the character. Character gains +40 Carry Weight.
	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.
	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.

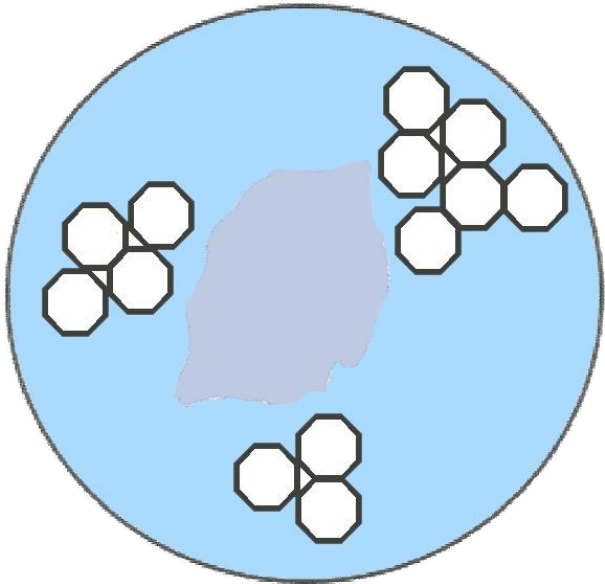|		
	Weapons Crafting	Able to Craft and Upgrade weapons (Weapons Grades: Average, Expert, and Dark Matter Imbued)
	Computer Hacking	Roll 1d12. You have control of the computer you've hacked for that many minutes before being detected.
	Machine Hacking	Roll 1d12. You have control of the machine (vehicle 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.
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	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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: K'Tash [Ke-Tash]	Race: K'Tash [Ke-Tash]

Description:
The people of K'Tash conscript the unemployed to fight for them. As soldiers, 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. The literally have nothing to lose and everything to win.

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

Basic HP: 55
Basic Attack: 15
Basic Persuasion: 15
Basic Carry Weight: 70
Basic Dexterity: 3/25/26
Basic IQ: 6

Physical, Mental, Emotional Traits: (from generations of mining crystal)	Calcified skin around joints, back of neck, and dome of head	**Weather and Other Effectors**	Element	Effect
			Cavern/Mine	+10 HP
	4 lungs to filter out heavy metals		Space	+10 Attack
	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%)			

	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.
	Poison and Sleep Attack Resistance	Roll 1d12; the result-times-ten is the percentage of environmental (sleep or poison) damage the player ignores.
	Increased Vision	4x Normal Vision; objects in a dense fog are clear; objects and people from 100 feet are identifiable.
	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.
	Menial Labourer	Accustomed to heavy, menial labour; roll 1d12; add resulting number to Base Attack and Carry Weight for as many turns.
	Learns Languages Quickly	Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them.
	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.

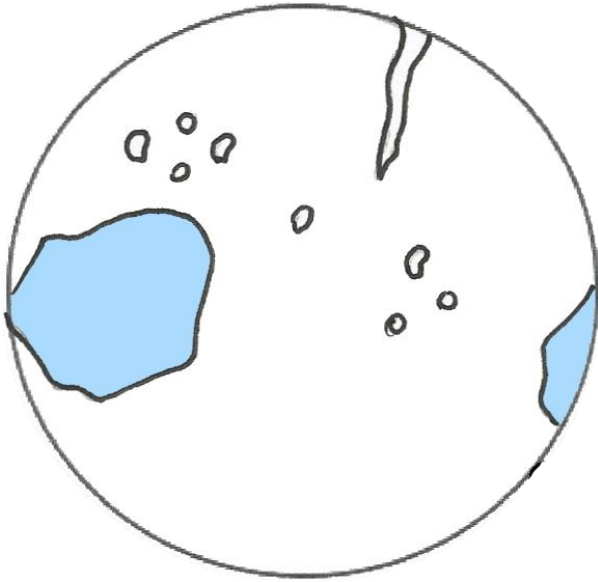|	Skills	Application
Generic Skills: **Choose 5**	Communications Expert	Communications attempts and messages are always understood.
	Covert Communications	Long, undetectable communication possible with other players.
	Stealthy Approach	Roll 1d12; character can get within the many feet of target without 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.
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	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: Laxiot [Lacks-Ee-Ought]	Race: Laxiot [Lacks-Ee-Ought]
	Description: The Laxiot in the Universe Proper, ancestors of the Kalaxians, were once pirates who raided other worlds, hence how they know of the Hanel-Pho and other races. They're the reason K'Tash is so defensive and were prepared to repel Kelm's assaults (the K'Tash had been expecting the Laxiot to return for another heated exchange). 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. Basic HP: 60 Basic Attack: 20 Basic Persuasion: 20 Basic Carry Weight: 50 Basic Dexterity: 4/15/20 Basic IQ: 10

Physical, Mental, Emotional Traits: (Due to their exposure to Dark Matter)	Increased resistance to heat and special radiation	**Weather and Other Effectors**	**Element**	**Effect**
	Lower bone density; bones have an "elastic" quality and become more "bendable"		Water	+10 HP
	They move "fluidly" from the time-dilation effects of Dark Mater though they cannot time travel		Cavern/Mine	+10 HP
	(D) Low bone density (Gravity attacks allot double damage).		Night Time	+5 HP
	Most have a form of telepathic communication with one another.			

	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.
	Increased Vision	4x Normal Vision; objects in a dense fog are clear; objects and people from 100 feet are identifiable.
	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.
	Telepathy	Able to communicate ideas with a team member of the same race without words, as the thoughts are issued (no delay factor).
	Economic Services	Can launder stolen goods and foreign currency for team members (misses a turn to do so).
	Learns Languages Quickly	Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them.

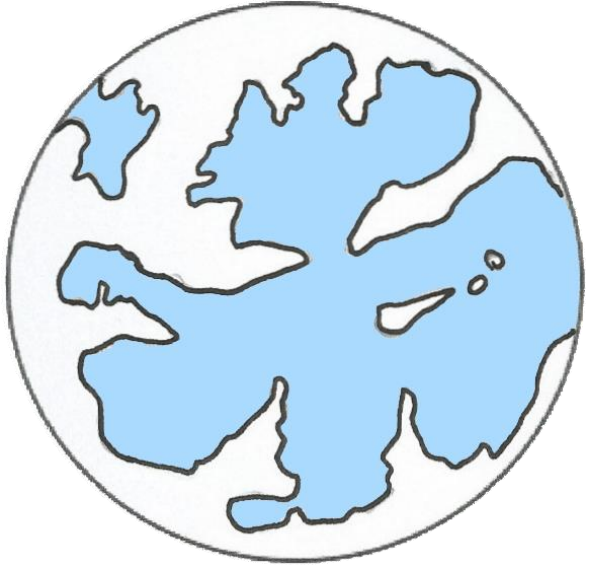|	Skills	Application
Generic Skills: **Choose 5**	Thieving: Pick Pocket	Active for character's first 10 adventures. Roll 2, 3, or 6 on 1d6 to take an item from another player's or opponent's inventory.
	Thieving: Extra Stealth	Active for character's second 10 adventures. Roll 1d12; character goes unseen and unheard for that many minutes of that turn.
	Thieving: Extra "Pockets"	Active until death takes the character. Character gains +40 Carry Weight.
	Covert Communications	Long, undetectable communication possible with other players.
	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.
	Assassination: Sleep Gas	Roll 5 or 8 on 1d12.
	Assassination: Paralysis Darts	Roll 1d12; target is paralyzed for that many hours.
	Assassination: Throwing Knives	Roll 1d6; throwing knives do that much damage times 10 to the target or that much damage between more than one target (equally distributed).
	Assassination: Poison	Roll 1d12; poison does that much damage times 5 to target. Roll 10 on 1d12, and target dies outright.
	Assassination: Projectile Vomiting Pellets	Roll 1d12; vomiting does that much damage times 5 to target(s) equally.
	Assassination: Instant Kill	Roll 6 on 1d12; target dies instantly.
	Stealthy Approach	Roll 1d12; character can get within the many feet of target without being detected.
	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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: Diarram (Dee-A-Ram]	Race: Diarr [Dee-Are]

	Description:
	The Diarr evolved on a mining planet; their first foray into space was to mine nearby asteroids which emitted radiations that had harmful effects; their tempers grew short and their hair fell out, all over. Over successive generations, children were born successively shorter as well, but they remain able, capable labour willing to do the job. Their easily angered and better just left be.
	Basic HP: 50 Basic Attack: 25 Basic Persuasion: 5 Basic Carry Weight: 120 Basic Dexterity: 5/15/30 Basic IQ: 6

Physical, Mental, Emotional Traits:	Short, brawny		Element	Effect
	Strong	**Weather and Other Effectors**	Night Time	+5 HP
	(D) Easily angered		Cavern/Mine	+10 HP
	Skilled Miners		Ice Terrain	-10 Attack
			Space	+10 Attack
			Water	-10 Attack

	Skills	Application
Inherited Skillset/Perks:	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.
	Increased Strength	Increased Strength (Double Carry Weight; able to open heavier doors and manipulate heavier Game items.
	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.

	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.
	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.
	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)
	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.

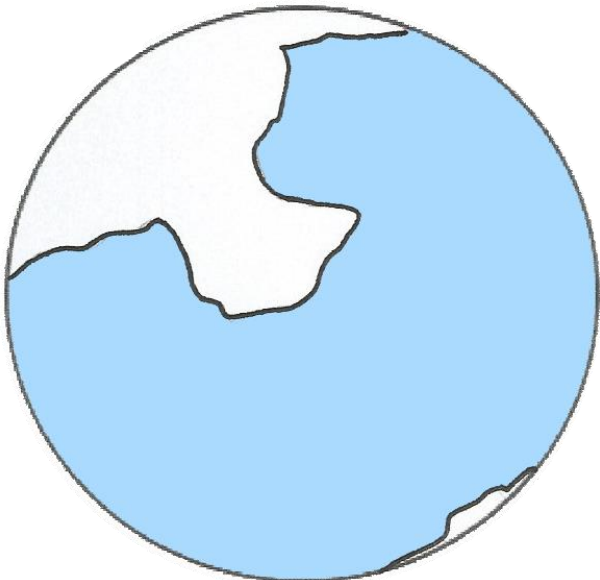|	Flying	Can fly any vehicle that matches or is below your character's IQ ranking.
	Mining: Ore	Roll 1d12; withdraw that many pounds of mineral.
	Mining: Gemstone	Roll 1d12; If you draw 3, 5, 8, 10, or 11, withdraw that many pounds of mineral.
	Mining: Silver/Gold	Roll 1d12; if you draw 5, 8, or 9, withdraw that many pounds of mineral.
	Mining: Dombul	Roll 1d12; if you roll 4, withdraw that many pounds of mineral.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: Cholvolen [Chole-Vo-Len]	Race: Cholvo [Chole-Vo]

Description:

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.

Basic HP: 50
Basic Attack: 10
Basic Persuasion: 25
Basic Carry Weight: 70
Basic Dexterity: 6/30/20
Basic IQ: 6

Physical, Mental, Emotional Traits:	Semi-Gelatinous	**Weather and Other Effectors**	**Element**	**Effect**
	Colour-Changing		Thunder	-5 HP
	Quick Healers		Water	-5 Attack; -5 HP
			Space	+5 Attack
			Ion Storm	-10 HP
			Night Time	+5 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.
	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.
	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).
	Learns Languages Quickly	Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them.

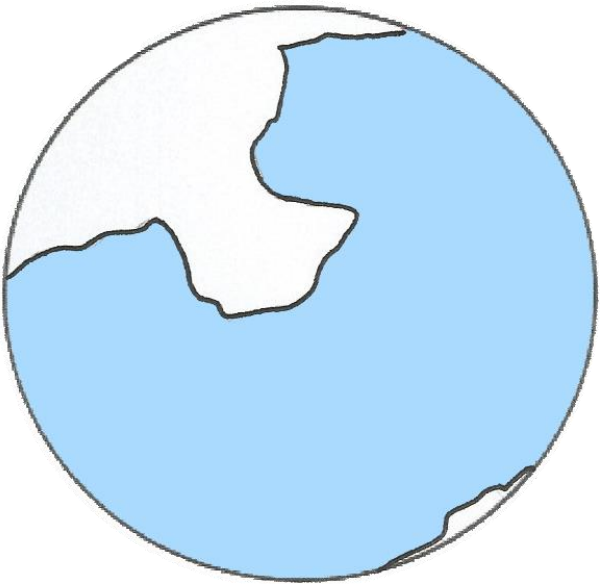|	Skills	Application
Generic Skills: **Choose 5**	Communications Expert	Communications attempts and messages are always understood.
	Covert Communications	Long, undetectable communication possible with other players.
	Training Aptitude	Skill level at learning a new skill; roll 1d12; if the Skill you 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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: Hanel-Pho [Han-Ell-Foe]	Race: Chasain [Chass-Ain]

	Description:
	The Chasain evolved from marine life. Though they gained higher functionality in their evolved state, their bodies remained largely aquatic. Their sonar and vibration sensitive bodies became attuned to imitating language, and their skeletons never became rigid, allowing for ongoing body changes to mirror the race they're dealing with at the time. Their fingers (which are also work for sensory and taste) remain sticky. They have a slight build with three "sticky" fingers per hand. They're able to imitate vibrations in the voice and body; hence they can quickly learn the voice/speech of another race though words and word meanings are still learned at a regular speed; body shape can be altered to an extent to match the other race as well (to mirror leg and arm number and general build) because of a collapsible skeleton.
	Basic HP: 70 **Basic Attack: 5** **Basic Persuasion: 10** **Basic Carry Weight: 50** **Basic Dexterity: 1/30/30** **Basic IQ: 8**

Physical, Mental, Emotional Traits:	Slight Build		**Element**	**Effect**
	Largely Liquid, collapsible body		Rain	+5 HP
	Shapeshifter	**Weather and Other Effectors**	Thunder	-5 HP
	Multiple Limbs (can perform an extra 3 attacks in one turn for each 4-Roll in a 3-Die-Roll)		Ice Terrain	+5 HP
	Stabbing Tendrils (attacks long-range)		Desert	-5 Attack; -10 HP
	(D) Require water to sustain their liquid body, often.			
	(D) Bound to traditional leg Armour		Water	+10 Attack; +10 HP

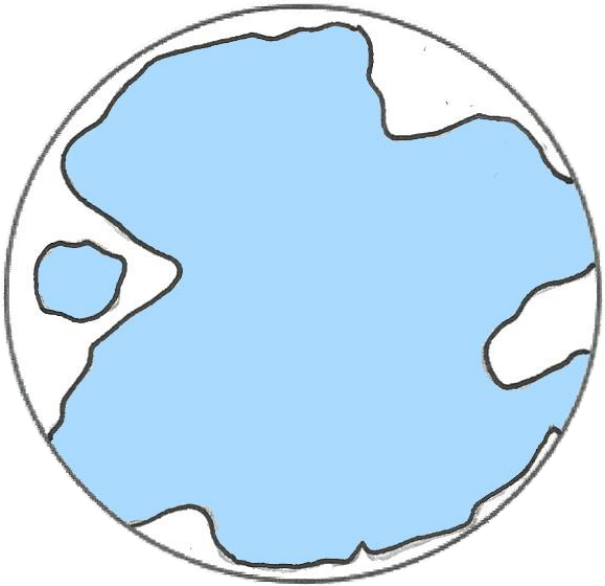|	Skills	Application
Inherited Skillset/Perks:	Enhanced Healing	Roll 1d6; regain number of your roll times 10 in HP.
	Sensitive Hearing	Roll 1d6; result is number of minutes you can listen in to a private conversation without being detected.
	Shape-shifting	Roll 1d12; roam undetected in another's "skin" for that many turns.
	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.
	Economic Services	Can launder stolen goods and foreign currency for team members (misses a turn to do so).
	Terrain Specialist	Can travel any terrain – though some of that terrain may harm the character.
	Learns Languages Quickly	Roll 1d6; if you rolled 1 through 4, you're able to decode any text presented before them.

	Skills	Application
Generic Skills: **Choose 5**	Communications Expert	Communications attempts and messages are always understood.
	Stealthy Approach	Roll 1d12; character can get within the many feet of target without being detected.
	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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

World: Hanel-Pho [Han-Ell-Foe]	Race: Jianee [Jee-A-Knee]

Description:
The Jianee are brutish and fight often amongst their own. They're "handled" by their Chasain handlers for a large part of their lives since, left to their own, they'd likely engage is unending conflict until there were no Jianee left. Patience and understanding hold little sway when tempter has a short, short fuse.

Basic HP: 80
Basic Attack: 20
Basic Persuasion: 5
Basic Carry Weight: 70
Basic Dexterity: 2/5/20
Basic IQ: 6

Physical, Mental, Emotional Traits:		Weather and Other Effectors	Element	Effect
	Large			
	Brutish		Water	+10 HP
	Strong		Desert	-10 HP
	Mostly liquid		Ice Terrain	+5 HP
			Thunder	-5 HP
	Easily Angered		Rain	+5 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.
	Poison and Sleep Attack Resistance	Roll 1d12; the result-times-ten is the percentage of environmental (sleep or poison) damage the player ignores.
	Increased Strength	Increased Strength (Double Carry Weight; able to open heavier doors and manipulate heavier Game items.
	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.
	Terrain Specialist	Can travel any terrain – though some of that terrain may harm the character.
	Mineral Surveyor	Can identify where to start mining for precious ores, gems, and metals.
	(D) Uninterrupted Bash/Ram	Bashing ram that cannot be interrupted and will succeed, even if the player dies in the process; roll 1d12 – damage of Uninterrupted Bash/Ram equals the result of the roll times 10.

	Skills	Application
Generic Skills: **Choose 5**	Survival Techniques	Can survive indefinitely with little food – but require ample water often.
	Force Lock	Roll 1d6; result is number of times it will take to bash a door to break it open; does not work on doors labeled as "unbashable" or its equivalent.
	Ground Pound	Roll 1d6; result is number of people that are affected by Ground Pound move; damage taken is the result of the roll times 10.
	Outburst	Roll 1d6. Release an angry wail that damages all others with the resulting roll's range in feet (including allies); damage is the resulting roll times 5.
	Last-Ditch Run	Roll 1d12; character can run that many miles without stopping; HP damage is that number of miles times 3.

World: Chox [Chocks]	Race: Oxchan [Ox-Chan]
	Description: There is nothing special about the Oxchan. They're a blue-green skinned race originally from a twin-sun system. Their eyes blink sideways and have two pupils, but other than that and some, particular sexual differences, they're very similar to other alien races. The only reason they maintain a role as supervisors and Relations Officers between leaders of state and other persons of interest is because they were there first. Secrecy and bureaucratic red tape have kept anyone from taking that role from them, that and the rather interesting (and sudden) of potential trouble makers.
	Basic HP: 50 Basic Attack: 10 Basic Persuasion: 14 Basic Carry Weight: 60 Basic Dexterity: 3/35/30 Basic IQ: 6

Physical, Mental, Emotional Traits:	Blue-Green skin	**Weather and Other Effectors**		Element	Effect
	Sideways-blinking bi-pupiled eyes			Mountains	-5 HP
				Space	+5 Attack
				Desert	-5 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.
	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.
	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.
	Economic Services	Can launder stolen goods and foreign currency for team members (misses a turn to do so).
	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**	Thieving: Pick Pocket	Active for character's first 10 adventures. Roll 2, 3, or 6 on 1d6 to take an item from another player's or opponent's inventory.
	Thieving: Extra Stealth	Active for character's second 10 adventures. Roll 1d12; character goes unseen and unheard for that many minutes of that turn.
	Thieving: Extra "Pockets"	Active until death takes the character. Character gains +40 Carry Weight.
	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.
	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.
	Assassination: Sleep Gas	Roll 5 or 8 on 1d12.
	Assassination: Paralysis Darts	Roll 1d12; target is paralyzed for that many hours.
	Assassination: Throwing Knives	Roll 1d6; throwing knives do that much damage times 10 to the target or that much damage between more than one target (equally distributed).
	Assassination: Poison	Roll 1d12; poison does that much damage times 5 to target. Roll 10 on 1d12, and target dies outright.
	Assassination: Projectile Vomiting Pellets	Roll 1d12; vomiting does that much damage times 5 to target(s) equally.
	Assassination: Instant Kill	Roll 6 on 1d12; target dies instantly.
	Stealthy Approach	Roll 1d12; character can get within the many feet of target without being detected.
	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.
	Mercantile	Prices in shops are 20 percent lower than listed value. Able to sell items at full price.

Step 2:
One-Time Character Modifiers

A. Differences for Races Living on Kelmut

People, whatever their race, change over time. They change moreso when they're taken from their home world and are transplanted onto a new world. It wouldn't be fair to think a person of any race on an adopted race would be the same as a member of the same race still living on their home world.

This section covers the difference of that exact thing.

These are one-time modifiers for your character. From Step 1, you now have an idea of what Physical, Mental, and Emotional Traits; Weather and Other Effectors; Inherited Skills/Perks; and Generic Skills there are for your chosen Race for the Beacon of Doom game.

The following are one-time modifiers that are an add-on to those existing factors. If you've chosen K'Tash as your Race, and you live on the Planet of Kelmut, add/subtract these numbers. If you're Laxiot and you live on Kelmut, add/subtract these numbers, and so on. Likewise, if you're Laxiot, and you live on your home world, those modifiers are covered here as well.

These modifiers apply to the following Races:

K'Tash, Planetoid K'Tash
Laxiot, Planet Laxiot
Diarr, Planet Diarram
Cholvo, Planet Cholvolen
Chasain, Planet Hanel-Pho
Jianee, Planet Hanel-Pho
Cholvolen, Planet Chox

"Living on Kelmut" Modifiers:

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

"Living on One's Home World" Modifiers:

HP	No change
Attack	+5
Persuasion	+5
Carry Weight	No change
Dexterity	No change
IQ	+5

B. 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

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.
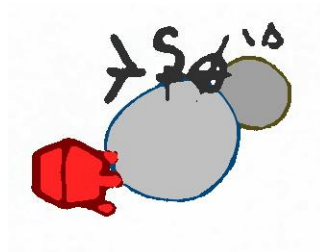Every 10 recognitions you earn grants you a Medal.
Every Medal earns you a Character Modifier.

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

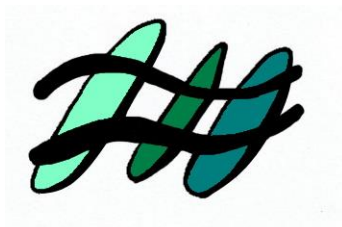Step 1: Choose your Race (including the choosing of only 5 Generic Skills)

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: ____)

Persuasion: _____

Dexterity: ____/____/____

IQ: _____

Carry Weight: _____ (Basic Carry Weight: _____)

Attack: _____ (Basic Attack: _____)

Languages Spoke/Written: _____

Skills:

Perks:

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!