

Star*Drive Races

Part of the 4lternity Project

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These are racial traits for the core Star*Drive races, expressed in (modified) 4th edition Dungeons & Dragons statistics. For more details, see [the 4lternity website](#).

Core Races

Human
Fraal
Mechalus
Sesheyen
T'sa
Weren

Minor Races

Human Mutant
Bhruu
Riglia
Deepfallen
Xe'reen
Medurr
Edanwe

Human (Star*Drive) Racial Traits

Average Height: 1.8 meters
Average Weight: 80 kilograms

Ability Scores: +2 to one ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, choice of one other

Free Skills: Athletics (Str), Vehicle Operations (Dex), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Extra Class Skill: You gain training in one additional skill from your class skill list.

Extra Class Specialty: You gain training in one additional specialty from your class specialty list.

Human Defense Bonus: You gain a +1 racial bonus to Fortitude, Reflex, and Will.

Heroic Effort: You gain the *heroic effort* power.

Heroic Effort

Human Racial Utility

Encounter

No Action

Personal

Trigger: You miss with an an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or saving throw.

Fraal Racial Traits

Average Height: 1.5 meters
Average Weight: 55 kilograms

Ability Scores: +2 Wisdom; +2 Intelligence or +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*Fraal*

Free Skills: Vehicle Operations (Dex), Knowledge (Int), Awareness (Wis), Resolve (Wis), Interaction (Cha), Telepathy (Cha)

Telepathy 10: You can communicate with any other creature that has a language and is within line of sight and within 10 squares of you; this allows for two-way communication.

Psionic Energy: You gain 2 extra psionic energy points in addition to the number of psionic energy points granted by your class. If your class does not receive psionic energy points, you have 2 psionic energy points.

Mechalus Racial Traits

Average Height: 1.8 meters
Average Weight: 90 kilograms

Ability Scores: +2 Intelligence; +2 Strength or +2 Constitution
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Aleerin*, Knowledge—*Galactic Standard*

Free Skills: Athletics (Str), Vehicle Operation (Dex), Stamina (Con), Knowledge (Int), Computer Science (Int), Awareness (Wis)

Cybernetics Training: You receive the Cybernetics skill and the Cybernetics—*nanocomputer operations* specialty for free.

Cybernetic Enhancements: You have an Good-quality internal nanocomputer processor, two neural data slots, and bio-organic circuitry that functions like a reflex device.

Cyber Tolerant: You gain a +4 racial bonus on your cyber tolerance score.

Mechalus Interface: You gain the *mechalus interface* power.

Mechalus Interface Mechalus Racial Utility

Encounter

Standard Action **Melee touch**

Target: One adjacent computer

Effect: You establish a cybernetic link with the target computer. The link lasts as long as you remain adjacent to the computer, or until you end the effect as a minor action. While the interface exists, you roll twice when making Knowledge—*computer operation* or Computer Science—*hacking* skill checks against the target, and use the higher result.

Aftereffect: You regain the use of this power. If you didn't end the link with a minor action, you are dazed until the end of your next turn.

Sesheyan Racial Traits

Average Height: 1.7 meters
Average Weight: 40 kilograms

Ability Scores: +2 Dexterity; +2 Wisdom or +2 Strength
Size: Medium
Speed: 6 squares; fly 6
Vision: Low-light vision

Languages: Knowledge—*Galactic Standard*, Knowledge—*Sheyan*

Free Skills: Melee Weapons (Str), Acrobatics (Dex), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Wings: While wearing no armor or light armor, you have a fly speed equal to your speed. As long as you are conscious and able to use your wings, you never take damage from a fall.

Zero-G Training: You receive a free specialty in Acrobatics—*zero-g training*.

Light-sensitivity: While in bright light, you grant combat advantage and take a -2 penalty on skill checks, including attacks. You can wear special goggles to remove this penalty, but while doing so you lose your low-light vision. (It is a minor action to don or remove these goggles.)

T'sa Racial Traits

Average Height: 1.4 meters
Average Weight: 50 kilograms

Ability Scores: +2 Dexterity; +2 Intelligence or +2 Charisma
Size: Medium
Speed: 7 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*T'sa*

Free Skills: Athletics (Str), Manipulation (Dex), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Initiative Bonus: You get a +3 racial bonus on initiative checks.

Juryrig Bonus: If you take the Technical Science skill, you receive the *juryrig* specialty for free.

Body Armor: Your scales provide protection equal to light armor, granting a +3 armor bonus to AC, resist 2 impact, and resist 1 energy.

T'sa Sprint: You gain the *t'sa sprint* power.

T'sa Sprint T'sa Racial Utility

Encounter

Minor Action

Personal

Effect: You move your speed.

Weren Racial Traits

Average Height: 2.2 meters

Average Weight: 180 kilograms

Ability Scores: +2 Strength; +2 Constitution or +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*Weren*

Free Skills: Athletics (Str), Unarmed Attack (Str), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Superior Durability: You gain an additional number of hit points equal to your Constitution modifier. If your Constitution modifier is +0 or lower, you don't gain any additional hit points.

Natural Weaponry: When you hit and do damage using Unarmed Attack—*brawl* or Unarmed Attack—*power martial arts*, you do an additional 1d6 damage.

Camouflage: You gain a +1 racial bonus to all defenses against ranged attacks.

Oversized: You can use weapons with the oversized property at no penalty.

Primitive Culture: You receive a penalty on all skill checks (including attacks) when using any technological items from Progress Level 4 or higher. This penalty begins at -2 and reduces to -1 at when you reach level 5, and becomes no penalty at level 10.

Human Mutant Racial Traits

Average Height: 1.8 meters
Average Weight: 80 kilograms

Ability Scores: +2 to one ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, choice of one other

Free Skills: Athletics (Str), Vehicle Operations (Dex), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Mutation: Choose two Bio-based mutant origins. You gain the traits of each origin and the novice powers for each origin. You also gain one mutation drawback per origin.

Origin Utility: At levels 2, 6, and 10, when you would normally choose a utility power based on one of your skills, you can instead choose the utility power for one of your origins. You can choose each power only once.

Bhruu Racial Traits

Average Height: 1.9 meters
Average Weight: 850 kilograms

Ability Scores: +2 Strength; +2 Constitution or +2 Wisdom
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*Bhruu*

Free Skills: Unarmed Attack (Str), Movement (Con), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha)

Natural Armor: Your hide provides protection equal to light armor, granting a +2 armor bonus to AC, resist 1 impact, and resist 2 energy.

Natural Weaponry: When you hit and do damage using Unarmed Attack—*brawl*, you do an additional 1d4 damage. If you charge, you instead do an additional 1d10 damage.

Quadruped Form: You take a -5 penalty on Athletics and Acrobatics skill checks.

Riglia Racial Traits

Average Height: 10-12 meters long
Average Weight: 15-25 kilograms

Ability Scores: +2 Wisdom; +2 Dexterity or +2 Intelligence
Size: Medium
Speed: 1 square; fly 7 (hover)
Vision: Normal

Languages: Knowledge—*Galactic Standard*

Free Skills: Acrobatics (Dex), Stamina (Con), Awareness (Wis), ESP (Int), Telekinesis (Wis), Telepathy (Cha)

Telepathy 10: You can communicate with any other creature that has a language and is within line of sight and within 10 squares of you; this allows for two-way communication.

Flight: While wearing no armor, you have a fly (hover) speed of 7.

Deepfallen Racial Traits

Average Height: 2 meters
Average Weight: 80 kilograms

Ability Scores: +2 Wisdom; +2 Constitution or +2 Intelligence
Size: Medium
Speed: 4 squares; swim 6
Vision: Low-light Vision

Languages: Knowledge—*Galactic Standard*

Free Skills: Movement (Con), Stamina (Con), Knowledge (Int), Awareness (Wis), Interaction (Cha), Telepathy (Cha)

Amphibious: You gain the aquatic keyword: Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against nonaquatic creatures.

Telepathy 10: You can communicate with any other creature that has a language and is within line of sight and within 10 squares of you; this allows for two-way communication.

Xe'reen Racial Traits

Average Height: meters
Average Weight: kilograms

Ability Scores: +2 Dexterity; +2 Constitution or +2 Wisdom
Size: Medium
Speed: 5 squares; swim 6
Vision: Normal; tremorsense 10 (water)

Languages: Knowledge—*Galactic Standard*

Free Skills: Unarmed Attack (Str), Acrobatics (Dex), Movement (Con), Stamina (Con), Awareness (Wis), Resolve (Wis)

Sonic Pulse: You gain the *sonic pulse* power.

Sonic Pulse	Xe'reen Racial Attack
Encounter	
Minor action	Close blast 3
Attack: Stamina— <i>endurance</i> vs. Reflex	
Hit: 1d6 + Constitution modifier energy damage, and the target is deafened until the end of your next turn.	

Medurr Racial Traits

Average Height: meters
Average Weight: kilograms

Ability Scores: +2 Strength; +2 Constitution or +2 Wisdom
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*Medurr*

Free Skills: Athletics (Str), Unarmed Attack (Str), Movement (Con), Stamina (Con), Tactics (Int), Resolve (Wis)

Superior Durability: You gain an additional number of hit points equal to your Constitution modifier. If your Constitution modifier is +0 or lower, you don't gain any additional hit points.

Natural Armor: Your scaly hide provides protection equal to light armor, granting a +3 armor bonus to AC, resist 2 impact, and resist 2 energy.

Natural Weaponry: When you hit and do damage using Unarmed Attack—*brawl* or Unarmed Attack—*power martial arts*, you do an additional 1d6 damage.

Psionic Resistance: You gain resist psychic equal to 5 + half your level, and a +2 bonus on saving throws against psionic powers. You are unable to use any powers with the psionic keyword.

Warrior Focus: You take a -2 penalty on all skill checks unless those skills are on the Combat Spec skill list.

Edanwe Racial Traits

Average Height: 1.5 meters

Average Weight: 65 kilograms

Ability Scores: +2 Dexterity; +2 Intelligence or +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Knowledge—*Galactic Standard*, Knowledge—*Edanweir*

Free Skills: Athletics (Str), Movement (Con), Knowledge (Int), Awareness (Wis), Resolve (Wis), Interaction (Cha)

Keen Eyesight: You receive a free specialty in *Awareness*—*perception*.

Telepathy 5: You can communicate with any other creature that has a language and is within line of sight and within 5 squares of you; this allows for two-way communication.

Community Bonds: You receive a +1 bonus on saving throws for each non-adjacent ally within 5 squares, to a maximum bonus of +3.