

Divistati – A race of some remark that had populated ten different planets by the early days of the Federation, they joined the Federation when first contacted. At the point of Divistati history when the Federation proclaimed itself, the Divistati were engaged in a brutal civil war, tearing apart their empire. The Federation helped them to regain order – for which most Divistati are grateful, though there remain troublemakers and anarchists among them, and so the Federation has enforced stricter licensing procedures for Divistati that travel through time.



Cost: 8 points

Awareness -1 (-1)

Coordination -1 (-1)

Ingenuity +0 (+0)

Presence +1 (+1)

Resolve +2 (+2)

Strength +5 (+5)

Alien (+2)

Alien Appearance (Major) (-2)

Armor (Minor) (+1) -- natural armor

Code of Conduct (Minor) (-1) (Legalistic)

Fear Factor (level 2) (+2)

Slow Reflexes (Minor) (-1)

Special: Lung Capacity (+1) The Divistati have a large lung capacity, allowing them to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for the Divistati to survive without air unless in incredibly prolonged circumstances.

Home Tech Level: 7 (Starfaring, early interstellar)

Humanity – This race forms the backbone of the Federation.



Cost: 0 points

Awareness +0 (+0)

Coordination +0 (+0)

Ingenuity +0 (+0)

Presence +0 (+0)

Resolve +0 (+0)

Strength +0 (+0)

Home Tech Level: 9 (Advanced Time Faring)

Na'Vi – This race will greatly dwindle in number as a result of the Time Wars of 2540–2816; the period during which they refuse to accept the authority of the Federation. As a result, very few of this race are granted access to the benefits of the Federation's temporal technology.



Cost: 0 points

Awareness +0 (+0)

Coordination +0 (+0)

Ingenuity +0 (+0)

Presence -1 (-1)

Resolve -2 (-2)

Strength -1 (-1)

Alien (+2)

Alien Appearance (Major) (-2)

Armor (Minor) (+1)

Charming (+1)

Technically Adept (+1)

Special: Food Storage (+1) The Divistati can exist for days without needing to eat or drink, surviving off of their own internal milk. For every day after the first they go without food or drink, they will have to make a Resolve and Strength roll, with a +4 bonus (Difficulty 9 +1 for every additional day). Failing means a single point of damage.

Home Tech Level: 5 (Early 21st Century Earth)

Nibelung – A rather quaint race, but one that has practiced a very limited form of time travel for thousands of years prior to the Federation. Their method allows a lone traveler to, sometimes, travel a semi-random and relatively short distance (about five years or light years) in space/time. Despite its obvious inferiority to the Federation’s method of time travel, which allows for much greater distances, many Nibelungen make use of their older method.



Cost: 3 points

Awareness +1 (+1)

Coordination +1 (+1)

Ingenuity +0 (+0)

Presence +0 (+0)

Resolve +0 (+0)

Strength +0 (+0)

Alien (+2)

Alien Appearance (Minor) (-1)

Impulsive (-1)

Natural Weapons (Minor) Claws (+1)

Technically Inept (-1)

Vortex (+1)

Home Tech Level: 6/8 (Most tech is early space-faring, but also has some early time travel technology)

Splurgs – Splurgs reproduce by mitosis, and locomote by riding on interstellar bodies (comets). They look vaguely like centipedes that grow two to four meters long. The splurgs have no culture or society to speak of – not even a shared language. But each individual splurg is clearly highly intelligent. Some splurgs have accepted the arm of peace and prosperity offered by the Federation, but others are galactic pests. The splurg that are allied have been tattooed.



Cost: 3 points

Awareness -2 (-2)

Coordination -2 (-2)

Ingenuity +2 (+2)

Presence +0 (+0)

Resolve +2 (+2)

Strength +1 (+1)

Alien (+2)

Alien Appearance (Major) (-2)

Climbing (Major) (+2)

Environmental (Major) (+2) (Survives in vacuum of space)

Immortal (Major) (+2)

Sense of Direction (Minor) (+1)

Special Bad: Cannot communicate, understands rudimentary communication (-5)

Tough (Minor) (+1)

Unattractive (-1)

Home Tech Level: NA (-2 to understand tech of any level, from the wheel to a flux capacitor)

Toth – There are some who claim that humanity developed time travel based upon Toth designs; others who say a Toth went and retroactively got the tech for their race from Earth; and then there are the villainous rebel lawless conspiracy theorists who say that time travel was leaked to them by the Federation in *order* to ravage Toth society. Whatever its true origin, humanity has thrived with the development of time travel, whereas it nearly destroyed Toth. Many of the laws in place regarding proper usage of time travel devices are based off of problems observed in the Toth society.



Cost: 3 points
Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity +0 (+0)
Presence -1 (-1)
Resolve +1 (+1)
Strength +1 (+1)
Alien (+2)
Alien Appearance (Major) (-2)
Keen Senses (Sight) (+1)
Technically Adept (+1)
Home Tech Level: 9