



TALES FROM THE GLITTER VOID PLAYER'S GUIDE



A savage tribute to Spelljammer

By: Arthur Reyes

Table of Contents

INTRODUCTION	2	GEAR & GOODS	22	WEIRD SCIENCE.....	30
HISTORY OF THE GLITTERING VOID	3	CURRENCY	22	NEW POWERS	30
CHARACTERS	9	GEAR.....	22	POWER MATRIX.....	32
MAKING CHARACTERS	9	GEAR NOTES	22	SETTING	33
BEHOLDER	10	SETTING RULES	23	PLACES	33
DOPPELGANGER.....	11	SPACE TRAVEL.....	23	VAINU	33
DROW	12	FIGHTING IN SPACE	24	EA.....	33
GITHYANKI	13	HIRING CREW.....	24	DEIMOS.....	33
HUMAN	13	SHIPPING	24	THE BELT	33
ILLITHID.....	14	TRADE.....	28	THE CROWN	33
ONI	15	ARCANE BACKGROUNDS	29	THOS	33
THRI-KEEN	16	SORCERY	29	BRAAL	33
YUAN-TI.....	17	PSIONICS	29	I.....	33
NEW HINDRANCES	19	MARTIAL ARTS	30	CHAR-ON	33
NEW EDGES	19				

This document borrows heavily from Dungeons and Dragons, Spelljammer, and Savage Worlds: 50 Fathoms, Deadlands: Reloaded, Skyrealms of Jorune, and their illustrators. This material is used without permission. The use of these images and information is not meant to infringe on the copyrights held by owners of the above products.

Introduction

The Glittering Void is home to the most dangerous races in the multiverse. Thrown together in the slave pits of the Ulitharid, the people of this bizarre system have managed to gain their freedom from brain-sucking slave masters, wraith commanding lichens, symbiotic demons, and most importantly each other.

Come aboard a planet spanning merchant ship, get shanghaied by pirates, search for ioun stones in the rings of Thos, or plumb the depths of Magasea in search of your former masters.

The Glittering Void is a pseudo-science fantasy setting populated by many fiercely independent races who were once slaves to a star-spanning empire.

The Glittering Void is about the forces of light and dark, and balance. At the center of our system, perversions of life dwell on a jungle world that orbits nearest to the sun. At its opposite end, twin planetoids orbit our worlds, like frozen eyes, gazing menacingly upon all living things. Between them lie The Crown, Demios, Ea, and Thos; new homes of former slaves

attempting to eke out an existence in a huge uncaring and dangerous universe.

The Glittering Void is about the struggle of magic and technology. While ringed Thos cultivates a civilization of magic, trading in ioun stones and mystic tradition, Deimos favors a civilization of raw productive technology. The Crown, former

home world to the Ulitharid themselves, and the seat of the League of Free Worlds are traders of ideas and goods, and is home to the greatest explorers and craftsmen.

The Glittering Void is about the struggle of man against himself.

Civilization was built

from the ashes of slavery. But men are full of infallibilities. While Deimos marches onward with technology, they sacrifice more of their humanity, and embrace detachment. Even now, the lower classes are beginning to appear more like slaves than freemen. The people of Ea wish to throw off all technology and embrace their goddess – the living breathing planet on which they dwell. Thos embraces all things magical, while the citizens of The Crown strive for elegance and stability.



History of the Glittering Void

The Ancient Empire

Long before man rose from the mud to walk on distant shores of a long forgotten planet, the Ulitharid held a vast empire that spanned the stars. The seat of this empire was a swirling gas giant, name Magasea.



Powerful psionics, and access to unlimited resources, the Ulitharid set sail across the void capturing and enslaving any sentient race they met, for use as food to sustain the increasing decadence of their appetite.

Those creatures, whose brains did not command the attention of the Ulitharid diet were wiped out, or brought to the brink of extinction, so as to further prevent retaliation against the mind-flayers.

Races who offered a richer experience to the palate suffered a worse fate. Great numbers of these people were captured, and housed on one of the many moons which orbited Magasea.

The Ulitharid possessed technology capable of creating moons from the nothingness of the ether, possessed with properties that served as the perfect prison for their foodstock. This sinister crown was said to have one-

hundred of these small planets orbiting their home-world at the height of their empire.

The Rebellion

The Githyanki were the first to throw off the shackles of Ulitharid dominion. In turn, the Gith freed all the mind-flayer captives, and together they rallied against the Ulitharid, sending their sinister towers toppling into the gassy depths of Magasea. One by one, outposts throughout space were targeted and destroyed.

As their nation crumbled around them, the Ulitharid abandoned their cities, and escaped into the heart of storm-wracked Magasea. Gith's hatred of these foul creatures could not be so easily sated, so she too, along with a great host of githyanki gave pursuit. They, along with the Ulitharid, have not been seen since.



From the ashes of a sundered empire arose a new era, as one-time slaves became their own masters, some of whom had not known this freedom in more than a millennia.

An Age of Exploration

For several hundred years, the people of the Glittering Void worked together to build a new, more egalitarian society.

No longer used as food, several races experienced a sudden growth in population. Within ulitharid ruins, new technologies were discovered, which allowed people to breach the barriers between themselves and the stars. Most important among these were the discoveries of ether sciences – the ability to create matter, energy, as well as ply the ether winds and travel the void itself.

Deimos, a tantalizing red planet of vast plains, and deep canyons was the first to be discovered. Humans and Thri-keen (the most populous species at the time) quickly settled here and five powerful nations rose along its canal-like rivers.

Next to be discovered was Ea, a paradise lush with green plants, tremendous dinosaurs, and bountiful resources. Those early settlers soon looked upon Ea as more than just a planet, but as a living goddess.

Beyond The Crown, ringed Thos was discovered, a world with a molten crystalline tectonic structure, its strange geology responsible for its gravity defying 'skyrealms', and

magical gems, called ioun stones. Over twenty petty nations, dubbed 'magocracies' sprouted there within a few short generations.

Farther out was frozen Io, an inhospitable world for all but the most hardy of species. Its barren ice swept plains were a perfect abode for many beholder brood. Its isolation serves it well today as a prison for the worst criminals from The Crown and Deimos.



Designer note:

So you have a better understand of how the system is laid out, know that the planets detailed here are based on our own Solar System, sans Mercury and Neptune.

Venus:	Vainu
Earth:	Ea
Mars:	Deimos
Jupiter:	The Crown
Saturn:	Thos
Uranus:	Io (but it's not ringed)
Pluto:	Char-On

Groups of colonists soon found Vainu, a steaming jungle world nearest the sun. There they encountered both the Yuan-Ti and the enigmatic Ix, who claimed the world as their own. While settlers were eagerly welcome, the

inhabitants made it clear that their sovereignty was absolute.

Astronomers later discovered the twin planets Char and On, but both were beyond the reach of any voidjammer.

The March of Orcus

Years passed. The nations of Deimos experience both waning and waxing, but over time, merged into one large 'empire'.

Then from the blackest depths of space came great stone-barge. Attempts at initial contact ended in failure and the disappearances of entire crews. Months later, these ships returned, crewed by animated corpses. The people of the Glittering Void banded together to meet a new foe, but the tides of war were forever resistant against the free peoples, as comrades rose in death to battle friends in life. The lich lords would let loose masses of skeletons to lay dormant in space until contact was made with the living. Suddenly they would spring to unlife, and swarm a ship, adding the slain to their grisly crew.

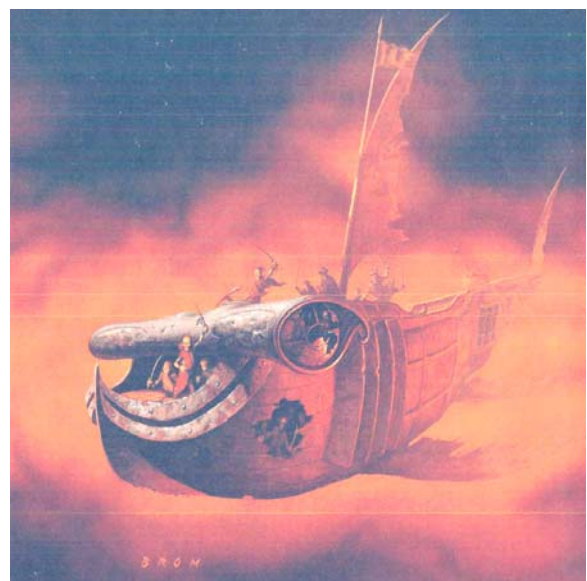
When the lich lords cast their malevolent eye on the moons of Magasea, the end was near at hand. During those last days, entire species perished. Then, from the depths of Magasea came a massive flotilla of Illithid nautiloids. The Illithid were able to surprise the undead

fleets, and route many of their commanders. Without an intelligence to control them, some undead simply collapses, many were sent into disarray, allowing the League and her allies a momentary respite to rally and carry on to victory.



It was learned that these Illithid were among a scientist caste that sought to escape the doom of their over-masters. They too had rebelled against the Ulitharid noble caste, and believe that only death awaited their people in the maelstrom of Magasea. They came prepared with new food sources and an oath to never again prey upon

sentient beings. No one could question their valor, so even the githyanki had to begrudgingly accept them among the stars once again.



Perversion of Demogorgon

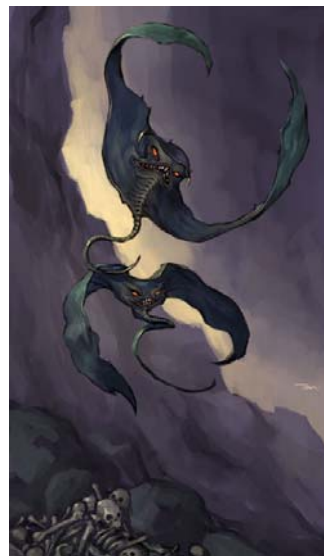
The Glittering Void once again knew peace. While zombies and vampires continued to be a threat, their assaults were on a very small scale, and often contained in backwater regions throughout the solar system.

As years passed, more of space was explored and civilization spread.

Such was the level of prosperity that space travel became an activity of pleasure, and not necessity. Vainu became a port of renown for exotic tourism and wares. Among these wares were the symbiotic life forms, native to Vainu.

The fashion of body modification through integration with symbiotic life spread quickly through all layers of society. On a whim, a person could experience the sensation of possessing a prehensile tail; as if from birth; or a third eye, or wings.

The merchants from Vainu provided every imaginable perversion to their willing customers. Along with the possibility to alter your physical form, came the elixir that would dissolve the symbiotic connection.



People as a whole bought into this life style completely.

One day, the elixirs disappeared off the shelf, and then the mutations of Demogorgon revealed themselves.

Symbiotes became permanently embedded in their hosts. Some; as if on queue; evolved into something completely new, chaotic, and horrifying.

The closing of the Vainu embassy on Deimos was a foreshadowing of a war from within. The cultists of Demogorgon; a vile and ancient sect lost in the annals of Yuan-Ti history; sprang forward from any sewer, any home, any socialite's elitist party.

Deimos was in flames.

The reaction was swift, brutal, and relentless. Inquisitors brandishing flame belching devices fell upon the cities of Deimos with unflinching ruthlessness. The sale of symbiotes outlawed. Those found guilty of corruption were put to the torch or abandoned everything they had and fled off world or into the wilds.

When the final battle against the cultists ended on the very doorsteps of the Yuan-Ti embassy, a New Order emerged. Those that held absolute life and death in the palms of their hands were not quick to relinquish it. Forgotten were the high-minded ideals of liberty and freedom. All that mattered to them now was power.

The Glittering Void Today

None can know fully whether the recent decades of peace are a sign that the worst has finally passed these beleaguered people or if they are amidst the quiet before another storm.

Deimos has been rebuilt, but madness stalks the innermost chambers of the emperor's mind.

Industry blots out the sky above Deimos' cities, and their furnaces hunger for more resources.

Two abandoned moons have recently collided, crashing into Magasea's atmosphere. Some fear the magic which held the moons will one day fall across the entire Crown, or that the Ulitharid have discovered a method to wreak

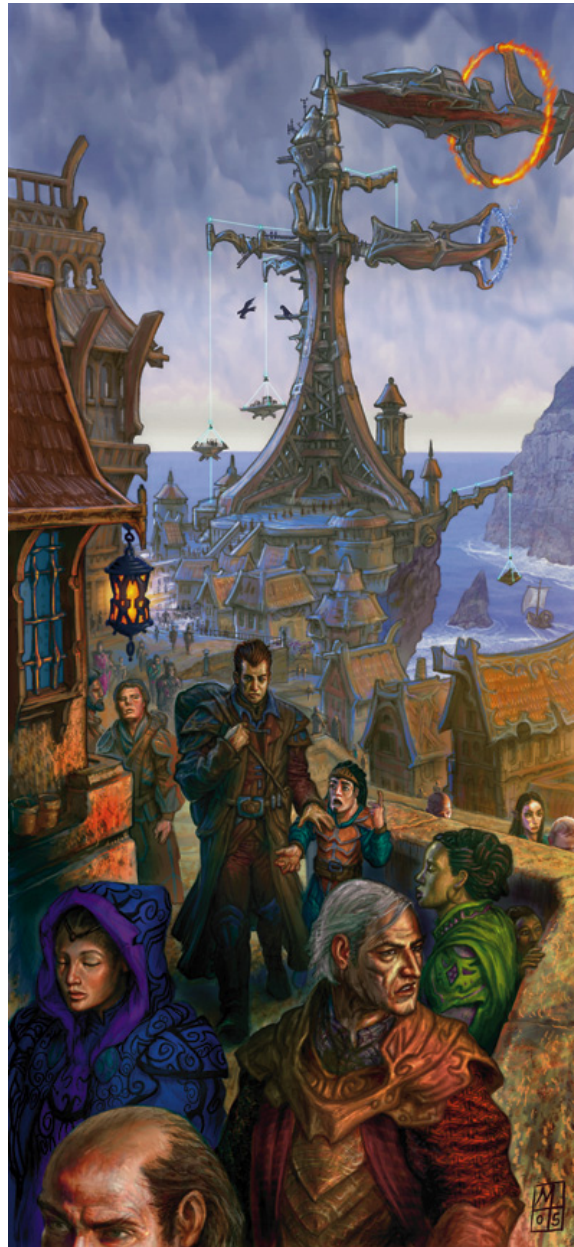
vengeance against their one-time slaves.

The last frontiers of the solar system are slowly shrinking, as both the Empire and The Crown lay their claim.

A growing lot of discontented citizens have banded together in the

highest spirit of freedom and self-governance and sail the void and claim no port as there home.

Authorities have another name for these folks: pirates.



Characters

Characters

Heroes come from all walks of life. Some are marines and sailors on voidjammers, merchants, thieves, pirates, and explorers, others are just common folk whose shoulders are suddenly burdened with grand adventure and terrible responsibilities.

Players can make a living as couriers, shipping small valuables or secrets, or merchants moving common cargo. Some are scavengers who look for ships lost in the void.

Ea offers big-game hunters the opportunity to hunt dinosaurs or other fierce predators, as long as they can evade the fanatic cult that worships the planet as a living deity.

Treasure hunters comb over the ancient ruins found on Thos, or scour its rings for precious ioun stones. Pirates prey on fat cargo vessels, and attempt to create a life of true independence.

Bounty hunters seek out criminals for the valuable prices on their head.

Privateers fight a shadow war that is slowly growing in intensity between Deimos and The Crown.

Finally, some characters are obsessed with the threat of Ulitharid, undead, and demons, and work diligently to uncover hidden conspiracies that threaten all free people.

Making characters

1) Race

Read over the next section. There are nine playable races in the Glittering Void.

2) Traits

All characters start with a d4 in each of the five attributes: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them. No attribute can be raised above d12.

No take 15 points and distribute them among your starting skills. All skills found in the core book are available in this setting.

Each race speaks its own language. Most people only speak common, a pidgin dialect known by everyone.

Figure Secondary Statistics as outlined in the core book.

3) Special Abilities

Pick Edges and Hindrances for your character. You can do this step before calculating Traits.

4) Gear

Heroes begin with 500 crowns to buy gear.

5) Background

Now flesh out your characters background. Pick a homeworld, and think about why you've taken on the adventurer's life.

Beholder

"I am Yargul the Foul! Listen now, fools, or I will devour you and spread your bones across the glittering plains



of my frozen home world! In order to pronounce the name of my species would require several painful modifications to your larynx, impeding your ability to speak nearly all other tongues! You may refer to my species as the Tentacle-Eyed Horror from Beyond the Stars! Most soft and fleshy two-legs find our rubbery, levitating bulk and our wobbling eye-stalks disturbing, for reasons our sociologists have yet to fathom! As a whole, our people are renowned for our might in magic and our poetry! While it may appear that I lack any appendage suitable for manipulation, my natural telekinetic ability allows for an unrivaled capability for handling most any object! We are mighty in magic! Even the daftest brood can hone their magic powers to deliver bolts, flames, and force fields from their eyes! I am currently employed as a greeter to all non-merchant vessels which dock at facilities under the control of the League of Free Worlds! Failure to declare contraband is a severe offense! Welcome to Glikeburn IV! Take yourself swiftly to the dock master or I will destroy you! Enjoy your stay!"

Beholders are a terrifying species, their form unlike any sentient being in

the known worlds, having a round, rubbery body topped with several tentacles, each ending with a single eye. Their main body features a very large central eye, and a horrific, toothy maw.

Beholders were once slave-food to the Illithid and fought with the rebellion to overthrow their masters. While generally mean and unable to master sociable graces, they are for the most part willing to participate in the larger society.

Due to a genetic quirk, beholder have a very violent reaction to those of their ilk who are not brood mates. In places where there is a strong central authority, beholder may be convinced to curb their natural inclinations. Given a reasonable opportunity, however, a beholder will let natural urges take their course.

Racial Edges & Hindrances

- **Eyes Everywhere:** Beholders begin with a d6 in Notice, and ignore 2 point of gang up bonus in combat.
- **Highly Magical:** Beholder are natural dynamos of magical energy. Each begins with the Arcane Background: Magic Edge. This is Spirit Based and has the following available powers: *Armor, Barrier, Blast, Bolt, Boost/Lower Trait, Burst, Deflection, Det/Con Arcana, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Fear, Fly, Invisibility, Light, Obscure, Puppet,*

Quickness, Speak Language, Speed, Stun, Telekinesis, Teleport

- **Natural Weaponry:** Beholders have a natural bite attack equal to Str + d6, and their scaly hide provides 2 points of armor.
- **Telekinetic:** Beholders float a few feet above the ground, and move at a Pace of 6. They can move up to two objects at once within a typical arm's reach, allowing the beholder to open doors and manipulate weapons. They're still subject to gravity, and can be pushed off buildings, trip into pits and get crushed by a long fall before their levitation can compensate.
- **Clumsy:** Beholder telekinesis is far from perfect, and so the species suffers a lower Agility than most. It costs 2 points to raise their Agility during character creation, and they must dedicate two leveling opportunities to raise their Agility afterwards.
- **Horrifying:** Even among the egalitarian people of the Glittering Void, beholders are truly the stuff of nightmares. They suffer -2 Charisma because they lack basic social perceptions and because of their weird shape, they can't use most equipment, so gear has to be built for them specifically and costs 5x as much.

Doppelganger

The doppelganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids.



Doppelgangers are bipedal and generally humanoid in appearance. Their bodies are covered with a thick, hairless gray hide, which gives them a naturally tough skin. They *are, however, rarely seen in* their true forms.

The Doppelganger, if you can find one to talk too, will quickly point out that their race was never fully enslaved by the mind-flayers. Because of their natural mimicry ability, it is likely that one or two of these shapechangers were captured here and there as the illithid moved through the galaxy taking slaves.

As their population grew among the slave moons of The Crown, they were able to form an impressive underground organization. Scholars note that Doppelganger had been escaping from the Crown for hundreds of years before the Gith Uprising.

Their network of information allowed the doppelganger to organize specific places in the Known World to escape to. Many believe that The Great Expanse between Earth and Venus contains many small communities of doppelganger. They are on every planet and part of

every society. Rarely do they move about in their true form.

Racial Edges & Hindrances

- **Chameleon:** Doppelganger are shape shifters. They can turn into anything that is roughly the same size of a grown man. As an object, they do not breath, nor have any external senses. Each time a doppelganger takes a new form, she retains some cosmetic element of her natural form. It may be a white lock of hair, a mole, or mismatched colored eyes. Recognizing doppelganger requires an opposed Notice vs. Persuade roll, with the following modifiers:
Mimic an inanimate object: -2
Appear as a person intimately familiar to the opponent: -2
Trying to mimic a voice: -2
Familiar with the doppelganger's cosmetic "tell" : +2
- **Scared:** Being brave runs against the grain of the doppelganger's survival strategy. They begin with the Yellow hindrance.
- **Weak:** Doppelganger are not physically strong. It costs 2 points to raise their Strength during character creation, and they must dedicate two leveling opportunities to raise their Strength afterwards.

Drow

Imprisoned beneath a midnight sky, the drow are still the penultimate thieves and assassins of the Glittering Void. Once removed from the strange radiations that dominated their underworld realms, the drow lost all their innate magical abilities. They are the only race to have discovered a way to manipulate the parameters of the magical machines which maintain their moon's orbit around The Crown. This is often revealed in their atmosphere as a swirling reflection of the gas giant below. Over the course of the last five hundred years, the drow have managed to duplicate the radiation of their home realm, and may one day reacquire subtle innate magical powers.

Drow have black skin and pale, usually white hair. They are shorter and more slender than humans, seldom reaching more than 5 feet in height. Male drow weigh between 80 and 110 pounds, and females between 95 and 120 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate. Drow also have their own silent language composed of both signed hand movements and body language. These signs can convey information, but not subtle meaning or emotional content. If within 30 feet of another drow, they can also use complex facial expressions, body movements, and postures to convey meaning. Coupled with their hand



signs, these expressions and gestures give the drow's silent language a potential for expression equal to most spoken languages.

Racial Edges & Hindrances

- **Agile:** Drow begin with a d6 Agility
- **Darkvision:** Drow have perfect vision in the dark, and ignore dim, dark, and pitch darkness penalties
- **Stealthy:** Naturally quiet, Drow start with a d6 in Stealth.
- **Sun Susceptible:** Drow have a strong aversion to light. During the day, or in areas of bright light, drow suffers a -2 penalty to any Trait roll made to shoot or Notice something more than 5" (10 yards) distant. They also suffer a -2 to resist the effects of heat.

Githyanki

The oldest of the Illithid slave-races, as well as the least populace, Gith took most of the Githyanki people with her into the depths of Magasea in order to seek and destroy the last of the Ulitharid. Of the remaining Githyanki, each maintains a strong tie with his or her clan. Many become wanderers, pirates, or mercenaries of renown. One clan has a heretical seat on the council of Free Worlds. They are a guardian



order that exists to maintain the values of freedom and to destroy anything that seems like slavery to them.

Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanness. Their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

Racial Edges & Hindrances

- **Intellectual Fortress:** All Githyanki have Arcane Resistance (Psionics)
- **Martial:** Githyanki have a strong warrior tradition, and start with a d6 in Fighting.
- **Code of Honor:** All Githyanki live by a code of honor, although the specific tenants of that code can be highly individualized. Players should write down 5 codes of conduct that their character abides by.

Human

How does a race without natural magic, innate psionics, and mundane in every way rise to such



prominence in a universe dominated by terrible beings? The threads of probability that must have intersected or been avoided has boggled the greatest minds since the question was first pondered. One theory suggests that humans were the last race to have been added to the Illithid's crown. Those races that were slaves for any length of time exhibit a reduced rate of reproduction. Humans, having been slaves for only a short time reproduce fastest of all the other races combined, excluding the Thri Kreen. The second part of this theory suggests that only the luckiest humans survived the slave pits of the mind-flayers, therefore, the illithid inadvertently bred humanity to exhibit a lucky trait. Regardless the reasons, the major portion of humanity dwell within the largest empire of the known worlds.

Racial Edges & Hindrances

- **Lucky:** All humans get the Lucky background Edge.

Illithid

The Illithid; found in small pocket enclaves throughout the Glittering Void; were only citizens of the great Illithid Empire. The Ulitharid were the true masters.



Illithid were only allowed to return to known space after displaying great

bravery in the Undead Wars, and also by swearing to never again prey on the sentient. Illithid enclaves always have pens for their strange food beasts. These look like emaciated, hairless and toothless cats, with slightly oversized heads than normal. They are sinewy, and their flesh is foul to the taste. They subsist on an odd gruel of mind-flayer design that provides no sustenance to any other creature. Their brains provide all the nourishment the Illithid require, and no mind-flayer travels without at least one or two of these strange creatures. While no one knows how intelligent these creatures are, they sometimes exhibit incredibly, albeit short-lived, bouts of intelligence.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Illithids eyes can see into the infrared spectrum. They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of their tentacles. Mind flayers dress in flowing robes, often with high, stiff collars.

Racial Edges & Hindrances

- **Telepathic:** Illithid can communicate with any sentient being. They cannot read minds, but can understand mental thoughts intended as response to the mind-flayer. The Illithid must be able to see their intended partner in conversation, and be the first to initiate mental rapport for telepathy to work.
- **Psionic:** All Illithid begin with the Arcane Background: Psionics Edge.
- **Smarts:** Begins with a d6 Smarts.
- **Aquatic:** Illithid cannot drown, move at their full pace underwater, and begin with a d6 Swimming.
- **Dehydration:** Illithid must immerse themselves in water one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- **Frail:** It costs 2 points to raise their Vigor during character creation, and they must dedicate two leveling opportunities to raise their Vigor afterwards.
- **Distrusted:** Ulitharid crimes will not soon be forgotten, and hatred of the overmasters runs deep. Guilty by association, it's sometimes difficult for an Illithid to overcome such prejudice. -2 Charisma

Oni

The oriental ogre has light blue, light green, or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in ogre magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Oni tend to dress in the most gaudy, elaborate and expensive clothing and armor they can find.



Status is of utmost importance to them, and oni constantly strive to prove they are the most successful, wealthy, and generous person in any community.

Racial Edges & Hindrances

- **Powerful:** Oni start with a d8 in Strength and may raise it to a d12+2 during character creation. Through the Expert and Master Edges it may reach a d12+4.
- **Large:** Oni are large (+3) affording them +3 toughness and 1" Reach, but making them much easier to hit (+2).
- **Weak Willed:** Oni are prone to explore every whim, and vice. Lazy and gluttonous, they have a hard time saying no to anything. It costs 2 points to raise their Spirit during character creation, and they must dedicate two leveling

opportunities to raise their Spirit afterwards.

- **Decadent:** Oni are loose with their purse, over tipping, spending every loose coin on parties, frivolous trends and fashions. They get +1 Charisma, because of their reputation as decadent guests and hosts, but are always on the verge of bankruptcy. They have both the High-roller and Lethargic hindrance.
- **Fated:** Maybe oni are less lucky than most, because they can manage to live such a pleasurable life. They get one less benny per session.

Thri-keen

Thri-keen are a race of large, intelligent insects often referred to as "mantis warriors."

Among the races of the known worlds, the Thri Kreen are the second fastest breeders. They roam the deserts of Deimos and Jorune, where they have marked-out broad hunting territories.

Mature adult thri-keen are roughly 7 feet tall at the shoulder and 11 feet long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-keen has two compound eyes, usually black with highlighted



eyes, two antennae, and a complicated jaw structure that manipulates food as the thri-keen chews. Thri-keen often wear harnesses and even some forms of clothing, but they never wear armor.

The native thri-keen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-keen to imitate more standard speech patterns. Thri-keen speak their own language, but some understand the Common tongue.

Thri-keen seldom live more than 35 years.

Racial Edges & Hindrances

- **Multiple arms:** Thri-keen have 4 arms instead of two, granting them two additional non-movement actions. Treat Two-Fisted as Four-Fisted when taken by a Thri-keen.
- **Chitin:** Their tough hide provides them with +2 Armor
- **Quick:** Incredibly fast, Thri-keen begin with Pace 8
- **Dim:** It costs 2 points to raise their Smarts during character creation, and they must dedicate two leveling opportunities to raise their Smarts afterwards.
- **Cutaneous Breathing:** Thri-keen breathe through several areas along their skin, making it almost impossible for them to wear armor, or to swim without drowning. They suffer -2 to Vigor rolls to resist drowning.

- **Short-lived:** A mantis-warrior's short life and even shorter childhood prevents them from picking up many skills. Thri-keen begin with 10 Skill Points, instead of 15.
- **Completely Mundane:** Thri-keen are incapable of learning magic, psionics, or weird science. They can however take the Arcane Background: Martial Arts if they desire.

Yuan-Ti

Unlike the other people of the known worlds, the Yuan Ti were never a slave-race of the Illithid.



Contact was made with the Yuan Ti shortly after a colonization attempt disappeared from Venus, posing the question as to how an intelligent race managed to survive un-noticed within the dominion of the Illithid capitol planet. An official envoy of Vainu is established in the capitol city of Deimos, as well as the League of Free Worlds. Yuan Ti can be found throughout the Known Worlds.

Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent. There are three major varieties of yuan-ti: purebloods, halfbreeds, and abominations. A pureblood can pass for human 80% of the time. It has

only slight differences from true humans, such as slit eyes, or a forked tongue, maybe even small fangs. Halfbreeds are part human and part snake. Abominations are either all snake (50%) or have only a single human feature, either head or arms, and are of large size (10 feet long). Halfbreeds and abominations disdain wearing human clothing or armor, while purebloods do not. All yuan-ti use weapons and other items. Yuan-ti do not give off an odor that humans can detect. However, animals will detect a dry, musty smell on them. The snake features of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues. Yuan-ti speak their own language. They can also speak with any snake or snakelike creature. Those with human heads speak common besides.

Racial Edges & Hindrances

Purebreed

- **Cold-Blooded:** Snake-men are cold-blooded and suffer -2 to resist cold conditions or powers with cold or icy trappings (or +2 damage from a damaging power, such as a bolt of cold).
- **Saurian senses:** Snake-men's forked tongues constantly dart in and out of their mouth. They actually taste the air, giving them +2 to Notice rolls. This ever present advantage means they are always considered "Active" when consulting the Stealth results table.

- **Poison:** Yuan-Ti can spit a potent poison. Treat this as the *Bolt* power with 5 PP. This ability requires the use of a successful Vigor roll. Only single bolts can be produced, though extra strength (3d6) bolts can be generated.
- **Snake tongue:** Yuan-Ti can speak with all snakes.

Half-breed (Human torso, snake body) In addition to the above special abilities, they also possess the following.

- **Cold-Blooded:** Snake-men are cold-blooded and suffer -4 to resist cold conditions or powers with cold or icy trappings (or +4 damage from a damaging power, such as a bolt of cold).
- **Slithering:** Due to the unique musculature of the half-breed, they can move at their full Pace while lying Prone.
- **Quick:** Poisonous snakes are notoriously fast, and so are their humanoid cousins. Snake-men benefit from the Quick Edge.
- **Small:** Poisonous snakes are often on the small side; poisonous snake-men are as well. -1 to Toughness.

New Hindrances

Lethargic (Minor)

Your hero is a sleepy. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake on watch.

Guileless (Minor)

Your hero can't tell a lie to save his life. A hero with this Hindrance suffers a -2 penalty to all Intimidation and Persuasion rolls where lies—even little white ones—must be told.

Your hero suffers a -2 to Gambling rolls in as well.

Scrawny (Major)

The character is weak compared to his relative strength. Whether this is due to a light build or innate laziness, he cannot carry more than his Str x 3 without being encumbered. The character may not take Brawny or Obese.

Wanted (Minor or Major)

You have a bounty on your head. Maybe the charges are trumped up, or maybe you're a real criminal.

For the Minor version, there's a reward of 1d6 x \$100. A Major Hindrance ups the bounty to a tempting 1d6 x \$1000. The player and GM should agree where the bounty can be collected.

New Edges

Background Edges

Requirements: Novice, Spirit d6

Your hero is sensitive to the magical properties of ioun stones. By spending a few minutes studying a stone, he can determine the power it holds. This sensitivity can be confused by the *conceal arcana*, so buyers should beware. New heroes still have to buy their first ioun stone. See Arcane Backgrounds for more information.

Combat Edges

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters who pride themselves on defeating their opponents up close and personal. Close fighters move inside most weapons' reach, adding a bonus to his Parry equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Improved Close Fighting

Requirements: Novice, Close Fighting

Close fighters train to go for vital areas and weak spots for quick and lethal kills. The attacker adds +1 to his Fighting roll equal to his enemy's Reach +1.

Dirty Fighter

Requirements: Seasoned

Those with this Edge will do anything to win out in a fight. This scoundrel is

particularly good at tricks. He adds +2 to all Trick maneuver rolls.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighter

The knave is extremely skilled in tactical deceit. By describing the trick and spending a benny, he may automatically get the drop on any single opponent.

Leadership Edges

Master & Commander

Requirements: Seasoned, Smarts d8, Boating d10, Intimidation d8, Command, must be sole Captain of the vessel when the Edge is used.

Crews who serve under these skilled leaders add +2 to their Boating rolls.

Professional Edges

Merchant

Requirements: Novice, Persuasion d8

A character with this edge is skilled in buying and selling large lots of cargo for resale. Commodities on the Trading Table cost 25% less.

Master Merchant

Requirements: Novice, Merchant

The merchant now sells cargoes for 25% more than listed on the Trading Table.

Musketeer

Requirements: Novice, Shooting d8+, may not have the All Thumbs Hindrance

Some characters have a natural affinity with firearms, or have trained for years to load quickly even while under fire.

Characters with this Edge can reload a firearm in a single action. They may walk while reloading, but may not run. The Edge does not apply to cannon, only to personal arms.

Rope Monkey

Requirements: Seasoned, Agility d8+, Climbing d10+

Rope Monkeys are those sailors who may as well have been born in the rigging. They always seem to know just the right rope to cut and pull to swing to some other part of the ship and can ride the lines down to avoid an otherwise nasty fall.

Rope Monkey has two functions. The first is to allow a character on the exterior of the ship to move to any other exposed part of the ship by swinging from the rigging. This counts as the character's movement and requires a Climbing roll. If successful, he moves to any other external area of the ship. He may not move further this action even by "running." With a raise, he can move and gains momentary surprise on any foes, adding +2 to any Fighting attacks and damage rolls for the round. This can also be combined with a Trick maneuver.

Rope Monkeys may also use this ability in forests with tall trees. In that case, the Climbing roll is made at -2 and the character may reposition himself within d10".

A foe who wants to take his free attack at a Rope Monkey swinging out of melee must subtract 2 from his roll. The same applies to characters with First Strike—they suffer a -2 penalty to their Fighting roll.

Rope Monkeys may also make a Climbing roll any time they fall from a ship's rigging (and are conscious). Success means they take half the usual falling damage by grabbing onto ropes as they tumble. With a raise, the sailor manages to slide down a rope and suffers no damage.

Scout

Requirements: Seasoned

Scouts have learned to watch the signs and trust their instincts when navigating the Void.

Anytime the Game Master draws a face card while traveling (indicating a random encounter has occurred), a Scout may make a Notice roll at -2. If successful, the Scout detects the hazard, creature, or situation at the earliest opportunity, likely giving his party time to avoid it or at least attack it on their own terms.

Scouts also gain +2 to Notice rolls made to avoid surprise in tactical situations.

Treasure Hound

Requirements: Novice, Luck

Some scalawags are just luckier than others when it comes to finding treasure. If there's a single Treasure Hound in a party, the GM increases the value of Booty generated from the Booty Table by 25%. Even better,

the chance of finding magical items is increased by 10% as well!

Multiple Treasure Hounds have no additional effect.

Social Edges

Frugal

Requirements: Novice, Smarts d8

Your sailor knows that fools and their money are soon parted. The total price for carousing is halved. He also adds +2 to his Smarts rolls to avoid getting drunk.

Gear & Goods

Currency

There are two major currencies in the glittering void: Crown and Sovereign. These are minted by the Crown, and Demos respectively. When relations between the nations are good, their value is equivalent.

50 Fathoms has a suitable equipment list for the Glittering Void. Listed below are a few extra items.

Gear

Exotic Goods

Potion of Healing	250
Potion of Mana	250
Potion of Restoration	100
Potion of Strength	250

Iron Stones

Rank	100
Seasoned	500
Veteran	1000
Heroic	2000
Legendary	5000

Hand Weapons

Thieves claws 100 (Str+d4 damage, adds +1 to Climbing roll if both are worn)

Gear Notes

Potions

Healing: Removes 1 wound.

Mana: Restores 1d6 Power Points

Restoration: Removes all fatigue

Strength: Increases Strength by two die types for the next 10 minutes.

Iron Stones: For more information, see Arcane Background: Sorcery

Setting Rules

Space Travel

Lots of people think that space is a big empty vacuum full of radiation. Wrong.

Well mostly wrong. There isn't much air out there, and there are things far worse than radiation drifting in the deep blackness of space, but the physics of space travel are a lot less complicated than you might think.

First, let's talk about air.

When an object leaves a planet's atmosphere, it takes some air along with it, the bigger the object, the larger the air envelope. You could theoretically climb on the back of a giant bird, or with a sufficiently large catapult, fling yourself into space as long as you can clear this envelope of atmosphere clinging to the planet.

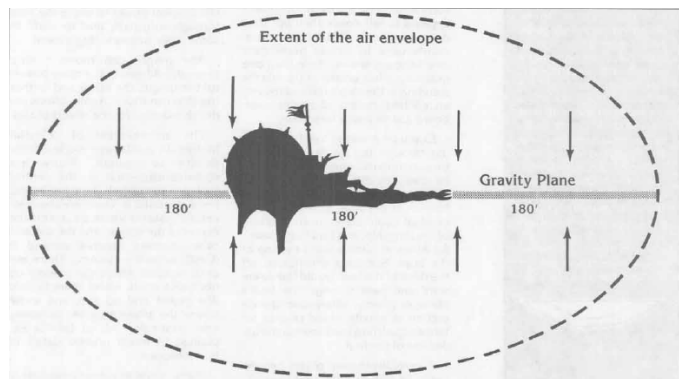
A man takes about 30 minutes of air with him, whenever he enters space on his own. This isn't nearly enough air to get anywhere, which is why most travel happens on ships called voidjammers.

The capacity of a ship's air envelope can healthily support a ship's listed crew and passenger capacity for about 3 months.

After 3 months, the air becomes stale. It is a bad sign when air starts to stale, as it usually indicates that the ship is lost, or worse. A captain will likely order all non-essential crew (passengers included) below deck, where they'll be asked to do as little

as possible, in order to preserve the air for the people manning the vessel.

Stale air smells bad, and while it's enough for you to survive, it isn't nearly as oxygen rich as it should be. Working in oxygen thin environments is fatiguing. The best way to track this fatigue, is to have characters make a Vigor roll at the start of any scene involving physical activity. If the roll fails, the characters have one level



of Fatigue. Snake-eyes means they have two levels. If the characters haven't had enough rest between episodes of hard work, the GM may decide that the Fatigue levels carry over to the next encounter, when another Vigor roll should be made at the start of the scene.

On the six month, the air quality moves from stale to foul. This is bad news, as it means everyone is suffocating to death. Characters who make an effort to move as little as possible make a Vigor roll every 12 hours or gain a Fatigue level. Keep rolling after the character becomes

incapacitated, a failure indicates the character has passed on.

Characters who perform any activity makes a Vigor roll every minute.

On the seventh month, everyone who needs to breathe oxygen to survive dies of suffocation.

Gravity

It's a lot easier to understand gravity, if you imagined a boat floating on water. If you stand up in the boat, gravity pulls you down, so you don't just up and float away. If you swam under the boat, your natural buoyancy draws you back to the surface. Finally, if you were bobbing along beside the boat, you would slowly drift apart, until you escaped the air envelope altogether.

Planets tend to have their gravity wells located at each end of their axis (if they spin), and are the most common locations for ports that can accommodate voidjammers.

Now it's time to get to the question on everyone's mind, "How do you actually move around in space?" Magic. It's a *little* more complicated than that, but only worth a few sentences to describe. See, the universe is full of ether, the basic

building block of everything. Ether has a tendency to form matter, but for some reason it doesn't seem to get it together in space. In space, it forms wind patterns, and that's why voidjammers have sails. Unlike sea vessels, these sails can be tilted forward and back to adjust a ship's pitch.

Every voidjammer has a helm, a device that acts as a jammer's rudder, and increases a captain's sensitivity to the ethereal wind that moves all about the ship. This becomes second nature to veterans who spend a great deal of time plying the void, but the helm is traditionally the captain's station on any vessel. Helms can take many shapes, such as traditional steering wheels, or blocky shaped thrones, but all must be firmly bolted to the deck. There are rumors of a magical crown that can act as a ship's helm, but allows the captain complete freedom to roam (and defend) the decks of his ship.

Fighting in Space

Hiring Crew

Shipping

Ships

Death Spider

Capital ships of Drow design; Death Spiders mount and serve as a ground assault ship.

Acceleration: 2

Top Speed: 12

Travel Speed: 3

Handling: -3

Ground Landing: Yes

Cost: \$500,000

Toughness: 24 (4)

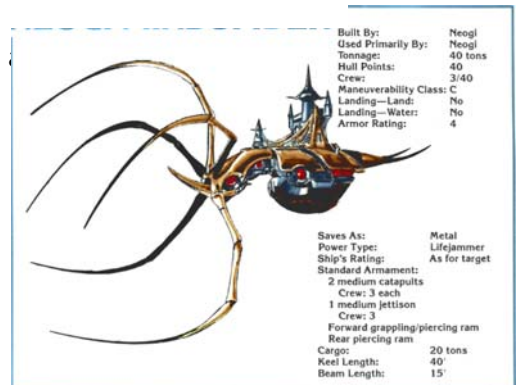
Crew: 120 + 60

Cargo Space: 6

Guns: 32

Water Landing: No

Notes: Heavy Armor, Grapple



Dragonfly

Light and fast, the dragonfly can carry small squads of men, and has both ground and water landing capabilities.

Acceleration: 3

Top Speed: 10

Travel Speed: 2

Handling: +2

Ground Landing: Yes

Yes

Cost: \$30,000

Toughness: 13 (2)

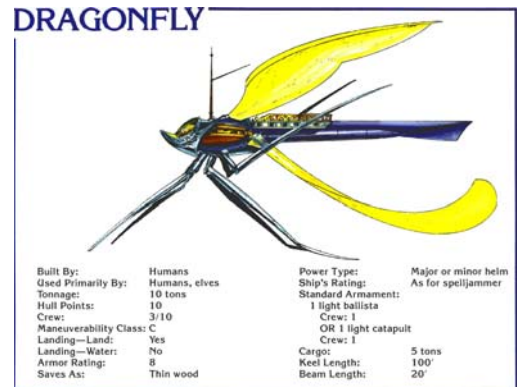
Crew: 1 + 4

Cargo Space: 4

Guns: 4

Water Landing:

Notes: Heavy Armor



Hammer Ship

A common vessel used by navies, privateers, and pirates.

Acceleration: 2

Top Speed: 12

Travel Speed: 3

Handling: -3

Ground Landing: No

Yes

Cost: \$125,000

Toughness: 20 (4)

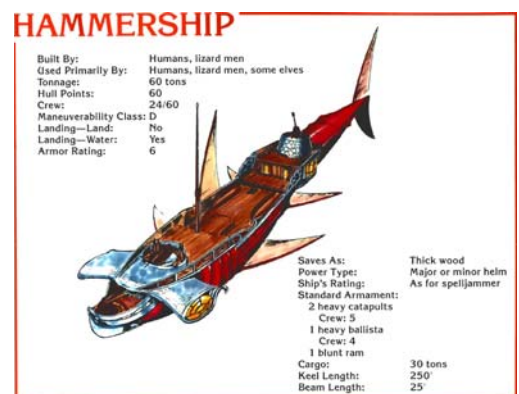
Crew: 30 + 40

Cargo Space: 8

Guns: 16

Water Landing:

Notes: Heavy Armor, Blunt Ram



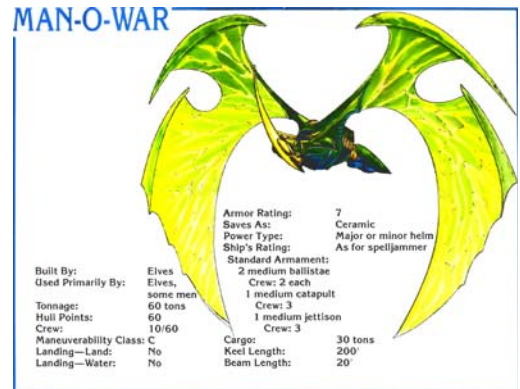
Man-O-War

The Man-o-War is a mighty vessel that typically serves as a naval capital ship. The illustration is a League of Free Worlds design.

Acceleration: 2
Top Speed: 12
Travel Speed: 3
Handling: -3
Ground Landing: No
Cost: \$500,000

Toughness: 24 (4)
Crew: 120 + 40
Cargo Space: 6
Guns: 32
Water Landing: No

Notes: Heavy Armor, Extended air envelope



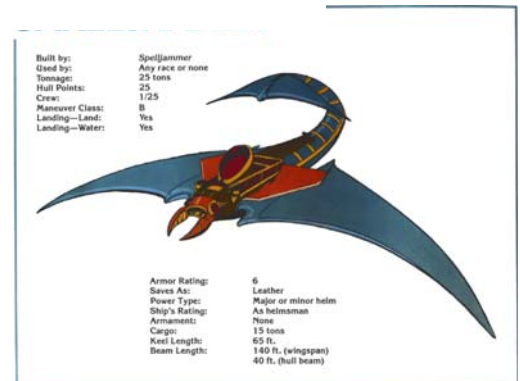
Manta Ray

Small speed boats, often used as personal luxury crafts and blockade runners

Acceleration: 3
Top Speed: 12
Travel Speed: 2
Handling: +2
Ground Landing: Yes
Cost: \$20,000

Toughness: 10 (2)
Crew: 1 + 4
Cargo Space: 2
Guns: 2
Water Landing: Yes

Notes: Heavy Armor, Reduced air envelope



Nautiloid

The nautiloid is a frigate class vessel of Illithid design.

Acceleration: 2
Top Speed: 12
Travel Speed: 3
Handling: -3
Ground Landing: No
Cost: \$125,000

Toughness: 20 (4)
Crew: 30 + 40
Cargo Space: 8
Guns: 16
Water Landing: No

Notes: Heavy Armor, Piercing Ram



Octopus

Common luxury class vessel

Acceleration: 2

Top Speed: 12

Travel Speed: 3

Handling: +1

Ground Landing: No

Cost: \$40,000

Toughness: 14 (2)

Crew: 6 + 12

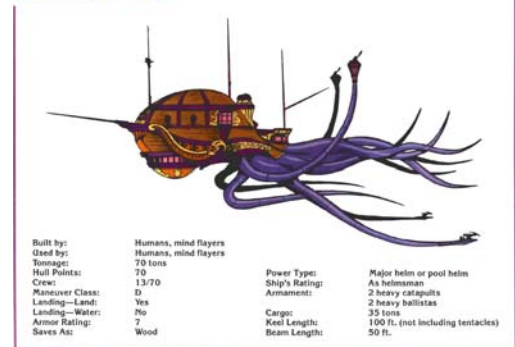
Cargo Space: 6

Guns: 6

Water Landing: No

Notes: Extended air envelope, Heavy Armor

OCTOPUS



Squid Ship

This frigate class vessel has slightly less cargo space than a hammer ship, but sports a piercing and boarding ram.

Acceleration: 2

Top Speed: 12

Travel Speed: 3

Handling: -3

Ground Landing: No

Cost: \$130,000

Toughness: 20 (4)

Crew: 30 + 40

Cargo Space: 6

Guns: 16

Water Landing: Yes

Notes: Heavy Armor, Boarding/Piercing Ram

SQUID-SHIP



Tradesman

The tradesman is the most common vessel among explorers and merchants. Its design gives it a large air envelope for extended journeys.

Acceleration: 2

Top Speed: 12

Travel Speed: 3

Handling: 0

Ground Landing: No

Cost: \$30,000

Toughness: 15 (2)

Crew: 12 + 24

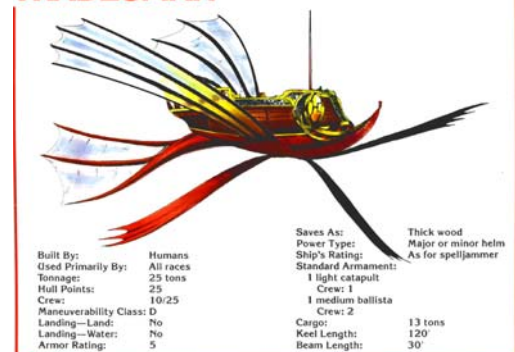
Cargo Space: 10

Guns: 8

Water Landing: No

Notes: Heavy Armor, Extended air envelope

TRADESMAN



Wasp

Small vessels often used by smugglers

Acceleration: 3

Top Speed: 10

Travel Speed: 2

Handling: +1

Ground Landing: Yes

Cost: \$20,000

Toughness: 13 (2)

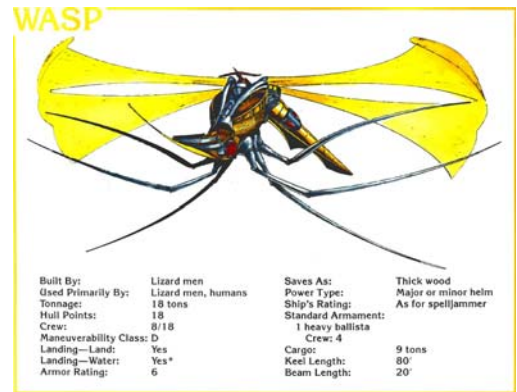
Crew: 1 + 4

Cargo Space: 4

Guns: 4

Water Landing: No

Notes: Heavy Armor



Whale Ship

These massive vessels are used as super transports and cruise ships.

Acceleration: 1

Top Speed: 10

Travel Speed: 3

Handling: -3

Ground Landing: Yes

Cost: \$400,000

Toughness: 24 (4)

Crew: 60 + 100

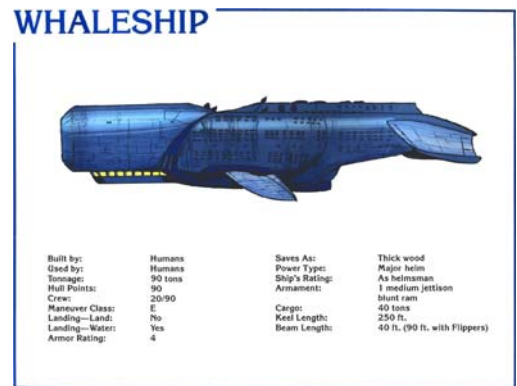
Cargo Space: 30

Guns: 16

Water Landing: Yes

Notes: Heavy Armor

Trade



Arcane Backgrounds



Sorcery

Arcane Skill: Sorcery (Spirit)
Starting Power Points: 10 (See below)
Starting Powers: 1 (Special)

Sorcerers are rare individuals who have mastered the ability to attune to ioun stones – natural gem-like stones found all over Thos. Most are native to Thos, or have a blood relative who hails from that planet. Others have some genetic quirk which grants this sensitivity. To most, ioun stones are a curio, an especially beautiful jewel, imbued with strange properties that cause it to orbit its possessor. Sorcerers however, have learned to unlock the magic within them.

In order to use sorcery, an ioun stone must first be attuned. This is accomplished by carrying the stone on one's person for about a week. Thereafter, if released, an ioun stone will orbit its owner. This is the second criteria for invoking the magic in these stones. They must be in motion about the caster. It takes an action to release a stone into orbit, and only one may be released per round.

Ioun Sorcery works very similar to the Weird Science Edge, in that each

ioun stone has its own pool of Power Points. However, the sorcerer only uses one skill to activate them (Sorcery). Additionally, ioun stones must be found or purchased. It's easy to find a stone that contains any novice power, but higher ranked ones are rare, expensive, and rarely parted with. The Gear section shows how much you might pay for an ioun stone of a particular rank.

Ioun stones can be damaged as well. They're very small (-6 to hit), and have a toughness of 6. A success on damage rolls will knock an ioun stone out of orbit causing it to fall to the ground and bounce off in some random direction, a raise will destroy it.

Burnout: Ioun stones do not stay magical forever. If a sorcerer rolls a 1 on his skill die (regardless of his Wild Die), the stone has burned out. It cannot be recharged, or repaired, and a replacement must be acquired. Wealthy sorcerers usually carry duplicates on their person in case a stone burns out or is otherwise destroyed.

Psionics

This Arcane Background functions exactly as described in the core rules. All Illithid are naturally psionic, but all races (except for Thri-keen) have the potential to be powerful mentats as well.

Martial Arts

Both the Githyanki, and the Thri-keen have developed a mystic tradition of hand to hand combat which focuses both the mind and body. The Thri-keen style is almost impossible to learn (since no other race has four arms), but the Githyanki have established more than one school open to all races.

This Arcane Background functions just like Super Powers, as described in the core rules.

Weird Science

Scholars were the first to postulate that Magasea, the roiling planet around which the Free Worlds orbit is an open rift into the Ethereal Plane, and is the primary source of the ether wind and its currents. They were right.

When the Ulitharid were first overthrown, alchemist gloves and goggles were among the first artifacts to be discovered in their abandoned complexes. These devices allowed an individual to see ether more clearly, and more importantly to actually hold ether, will it to shape, or concentrate its potential into energy.

This probably explains where the Ulitharid found enough raw materials to construct the moons, towers, observatories, and cities that orbit Magasea.

Those with real talent for manipulating ether became known as alchemists. With their special equipment, they are able to make

all manner of devices that rival the current level of technology more common throughout the void.

This Arcane Background works just like Weird Science as described in the core rule book.

New Powers

Detect/Conceal Corruption

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: 1/minute

This powers allows the caster to detect corruption in a subject. This is an opposed roll of the caster's arcane skill versus the target's Spirit.

On a raise, the caster feels the degree to which a character has been corrupted. The subject's Corruption score is subtracted from their Spirit roll.

Mind Rider

Rank: Novice

Power Points: 3

Range: 1 mile x Spellcasting

Duration: 1/minute

A character can use this ability to hear through a subject's ears, see through his eyes, etc. This is an opposed roll of the caster's arcane skill versus the target's Spirit.

If the target wins, the victim knows he was targeted by magic (if he knows such things exist) and the spell is unsuccessful (though the Power Points are still spent). The caster can

sense anything the victim can if he proves successful.

The Psi can cast this spell on an unseen target if he has an object the subject has touched within the last week.

Power Matrix

	Ioun Sorcery	Martial Arts	Psionics	Weird Science
Armor	X	X	X	X
Barrier	X		X	X
Beast Friend	X		X	
Blast	X		X	X
Bolt	X	X	X	X
Boost/Lower Trait	X	X	X	X
Burrow	X			
Burst	X		X	X
Deflection	X	X	X	X
Detect/Conceal Arcana	X		X	X
Detect/Conceal Corruption	X		X	X
Dispel	X		X	X
Elemental Manipulation	X	X	X	X
Entangle	X			X
Environmental Protection	X	X	X	X
Fear	X		X	
Fly	X	X	X	X
Greater Healing	X			X
Healing	X	X	X	X
Invisibility	X			
Light	X			X
Mind Rider	X		X	
Obscure	X			
Puppet	X		X	
Quickness	X	X	X	X
Shape Change	X			
Smite	X	X		X
Speak Language	X		X	
Speed	X	X	X	X
Stun	X	X	X	X
Telekinesis	X		X	
Teleport	X			
Zombie	X			

Setting

Places

Vainu

Ea

Deimos

The Belt

The Crown

Thos

Braal

Io

Char-On