

# Chapter One: Future Heroes

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Heroes in the future greatly resemble the heroes of modern times in their personality and attitudes. When advancing technology, space travel, cybernetics, time travel, and other futuristic items are thrown into the mix, they can make a hero look very different. This chapter provides players with many new options for the basic aspects of character creation, with new races and subraces, talent trees, and starting occupations for heroes in all kinds of science fiction and modern roleplaying games.

### Character Building

When building a character using a race other than baseline human, there are some changes to character creation and advancement. These changes apply to all heroic alien species.

### Feats

Baseline humans get a bonus feat at first level, plus a first-level feat and any bonus feats granted by their occupation and first class level. Other characters do not get the bonus feat at first level. When creating such a character, choose only one feat in addition to any granted by occupation and first class level.

### Skills

Baseline humans gain skill points as described in the various rules and source books. Other races get fewer skill points, as shown on Table 1-1: Skill Points/Level for Races Other than Baseline Human. As with human characters, multiply these skill points by four when creating a 1st-level character of any race.

### New Races

Not every character in future roleplaying is going to be a human, and the same goes for player characters. This section presents six new character races that represent some of the most basic and recognized archetypes in the world of science fiction.

### Khel-thirad

The Khel-thirad are a dangerous warrior race that is both aggressive and violent. Resembling large, bipedal saurian creatures, the Khel-thirad have carved an empire out of the various planets near their homeworld. Though the Khel-thirad are natural hunters and warriors, they are intelligent beings who make alliances and enemies just the same as anyone else. Though not officially allied with humanity, the Khel-thirad do have an uneasy peace treaty that prevents the forces of the Khel-thirad Empire from raiding human outposts and settlements. The Khel-thirad are quite independent and fear no one, but are not foolish enough to risk open war against a superior opponent.

Khel-thirad have deep, baritone voices and large, watchful eyes that constantly scan the immediate area for threats. Most Khel-thirad have mottled and scaly skin, which can range from browns to greens and even some other dark colors (such as crimson or dark blue) depending on their unique heritage. All Khel-thirad possess a curved beak similar to that of a parrot or macaw, though they do have a relatively thick accent when

**Table 1-1: Skill Points/Level for Races Other than Baseline Human**

Class	Skill Points/Level
<i>d20 Modern Roleplaying Game</i>	
Basic Class	
Strong	2+ Int modifier
Fast	4+ Int modifier
Tough	2+ Int modifier
Smart	8+ Int modifier
Dedicated	4+ Int modifier
Charismatic	6+ Int modifier
Advanced Class	
Soldier	4+ Int modifier
Martial Artist	2+ Int modifier
Gunslinger	4+ Int modifier
Infiltrator	6+ Int modifier
Daredevil	4+ Int modifier
Bodyguard	2+ Int modifier
Field Scientist	6+ Int modifier
Techie	6+ Int modifier
Field Medic	4+ Int modifier
Investigator	4+ Int modifier
Personality	4+ Int modifier
<i>d20 Future</i>	
Advanced Class	
Ambassador	4+ Int modifier
Dogfighter	4+ Int modifier
Dreadnought	2+ Int modifier
Engineer	6+ Int modifier
Explorer	6+ Int modifier
Field Officer	4+ Int modifier
Helix Warrior	2+ Int modifier
Space Monkey	4+ Int modifier
Swindler	6+ Int modifier
Technosavant	6+ Int modifier
Tracer	4+ Int modifier
Xenophile	6+ Int modifier



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speaking human languages. The Khel-thirad are capable of using all human technology, as their scaled hands resemble human hands quite closely.

The Khel-thirad live in a society dominated by their religious beliefs, convinced that it is their divine right to rule the entire universe some day. Though their religion allows for other species to be members of the Khel-thirad Empire, typically these other species tend to chafe under the harsh rules of the Khel-thirad government. A Khel-thirad warrior can be a powerful ally, but many consider them untrustworthy—and rare reports of a Khel-thirad warrior turning on human allies make their way through the colonies each day. The true nature of the Khel-thirad reliability largely depends on the individual member of the species: While some see other races as the stepping blocks upon which they will ascend to greatness, others believe that their holy texts instruct them to build strong relationships so they might dominate the galaxy as a conglomeration of races.

All Khel-thirad speak their own language, and many learn to speak an older form of Khel-thirad used primarily in religious ceremonies. Further, Khel-thirad have communities on a number of planets, and tend to acquire local languages.

**Home Planet:** Khel

### Species Traits

**Size:** Large. Khel-thirad take a  $-1$  size penalty to Defense and a  $-1$  size penalty on attack rolls. They gain a  $+4$  size bonus on grapple checks and suffer a  $-4$  size penalty on Hide checks.

**Ability Modifiers:**  $+4$  Strength,  $-2$  Dexterity,  $-2$  Wisdom,  $-2$  Charisma.

**Base Speed:** The Khel-thirad base speed is 30 feet.

**Fighting Space:** As Large creatures, Khel-thirad occupy a 10-foot-by-10-foot fighting space.

**Reach:** As Large creatures, Khel-thirad have a 10-foot reach.

**Claws:** The Khel-thirad possess a single, razor-sharp claw that extends from under each forearm, granting the character two natural claw attacks that deal  $1d6 +$  Strength modifier damage.

**Impulsive:** The Khel-thirad are rarely able to control their emotions and are often goaded into action. Whenever a Khel-thirad is unfriendly or hostile toward a character (as defined under the Diplomacy skill), the Khel-thirad suffers a  $-4$  racial penalty to all Wisdom and Charisma-based skill checks against that character.

**Free Language Skills:** Speak Khel-thirad.

**Other Languages:** High Holy Khel-thirad, local languages.

**Level Adjustment:**  $+1$

## Liandren

Though much about the Liandren remains a mystery, one thing that is known is that they value their privacy more than almost anything else. Hailing from a remote corner of space and with but a few colonies of their own, the Liandren maintain good relationships with the other species of the galaxy but are something of a puzzle to anyone but their own kind. In fact, the Liandren value their privacy so much so that the true

location of their homeworld is a mystery; those fortunate few outsiders who have been taken to the homeworld by Liandren vessels describe it as a heavily-guarded fortress world. Though the Liandren are peaceful on the whole, anyone who dares to try to discern the secrets of their civilization is dealt with swiftly and violently. Despite this secrecy, Liandren can be quite open in their personal relationships. Once they bond with a person or group, they accept their friends and allies into their families in an elaborate ceremony. From that point on, the individual Liandren's personal life is open to his friends, though no Liandren will share the secrets of their civilization with any outsider under any circumstances.

The Liandren resemble slender humans with angular features and purple-gray skin. Their hair, worn long by both males and females, is always stark black even through old age. Most Liandren stand at a height equal to humans, though some grow quite tall depending on the planet of their origin; particularly, Liandren colonists grow slightly taller than their home world kin, leading some scientists to speculate that the Liandren home planet has higher than normal gravity. In addition to their skin tone and lithe physique, Liandren also possess curved fangs, which appear only when the Liandren open their mouths. These fangs are indicative of the Liandren's serpentine heritage.

Though Liandren society remains a mystery, it is known that the Liandren prize order and organization over chaos. Most Liandren operate under a caste system and their military has a perfectly clear chain of command: There is no mutiny in the Liandren Armada. Liandren family groups are close-knit, and most Liandren would rather die than betray another member of their family, even if they knew their relative had broken the law. Most Liandren that venture out into the universe do so in order to protect themselves or their family by learning more about their allies and enemies.

In addition to their native language, Liandren have two languages they use only amongst themselves: Thessilese and Corvian. Because these languages derived from cultural divisions, Liandren who speak one often do not speak the other; only a handful of Liandren—generally diplomats and scholars—bother to learn both.

**Home Planet:** Unknown

### Species Traits

**Size:** Medium. Liandren have no special bonuses or penalties due to their size.

**Ability Modifiers:**  $+2$  Dexterity,  $-2$  Constitution.

**Base Speed:** The Liandren base speed is 30 feet.

**Mental Shielding:** Liandren are particularly adept at preserving the secrets of their kind and have developed a mental resistance to mind probes over millennia of evolution. All Liandren gain a  $+4$  bonus to Will saves made to resist mind-reading devices and psionic powers.

**Fangs:** Liandren possess two large fangs, granting the Liandren a natural bite attack that deals  $1d4$  points of damage.

**Suspicious:** The Liandren tendency to treat everyone as a potential threat to their civilization makes them reluctant to trust anyone. They suffer a  $-2$  racial penalty to all Bluff,

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Diplomacy, and Sense Motive checks due to their occasional inability to gauge friend from foe.

**Free Language Skills:** Speak Liandren.

**Other Languages:** Local languages, Thessilese, Corvian.

**Level Adjustment:** +0

### Grandrite

Hailing from a harsh world that still boils with geothermic activity, the Grandrites are a hardy and durable people with toughness to spare. Unlike many other alien species, Grandrites have a reputation for being jovial and humorous, at the very least coming across as likeable. The Grandrites occupy a relatively small sector of space compared to humans and the Khel-thirad Empire, though they can be found at almost every common spaceport and station. The Grandrites forged a strong relationship with humans and became their allies very quickly after their first encounters, making them some of Earth's oldest allies. Most Grandrites would regard humans as their friendly, if more fragile, cousins who can be trusted and dealt with as if they were from the same world.

Grandrites are hulking beings who stand almost a head taller than most humans. Though not quite as large as the Khel-thirad, the Grandrites typically tower over shorter species and have a reputation for being oafish. Grandrites have gray and brown skin, covered in small chitinous plates around the shoulders, neck, hands, chest, and feet. Additionally, most Grandrites have small, bony protrusions that stick out of their knuckles, elbows, shoulders, and knees, giving them a jagged and harsh

appearance. Grandrites are completely bald and have wide mouths that display an impressive number of blunted teeth when they smile. Most Grandrites are broad across the chest and shoulders, giving them a rather large profile.

Grandrites learned long ago that survival is a matter of being tougher than one's environment. One of the most common Grandrite beliefs is that one's will determines one's existence, and so in order to endure, one must have a stronger force of will than the environment. As such, most Grandrites value integrity and dedication as well as a devotion to protecting others. They believe that anyone not strong enough to exist on their own should be protected from harm whenever possible, meaning that most Grandrites are somewhat altruistic at heart. Though certainly not all Grandrites share this view, and some of their kind actually subscribe to a "survival of the fittest" attitude, more often than not the Grandrites prefer to use their superior durability to help others or make themselves useful in some way.

**Home Planet:** Grandros

### Species Traits

**Size:** Medium. Grandrites have no special bonuses or penalties due to their size.

**Ability Modifiers:** +2 Con, -2 Wis. -2 Cha.

**Base Speed:** Grandrite base speed is 30 feet.

**Damage Reduction:** Grandrites possess hard, chitinous plates that cover essential body parts and organs, making it appear as though they have stones grafted into their skin. These provide the Grandrite with natural DR 3/-.

