

Aliens Unlimited

Supplement 3: Ben 10 Universe



Additional alien species for Heroes Unlimited

Aliens Unlimited Supplement 3: The Ben 10 Universe

Design: Marco Ferraro

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Foreword

The Ben 10 animated series centres around Ben Tennyson, a ten-year-old boy on a cross-country summer vacation, with his cousin Gwen and their grandfather Max. On their first night camping in their grandfather's RV affectionately named the "Rustbucket," Ben finds an alien pod with a mysterious watch-style device named the Omnitrix. The device then permanently attaches itself to his wrist giving him the ability to transform into a variety of alien life-forms each with its own unique skills and powers. With his newfound superpowers Ben has to learn the responsibilities of being a hero. During their vacation, the Tennysons are attacked by various enemies ranging from space aliens to supernatural entities. Although he could only transform into 10 aliens initially, this was later expanded. What follows here is a list of all the alien species to appear in Ben 10, including ones he encountered and didn't transform into. Also the various spaceships and omnimatrixes used in the show.

Section 1: Species

Aerophibian



Type: Humanoid Manta Ray, Aero Sapiens

Physical Traits: Red, with two black lightning bolt-like stripes coming down from the shoulders to the chest. Yellow horns extend from the nose, with gills underneath the arms and yellow patagia which is used to fly and glide through water. Aerophibians can breathe underwater, air and survive in space. Aerophibians have a sonar with a 10 metre per ME range. Aerophibians can produce beams from their eyes and tail that disable the target's nervous system (or "neuroshock blasts") causing paralysis for 1 round per 2 ME unless the victim saves vs stun for half this durations.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 9D6 in atmosphere, lightspeed in space at rate of 1 lightyear per day, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic. Mainly ammonia and methane.

Oceans: 100%, Aeropela is completely covered in water with giant spiral rocks protruding out of the sea. It is constantly visited by fog, rain, hurricanes, and the occasional monsoon or tsunami.

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 40 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 1.3 billion

Home System:

Number of Stars: 1, Aeropius

Star Type: K

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 5

Outer Planets: 2

Amperi



Type: Humanoid Jellyfish, Amperis Sapiens

Physical Traits: Amperi are jellyfish-like beings. They have four tentacle-like arms and two legs. Three hood-like parts make up their head and torso, with the upper most being the head and the lower two being the torso. They are blue in colour, with a white pattern covering their entire body. They are aquatic, but can survive out of water.

Amperi are masters of the electromagnetic spectrum, with the ability to shoot electricity at D6 damage per 2 ME over 1 metre per ME, and absorb 2 points of electrical damage per ME. They can sense the electrical pulses in the brains of other life forms, allowing them to read their thoughts if within 1 metre per ME. Amperi move by floating gently through the air, or by becoming pure electrical current and travelling along power lines at a speed of 1 km per ME per second. They can breathe underwater.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs, levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: swim 7D6/flight 5D6, HPs: +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 100%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Tribal Council

Population: 1.2 billion

Home System:

Number of Stars: 1, Amperous

Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2

Outer Planets: 2

Anodite



Type: Humanoid, Anodis Sapiens

Physical Traits: The entire body of an Anodite is a humanoid-shaped construct of pure mana. It is a deep-dark purple colour with long flowing tendrils, symbolizing hair, which are a bright pinkish purple glowing colour.

Anodites in human forms can manipulate mana at a lesser degree than in their true forms for a variety of effects, such as: energy manipulation, flight, telekinesis, object creation and dissipation, opening portals, repairing objects, elemental manipulation, telepathy, dowsing, memory manipulation and invisibility.

In their true forms, their vast powers allow Anodites to warp reality on a limited scale, survive in and fly across space, teleport themselves and others across space and dimensions, create a body of their choice, and can draw in mana from everything around them. They also have a degree of enhanced strength and durability, able to take big rocks and strong attacks without being hurt.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathic

Reproduction: Sexual, Anodites are able to reproduce with Humans by assuming a Human body. If an Anodite reproduces with a Human, there's no guarantee the offspring will inherit the Anodite's powers and abilities. Anodite powers and abilities can also occur in offspring in later generations.

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight D6 per mana used, HPs: +D12, Mana: (IQ + ME) x20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Anodites are technically immortal, as they are able to change their age.

Technology: 9

Culture: Anodites are free-spirited, and most don't take life as seriously as most humans to the point that some Anodites disregard the morality of their actions

and would rather satisfy their own personal pleasures, but that doesn't stop them from helping others. They can also be slightly condescending to non-energy beings.

Government: None

Population: 1.6 billion

Home System:

Number of Stars: 1, Anodyne

Star Type: K

Planetoid Belts: 4

Inner Planets: 3

Middle Planets: 5

Outer Planets: 6

Appoplexian



Type: Humanoid Tiger, Appoplex Sapiens

Physical Traits: Appoplexians are tiger-like humanoids with huge muscles. They have orange fur, white muzzles, hands, stomachs, chests, and feet. The fur can also vary from yellowish orange to dark orange and the white parts can occasionally be light yellow. They also have black stripes on their head, shoulders, back, and legs. Sometimes there are also stripes on the forearms, cheeks, or chin. There is a chance that the head supports a Mohawk, being either the color of the muzzle or stripes.

They also have four-fingered hands and three-toed feet. They have boned, quill-like black brows on the skull over each eye, which are entirely yellow or yellow with black feline pupils, and they have a large, single retractable claw coming out of both wrists that can be either black or dark metallic blue. Instead of keratin, the structure of the claw is mostly pure bone. The jaw is pronounced and have either two or six fangs sticking out.

Appoplexians possess enhanced strength and agility, enabling them to jump great distances and lift objects heavier than themselves. Appoplexians possess a large, retractable claw on each wrist. This claw can be used to stab opponents doing 2D6 damage, or create a shock wave when stabbed into the ground or when objects are cut apart. The shock wave does knockback to anyone with PS under 13. Appoplexians take only 10% damage from laser based attacks.

Height: 9 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 8

Culture: Standard, Appoplexians value emotional openness. Generally, the feeling is a blind rage. Appoplexians love to fight and have great appreciation for the best fighter. Instead of shaking hands when they meet, they engage in a wrestling match until one is established as dominant.

Appoplexians believe any problem can be solved by hitting it or "hitting it a lot". An Appoplexian's addiction to violence leads them to be quite dim, forgetting things and being easily distracted. Appoplexians are prone to referring to people by their full name or title. They also refer to themselves in third person. Appoplexians have animalistic tendencies, such as growling, roaring, and relentlessly seeking food when hungry. Appoplexians are prone to mixing up metaphors. Appoplexians can always remember things relating to fights or battle techniques learned. Appoplexian bathroom habits are very similar to that of house cats and kitty litter boxes.

Government: Tribal Council

Population: 3.3 billion

Home System:

Number of Stars: 1, Appoplexia

Star Type: K

Planetoid Belts: 6

Inner Planets: 2

Middle Planets: 2

Outer Planets: 1

Arachnichimp



Type: Arachnid Primate, Arachnich Sapiens

Physical Traits: Arachnichimps are blue collared, monkey-like aliens with four arms, four or six eyes and two legs. They also have three fingers on each hand and three toes on each foot, blue fur over a dark blue centre, and a tail with a stripe design. The eyes of an Arachnichimp with four eyes are yellow with black pupils while the eyes of Arachnichimps with six pupils are pure black.

Like Humans, Arachnichimps can have different styles of head hair. Infant Arachnichimps are similar to older Arachnichimps, but are much smaller and have larger lower eyes. Arachnichimps seem to come in different sizes.

Arachnichimps have the ability to expel webbing from their tail, which requires PS 14 to break free. Arachnichimps can use their sticky fur to cling to and scale vertical surfaces. Arachnichimps have superhuman strength, enough to swing a lamp post like a bat. Arachnichimps have enhanced agility.

Due to their extra limbs and prehensile tail, Arachnichimps have extraordinary dexterity, which gives them an

advantage in close-quarters, hand-to-hand combat. According to Simian, Arachnichimps have hearing superior to a human's, stating he could hear Gwen and Kevin talking about him across a room.

Height: 5 ft

Weight: 170 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 8

Culture: Standard

Government: Tribal Council

Population: 6.6 billion

Home System:

Number of Stars: 1, Aranhaschimmia

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 4

Outer Planets: 3

Arburian Pelarota



Type: Humanoid Ichypoid, Arburi Sapiens

Physical Traits: Arburian Pelarotas are white, bulky aliens with stubby arms and legs. They have yellow, shell-like plating on their back, wrists, legs, and shoulders. Infant Arburian Pelarotas lack shells, as they don't develop until they are child aged. Arburian Pelarotas have squinted eyes and a wide mouth. They also have black stripes above and sometimes below their face, plus they have black surrounding their armor. Adults have the same appearance as children, only with sharper claws and small lines near their fingers.

Female Arburian Pelarotas appear to have a slimmer torso and pelvis, their armor is also smaller and they have feminine lips. Arburian Pelarotas have the ability to curl into a ball and, like a motorized wheel, roll at high speeds, ricochet, and bounce. This shell is highly durable, able to resist corrosive chemicals. Arburian Pelarotas have a high sense of balance. Arburian Pelarotas can contain fairly large objects within their spheroid form.

An Arburian Pelarota's shell takes only 10% damage from acids and lavas, and can refract lasers. They are so resistant to heat that while rolled up, they can survive a drop from space to Earth, with just minor amounts of pain from the impact received.

Height: 9 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,
PE: 5D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +100 +D20, AR: 12

Orbit/Climate: 1 AU. Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Democracy

Population: 5.6 billion

Home System:

Number of Stars: 1, Arburia

Star Type: K

Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 4

Outer Planets: 4

Atrocian

Type: Humanoid Blob, Atroci Sapiens

Physical Traits: Atrocians resemble potatoes with warts on their heads. They have short, stubby arms and legs, with black fingers and toes (though females tend to have pink fingers). They are short in stature. Yellow, blue and pink colored members of this species, including both males and females, have been seen. Atrocians can grow curly hair on their heads like humans, although this has only been shown on females. Males have eyebrows and lumps or spots on their arms while females don't. Their tongues can be pink or blue. Atrocians take no damage from lava, fire, heat and acid, and half damage from all other attacks.

Height: 5 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 4D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: 200 +D20, AR: 16

Orbit/Climate: 1 AU. Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 7

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Council

Population: 3.1 billion

Home System:

Number of Stars: 1, Atrocraius

Star Type: K

Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 4

Outer Planets: 6

Basalt



Type: Humanoid Mineraloid, Basa Sapiens

Physical Traits: Basalt appear to be large, yellow and brown crystalline-like rock species who are very skilled at adapting to their environment. Basalt have super human strength, good for crushing and pummeling. They can also create tremors in a directed line that shakes the ground and has a 80% likelihood of knocking down everyone in its path. The ground tremor can be a straight line that is 1mtr wide per 4 ME and up to 2mtrs long per ME.

Basalt are cumbersome and not very fast or agile. Water is dangerous to Basalt as over time, it erodes their body and weakens their strength. Basalts cannot swim since they sink like a stone in water.

Height: 6 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 3D6, ME: 3D6, PS: 6D6, PP: 2D6, PE: 3D6, MA: 3D6, SPD: 2D6, HPs: CON +D20, AR: 11

Orbit/Climate: 2 AU. Extremely erratic, retrograde (backwards) orbit, but stable, unpredictable temperature variations.

Atmosphere: Standard glacial

Oxygen/Nitrogen with minimal Carbon dioxide and high ozone.

Oceans: 50%

Gravity: 130%

Feeding Habits: Rocks

Lifespan: 190 years

Technology: 7

Culture: Standard

Government: Religious Council

Population: 4.4 billion

Home System:

Number of Stars: 1, Andesite

Star Type: K

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 4

Outer Planets: 5

Biosovortian



Type: Humanoid Magnetic Energy,
Biosovorti Sapiens

Physical Traits: Biosovortians have large spikes on their shoulders (similar to horseshoe magnets), crab-like claws, and two-toed feet. Their head is made of a silver metal, has large, narrow eyes that can change size and is outlined in a white-blue glow. This head floats above their body, signifying their magnetism. Wherever the head goes, the body follows, similar to a Polymorph's anti-gravity disc.

Biosovortians can control magnetic fields to manipulate metals and other magnetic objects. They can also create magnetic force fields and pulse waves. Biosovortians can cause magnetic objects to attract any others nearby,

making them fly and collide into the target at PS equal to their ME. As they are also magnetic, they can make magnetic objects fly into them as well. Biosovortians can levitate and fly. Biosovortians are physical enhanced beyond human capabilities, especially in terms of strength and resilience. Biosovortians can regenerate their bodies, with pieces of it being able to fly and reconnect if the body is broken.

Height: 6 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 4D6, ME: 4D6, PS: 4D6, PP: 3D6,
PE: 4D6, MA: 3D6, PB: 3D6, SPD:
3D6/flight 5D6, HPs: +D10

Orbit/Climate: 1 AU. Slightly erratic, very elliptical orbit, hot and cold, temperatures become extreme every few years.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Theocracy

Population: 4.2 billion

Home System:

Number of Stars: 1, Bioso

Star Type: K

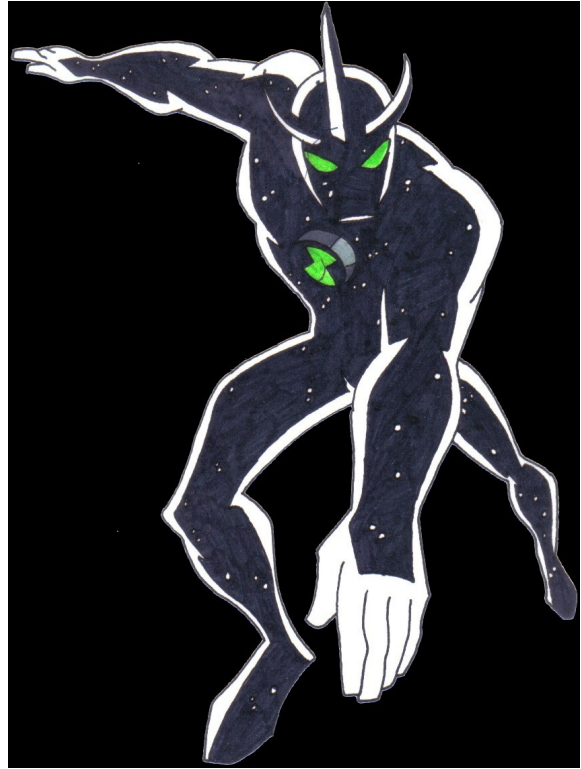
Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 3

Outer Planets: 6

Celestialsapien



Type: Humanoid Energy, Celest Sapiens

Physical Traits: Celestialsapiens are silhouette-like humanoids that can range from any size. Their bodies are black with white outlines and have white star-like dots scattered inside them. Their heads can possess either a black flaming tip with stars inside, two long horns on the sides of their head, or three trident-like horns on their forehead.

Their face only consists of white pupil-less eyes, but occasionally they can sport facial hair colored the same as their bodies such as a beard. Infant Celestialsapiens have the body shape of a human baby, male Celestialsapiens have the body of a muscular male adult human, and female Celestialsapiens have the shape of a thin female adult human.

Celestialsapiens are among the most powerful species in the universe, being

capable of controlling reality, space and time. Their reality warping is seemingly without limit - a Celestialsapien can make its very thoughts become reality and survive anything up to (and including) the destruction of the entire universe around them. However, they have to follow rules that regulate the use of their powers, such as the Multiverse Preservation Act.

However, a Celestialsapien cannot do anything unless a majority or all of its personalities agree on it. Given that said personalities generally contrast each other in every way, Celestialsapiens can spend eons debating before using any of their powers. A baby Celestialsapien does not have multiple personalities, but it is also not mature enough to use its power.

Their omnipotence gives other abilities that do not truly require much decision making or thought to access, such as allowing them to near instantly regenerate from any physical damage, seamlessly fly through air and space, grow to the size of a sun, have the strength to smash planets to pieces in one punch, be able to move across entire solar systems in less than a millisecond, distorting and reversing time for specific targets, being able to telekinetically move targets, deflecting energy blasts with their hands, generating force fields that explode into waves of force when punched, transforming into and create black hole like voids and teleporting in a clear haze.

Height: Variable

Weight: Variable

Mobility: Legs, levitation

Sensory Organs: Visual, ESP

Communication: Telepathic

Reproduction: Osmosis. A pregnant Celestialsapien has a small glowing white orb in her hands with a baby Celestialsapien growing inside it which takes tens of thousands of years to develop.

IQ: 5D6, ME: 5D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 5D6 in atmosphere/ 1 lightyear per day in space, HPs: +D20

Orbit/Climate: None

Atmosphere: None

Oceans: None

Gravity: None

Feeding Habits: Photosynthetic

Lifespan: Celestialsapiens are apparently immortal, or at least extremely long-lived, as they can live for tens of thousands of years before even being considered "mature".

Technology: 11

Culture: Standard. Celestialsapiens prefer their shrouded existence at the Forge of Creation, as opposed to being involved with the "petty going-ons" of the rest of existence. Celestialsapiens possess two personalities, such as a Voice of Love and Compassion and a Voice of Rage and Aggression. Both of a Celestialsapien's personalities have to agree with each other for the Celestialsapien to perform any sort of action. However, due to their contrasting

personalities, this hardly ever happens. When the Celestialsapien speaks, both voices speak in unison and, depending on what the voices agree on, they say "Seconded!", or "Motion carried!" if they agree; they say "Motion denied!" if they disagree. Celestialsapiens develop multiple personalities over time. A few Celestialsapiens have personalities that are more decisive and in balance.

Government: None

Population: 166,660

Home System:

Number of Stars: 1, Forge of Creation

Star Type: K

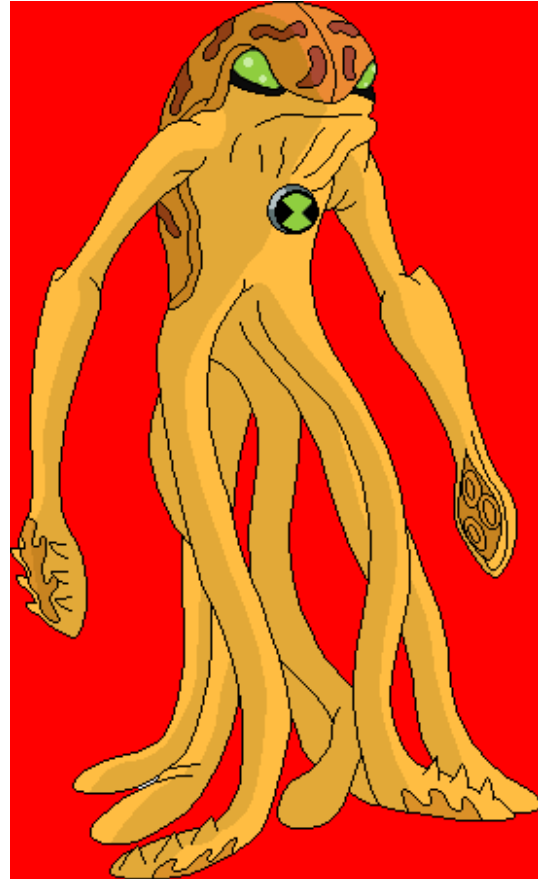
Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 2

Outer Planets: 2

Cephalod-ae



Type: Humanoid Squid, Cepha Sapiens

Physical Traits: The Cephalod-ae are an orange animalistic alien species with a jellyfish looking head, green eyes, and a body with multiple tentacles like a squid. The Cephalod-ae have a powerful grip and incredible crushing abilities.

They can contort into a small space of 1 ft.

They can camouflage in colour so as to be undetectable so long as they don't move.

Also Cephaods can shoot a sticky jet stream of ink that can blind a victim for D10 rounds or slow down enemies if sprayed on the ground due to its slipperiness, requiring a PP roll not to fall down.

Cephalod-ae also have an aversion to strong light and can easily become

entangled. They cannot stay out of water for longer than 20 minutes.

Height: 6 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Molluskus is a coral-reef infested water planet and known to be one of the most beautiful in the universe.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Council

Population: 4.5 billion

Home System:

Number of Stars: 1, Molluskus

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 4

Cerebrocrustacean



Type: Humanoid Crustacean, Cerebro Sapiens

Physical Traits: Cerebrocrustaceans closely resemble giant crabs with red/brown exoskeletons with small spikes around the face and on top of their head. A Cerebrocrustacean's head is very large, with arms sprouting from each side. They have claws, four/six spider-like legs and a stubby torso. A Cerebrocrustacean's face is composed of only eyes and a mouth.

They have a large brain, giving them high intelligence and can solve difficult calculations mentally in a few seconds. They know complex angular physics, and can visualize equations and movement of objects as if they're actually there.

Cerebrocrustaceans can also produce and manipulate electricity, in forms that can be put to various uses, including launching electricity doing D6 damage per 2 ME over a 1 mtr per ME range. They can also create electrical force fields of ME x10 SDC.

Cerebrocrustaceans can also use telekinesis to move objects. They can see and read EM waves. They can

control electrical machinery within a 1 mtr per ME range.

If a Cerebrocrustacean's skull plates are closed while using their brain for electricity, they can be hurt and overheat. They are also vulnerable to attacks while their skull plates are open.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathic

Reproduction: Egg

IQ: 5D6, ME: 5D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, SPD: 4D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. Primitive Cerebrocrustaceans took

advantage of the storms surrounding the Encephalonus planets and it in turn resulted in the destruction (by using up all resources) of the planets from Encephalonus to Encephalonus III. By the time they arrived at Encephalonus IV, Cerebrocrustaceans had evolved in order to create electricity instead of taking it away from the environment. Modern Cerebrocrustaceans are deeply ashamed of their ancestors being responsible for the destruction of Encephalonus and the two other planets in their solar system.

Government: Monarchy

Population: 1.5 billion

Home System:

Number of Stars: 1, Encephalonus

Star Type: K

Planetoid Belts: 3

Inner Planets: 0

Middle Planets: 1

Outer Planets: 2

Chimera Sui Generis



Type: Humanoid Squid, Chimer Sapiens

Physical Traits: Chimera Sui Generis are a green humanoid species with long tendrils like those of an octopus or squid on their heads. The amount of tentacles can vary from three to nine. Their bodies, if not cybernetically altered, have red circuit/vein-like patterns. Their tentacles have a chance of sporting dark spots in a mud-like pattern, being yellow, dark green, or black. They can sport either red or mint green eyes. They have three point-ended fingers and an opposable thumb on each hand and have two toes on their feet. Their heads supported a green neck pillow-shaped sac in the original series that connected both of their cheeks from the back of their heads.

When in their 'true form', they are more cephalopod-like than humanoid in

appearance. Their heads become massive in size and support several black horn-shaped spikes running down their heads. There are pink cracks above their sharper eyes. The bottom of their bodies are pink with line patterns and have a triangular mouth. Unlike cephalopods found on Earth, their mouth appears on their face, sporting eight sharp teeth, five on top, three on the jaw, and three extra each shown on the four tentacles closest to their mouth, while having about 20 tentacles in total.

There are also gill-like growths underneath the eyes. Their skin is more wrinkled compared to their humanoid form. So far, Only males have shown that the tentacles on their heads grow as they mature. Chimera Sui Generis have tendrils on their head, while males have them on their chin or all around their head to resemble hair or beards, respectively. Some female Chimera Sui Generis have beauty mark like marks on their face.

Chimera Sui Generis have incredible natural strength, durability and agility. When in their 'true form', they cannot switch back if they are too weak. They are also highly immobile on land in that form and require water in order to breathe, despite their normal ability of space survivability. Despite their enhanced durability, there is a limit to how much damage their bodies can take before being fatally injured.

Height: 7 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg
 IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6,
 PE: 5D6, MA: 3D6, PB: 3D6, SPD:
 3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 9

Culture: Xenophobic. Fearful of others, harsh but still some redeeming features.

Government: Theocracy

Population: 2.5 billion

Home System:

Number of Stars: 1, Vilgaxia

Star Type: M

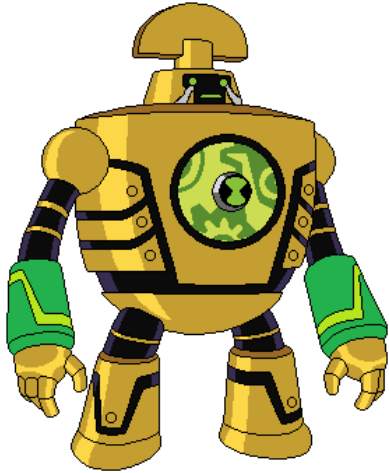
Planetoid Belts: 2

Inner Planets: 5

Middle Planets: 2

Outer Planets: 5

Chronosapien



Type: Synthetic Artificial Robotic life form, Chrono Sapiens

Physical Traits: Chronosapiens are a species of biomechanical lifeforms. They're robotic, metallic, and appear to be more machine-like than biological. They are made of yellow or black metal and have a translucent window on their chest which displays their innards, which appear to be various gears. They have a round, short head with a semi-circular appendage on top. When moving, Chronosapiens produce gear-like sounds. Chronosapiens are able to produce time rays that age their targets into dust or makes them time travel. They are also capable of time travel, and can display events that have happened in the past by rotating the appendage on their heads, which produces a light. This light covers the area and displays all objects and movements in the past as holographic images.

Chronosapiens can slow down time, which makes them look like they are fast when they're actually really slow. Using this power increases their SPD to 5D6 while it is on. They can sense another Chronosapien's power usage or the use of a Chronosapien Time Bomb, and can

undo the effects of both. Chronosapiens can use each other's Chronosapien keys, but they won't have their true resonance. A Chronosapien's metallic body can be broken by sufficient force, and they can fall into a powered-down state in which the light in their torso as well as on their face goes off and they cease moving. They are slow runners and tire quickly. A Chronosapien's time powers are rendered useless in timeless dimensions.

Height: 6 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

IQ: 4D6, ME: 4D6, PS: 4D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: D6, HPs: +D20, AR: 1

Feeding Habits: Energy

Lifespan: Indefinite

Technology: 11

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: None

Population: 54 billion

Home System:

None, their original planet no longer exists.

Citrakayah



Type: Humanoid, Citrak Sapiens

Physical Traits: Citrakayahs are slim human-sized aliens with blue and black fur covering their bodies. They have black fur around their faces that end in points, resulting in a mask-like appearance. Their legs and elbows also have spikes on them. Citrakayahs can run very quickly and leave a blue trail when they run. They are fairly strong.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: up to Mach D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 9

Culture: Standard mix

Government: Democracy

Population: 6.1 billion

Home System:

Number of Stars: 1, Chalybeas

Star Type: M

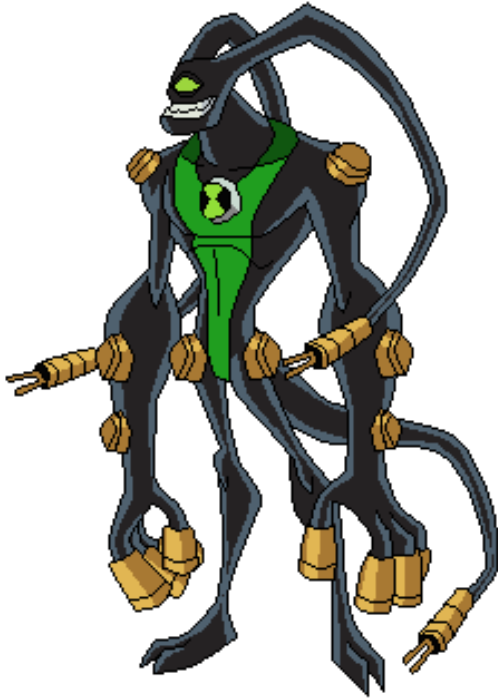
Planetoid Belts: 4

Inner Planets: 0

Middle Planets: 3

Outer Planets: 2

Conductoid



Type: Humanoid Lizard, Conductos Sapiens

Physical Traits: Conductoids have black skin. They have one eye in the middle of their head. They have two antennae and a tail that looks like plugs on the end, which allows them to draw energy to themselves, like how a plug plugs in electricity through the tips. They have four fingers on each hand, with similar plugs on the tip of each finger that help them absorb energy. Conductoids can travel through space, using minute voltage differences between to propel themselves. Conductoids have the ability to absorb and redirect energy from their antennae, tail, and fingers, even from a distance, using it to jump over long distances (1 mtr per ME), and fire energy toward the ground in order to fly or move with great speeds on a current carrying path.

Height: 7 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/6D6 flight in atmosphere/10D6 flight in space, HPs: +D12

Feeding Habits: Conductoids feed on eddies and currents of higher-energy particles near protostars.

Lifespan: 110 years

Technology: 8

Culture: Standard. Conductoids are not social beings. Males of the species are negatively charged, while females are positively charged. If too many male occupy the same area for an extended period of time, the resulting arc could destroy them all. The same holds true for females. Because the consequences of social groups are so potentially devastating, Conductoids tend to be solitary creatures.

Government: None

Population: 9 billion

Home System:

The home of Conductoids is the Teslavorr nebula, an interstellar area roughly 60 light-years in diameter, containing high levels of static discharge and comprised mainly of ionized gases.

Crystalsapien



Type: Humanoid Mineraloid, Crystal Sapiens

Physical Traits: Crystalsapiens are silicon-based lifeforms made of highly durable crystal. Most of their bodies are covered in a protective silicon-based rock, while the exposed crystal is magenta. They have purple bodies, legs and arms with several black lines and dots on them. They also sport magenta shards all over their body: six on their back, two on their chest and one on top of their small, purple head, resembling a horn. They also have one large, cyclopean eye.

Crystalsapiens are completely resistant to radiation, and are also capable of absorbing any type of energy, like lasers, electricity or Mana if they are ready for it. Crystalsapiens can either let energy they absorb pass through them safely or they can channel it into either a multi-colored or green laser beam or a light to aid them in dark areas. They are also

able to fly. Crystalsapiens are not immune to energy, as they can be harmed by it if they are caught off-guard, or by electrified water. Crystalsapiens can be shattered by extreme force.

Height: 7 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/5D6 flight, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and corrosive as above with predominantly toxic trace metals and gases.

Oceans: 5%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 290 years

Technology: 8

Culture: Standard

Government: None

Population: 1

Home System:

Number of Stars: 1, Petropia

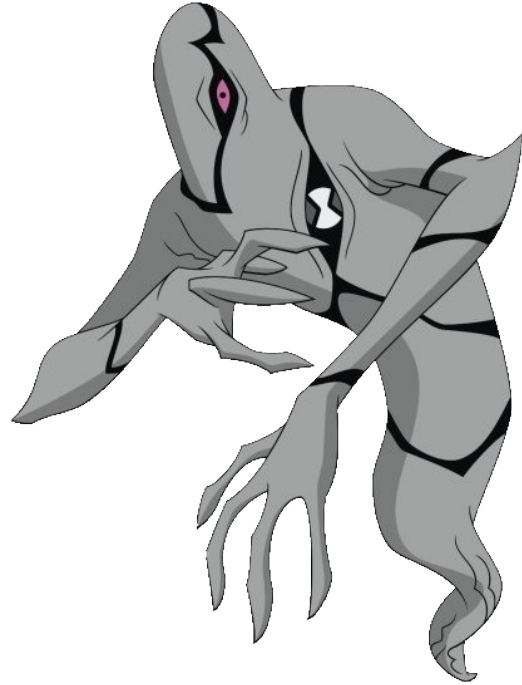
Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 4

Ectonurite

Type: Humanoid Ghost, Ectonus Sapiens

Physical Traits: Ectonurites with their protective layer of skin, Ectonurites look like a classical ghost with a track for the eye to travel upon. Ectonurites can grow this protective layer of skin to protect them from sunlight. Without their protective layer of skin, Ectonurites look like misshapen horrors. They possess an exposed skull with sparse teeth for a head, only one eye, dark blue skin, exposed bones on certain parts of their bodies, black claws, a big gaping hole in their chest with black and white striped tentacles hanging out, and speak with an eerie, creepy voice.

Ectonurites can rotate their heads so they can be upside-down or the right way up. When an Ectonurite is at its full power, spikes erupt from its shoulders and its hands, and their teeth and claws grow in size. Ectonurites can also develop deformities such as having one arm larger than the other, having three heads,

having more than one eye, or having pink lips.

Ectonurites have density altering protoplasm, allowing them to phase through matter and make themselves invisible. Ectonurites can inhabit the bodies of other lifeforms and possess them unless they save vs possession. Additionally, this grants them access to the possessed person's powers as well. Without their protective skin, Ectonurites possess powerful telekinetic abilities. In true, absolute darkness, Ectonurites can use their abilities to their full potential.

An Ectonurite's mind is embedded in the very fabric of their being, a miraculous genetic memory that allows them to remember absolutely everything from the day they were born; even a single strand of its DNA can replicate it in its entirety. Ectonurites do not have any mana/life-energy in the conventional sense, making them immune to life energy absorption. Light, especially sunlight, renders Ectonurites powerless and causes severe physical damage, destroying their bodies.

Even a small amount of light is enough to weaken their abilities and harm them especially lasers, fire, and radiation. Ectonurites with their first skin don't have this weakness. A certain chemical can solidify an Ectonurite's protoplasm, thus negating their intangibility and invisibility.

Height: Varies

Weight: None

Mobility: Levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: None

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
flight 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and tainted
Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 7

Culture: Standard

Government: None

Population: 5.6 billion

Home System:

Number of Stars: 1, Anur

Star Type: M

Planetoid Belts: 5

Inner Planets: 0

Middle Planets: 5

Outer Planets: 4

Florauna



Type: Humanoid Plant, Florau Sapiens

Physical Traits: Florauna are plant-based aliens with four or five legs, a singular eye, four-fingered claws and Venus flytrap-shaped flaps covering their heads. Female Floraunas look similar to their male counterparts, but their body is shaped like a dress. Their fly trap is much larger and they have bulb-like hair along with dark lips.

They also lack the spikes that male Floraunas have on their arms, legs and chest. A Florauna's colour is green at a young age but around their adult years they start to turn brown, just like plants when they start to wither and die or become very old.

Floraunas can grow any part of their bodies at will, allowing them to stretch their limbs up to 1 mtr per 3 ME or grow spikes which do D4 damage each. Floraunas have regrowable seeds on their backs that can be used as explosives (up to D6 per 2 ME), knockout grenades (save vs stun), or smoke grenades. Floraunas possess all

the adaptive abilities of the plant life they come into contact with. Florauna can merge with plant life, like a tree, then control them. Depending on the environmental conditions, Florauna are able to grow vines, thorns, flowers or fruits in a dazzling array of colours and variations.

Florauna vines are quite strong, and have a special communication system that help them to connect with other Floraunas. Florauna can regenerate any part of their body, including the head. They can't be hypnotised.

Height: 7 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 40%

Gravity: 100%

Feeding Habits: Photosynthesis

Lifespan: 200 years

Technology: 8

Culture: Standard. Floraunas typically live in large colonies. If any intruders are detected in their colony, the Florauna will not stop attacking them until they capture at least one of them to offer as a sacrifice to the colony's chief. It is said that Florauna are very protective of their land and will attack any plant or animal.

Government: Tribal Leader

Population: 31 billion

Home System:

Number of Stars: 1, Xenon

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 2

Outer Planets: 1

Galilean



Type: Humanoid Mineraloid, Galil Sapiens

Physical Traits: Galileans are bulky, gravity-controlling, rock armoured aliens. They are reddish-brown in colour and have a red/orange core on the centre of their chest, and have four reddish-brown fingers and three grey toes. They have black markings on their face, as well as a big mouth. When rolled up into their planetary sphere form, it is notable that their rocky plating fuses to resemble continents with their black markings looking similar to oceans; their core is hidden as well as a result. Galileans do not live on planets, as they themselves are tiny planets. They live in space and orbit their sun. Galileans are known to be wise and patient.

They have the ability to manipulate gravity; to either make objects lighter than air or incredibly heavy by a factor of x1 per ME (eg. 15 ME = x15). Galileans can levitate via gravity manipulation. They can also change its direction, causing targets to fly upwards or horizontally, as if they are falling.

Additionally, targets can be made to fly in the air at great speed. Galileans can make objects orbit around them and can roll up into a planetary sphere. If a Galilean takes large amounts of damage to their core, they could meltdown and explode, much like an actual planet.

Height: 7 ft

Weight: 480 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6, PE: 5D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 5D6, HPs: +D20, AR: 12

Feeding Habits: Omnivore

Lifespan: Unmeasured

Technology: 7

Culture: Enlightened, truly kind race with little violence or hatefulness.

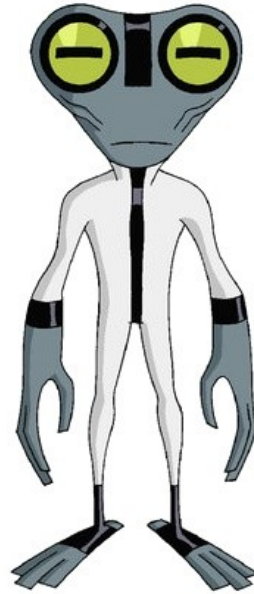
Government: None

Population: 615 million

Home System:

None

Galvan



Type: Humanoid Frog, Galva Sapiens

Physical Traits: The Galvan are an amphibious, insectivorous species from the planet Galvan Prime, until it was destroyed and they rebuilt it, renaming it Galvan Mark II. The Galvan are a species of small bipedal frog-like amphibians. Their bodies consist of soft and flexible bones, allowing them to squeeze into tight spaces or quickly escape from danger.

The Galvan have large, bulbous, green eyes with thin lines for pupils. Unlike humans, Galvan eyelids close horizontally and from both sides of the eye. Female Galvan grow thin tendrils on their head. Male Galvan don't until they are adults.

The Galvan are naturally extremely intelligent, and can enter complex machines and operate them from the inside. This allows them to understand and operate virtually any machine, even if they've never seen it before. Their intelligence also allows them to

understand intricate codes and languages.

When the situation requires it, the Galvan are able to jury-rig or improvise weapons and emergency repairs, using whatever materials that they have on hand, like loose change, belt buckles, shoelaces, etc. With the microscopic pads that cover their bodies, the Galvan can stick to almost any surface. Their slime makes them equally difficult to grab. Not built for combat, the Galvan can evade and outsmart their enemies, rather than fight them head on.

The Galvan have teeth sharp enough to produce a painful bite (D6 damage). Similar to frogs, the Galvan have long sticky tongues which they use to capture insects for food. They also have gills and are amphibious. A Galvans' main brain has the appearance of a glowing green sphere, which is able to survive completely separate from their body and speak.

In For a Few Brains More, Max and Rook explain that Galvans also possess a pre-brain, which handles basic bodily functions, much like the medulla oblongata does for the human brain. However, this pre-brain is simplistic and childish.

The Galvan are the creators of much of the great technology and made many discoveries in the universe, such as:

Potis Altiare
 Ascalon
 Omnitrix
 Unitrix
 Prototype Omnitrix
 Ultimatrix
 Galvanic Mechamorphs
 Null Guardians

The Null Void
 Anti-Gravity Projector
 Primus
 Voliticus Biopsis
 Universal Translators
 Mechamorph Armour
 Rebuilt Galvan Prime
 Proto-Tool
 Proto-Tech Armour
 Galvan Jetpack
 Life-Form Lock Microchip
 Shrink Ray
 Galvanian Skeuomorph

Height: 2 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg, Infant Galvan look like tadpoles; they have tails and lack legs, but they grow legs and shed their tails at a time they call "wisdom feet".

IQ: 5D6, ME: 5D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Insect

Lifespan: 4000 years

Technology: 10

Culture: Enlightened, truly kind race with little violence or hatefulness. The Galvan originally had no empire to speak of, instead they were first being kept as pets and then employed by other species as industrial technicians, spies, and saboteurs once their intelligence became known. The Galvan were smart enough to keep the best secrets for themselves, eventually amassing enough knowledge to build a powerful empire of their own, based on the technology that they kept from the rest of the universe.

Government: Technocracy Council

Population: 4.5 billion

Home System:

Number of Stars: 1, Galvan

Star Type: M

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 6

Galvanic Mechamorph



Type: Synthetic Artificial Robotic life form, Galvanos Sapiens

Physical Traits: The Galvanic Mechamorphs are a technological alien species accidentally created by the Galvans from Galvan Prime's moon, Galvan B. They have a gel-like body composed of a nano-technological fluid metal substance. They have a green colour scheme and have one cyclopean eye in the center of their face. Their bodies are covered entirely in a circuitry pattern that can vary between each Mechamorph. They can be slim, fat or muscular.

Galvanic Mechamorphs can come in a variety of other forms as well, some of them resembling animals, and some appearing as trees and other plants. Some Galvanic Mechamorphs can come in different colours. They can merge with technology, and use it as a body. They can upgrade technology, raising its sophistication level by merging with it and changing it into a more advanced stage by doing this.

Galvanic Mechamorphs can shoot a powerful optic beam (D6 per ME, 2 mtrs per ME). They can shapeshift into

technology they have touched at least once. If they are blown apart, they can gather together their liquidy body and reform. Galvanic Mechamorphs have the ability to manipulate the environment of Galvan B. By merging all together, they can reform Galvan B if it is destroyed.

Their merging powers are useless on organic creatures with only the few exceptions being those who already have technology integrated into their organic systems. Galvanic Mechamorphs are sensitive to magnetic fields. Galvanic Mechamorphs are weak against electricity (being living metal. They are vulnerable against Malware's absorption abilities and can be affected by technorganic viruses.

Height: Variable

Weight: Variable

Mobility: Variable

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 5D6, ME: 5D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 10

Culture: Enlightened, truly kind race with little violence or hatefulness. The Galvanic Mechamorphs were first brought to life as a complete accident. Galvan B was originally an uninhabited moon, orbiting Galvan Prime. Galvan scientists, lead by Azmuth, were originally working on a project to make Galvan B habitable, but it went farther than intended when a sentient new species came to life.

It didn't take long before the first Galvanic Mechamorphs came to join the galactic community and meet their creators in person. Azmuth and the Galvan were surprised by the unexpected result of their experiment on Galvan B. With their help they built a great civilization within days. The Helix also created Malware, an incomplete Mechamorph by accident whose life code was corrupted and interrupted during creation.

Government: Technocracy

Population: 31 billion

Home System:

Number of Stars: 1, Galvan

Star Type: M

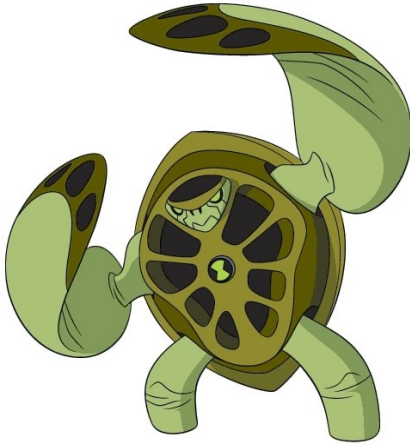
Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 6

Geochelone Aerio



Type: Humanoid Terrapin, Geochel Sapiens

Physical Traits: Geochelone Aerios are a green turtle-like species with eight holes in their torsos. They have large, flipper-like arms, small stumpy legs and white eyes with no pupils. They also have lines going down their eyes. Geochelone Aerios can retract into their shells and blow powerful winds out of the holes on their torsos. They have holes in their hands, containing retractable claws. Geochelone Aerios can fly by blowing air through their torso holes to push themselves along. When flying or creating wind, their fins become triangular and their legs combine into a similar shape. Their appendages then rotate with the shell staying static and suspended. Geochelone Aerios are immune to mana attacks but can learn to use magic. Geochelone Aerios are strong enough to throw a car.

Height: 6 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 4D6, PS: 6D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 6D6, HPs: +D20, AR: 1

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 80%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Geochelone Aerios are non-violent and prefer to spend their time eating grass and debating philosophy with each other. Geochelone Aerios appear to enjoy gathering in groups.

Government: Council

Population: 5.5 billion

Home System:

Number of Stars: 1, Aldabra

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Gimlinopithecus



Type: Humanoid Yeti, Gimlino Sapiens

Physical Traits: Gimlinopithecus are large, muscular, furry, yeti-like creatures. They have bolts on different parts of their body, and so far they have been on their wrists and neck.

Gimlinopithecus faces are grey. Male Gimlinopithecus tend to have yellow fur, with black fur on their limbs and white fur bordering these areas.

Female Gimlinopithecus have a higher proportion of white fur on their body, and are a paler shade of yellow and don't have black fur. They also have a more feminine figure. Similar to Cerebrocrustaceans, They can release strong, yellow electrical charges from their hands, mouth and body, capable of shocking a creature much larger than them. This does up to D6 damage per ME within a range of 2 mtrs per ME.

By covering objects with their electricity, Gimlinopithecus can telekinetically move them. They are rather agile, and can run on all fours. Their thick fur protects them if they

wander too far into the frozen zone, while their electric field can temporarily shield them from the cosmic radiation if they find themselves in the irradiated areas.

Gimlinopithecus have enhanced strength. Even though, they resist both to cold temperatures and cosmic radiation, these can still be lethal to them after a period of time.

Height: 7 ft

Weight: 250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D12

Orbit/Climate: 1 AU. Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes. Pattersonea A orbits a massive white star, and is constantly bombarded by the stellar wind. The stellar wind compresses the planet's relatively weak magnetic field almost completely on the "day" side, leaving the surface exposed to lethal radiation.

Fortunately for the inhabitants, Pattersonea A rotates very slowly, so that by adopting a nomadic lifestyle, they can remain in the habitable zone between the high radiation and the freezing temperatures of the dark side.

The long night is illuminated by shifting auroras from the stellar wind.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 8

Culture: Standard. Due to the lethal zones on their home planet, Gimlinopithecus adopted a nomadic lifestyle.

Government: Patriarchy

Population: 5.5 billion

Home System:

Number of Stars: 1, Pattersonsea

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 1

Gourmond



Type: Humanoid Frog, Gourmos Sapiens

Physical Traits: Gourmands are a small species with short stubby limbs, four-fingered hands, three-toed feet, six tubular growths on the back of their head, and three sets of gill-like markings on their face. Two sub-species of Gourmands have yellow eyes and have at least three tongues.

Perk Gourmands are green all over, with a darker shade of green on the top of their head, and the same color all over their backs and hands. They have very crooked teeth that appear outside the top of their mouth, forming an over-bite. Perk Gourmands wear metal cups on their heads like helmets, and fight with spoons.

Murk Gourmands are swampy-green, have tan bellies and muzzles, black digits and black-green spots on their tails, limbs, hips and back. Their eyes are sharper and pupil-less. Also, their teeth are now more aligned with visibly sharp canine teeth that appear outside the

bottom of their mouth, an under-bite. Murk Gourmands wear metal saucers to protect their heads and fight with forks. The third sub-species of Gourmands is the Queen. So far she is the only example of a female of the species.

Gourmands have strong eating abilities, with seven acid-filled stomachs, diamond-hard teeth, elastic stomachs, bellies and mouths and 4 long, adhesive tongues. Every Gourmand stomach, is linked to the Bladder Dimension. Therefore, they can eat virtually any amount of substance. This is termed as Swarm Gastronomy. This also means that every Gourmand stomach is linked to each other, which is why Upchuck was able to feel the pain and distress of the Gourmands, even from across the galaxy.

Gourmands are able to eat anything inorganic like metal, rocks, etc. Gourmands can swallow very large objects and digest them in seconds. This means that even a planet can provide sustenance for the Gourmands. Gourmand tongues can be used offensively to throw objects or grapple an opponent. They've proven to be strong enough to pull down warships and heavy machinery. It is still debatable if Gourmands are able to consume organic matter, though they can at least engulf it. After digesting something, Gourmands can vomit glowing spheres of acid that explode upon contact doing D6 per ME over a 1 mtr radius per 2 ME.

It has been shown that Murk Gourmands are able to swallow energy and redirect it. Gourmands have great stamina and can take a surprising amount of punishment for a creature of their size. Gourmands can spit out slime.

Gourmands can expel their breath downward in order to fly, using their belches like rocket thrusters. Gourmands can survive in space as seen after they ate their planet, they propelled themselves through space in search of another.

Height: 4 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 5D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

Culture: Standard, Perk Gourmands and Murk Gourmands do not normally get along with each other, due to their differing mindsets, though normally every Gourmand will obey and protect the Queen Gourmand without question.

Perk Gourmands are considered more thought-oriented and defense-minded, while Murk Gourmands are considered more action-oriented and attack-minded. Generally speaking, Gourmands are not an aggressive race as their main thoughts revolve around eating. The mere mention of food is enough to distract Gourmands. Given the chance, a Gourmand will begin snacking on any kind of material in its vicinity.

Government: Monarchy

Population: 6.5 billion

Home System:

Number of Stars: 1, Peptos

Star Type: K

Planetoid Belts: 6

Inner Planets: 1

Middle Planets: 5

Outer Planets: 1

Ickthyperambuloid



Type: Humanoid Fish, Ichkthyp Sapiens

Physical Traits: Ickthyperambuloids are a small, blue fish-like aliens. They have stubby fins for arms, a shark-like dorsal fin, and a pair of thin, spindly legs jutting from their underside. They have a wide mouth with an underbite, and gills on their cheeks. Ickthyperambuloids have slippery bodies and can breathe underwater.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 8

Culture: Standard

Government: Corporation

Population: 3.5 billion

Home System:

Number of Stars: 1, Gilli-Perambulous Promenade

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 2

Incursean



Type: Humanoid Toad

Physical Traits: The Incurseans are a race of toad-like aliens who are intergalactic conquerors. They often make frog sounds. Male Incurseans have either slim bodies, warty toad-like heads and yellow eyes or larger forms with an even greater toad-like appearance. Female Incurseans look very little like the males aside from the wart-free green skin, yellow sclera with red pupiled eyes and slightly large mouth. They only have three fingers. Incurseans have a frog-like tongue that is long and sticky. They also have enhanced jumping abilities, like frogs. Incurseans appear to be very sensitive to smells like burning rubber, compost, and fire, which causes them to faint.

Height: 5 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +D8

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 9, In combat, Incurseans use blasters and wear blue, or white, armour. To travel, Incurseans possess Spaceships and small fighter ships. The Incurseans make use of hover-tanks and giant wheel-like vehicles that were armed with cannons. These were seen during the Incursean invasion of Earth.

Culture: Hostile. Intolerant and aggressive, held in check by strong social customs. The Incurseans are a technologically advanced toad-like species from a planet that was destroyed long ago. The Incurseans have been a violent, spacefaring race for millennia. Their original homeworld was divided into many factions in an eons-long civil war. A millennia ago, a warrior attempted to reunite the planet with the power of Ascalon, which he stole from Azmuth.

The result of misusing the sword's power, however, was the destruction of the Incursean homeworld. Despite their homeworld's destruction, the Incurseans survived. Under the command of their tyrannical leader, Lord Emperor Milleous, the Incurseans have stepped up their game to become even more hyper aggressive warrior-gangsters out for domination of the universe. Princess Attea, who had attempted to overthrow Milleous in her youth, worked her way back into her father's good graces. She became a general and was given command of the Incurseans' celebrated

Calaveras Legion. Attea had a plan to take over the throne, using the Earth and Ben Tennyson, which succeeded. She is now in charge of the Incurseans.

Government: Military Dictatorship

Population: 56 billion

Home System:

Number of Stars: 1, Hydrius

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 0

Outer Planets: 1

Kineceleran



Type: Humanoid Velociraptor, Kinecel Sapiens

Physical Traits: Kinecelerans have blue faces and skin. They have long, prehensile tails that may or may not have black stripes on them. Their arms end in three fingered hands. Their feet have wheels on them, which enables them to travel quickly. They have white eyes and masks which can cover their faces. They typically wear helmets, which are usually are black, long, elliptical, and pointed at the top. These helmets can have visors or glasses.

Some Kinecelerans lack helmets, instead having alternate headwear covering their scalps. They have black lips, black facial markings, and black rings around their eyes. They have no pupils. Some Kinecelerans have claws instead of fingers. Kinecelerans live their lives in a constant rush. They are gangly and naturally awkward. Kinecelerans are prone to acting without thinking. Kinecelerans are able to reach extreme speeds by manipulating friction, enabling them to run up walls. Kinecelerans are able to create tornadoes

by generating a centripetal vacuum, either by running in a circular pattern or spinning at high speeds. Kinecelerans have very high dexterity, able to type on keyboards or keypads at high speeds. Kinecelerans with claws can use them to cut through many materials.

Kinecelerans have prehensile tails. Kinecelerans can't run on non-solid ground like mud, ice and especially water (which causes a major shock from the static buildup). Most Kinecelerans do not have the disposition to stop and come up with a strategy.

Height: 6 ft

Weight: 120 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: (2 +D6) x 100kph, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 5.7 billion

Home System:

Number of Stars: 1, Kinet

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 5

Lepidopterran



Type: Insect, Lepidop Sapiens

Physical Traits: Lepidopterrans are an insectoid species with four insect-like flat legs and two arms whose hands have three clawed fingers. They have four pedunculated eyes that are quite small, but grow larger and gain pupils with age. These eyes are linked directly to the sides of their head. Their wings are very fragile with lines on them. Infant Lepidopterrans have large eyes with pupils and have much smaller wings. They look like an insect larva with human head and hair but with Lepidopterran teeth.

Lepidopterrans are extremely acrobatic flyers, able to pull off amazing manoeuvres of precision and grace. Lepidopterrans are extremely agile, able to avoid most attacks while attacking the opponents. Lepidopterrans have a large variety of attacks like goo spitting (PS equal to Lediopterrann's ME to break free), blowing nauseous gas (save vs gas or vomit) and stinging their opponents

(D6 damage per 2 ME). Lepidopterrans are stronger than humans. Although their exoskeleton body is fairly strong, Lepidopterran wings are very fragile. Water is especially a problem for Lepidopterrans, as it can render them incapable of flight if too much gets on their wings. Lepidopterrans are unable to swim well due to the small surface area of their legs. Lepidopterran goo can be neutralized by a Buglizard's fog.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Pollination

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 2D6 walk/6D6 fly, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 130 years

Technology: 8

Culture: Standard

Government: Religious Council

Population: 46 billion

Home System:

Number of Stars: 1, Lepidopterra

Star Type: O

Planetoid Belts: 3

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Loboan



Type: Humanoid Wolf

Physical Traits: Loboans have grey or brown fur, some have a long flowing mane, and a bushy tail, with three or four sharp claws on each hand. One of them serves as the thumb, while the others serve as the fingers. Their jaws have four hinges and can open outward. The inside of a Loboan's mouth has been shown to be purple, green or red.

Loboans can emit a powerful ultrasonic howl by opening their quadra hinged muzzle. This can either cause considerable damage to his targets (D6 per ME), reflect incoming projectiles, or propel themselves like a booster rocket. Loboans have enhanced senses of smelling and hearing, as well as agility, speed, and strength. Loboans have formidable claws (D6 damage each), fangs (D4 damage each), and strength. The claws on their feet can grasp like hands.

Height: 6 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 8D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 5%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 100 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 3.1 billion

Home System:

Number of Stars: 1, Anur Transyl

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Merlinisapien



Type: Humanoid Salamander, Merlini Sapiens

Physical Traits: Merlinisapiens are a chameleon-like alien species. No off worlders know what the Merlinisapien home planet looks like since it is impossible to find. Merlinisapiens resemble mottled purple salamanders, but are larger and sometimes walk on two legs. They have three triangular eyes. They have slender limbs with three toes on their back feet and four fingers, as well as wide mouths. A retractable stinger is concealed within their tails.

Male Merlinisapiens have one red, one green and one blue eye while females have one yellow, one magenta and one cyan. Albedo as ChamAlien is an exception, his eyes are all red. Female Merlinisapiens are more humanoid than males. Merlinisapiens are able to blend

in with their surroundings so as to seem invisible, although they cannot replicate bright light conditions, so shadows remain visible.

Merlinisapiens are extremely agile and flexible, as well as being strong enough to fight and outmatch a Vulpimancer or someone like Kevin in battle, as well as destroy a pillar holding up a ceiling and pushing trucks with ease. Merlinisapiens possess a stinger on their tails (D6 damage per 2 ME) and are very slippery. Their differently coloured eyes allow Merlinisapiens to see other Merlinisapiens when they are invisible. Like all living beings, Merlinisapiens can be sensed via mana.

Height: 6 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Omnivore

Lifespan: 120 years

Technology: 8

Culture: Standard

Government: Unknown

Population: Unknown

Home System:

Number of Stars: Unknown

Star Type: Unknown

Planetoid Belts: Unknown

Inner Planets: Unknown

Middle Planets: Unknown

Outer Planets: Unknown

Methanosian



Type: Humanoid Plant, Methanos Sapiens

Physical Traits: Methanosians are a humanoid plant-like alien species with a green and black colored body with root-like feet, seemingly holding rocks. Also, their shoulders and head have red and yellow petals. Methanosians can either have four or five fingers. Methanosians are taller than an average human and have a distinct rotten stench that worsens with heat.

A Methanosian's voice is very stuffy and nasally because they do not have noses. So far, only males have been seen. It is unknown what females look like. Before they hit puberty, they have black faces and their petals and facial structure are different. But at some point in life, they

slowly blossom in their mature form. Methanosians evolved from carnivorous swamp plants. At some point, Methanosians evolved into herbivores.

Methanosians have a wide array of powers, such as regeneration powers, the ability to slip through tight spaces, enhanced strength, chlorokinesis, stretching, and the ability to alter their body. They can generate and blast flames of various amounts of heat and intensity through their hands and mouths via igniting the methane in their bodies, with enough precision to melt a metal cage without harming the people inside. This flamethrower does D6 damage per ME over a 1 mtr range per 3 ME.

Their methane is strong enough to knock a human unconscious unless they save vs gas. Methanosians have limited flight by launching fire as jet propulsion. They have a high degree of chlorokinesis, to the point where they can make them turn into large, elongating tentacles that subdue enemies. Methanosians are able to manipulate their biological agriculture to stretch their limbs, change their shape, or grow extra limbs and tentacles.

Methanosians can reattach detached body parts by manipulating their vine-like "veins" to reach out and meld with the insides of the detached limb. Methanosians could instead regenerate a lost limb or reform if destroyed and their body parts are close enough. They have superhuman strength, enough to push over a Highbreed weather tower with leverage, such as by turning their feet into roots that run into the ground. Methanosians has a form of enhanced speed.

Methanosians are able to ignite plants they are controlling. If a Methanosian is attacked while regenerating, the regeneration halts. Methanosians can be frozen, though they can thaw out by igniting their methane.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Pollination

IQ: 4D6, ME: 4D6, PS: 6D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 5D6/flight 7D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 280 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Tribal

Population: 55 billion

Home System:

Number of Stars: 1, Methanos

Star Type: M

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 5

Outer Planets: 6

Necrofriggian

Type: Humanoid Moth, Necrofrig Sapiens

Physical Traits: Necrofriggians are a genderless, insectoid species with wings and antenna that can fold up into a hooded robe (much akin to a poncho), giving them the appearance of a phantom. Necrofriggians have a blue body with black and white spots on their arms and legs that resemble ice chunks, a light blue torso and large pale green eyes. They have three pointed fingers and a thumb on each hand and two toes on each foot and a third toe-like extension on their ankles.

Necrofriggians from Mykdl'dy have much paler skin than Necrofriggians from Kylmyys and they also have blue eyes. Newborn Necrofriggians have an appetite for metal and will first eat the nest, before they instinctively fly to Kylmyys (if they aren't on it already). Mykdl'dy Necrofriggians are known to be devoted to sacred objects, such as a shrine on Mykdl'dy, the desecration of which they see as sacrilege.

Necrofriggian can exhale ice generating gas or force wind over a ME x1 mtr

range that can either cause ice to form mid air, on a target or targeted area, or turn a target to ice. 2 metre radius per ME (+3 metres per level), with up to 10 SDC per ME (+10 SDC per level). May be used to encase objects, limbs or the entire body. They are also capable of using their hands and touch to freeze targets or to generate ice constructs.

They are also capable of moving or phasing through objects, which they are able to turn to ice if they choose to.

In addition, their ability to become intangible allows them to float, levitate and glide. Necrofriggians can survive the vacuum of space, extreme heat or cold and underwater. A Necrofriggian's intangibility is useless against opponents who can also turn intangible, such as Ectonurites or other Necrofriggians, as their intangibility cancels out. Necrofriggians are vulnerable to their natural predator, the Psycholeopterran.

Height: 7 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Necrofriggians breed asexually by laying eggs once every 80 years. They build a nest out of large amounts of metal, from which their egg will hatch, ranging from a few to many.

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/5D6 flight, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic and dense thick atmosphere of ammonia and methane.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 15 billion

Home System:

Number of Stars: 1, Kylmymys

Star Type: K

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 5

Outer Planets: 5

Nemuina

Type: Humanoid, Nemuni Sapiens

Physical Traits: Nemuina are a fairy-like with blue skin. They have purple fairy-like wings and purple hair. They have two, three-fingered hands, and their feet have two toes on them. Nemuinas speak with a trilling voice. Nemuinas can produce a dust from their fingers and those who inhale it go to sleep for 1 hour per ME, and induces a dream state. Nemuinas can enter and manipulate dreams. Nemuinas can fly and have enhanced speed and agility.

Height: 2 ft

Weight: 50 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 2D6, PP: 4D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
4D6/6D6 flight, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 60%

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 90 years

Technology: 7

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Hive

Population: 15 billion

Home System:

Number of Stars: 1, Nemunimos

Star Type: K

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 1

Outer Planets: 5

Nosedeenian



Type: Humanoid Battery, Nosedeeni Sapiens

Physical Traits: Nosedeenians, commonly known as Megawatts, are mischievous little creatures composed of electrical energy who have the physical form of anthropomorphic batteries. Nosedeenians are black and yellow, white or green, with plus and minus symbols on their back (+ and -), similar to a battery, and they have a lightning bolt-shaped marking on their chest. They stand roughly a foot tall, have pointy legs, and have three fingers on each hand. Nosedeenians can control, siphon and absorb electricity at a rate of 1 damage and megawatt per ME per round. They can also inhabit electrical devices, controlling them from the inside.

They even turn into electricity, allowing them to vanish and move through anything that has electricity, usually causing any electronics to malfunction and fry when they pass through it. They are capable of moving at great speeds and are able to seamlessly fly.

Nosedeenians grow stronger by absorbing electricity and can multiply if split in half, or if they have enough power. It should be noted that when the one Ben first encountered split, both it and its clone seemed to be surprised, as if they didn't know they were capable of doing it. Nosedeenians are surprisingly strong for their size.

Another notable ability is that the noises Nosedeenians normally use to communicate with, at a certain pitch and volume, can be used as a sonic scream which can shatter glass, however they were only seen doing this as a large group. Being made from electrical energy, Nosedeenians are weak against things that ground it (water being a chief example), and they are powerless against insulators. They are also vulnerable to those who can absorb electricity, like Conductoids or Phil. After their energy is drained, they fall asleep.

Height: 1 ft

Weight: 10 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Battery egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 5D6, HPs: +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 9

Culture: Standard, Nosedeeniens exist to have "fun," which in their case is to cause trouble wherever they go. While they cause a lot of damage, Nosedeeniens do not seem to be evil, and in fact are not openly hostile to humans, merely lacking any self-control or sense of the danger they may be causing. Nosedeeniens will openly attack if they are provoked. The Nosedeeniens language consists of a series of high-pitched squeaking and chirping noises.

Government: None

Population: 1 billion

Home System:
Nosedeeni Quasar

Opticoid



Type: Humanoid Reptilian, Opticos Sapiens

Physical Traits: Opticoids are tan-coloured, reptilian/humanoid creatures. They have at least seventeen eyes scattered across their muscular upper body. Their face consists of only a mouth and two bat-like ears that dominate most of their head. Their legs are slightly bulky, and they have four fingers and three toes. Opticoids can fire energy blasts from their eyes.

By joining two or more eyes together, they can fire alternate types of blasts, such as a freeze ray over a 2 metre range per ME, with up to 10 SDC per ME on the ice. May be used to encase objects, limbs or the entire body. They can also produce a beam of fire as well which

does D6 per 5 ME +D6 per level, over 1 metre per ME per level. Anything combustible instantly catches alight. . They can also shoot sticky eye goo which requires PS equal to Opticoid's ME to break free from. Their most powerful ability is signalled by all the eyes but the one on their chest vanishing. Their chest eye then stretches out and fires a very powerful and super concentrated energy blast, which then does D6 per ME over a 2 mtr per ME range.

Height: 6 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Council

Population: 3.1 billion

Home System:

Number of Stars: 1, Sightra

Star Type: O

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 6

Outer Planets: 3

Orishan



Type: Humanoid Mollusc, Orisha Sapiens

Physical Traits: Orishans are a species of naturally armoured red molluscan aliens from the Andromeda Galaxy. They have two large eyes or four splitted eyes. They have small grey spikes and black spots on the back of their legs and shoulders. Orishans have hoods over their heads, with a retractable visor. In addition to their armoured exoskeleton, which protects their body from damage and even radiation, Orishans can absorb moisture through the port holes in their hands. They can also launch pressurized water blasts from these same holes which do 1 point of damage per ME and pushes objects with a PS equal to ME. Orishans are able to manipulate water and even mold it into a wide variety of shapes. They seem to be vulnerable to energy-based attacks.

Height: 5 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 9

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and volatile Nitrogen/Carbon dioxide with combustible volatiles.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Standard

Government: Democracy

Population: 46 billion

Home System:

Number of Stars: 1, Orisha

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Petrosapien



Type: Humanoid Mineraloid, Petro Sapiens

Physical Traits: Petrosapiens are a species of silicon-based lifeforms from the planet Petropia. Petrosapiens are made of a green/blue diamond-like material. They are a little taller than humans. They have four digits on their hands and none on their feet. Male Petrosapiens have a spike on the back of their semi-cubic head and two to six on their back; females don't. Petrosapiens are highly resistant to most physical attacks and are physically enhanced due to their crystalline bodies.

Petrosapiens are able to alter their bodies into crude tools, such as blades, as they can generate crystalline substance on their bodies, which can allow them to regenerate unless they break completely. Petrosapiens are able to shoot crystalline shards at rapid speed, generate blades that cut through most materials at D6 damage per ME. They can also cause large, almost mountainous formations under their control, to manifest and spike

out, either from their projectiles or from walls and the ground itself, as well as other structures. They can even generate these formations, such as giant spikes, from their own bodies, as well as retract them. Being living prisms, Petrosapiens can refract, absorb and redirect light and energy beam, channelling them through their bodies and projecting them back at their source.

Neither Petrosapiens nor their crystalline constructs are invulnerable and can crack and break like glass if they are exposed sonic vibrations or are impacted with enough force. Certain ultra-high-pitched sound waves can cause them to completely shatter and might even fall unconscious. The two shards on their back can leave Petrosapiens stuck to a wall or on other surfaces that they get knocked into.

Height: 7 ft

Weight: 290 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 8

Orbit/Climate: 1 AU. Slightly erratic, elliptical orbit, warmer twice a year, temperature changes rapidly over hundreds of years.

Atmosphere: Thin and tainted
Oxygen/Nitrogen/Carbon Dioxide with
toxic contaminants.

Oceans: 10%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 140 years

Technology: 8

Culture: Standard. The Petrosapien race originally dwelled beneath Petropia's surface. After several centuries of warfare, a giant hole was accidentally ripped in the surface of Petropia, revealing a universe far beyond Petropia's heretofore self-contained existence. With the inadvertent discovery of space, Petrosapiens began to stabilize their civilization and they began to explore the surface of Petropia and the rest of the universe.

Government: Tribal Council

Population: 1.5 billion

Home System:

Number of Stars: 1, Petrosapia

Star Type: K

Planetoid Belts: 4

Inner Planets: 1

Middle Planets: 3

Outer Planets: 1

Piscciss



Type: Humanoid Fish, Piscci Sapiens

Physical Traits: Piscciss have multiple gills and an antenna on their head for deep sea diving. When young, their teeth are external, but they become internal as they get older. Their bodies are covered in protective scales with claws on their appendages. As a Piscciss grows older, the need for water will decrease, making them amphibious.

Piscciss are not picky eaters due to their steel bending jaws. Piscciss are incredible swimmers who are amazingly fast and agile in the water. A Piscciss huge mouth is filled with rows of razor-sharp teeth that can bite through almost anything and do D6 per ME. Their lower jaw unhinges, enabling Piscciss to hold large objects in their mouths. Piscciss use their claw-tipped fins to fight in a unique "zero gravity" style that makes them masters of aquatic combat.

Piscciss can easily withstand crushing pressure underwater. The tips of their antennae can emit a bright light, enabling them to see in dark areas. A Piscciss greatest weakness is that they cannot stay on land for too long. If a Piscciss wants to stay on land, they would require water to keep them from dehydrating. If they don't have water while on land, they could die. Piscciss have been seen wearing devices around their necks that supply water for their gills, allowing them to walk on dry land without dehydrating.

Height: 7 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Democracy

Population: 51 billion

Home System:

Number of Stars: 1, Piscciss Volan

Star Type: M

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 1

Outer Planets: 3

Polar Manzardill



Type: Iguana, Manza Sapiens

Physical Traits: Polar Manzardills are a species from the multi-terrained planet X'Nelli. Polar Manzardills are one of many types of Manzardill. They are large, blue/grey, lizard/fish-like creatures. Their arms are fairly long, with three-fingered hands and short legs that end in stumps. They have four shark-like fins and sharp teeth. They have small, squinted eyes and a black stripe around their eyes and face. Behind their eyes are pronounced scales and what appear to be gills.

Polar Manzardills can breathe freezing vapour, which are capable of freezing enemies, water, or cooling lava. It has a 2 metre range per ME, with up to 10 SDC per ME in the encasing ice. May be used to encase objects, limbs or the entire body. This vapour is puffed out in small amounts when they talk. Only male Polar Manzardills have been seen,

so it is unknown what female Polar Manzardills look like. Similar to Necrofriggians, Polar Manzardills are capable of exhaling a long-ranged freeze ray that isolates targets in ice on contact. The ray can create an icy path that they can skate across in a snowboard-like fashion. Polar Manzardills can survive in sub-freezing temperatures. If a Polar Manzardill uses its ice breath too much, it will have to catch up its breath before using it again.

Height: 5 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 85%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 8

Culture: Standard

Government: Council

Population: 11 billion

Home System:

Number of Stars: 1, X'nelli

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Polymorph



Type: Amoeboid, Polymos Sapiens

Physical Traits: Polymorphs are unicellular organisms that are generally green in colour, however they do come in different colours. They are gelatinous humanoids with a pointed head and an asymmetrical, drippy amoeba-like shape. Polymorphs can revert to a puddle, a shapeless mass or mimic the shape of something else. Physically harming a Polymorph is extremely difficult as solid objects and even energy passes through them without any damage.

Polymorphs have strong digestive acids, which can be used as an offensive weapon, either by smothering something or releasing a sort of corrosive gas. They can throw, spray and shoot either acidic, corrosive, or adhesive slime which do

D6 damage per ME. They are shown to be quite strong, enough to overpower humans by submerging them in their own mass or by stretching over them. They can regenerate, rebuild and reconstitute themselves near instantly. The Anti-Gravity Projector is not native to the Polymorphs; they are for Polymorphs that travel to planets with stronger gravity than Viscosia. The slime is normally in a humanoid shape with a pointed head, narrow eyes and spikes on their shoulders. The device allows them to increase their strength enough break apart Techadon Robots from the inside and effortlessly overpower humans. On planets with stronger gravity than Viscosia, Polymorphs are tied to their Anti-Gravity Projectors and lose control of their forms if they are separated from their projectors.

Height: Variable

Weight: Variable

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 4%

Gravity: 100%

Feeding Habits: Polymorphs are scavengers, dissolving and processing any unclaimed organic matter.

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. When their original home planet was destroyed under mysterious circumstances, the Polymorphs' scientific community sent explorers out into the universe to find a suitable planet to relocate their species. Viscosia was an uninhabited planet, it is here in the intense heat, among the unstable solids, that Polymorphs made it their new home planet.

Government: Council

Population: 21 billion

Home System:

Number of Stars: 1, Viscosia

Star Type: K

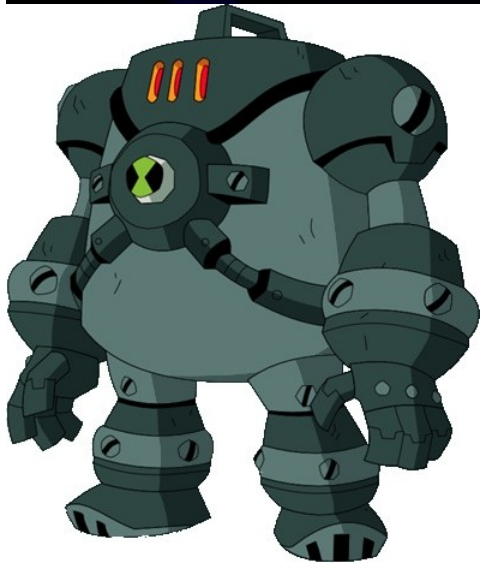
Planetoid Belts: 1

Inner Planets: 6

Middle Planets: 0

Outer Planets: 1

Prypiatosian-B



Type: Humanoid Energy, Prypias Sapiens

Physical Traits: Prypiatosian-Bs are humanoid aliens which radiate pure, red, radioactive energy around their bodies. The energy Prypiatosian-Bs radiate enables them to generate intense heat, and melt through solid metal and rock by merely touching it, and are capable of firing highly radioactive energy beams which can corrode and melt metallic

objects. Both attacks do D8 damage per ME. They can channel heat through the ground, resulting in a massive geyser of lava. Prypiatosian-Bs can fly at high speeds. A Prypiatosian-B's power is greatly reduced whilst they are in containment suit. Prypiatosian-Bs constantly give off radiation, making them dangerous to teammates.

Height: 5 ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Feeding Habits: Prypiatosian-Bs feed by absorbing energy and the more they absorb, the bigger and stronger they become. They can also eat uranium too.

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: None

Population: 22 billion

Home System:

None

Pyronite



Type: Humanoid Magma, Pryos Sapiens

Physical Traits: Pyronites are an extraterrestrial species of magma-based lifeforms from the planet-like star Pyros. Pyronites are a humanoid magma-based species that are composed of a bright inner magma body covered by dark red or brown rocks. As fire-based entities, their bodies radiate high amounts of heat. Their feet have a slight oval like design with only two toes and one back toe. Infant Pyronites are much smaller and thinner, and child aged Pyronites have oversized heads and higher voices.

Female Pyronites are basically the same as male Pyronites, except they have more curved figures and their chests slightly jut outward. Their arms are thinner than a male's. Their faces are longer and more curved. When infected

with an Earth cold virus, the Pyronite's fire and lava turn blue. Pyronites are able to generate flames from their bodies in many forms. They can form fire into any shape or make them explosive if they choose to. Their fire can become hot enough to melt a tank or a road, doing D8 damage per ME. When infant Pyronites have a temper tantrum, their firepower becomes greatly magnified.

Pyronites can channel flames through other surfaces (such as large rocks) to generate jet propulsion, allowing them to 'surf' through the air. Pyronites are fireproof, as well as heat resistant and invulnerable to magma. They are also cold resistant and ice proof. Pyronites are not limited to simply creating fire; because their bodies are naturally heat convective, they are able to absorb heat, effectively allowing them to put out fires. Despite their weakness to water, Pyronites can swim and use their powers while submerged, but with a very low intensity. When infected with an Earth cold virus, Pyronites gain cryokinetic abilities while losing their pyrokinesis. In this state, they can fire ice beams and an ice ball that freezes everything it touches. If exposed to enough water or fire extinguishing substance, Pyronites will be extinguished, and must wait until they are hot again to use their abilities properly again.

Height: 6 ft

Weight: 170 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable,
elliptical (oval) orbit, warmer twice
every local year.

Atmosphere: Dense thick atmosphere
which is predominantly oxygen and
nitrogen.

Oceans: 15%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 290 years

Technology: 8

Culture: Standard

Government: Council

Population: 23 billion

Home System:

Number of Stars: 1, Pyros

Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 4

Revonnahgander



Type: Humanoid, Revonnas Sapiens

Physical Traits: Revonnahganders are feline-like violet furred aliens with pointed elf-like ears. Their hair can be black, white, or purple. They have cat-like pupils and large pointed upper canines. They have small black stripes on their arms. Young Revonnahganders have tails called bi'nthaks, which fall off at puberty. They are extremely difficult to remove and must be allowed to fall off naturally. Female teenage and some older Revonnahganders have purple lips, similar to lipstick. Revonnahganders consider using contractions as bad language. While this view is held by

grammar linguists, Revonnahganders take this view very seriously.

Once young Revonnahganders part with their bi'nthak, their family will hold a Bi'nthakoid Ceremony where they will announce that the young Revonnahgander's childhood has ended and that he/she will be able to choose their own name, giving their bi'nthak to any person they are named after. Before losing their bi'nthak, the Revonnahgander is referred to as 'Young One'. Revonnahganders that have their bi'nthak can use it as a third arm, although it takes a great deal of effort to control it. Despite having feline features, Revonnahganders are able to resist anyone with the ability to mind control cats. Revonnahganders are shown to have above average agility and can jump high distances. Due to having fur, Revonnahganders are uncomfortable in highly warm climates.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: Standard

Government: Democracy

Population: 23 billion

Home System:

Number of Stars: 1, Revonnah

Star Type: M

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 4

Outer Planets: 2

Segmentasapien



Type: Humanoid Mineraloid, Segment Sapiens

Physical Traits: The Segmentasapiens' appearance is similar to a gorilla made out of building blocks. They are red, yellow, and blue with black lines all over their bodies. Their feet are curved at the back of them. Being organosilicon-based life forms with segmented hardened quasi-organic polymer skin, Segmentasapien's bodies are made up of individual blocks that they can rearrange at will to create a variety of shapes, such as a wall, catapult, cage, etc. If their body is damaged or broken, they can easily reform the broken pieces immediately.

They can generate and form more blocks on their bodies at will, either to grow in size, create constructs of blocks, or change themselves into a larger construct. They can increase or extend their size by up to x1 per 2 ME.

Segmentasapiens can willingly detach parts of their bodies to get out of certain situations.

Segmentasapiens can turn their hands into guns, and fire explosive blocks from them as projectiles over a ME x1 mtr range doing D6 per 2 ME.

Segmentasapiens have enhanced strength, are very dense and durable, and can jump exceptionally high. Similar to Arburian Pelarotas, Segmentasapiens can encase people or objects inside their bodies, to protect them.

Because they are made of building blocks, Segmentasapiens can survive in the vacuum of space. They are also immune to extremely high amounts of heat and radiation.

Despite their shape-changing abilities, Segmentasapiens can be broken when hit with enough force, but can easily rebuild themselves right after. Segmentasapiens are vulnerable to acidic substances, whether it be liquid or gaseous.

Height: 7 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6, PE: 5D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. Segmentasapiens are one of the oldest lifeforms in the universe and are quite literally the building blocks of their civilization, capable of rearranging their matter at the sub-atomic level to create a vast variety of shapes and forms. They evolved this way in response to near-constant invasions of their strategically located homeworld, Polyominus, by seemingly every early warring alien species.

To avoid detection by so many violent interlopers, Segmentasapiens began to transform themselves into the very architecture of their planet. In this way, they could remain hidden in plain sight as army after army over the centuries marched through or even occupied their eerily abandoned, medieval-style walled cities, finding not a single living creature —because the living creatures are the cities. Segmentasapiens are in fact so rarely seen in their true form. that many consider them to be only a myth.

Government: None

Population: 31 billion

Home System:

Number of Stars: 1, Polyominus

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 6

Outer Planets: 2

Spheroid



Species Name: Spheroid

Type: Humanoid Fish

Physical Traits: Spheroids are a reptilian/blowfish-species. Spheroids are large, green, blow-fish/lizard-like creatures with tan undersides. As their species name suggests, they have round, fat bodies mostly dominated by their "head". They have stubby legs that end in stumpy feet, similarly shaped like that of a rhinoceros' foot. Their arms are short and end in bloated four-fingered hands, and they have a long lizard-like tail. Their face consists of a large, jaw-filled mouth with black lips, which are cornered by round, yellow eyes. They also have 3 green "quills" on their forehead and two tan ones on their chin. Spheroids are able to expand to spew massive amounts of green, semi-adhesive slime which gives a -3 PP penalty to anyone trying to move through it. Also, their teeth are quite sharp doing 3D6.

Height: 5 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 80%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Standard

Government: None

Population: 3.1 billion

Home System:

Number of Stars: 1, Scalpasc

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Sonorosian



Type: Humanoid Sound, Sonoros Sapiens

Physical Traits: Sonorosians are made of living sound waves, so they wear containment suits made of silicon. Sonorosians have robot and synthesizer-like voices. Sonorosians can emit sonic screams that range from audible to ultrasonic frequencies. These screams are capable of causing damage of D6 per 2 ME and causing knockback within a range of ME x 1 mtr.

Sonorosians can duplicate themselves, like the Splixsons, but the clones aren't linked in any way, allowing entire groups to be knocked out without harming the rest. They can create 1 clone per 2 ME.

Sonorosians can detect vibrations in the ground. Sonorosians can transmit sound waves through speakers, such as phones. Sonorosians can use their sonic screams to create a forcefield of 10 SDC per Me.

Height: 3 ft

Weight: 100 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 10%

Gravity: 100%

Feeding Habits: Unknown

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: None

Population: 33 billion

Home System:

Number of Stars: 1, Sonos

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 1

Outer Planets: 1

Splixson



Type: Humanoid Feline

Physical Traits: Splixsons are small, humanoid creatures about the size of a 10-year-old human child. They have whitish arms and faces, and wear different coloured clothes. Their hands are large and possess 4 digits, and their feet are merely stubs. They have 3 fin-like growths on their head, as well as metallic parts on their arms, head or waist. Different Splixsons have these parts at different places. Female Splixsons have three pigtails in place of the 3 growths that the males have. Splixsons developed their duplication abilities to avoid predators, as they are low on Hathor's food chain.

Splixsons are able to duplicate themselves at a rate of up to 1 clone per ME. Each Splixson is linked to their clones, which allow them to telepathically share each other's thoughts. This connection also shares their pain, meaning if one clone is hurt, the rest all feel the same exact pain. If one is defeated the clones are automatically defeated as well, thus negating the ability to form an army of clones. Splixsons are more flexible than a human, can breathe underwater, dig fairly fast with their hands, and can jump up to 1 mtr per PS high.

Height: 3 ft

Weight: 90 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6 +3, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 70%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. Splixsons are peaceful creatures that work as farmers or artists.

Government: Democracy

Population: 24 billion

Home System:

Number of Stars: 1, Hathor

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

Talpaedan



Type: Humanoid Robot, Taplaeda Sapiens

Physical Traits: Talpaedans are a robotic, armadillo-like species from Terraexcava, a planet in the Andromeda Galaxy. Talpaedans look like a cross between rodents and robots. They have hard yellow armoured skin. Their arms contain jackhammer parts, which are also present on their hands and other places. They have a tail, four fingers and three toes.

Talpaedans are heavily armoured and have powerful organic pneumatic drills built into their forearms, and can transform their hands into drills to help themselves burrow underground and move through it, even solid rock. Their drill hands can also be very useful in battle doing D6 damage per 2 ME each.

Talpaedans possess enhanced strength, and can jump exceptionally high up to 1 mtr per PS.

Talpaedans can create destructive earthquakes by placing their hands on the ground and pumping the jackhammer

pistons on their elbows. This can cause a magnitude 1 earthquake per 3 ME depending on where they try it, such as fault lines on tectonic plates.

Using their jackhammer arms, Talpaedans can create shock waves to blast away larger enemies with a single punch, causing knockback within a 1 mtr per ME range, and launch objects they are holding.

Talpaedans can create enough vibrations to collapse buildings into rubble, doing D6 shatter damage per ME per round.

Height: 8 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

IQ: 3D6, ME: 3D6, PS: 6D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 11

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 51 billion

Home System:

Number of Stars: 1, Tapaeda

Star Type: K

Planetoid Belts: 1

Inner Planets: 1

Middle Planets: 4

Outer Planets: 1

Terradino



Type: Humanoid Saurian, Terradis Sapiens

Physical Traits: Astrodactyl's are a species of humanoid pterosaur-like beings. This species resembles a cross between a pteranodon and a glider. They possess a beak-like mouth. Their wings are rather small and resemble a glider and are connected to jet pack-like structures on their back. They have large yellow beaks and yellow wings. Their wings are retractable. Sometimes, when members of the species are excited, they squawk like parrots. This species has the ability to fly using energy propulsion in their jetpack-like structures on their backs.

This species has some kind of internalized star power. They can use this power for propulsion flight and to create different forms of weapons. Known weapons include energy whips and a propulsion effect. They can also project concussive stellar based energy breath beams. Each beam weapon does D6 per 2 ME over a 1 mtr per ME range.

Height: 6 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6/flight 7D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Theocracy

Population: 11 billion

Home System:

Number of Stars: 1, Terradine

Star Type: K

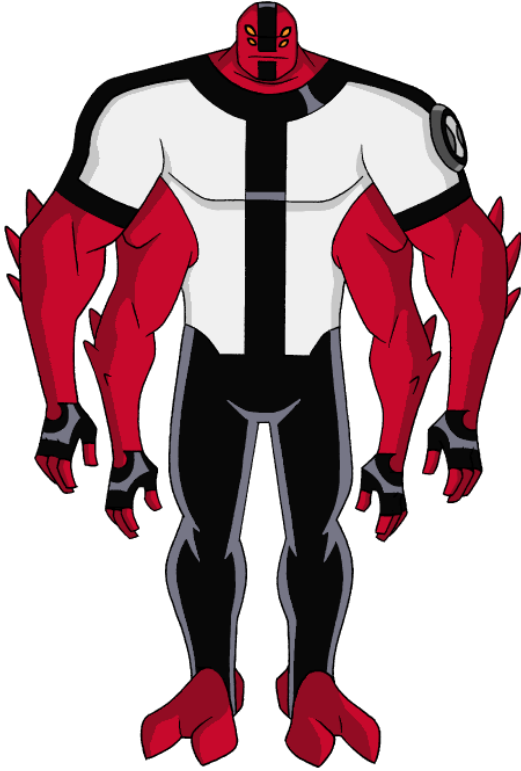
Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 3

Outer Planets: 1

Tetramand



Type: Humanoid, Tetramas Sapiens

Physical Traits: Tetramand are an alien species from the desert planet Khoros. Tetramands are a buff and bulky species. Most Tetramands are red, but blue and brown ones have been seen. Tetramands have spikes on their arms, and sometimes on their heads. They have two front toes on each foot. Tetramands appear to have an additional set of smaller pectoral muscles below their primary set to help move their second set of arms.

Some Tetramands have black hair which becomes grey when they are older, but most Tetramands lack hair. Younger Tetramands are skinnier than adults, and have disproportionately larger eyes and heads. Tetramands have four very muscular arms. Due to this, Tetramands have a considerable advantage in close hand-to-hand combat. While not really

martial artists, Tetramands have developed an arsenal of specialized manoeuvres that make use of their prodigious physiology, with a heavy emphasis on power blows and grappling holds, and they are able to use a variety of melee and ranged-weapons simultaneously.

A favourite move is a sonic wave that is produced by smashing together all four hands concurrently. This wave does no damage but does cause knockback and can cause temporary deafness for D6 rounds. Tetramands have dense, armor-plated skin, giving them resistance to damage and immunity to fire. With their incredibly strong legs, a Tetramand can jump at a height of several stories. Tetramands make the toughest and most durable engines in the galaxy. A Tetramand's size makes them easy targets. Tetramand are an alien species from the desert planet Khoros. .

Height: 7 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 65%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Standard. Tetramands are a warrior race. Generally speaking, they are fairly aggressive and favour violence.

Because female Tetramands are traditionally stronger than males, they are in turn considered the better warriors, and due to this, if a male Tetramand manages to defeat a female Tetramand, the male becomes the female's chosen husband. As a Tetramandian custom, the bride collects four items before a wedding: "Something conquered, something bruised, something severed, and something blue."

Tetramands are not very amicable towards outsiders, as in the case of Kevin when he went to get one of their Tetramand Engine Blocks for his car. Initially, he was refused, until he agreed to marry Princess Looma in three years, after which he was allowed to have the Engine Block. Tetramands are very strict in the upholding of their laws; an offender whose crime was merely jumping the turnstiles at an auto show was buried up to his neck in sand.

Tetramands are not big on exceptions, even to other law enforcement officers like the Plumbers. Tetramands have a unique way to ultimately decide court cases; fight. Tetramands get to fight with

their accusers in a battle arena and the winner of the Tetramand Trial of Combat wins the case. There is nothing in the rules that states that the person must stay a Tetramand.

Government: Military Council

Population: 41 billion

Home System:

Number of Stars: 1, Khoros

Star Type: K

Planetoid Belts: 7

Inner Planets: 2

Middle Planets: 4

Outer Planets: 4

Thalassian



Type: Humanoid, Thalassis Sapiens

Physical Traits: Thalassians are a tall, cyan colored humanoid alien with a sleek body. They have long purple fins on their arms, legs, hip, cheek, head, eyebrows and shoulders. They have gills on their torso and pink eyes. Thalassians have dark blue lips, and enhanced strength. They can breathe underwater and can turn their legs into a fish tail. Thalassians need to live in very deep water and can only live without it when they shed their scales every 5.22 years. Unfortunately, this only lasts for one day.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,
PE: 3D6, MA: 3D6, PB: 3D6, SPD:
3D6/swim 5D6, HPs: +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Council

Population: 21 billion

Home System:

Number of Stars: 1, Thalassia

Star Type: K

Planetoid Belts: 2

Inner Planets: 1

Middle Planets: 2

Outer Planets: 6

Thep Khufan



Type: Humanoid, Thepas Sapiens

Physical Traits: Thep Khufan is a mummy-like species from the desert planet Anur Khufos. Some Thep Khufans live on Anur Transyl. Khufans are mummy-like creatures composed entirely of organic bandages. They are thin, humanoid-shaped with slight ape-like features on their limbs.

They also wear Wadjet headpieces on their forehead, minus nose and mouth. Their clothing resemble that of the ancient Egyptians, consisting of dhoti-like garments on their waist, collars and two bandages dangling from their upper back.

They wear golden cuffs on their feet and wrists. Their bodies are hollow, allowing them to store things in their chest. There are gaps between their bandages on their wrists, chest and ankles, as well as their eyes, that glow any colour. They have a beak-like toothed mouth with a long tongue beneath their head bandages. Some Thep Khufans have bandages that stick out from their heads like hair, while

others wear headdresses and tall hats that are somewhat similar to the Crowns of Egypt and the Nefertiti's Cap Crown. Some Khufans sleep in sarcophagi, the more well off of them any way. The poorer mummy citizens can't afford them, so they are a kind of status symbol among the Thep Khufan wealthy elite.

Thep Khufans have a very bizarre physiology, that being of a head-like shell with many extendable bandage like tendrils. Thep Khufans have incredible resistance to damage, with any or all vital organs held in the shell, and the ability to regenerate their tendrils. Like all residents of the Anur System, they're immune to the effects of Corrodium. Their bandages even block Corrodium radiation, enabling them to carry Corrodium inside their bodies without irradiating anything nearby.

Being composed of bandages, Thep Khufans can reshape their bodies at will. This allows them to split themselves apart to dodge attacks and reform to counter-attack. They can also generate more bandages for various needs. Additionally, their bodies are completely hollow, making them extremely flexible. Thep Khufans can regenerate themselves and recover from many types of injuries, including being torn into confetti by a large fan, almost instantly.

Thep Khufans can extend their bandages, from their fingers or from their body, creating a sturdy wall. They can also sever the bandages they extend. Although Thep Khufans are frail, they possess a degree of enhanced strength, allowing them to lift objects and people as big as a Segmentasapien with their stretchable limbs.

A Thep Khufan's bandages are strong enough to ensnare opponents and even withstand lasers taking only half damage. They can breathe underwater. Thep Khufans have a surprising amount of speed and agility for their size and bandages, even enough to scale walls and dodge attacks with relative ease.

By reducing their bodies down to single bandages, Thep Khufans can slip through extremely tight spaces or small openings, allowing them to escape various traps or maneuver through cramped areas before reforming afterwards. Thep Khufans can break their body apart to create a pile of bandages to cushion a landing. Their face is separated from the rest of the bandages in the process.

Thep Khufans can block out Corrodium radiation with their bandages, allowing them to carry the dangerous crystal inside their bodies without irradiating anything nearby. Thep Khufans can survive in the vacuum of space and see in complete darkness. They can levitate for 1 round per ME. Thep Khufans can train themselves to perform magic similar to Egyptian curses.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 8

Culture: Standard

Government: Religious Council

Population: 1.1 billion

Home System:

Number of Stars: 1, Anur

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 2

Outer Planets: 1

To'kustar



Type: Humanoid, To'kus Sapiens

Physical Traits: To'kustars are gigantic humanoid creatures. Their body, face, limbs, and hands are white. They have red stripes on their torso and legs, red spots on their shoulders, red stump-like feet, and a red and black blade on their head. They also have four-fingered hands, red forearms with pointed elbow blades and extremely muscular bodies. Mutant To'kustars look similar to To'kustars but have grey and purple skin. To'kustars live alone at the edge of the galaxy, silently guarding against threats from beyond.

To'kustars have thick skin, which is resistant to most attacks, whether they be physical or energy, and possess extraordinary strength, even in proportion to their size. Their strength allows them to defeat a normal-sized army and lift objects and creatures around their own size with little effort, and even throw them into space.

To'kustars can blast strong cosmic rays by positioning their arms in an L shape. These rays do 1 MDC per ME x1000 damage over a 10 km per ME range. But can only be used once per hour.

To'kustars can jump very high. They also have extremely quick reflexes and enhanced speed. They can survive in the vacuum of space.

If a To'kustar's head fin is damaged, it causes paralyzing pain throughout their body.

Height: 12 ft

Weight: 1250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

IQ: 4D6, ME: 4D6, PS: 7D6, PP: 4D6, PE: 6D6, MA: 3D6, PB: 3D6, SPD: D6 x Mach 1, HPs: +D20

Feeding Habits: Energy

Lifespan: Unknown

Technology: 11

Culture: Enlightened, truly kind race with little violence or hatefulness.

To'kustars are nonviolent beings, and so are commonly known as "gentle giants".

Government: None

Population: Unknown

Home System:

To'kustars are a species who are created in cosmic storms.

Transylvian



Type: Humanoid, Transylis Sapiens

Physical Traits: Transylvians are an extraterrestrial species of Frankenstein's Monster-like humanoids from the planet Anur Transyl. They are made of several different body parts sewn together, as well as various electrical generating equipment and life support technology. Young Transylvians like Viktoria don't grow giant conductors on their backs. Anur Transyl used to be the home of two different races: the Transylvians and the Vladats. The Transylvians were the Vladats' main source of food, until the Transylvians rebelled against the Vladats, using superior technology that they had developed in secret.

They hunted all Vladats on Anur Transyl into utter extinction and became the

dominant species on Anur Transyl. Like the other inhabitants of the Anur System, Transylvians have become enslaved by the Ectonurites. Depending on the individual, Transylvians have a myriad of personalities, though according to Viktor, they commonly share a hatred of Vladats, due to being enslaved by them and used ultimately as food in the past. They are also not too friendly towards other-worlders outside the Anur System and view them as monsters.

Transylvians are walking electricity/life force generators with electromagnetic bodies, capable of shooting electric bursts which do D6 damage per 2 ME over a 1 mtr per ME range. Transylvian bodies are so far augmented that they can survive in the vacuum of space without any kind of protection, as their muscular bodies, metallic parts and electromagnetic fields protect them from the cold, lack of air, and pressure. Their electromagnetic body even allow them to magnetically stick to metal surfaces. Transylvians can connect themselves with technology and machinery, as well as control them with their electricity. Like all residents of the Anur System, they're immune to Corrodium.

Height: 8 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

IQ: 3D6, ME: 3D6, PS: 6D6, PP: 3D6,
PE: 6D6, MA: 3D6, PB: 3D6, SPD:
3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable,
elliptical (oval) orbit, warmer twice
every local year.

Atmosphere: Thin and volatile
Nitrogen/Carbon dioxide with
combustible volatiles.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Democracy

Population: 978 million

Home System:

Number of Stars: 1, Anur

Star Type: O

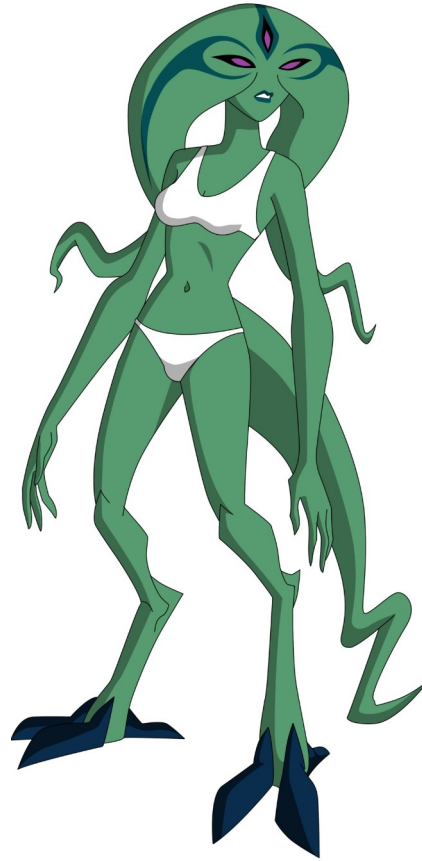
Planetoid Belts: 3

Inner Planets: 2

Middle Planets: 1

Outer Planets: 5

Uxorite



Type: Humanoid Reptilian, Uxori
Sapiens

Physical Traits: Uxorites are green,
reptilian creatures with long tails and
tentacles on their heads. They have 3
purple eyes with stripes running from
them. They have 4-fingered hands and
ostrich-like legs and feet.

Only female Uxorites have been seen, so
it is unknown what male Uxorites look
like. Once a Uxorite hatches, the
newborn is left to fend for itself; as such,
Uxorites have no parenting instincts and
do not understand emotional attachment
to offspring in other species.

Uxorites possess strong telekinetic
powers able to move up to 10 kgs per

ME. Their eyes glow purple and they envelop something in purple energy and move it telekinetically. Uxorites can fly, causing their eyes to glow purple, as if they are using telekinesis on themselves. Uxorite tentacles are prehensile, as well as having an extendable prehensile tongue. They have enhanced mobility, only be knocked unconscious after being struck by a large robot, and are strong enough to rip off a robots tendrils.

Height: 6 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6/5D6 flight, HPs: +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 120 years

Technology: 9

Culture: Standard

Government: Democracy

Population: 6.1 billion

Home System:

Number of Stars: 1, Ringa Morr

Star Type: K

Planetoid Belts: 2

Inner Planets: 0

Middle Planets: 4

Outer Planets: 2

Vaxasaurian



Type: Humanoid Dinosaur, Vaxas Sapiens

Physical Traits: Vaxasaurians are a humanoid dinosaur-like species, being beige in color. They have human-like hands with four fingers, each with large gray nails. They have long dinosaur-like tails and stand about 12 feet tall and can grow to about 60 feet tall. When they grow, the Vaxasaurians' dinosaur features become more pronounced, growing Stegosaur-like plates on their back, a crest on their forehead and spikes on their tail. Also, on their shoulders, three plates separate and grow.

Female Vaxasaurians look like males, but wear bones and a big loincloth, much like that of a caveman. They also have five spikes on their head. Vaxasaurians possess incredible strength and a thick layer of armor-like skin which provides vast resistance to injury and damage. Vaxasaurians have the power to increase

their own body size and mass by x1 per ME, which increases their strength and durability further. They can also grow Stegosaur-like plates on their back, a crest on their forehead and spikes on their tail, with or without growing. Vaxasaurians are able to survive in space for a few minutes. They can move on all fours and are quite agile for size.

Height: 12 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D20, AR: 12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 11 billion

Home System:

Number of Stars: 1, Terradino

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 5

Outer Planets: 4

Vulpimancer



Type: Mammalian, Vulpimas Sapiens

Physical Traits: Vulpimancers are far more animalistic than humanoid. They can range from the size of an adult human to several times the size of a human. As they mature, they grow tails. They have canine paws with curving claws, and quills that grow on their backs. Their most notable feature is that they have no visible eyes, and instead have gill-like nostrils on the sides of their necks. They are orange and have a dog-like mouth, teeth, and tongue. Young Vulpimancers have quill-like fur.

The fur becomes straighter when they mature, excluding the chin hair on Vulpimancers from Vulpin. Mature male Vulpimancers have stripes on their backs. Females do not, and they have paler fur than males. Vulpimancers do have a language, but it is too difficult for Universal Translators to translate and they are unable to speak English.

Vulpimancers have incredibly enhanced senses of hearing and smell (ME x1 normal range), which they use to work out their surroundings due to their lack of eyes. Vulpimancers have enhanced strength, and enhanced agility that allows them to run, jump, as well as

climb at a superhuman rate. Their acrobatic and gymnastic capabilities are similar to that of an ape. Vulpimancers can dig at a fast speed, even through solid stone.

Although Vulpimancers are quadrupeds, they are capable of standing on their hind legs and punching with their front legs, though somewhat awkwardly. When infected with an Earth cold virus, a Vulpimancer's nostrils get blocked by mucus, making them unable to smell and thus, blind. Also, their fur colour seems to become paler and their lips and claws turn a sickly dark green colour. Vulpimancer senses are very sensitive, making them vulnerable to anything that can overwhelm their senses, such as a high pitched sound or a strong smell.

Height: 6 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 4D6, PE: 5D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic and corrosive plethora of toxic trace metals and gases.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 8

Culture: Standard. Vulpimancers are not very friendly with their own kind, but this is a common trait among animals that aren't family. Vulpimancers normally live by hunting down whatever they can find to eat and moving on to the next meal. Vulpimancers whine like dogs when scared.

Government: Tribal

Population: 3 billion

Home System:

Number of Stars: 1, Vulpin

Star Type: K

Planetoid Belts: 2

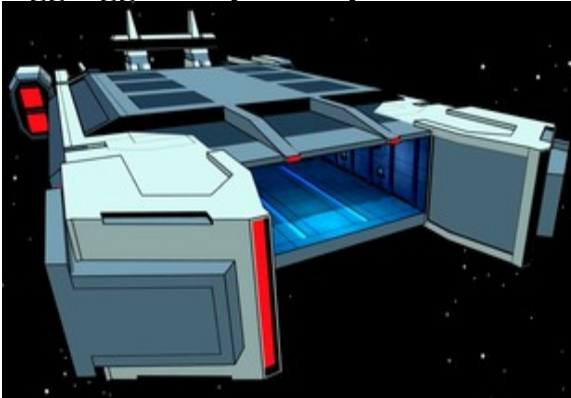
Inner Planets: 1

Middle Planets: 4

Outer Planets: 5

Section 2: Spaceships

Aggregor's Spaceship



Type: Heavy Cruiser Class

Aggregor's ship was, as the name suggests, Aggregor's primary method of transportation.

Crew: 2 + 50

A/DF: 3; SPD: 2; DCR: 5200

Atmosphere flight speed: Mach 10
Space flight speed: 300 million kph
Max Warp: 20

Length: 650 metres

Weight: 25,000 tons

Armour: Crystallion
Pilot's Cockpit: 19,000 SDC
Main Body: 26,000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive XX
Jump Drive II

Defences:
Chaff
Energy Screen
Kinetic Screen

ICMs: 25 per side
Point Defence Guns: 25 per side

Weapon Systems:
Plasma Cannon: 8 forward
Rail Gun V: 8 forward
Plasma Torpedo: 6 forward launchers, 3 per side

Cargo:
15 Shuttles

Anterian Obliterator



Type: Dreadnaught Class

Anterian Obliterators are heavily armed combat spaceships that Kevin Levin described as "a flying arsenal." It is also a common transformation used by Ship throughout Alien Force and Ultimate Alien.

Crew: 30 + 300

A/DF: 2; SPD: 2; DCR: 7000

Atmosphere flight speed: Mach 10
Space flight speed: 300 million kph
Max Warp: 7

Length: 850 metres

Weight: 40,000 tons

Armour: Crystallion
Main Body: 35,000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive VII

Defences:
Chaff
Energy Screen
Kinetic Screen
ICMs: 30 per side
Point Defence Guns: 10 per side

Weapon Systems:

Meson Battery: 3 per side

Mass Driver: 1 forward

Phaser Flare: 6 forward launchers, 3 per wing

Cargo:

3 Shuttles

Chimerian Hammer



Type: Battlecruiser Class

The Chimerian Hammer is very well-armed, having many lasers and other weapons, but its armour is not very effective. The speed of the Chimerian Hammer is very high - it had pursued a smaller size ship of Xylene's without any difficulty. The Chimerian Hammer serves as the location of the final battle with Vilgax.

Crew: 15 + 400

A/DF: 2; SPD: 1; DCR: 8000

Atmosphere flight speed: Mach 14
Space flight speed: 380 million kph
Max Warp: 15

Length: 1000 metres

Weight: 90,000 tons

Armour: Crystallion
Main Body: 40,000 SDC
Arms: 25,000 SDC each

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive XV

Defences:
Chaff
Energy Screen
Kinetic Screen

ICMs: 50 per side
Point Defence Guns: 50 per side

Weapon Systems:
Mass Driver: 1 forward
Meson Battery: 16 on swivel turrets
spread out round the ship
Phaser Flare: 10 forward launchers, 10
per side, 10 rear

Cargo:
4 Shuttles

Contemelia Ship



Type: Explorer Class

The Contemelia Ship is a craft that was used by the three unnamed Contemelia as they created the universe. The Contemelia Ship is able to teleport between universes, which it has been left doing since the Contemelia died out.

Crew: 1 + 300,000

A/DF: 1; SPD: 1; DCR: 150,000

Atmosphere flight speed: Mach 10

Space flight speed: 100 LY per minute

Length: 175 kilometres

Weight: 170,000,000 tons

Armour: Crystallion

Main Body: 3,000,000 SDC

Wing Panels: 500,000 SDC

Drive:

Maneuvering Thrusters

Solar Cells Engine

Impulse Drive

Jump Drive III

Equipment:

Multiversal Phase Drive

Terraforming equipment

Various construction equipment and vehicles

Defences:

Energy Screen

Kinetic Screen

Cargo:

1000 Shuttles

Dr. Psychobos' Ship



Type: Survey Class

Dr. Psychobos' Ship is a spaceship formerly owned by Dr. Psychobos. It also served as the headquarters for the Faction. Khyber took control after the events of Showdown: Part 2.

Crew: 2 + 40

A/DF: 2; SPD: 3; DCR: 3360

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 8

Length: 420 metres

Weight: 550 tons

Armour: Crystallion
Pilot's Cockpit: 12,000 SDC
Main Body: 16,800 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive VIII

Equipment:
Specialized Biological Laboratories x7

Defences:
Chaff
Energy Screen
Kinetic Screen

Weapon Systems:

Electron Battery: 1 on top, underneath,
and per side for 4 total each with 360
rotation

Electron Torpedo: 1 forward launcher

Cargo:

20 Shuttles

Fulmas II



Type: Carrier

Fulmas II is a massive mothership with the ability to destroy a planet by firing a concentrated ray of Omni-Enhanced energy. Fulmas II can deploy Fulmini troops by the thousands.

Crew: 25 + 8000

A/DF: 1; SPD: 1; DCR: 4000

Atmosphere flight speed: Mach 10
Space flight speed: 300 million kph
Max Warp: 9

Length: 300 metres

Weight: 80,000 tons

Armour: Crystallion
Main Body: 20,000 SDC
Head: 8000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive IX

Defences:
Chaff
Energy Screen
Kinetic Screen
ICMs: 10 per side, 10 above, 10 below
Point Defence Guns: 10 per side, 10 above, 10 below

Weapon Systems:

Mass Driver: 1 forward

Meson Battery: 1 turret above, 1 turret below (both can rotate for a complete 360 degree firing arc)

Phaser Flare: 2 forward launchers

Cargo:

Up to 280 crafts of 10 metres size or the equivalent.

Highbreed Small Cruiser



Type: Light Cruiser

Small Cruisers were used to carry supplies and are also bases for the Highbreed.

Crew: 8 + 70

A/DF: 3; SPD: 3; DCR: 4600

Atmosphere flight speed: Mach 10
Space flight speed: 300 million kph
Max Warp: 6

Length: 575 metres

Weight: 20,000 tons

Armour: Crystallion
Pilot's Cockpit: 15,000 SDC
Main Body: 23,000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive VI

Defences:
Energy Screen
Kinetic Screen

Weapon Systems:
Particle Cannon: 2 forward
Rail Gun V: 4 forward
Plasma Torpedo: 4 forward launchers

Cargo:
10 Shuttles

Highbreed Tractor-Beam Ship



Type: Escort Class

Tractor-Beam Ship appeared in Inside Man where some DNAliens used one to get back the Oscillator Key and capture Tyler.

Crew: 5 + 40

A/DF: 4; SPD: 4; DCR: 3200

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 5

Length: 400 metres

Weight: 10,000 tons

Armour: Crystallion
Pilot's Cockpit: 12,000 SDC
Main Body: 16,000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive V

Defences:
Energy Screen
Kinetic Screen

Weapon Systems:
Proton Battery: 1 per side for 3 total
Proton Torpedo: 1 launcher per side for 3 total

Highbreed Warship



Type: Heavy Cruiser Class

Warships were the ships the Highbreed were going to use to destroy Earth when they came through the Hyperspace Jump Gate.

Crew: 12 + 100

A/DF: 3; SPD: 2; DCR: 5600

Atmosphere flight speed: Mach 10
Space flight speed: 300 million kph
Max Warp: 7

Length: 700 metres

Weight: 30,000 tons

Armour: Crystallion
Pilot's Cockpit: 18,000 SDC
Main Body: 28,000 SDC

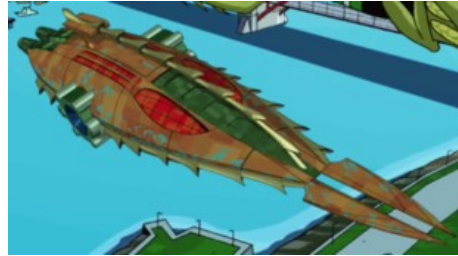
Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive VII

Defences:
Energy Screen
Kinetic Screen

Weapon Systems:
Mass Driver: 1 forward
Plasma Cannon: 3 per side
Plasma Torpedo: 6 forward launchers

Cargo:
10 Shuttles

Khyber's Ship



Type: Scout Class

Khyber's Ship is a spaceship used by Khyber.

It is where Khyber kept the various trophies he had hunted over the years, and his equipment. It is also Khyber's living quarters. Khyber's ship is shaped like a bug head; similar to a mosquito.

When rebuilt, Khyber's ship lost the spikes on the side and gained two claw like extensions at the front and leg like extensions at the rear. However, all design changes that were made were reverted and the ship returned to its original design. It has a control and a trophy room.

Crew: 5 + 50

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion
Wings (2): 5150 SDC each
Pilot's Cockpit: 8050 SDC (in an emergency the cockpit can be used as an escape pod)
Main Body: 12,000 SDC

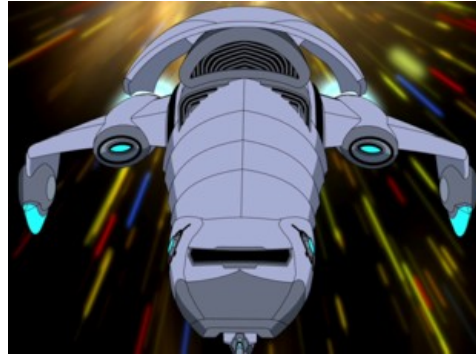
Drive:
 Maneuvering Thrusters
 Solar Cells Engine
 Impulse Drive
 Warp Drive III

Equipment:
 Cloak
 Advanced Scanners

Defences:
 Chaff
 Energy Screen

Weapon Systems:
 Electron Battery: 2 forward
 Rail Gun V: 2 forward
 Electron Torpedo: 2 forward launchers,
 1 rear

The Lovely Duck



Type: Scout Class

The Lovely Duck is a ship piloted and owned by Rad Dudesman that appears in Ben 10: Omniverse.

The Lovely Duck is a heavily-armed ship with an arsenal of hand-weapons for Rad Dudesman to use, and is capable of faster than light flight. It also has an onboard Artificial Intelligence (AI) computer named Pyxi, who speaks in a language that sounds like garbled gibberish to others. The only ones who can understand her are Rad and Ben as Grey Matter, (which means that Galvans could understand her). Pyxi's appearance is a pink rectangle with two smaller rectangles for eyes. She also has a longer rectangle for a mouth which is only visible when she speaks.

The ship itself has been heavily modified, as Rook noted that it had an Anaxion Halo Grid wired to the Gyro-Axle. Its outward appearance has the bow shaped like a duck's face, with a blaster turret mounted under the chin. It has a very large cargo hold for transporting goods. The ship is armed with various weapons, including twin energy cannons mounted on both sides of the bow.

Crew: 5 + 50

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 5

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion
Wings (2): 6150 SDC each
Pilot's Cockpit: 8150 SDC (in an emergency the cockpit can be used as an escape pod)
Main Body: 12,300 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive V

Defences:
Chaff
Energy Screen

Weapon Systems:
Electron Battery: 4 forward
Electron Torpedo: 2 forward launchers,
2 rear

Slix Vigma's Ship



Type: Aerospace Transport Class

Slix Vigma would kidnap people from their home planets and teleport them onto his ship, where they would be forced to fight in gladiator-like battles for the entertainment of the inhabitants of each Galaxy the Megacruiser went to. To keep its prisoners in line, they were outfitted with electric badges that shocked them if there was any hint of rebellion. The ship is incredibly large and capable of carrying thousands of people, including spectators and fighters.

At the conclusion of Grudge Match, Ben left Kevin on the ship while he escaped. In *Back with a Vengeance*, it is revealed that Kevin took control of the ship and used it for his own purposes. He located Vilgax with it, and, after a brief skirmish, the two villains made a temporary alliance against Ben and used the ship to return to Earth. It is unknown what happened to it after their defeat.

Crew: 4 + 2000

A/DF: 2; SPD: 3; DCR: 1600

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 2

Length: 200 metres

Weight: 750 tons

Armour: Crystallion

Pilot's Cockpit: 6000 SDC (in an emergency the cockpit can be used as an escape pod)

Main Body: 8000 SDC

Wings (2): 5000 SDC each

Drive:

Maneuvering Thrusters

Solar Cells Engine

Impulse Drive

Warp Drive II

Defences:

Chaff

Energy Screen

Kinetic Screen

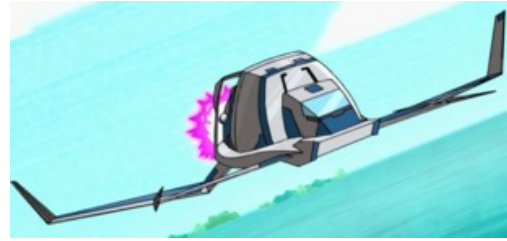
Weapon Systems:

Proton Battery: 2 on top with 360 rotation (with 4 firing points)

Cargo:

Up to 180 crafts of 10 metres size or the equivalent.

Pioneer Model-E



Type: Aerospace Fighter Class

Pionner-E is an experimental spaceship that was first to use fusion energy capable of flying in low orbit.

Crew: 1

A/DF: 5; SPD: 5; DCR: 80

Atmosphere flight speed: Mach 15

Space flight speed: 400 million kph

Length: 10 metres

Weight: 16 tons

Armour: Crystallion

Wings (2): 250 SDC each

Pilot's Cockpit: 300 SDC (in an emergency the cockpit can be used as an escape pod)

Main Body: 400 SDC

Drive:

Maneuvering Thrusters

Solar Cells Engine

Fusion Drive

Weapon Systems:

Lasersonic: 2 forward

Plumber Ship



Type: Escort Class

A Plumber Ship is a spaceship Plumbers use to fly and patrol space. However, Plumber Ships are relatively quite slow and have weak engines and security.

Crew: 7 + 70

A/DF: 4; SPD: 4; DCR: 3200

Atmosphere flight speed: Mach 12

Space flight speed: 50 million kph

Max Warp: 3

Length: 400 metres

Weight: 10,000 tons

Armour: Crystallion

Pilot's Cockpit: 12,000 SDC

Main Body: 16,000 SDC

Drive:

Maneuvering Thrusters

Solar Cells Engine

Impulse Drive

Warp Drive III

Weapon Systems:

Proton Battery: 2 forward

Plumbers' Research Delta Satellite



Type: Space Station Class

The Plumbers' Research Delta Satellite is a training facility for soon-to-be Plumbers.

The Facility seems to be very durable, as it withstood great damage from Humungousaur and being burnt in the Earth's atmosphere.

Crew: 70 + 27,000

A/DF: 0; SPD: 0; DCR: 20,000

Atmosphere flight speed: 0

Space flight speed: 0

Max Warp: 0

Length: 10 kilometres

Weight: 15,000,000 tons

Armour: Crystallion

Main Body: 400,000 SDC

Ring: 300,000 SDC

Drive:

Maneuvering Thrusters

Solar Cells Engine

Equipment:

City Habitat

Various emergency equipment and vehicles

Defences:

Chaff

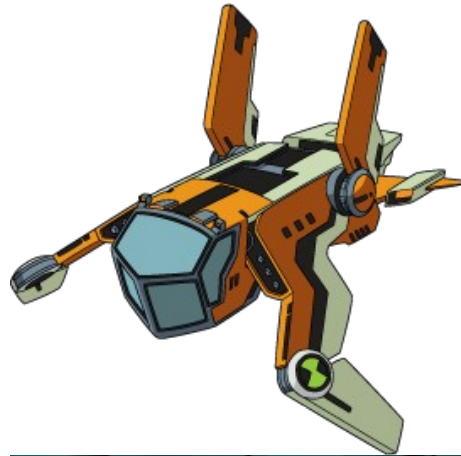
Energy Screen

Kinetic Screen

ICMs: 100 total spread around the ring

Cargo:

150 Shuttles

Proto-Truk

Type: Scout Class

The Proto-Truk was Rook's spaceship. It could transform into a small truck with "Max's Plumbing" written on it in order to camouflage itself among Earth vehicles.

Crew: 1 + 10

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 10

Space flight speed: 300 million kph

Max Warp: 2

Length: 6 metres

Weight: 40 tons

Armour: Crystallion

Wings (2): 1150 SDC each

Pilot's Cockpit: 3050 SDC (in an emergency the cockpit can be used as an escape pod)

Main Body: 5000 SDC

Drive:

Maneuvering Thrusters
 Solar Cells Engine
 Impulse Drive
 Warp Drive II

Equipment:

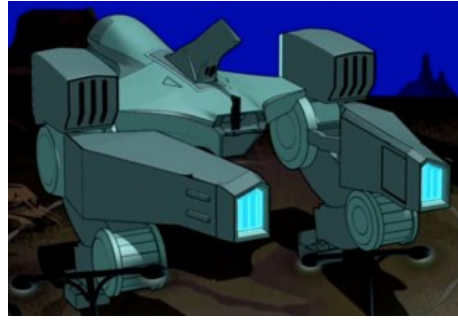
Gravitor Boosters
 Detrovite Nav-System
 Quil-Tech Nanoshift Transformer
 Prisoner Holding Cell
 Switchable Steering Wheel
 Auto-Pilot Mode
 Driver seat switchibility
 Advanced Scanners

Defences:

Chaff

Weapon Systems:

Electron Battery: 3 forward on a swivel turret

The Resolute

Type: Scout Class

The Resolute is the spacecraft used by Tetrax Shard to travel in space. The ship is manned by Tetrax (owner and pilot in Alien Force) and Gluto (the pilot in the original series).

It has a sophisticated navigation system and high security system. The ship had to be admitted as a garbage truck to enter Incarcecon. The ship itself is very durable as it crashed into a rock formation and didn't get damaged much; and at Incarcecon, the ship was getting hit by lasers and still wasn't affected.

Crew: 5 + 50

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
 Space flight speed: 350 million kph
 Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion
 Wings (2): 5150 SDC each
 Pilot's Cockpit: 8050 SDC (in an emergency the cockpit can be used as an escape pod)
 Main Body: 12,000 SDC

Drive:

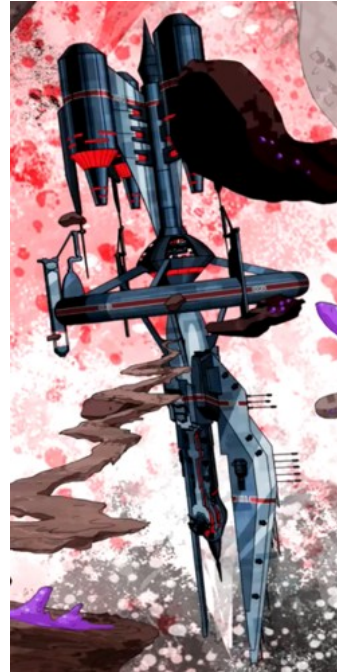
Maneuvering Thrusters
 Solar Cells Engine
 Impulse Drive
 Warp Drive III

Equipment:
 Cargo Area
 Hoverboard Simulator
 Training Room.
 Tracking System
 High security System
 Advanced Scanners

Defences:
 Chaff
 Energy Screen

Weapon Systems:
 Electron Battery: 2 forward
 Electron Torpedo: 2 forward launchers,
 1 rear

Rooter Headquarters



Type: Space Station Class

Rooter Headquarters is the place where Servantis does his experiments with Human/Alien Hybrids. It was located in the Null Void. The headquarters were confiscated by the Plumbers after the Rooters operations were discovered and their Plumber commissions were revoked.

Crew: 200 + 40,000

A/DF: 0; SPD: 0; DCR: 20,000

Atmosphere flight speed: 0
 Space flight speed: 0
 Max Warp: 1

Length: 10 kilometres

Weight: 15,000,000 tons

Armour: Crystallion
 Main Body: 400,000 SDC
 Ring: 300,000 SDC

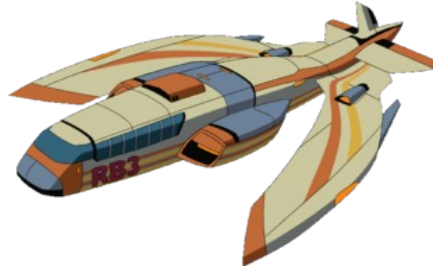
Drive:
 Maneuvering Thrusters
 Solar Cells Engine
 Warp Drive I (emergency use only)

Equipment:
 City Habitat
 Various emergency equipment and vehicles

Defences:
 Chaff
 Energy Screen
 Kinetic Screen

Cargo:
 250 Shuttles

Rust Bucket 3



Type: Scout Class

The Rust Bucket 3, also called "RB3", is originally a standard issue Plumber jet. Kevin added some extra alien gadgets that he "picked up here and there".

Crew: 1 + 10

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
 Space flight speed: 350 million kph
 Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion
 Wings (2): 4150 SDC each
 Pilot's Cockpit: 7050 SDC (in an emergency the cockpit can be used as an escape pod)
 Main Body: 10,000 SDC

Drive:
 Maneuvering Thrusters
 Solar Cells Engine
 Impulse Drive
 Warp Drive III

Equipment:
 The jet can interface with Plumber Badges.
 It has a cargo area that holds Kevin's and Ben's cars, with tunnels leading to different emergency exits.

The jet can access any database on Earth, even secure government ones.
 It has autopilot settings?
 The Rust Bucket III can function underwater, like a submarine.
 Advanced Scanners

Defences:
 Chaff
 Energy Screen

Weapon Systems:
 Electron Battery: 3 forward
 Electron Torpedo: 2 forward launchers

The Skipper



Type: Scout Class

The Skipper is a spaceship used in the flashbacks of Ben 10: Omniverse. It was the primary transportation in space for Ben, Gwen, and Max.

Crew: 2 + 11

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
 Space flight speed: 350 million kph
 Max Warp: 2

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion
 Wings (2): 4500 SDC each
 Pilot's Cockpit: 7500 SDC (in an emergency the cockpit can be used as an escape pod)
 Main Body: 11,000 SDC

Drive:
 Maneuvering Thrusters
 Solar Cells Engine
 Impulse Drive
 Warp Drive II

Equipment:
 Advanced Scanners

Defences:
 Chaff
 Energy Screen

Weapon Systems:

Electron Battery: 2 forward

Electron Torpedo: 2 forward launchers

Sun Draining Ship

Type: Space Station Class

The Sun Draining Ship was owned by Ragnarok and appeared in the episode Vendetta.

It has the ability to absorb the solar energy from stars and suns, killing the planets that use their energy.

The ship was hidden in hyperspace and Ragnarok needed the key Devin Levin stole from him in order to keep it in this dimension. At the end of Vendetta, it was destroyed; the Sun's gravitational pull sucked it in and blew it up.

Crew: 30 + 10,000

A/DF: 1; SPD: 1; DCR: 50,000

Atmosphere flight speed: 0

Space flight speed: 150 million kph

Max Warp: 1

Length: 25 kilometres

Weight: 35,000,000 tons

Armour: Crystallion

Main Body: 1,000,000 SDC

Ring: 750,000 SDC

Drive:

Maneuvering Thrusters

Solar Cells Engine

Warp Drive I

Defences:

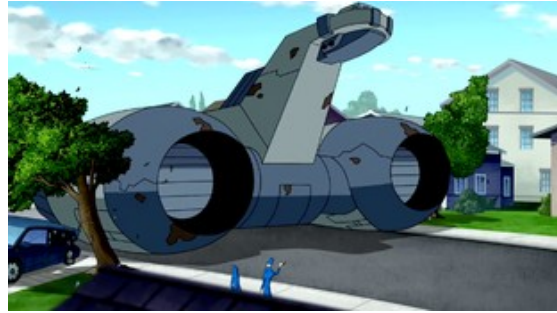
Chaff
Energy Screen
Kinetic Screen

Weapon Systems:

Electron Battery: 10 total spread around
the ring

Cargo:

50 Shuttles

The Takion 930

Type: Scout Class

The Takion 930 is a space ship given to Kevin Levin by Zaw-Veenull in Con of Rath. It has engines powerful enough to escape a black hole with only minor damages.

Crew: 5 + 50

A/DF: 5; SPD: 4; DCR: 2400

Atmosphere flight speed: Mach 12
Space flight speed: 350 million kph
Max Warp: 5

Length: 50 metres

Weight: 400 tons

Armour: Crystallion
Enginess (2): 3050 SDC each
Pilot's Cockpit: 5050 SDC (in an
emergency the cockpit can be used as an
escape pod)
Main Body: 9000 SDC

Drive:

Maneuvering Thrusters
Solar Cells Engine
Impulse Drive
Warp Drive V

Defences:

Chaff
Energy Screen

Weapon Systems:
Electron Battery: 2 forward

The Techadon Star Beam Platform



Type: Space Station Class

The Techadon Star Beam Platform is a Techadonian space station weapon capable of destroying an entire planet. However, it requires a powerful energy source to power it, like Amber Ogia.

Crew: 300 + 4000

A/DF: 0; SPD: 0; DCR: 50,000

Atmosphere flight speed: 0
Space flight speed: 200 million kph
Max Warp: 1

Length: 20 kilometres

Weight: 35,000,000 tons

Armour: Crystallion
Main Body: 1,000,000 SDC
Ring: 750,000 SDC

Drive:
Maneuvering Thrusters
Solar Cells Engine
Warp Drive I

Defences:
Chaff

Energy Screen
 Kinetic Screen
 ICMs: 250 total spread around the ring

Weapon Systems:
 Mass Driver: 1 forward
 Plasma Cannon: 3 per side
 Plasma Torpedo: 6 forward launchers

Cargo:
 60 Shuttles

Section 3: Equipment

The Omnimatrix (Original)



The Omnimatrix, better known as the Omnitrix, was a watch-like device that attached to Ben Tennyson's wrist at the beginning of the series and is the device that the franchise revolves around. The device is a portable library of intergalactic genetic data that allowed the wielder to alter their DNA at will and transform into a variety of different alien species, each with their own unique abilities.

The Omnitrix was destroyed in The Final Battle: Part 2 and replaced with the Ultimatrix.

Appearance

In the first form that Ben encountered, the Omnitrix looked like a large wristwatch, primarily black and grey in color, with a grey (or black) dial in the middle (like a watch face) which has a green hourglass shape (the intergalactic "peace" symbol, also on Plumber's

Badges and Galvan Prime) on it. When Ben selects his aliens it shows the alien's silhouette.

The prototype Omnitrix (before recalibration) in Omniverse flashbacks looks the same as that of the original series, albeit it has two buttons instead of one and the hourglass symbol on Ben's transformations is now green instead of white, due to the removal of the scratch guard.

After recalibrating, the Omnitrix resembled a slimmer and sleeker watch-like shape, now with a green wristband, and the face of the dial becoming black and green. The inside of the hourglass symbol glowed in different colours during certain moments; these colours signify the mode that the Omnitrix was presently in. When Ben is selecting his aliens it shows the alien's hologram standing on the core rather than the alien's silhouette.

Purpose

The Omnitrix had a three-fold purpose:

It would promote inter-species understanding by allowing other beings to experience different ways of life. It would serve as a repository for the DNA of over a million different species that Azmuth thinks are intelligent, preserving them in the event that any of them should ever be rendered extinct and restore them to life. Secretly, Azmuth had another reason for creating the Omnitrix: he hoped that his estranged lover Zennith, who had left him as he created Ascalon, would learn of his change and come back to him.

Active Mode (Prototype)

Active Mode is the Omnitrix's default mode. Actual usage time is 10 minutes at a time. If he changes from one form to another, the combined time for the changes can be no more than 10 minutes, likely less because of power leakage. Multiple transformations are energy intensive and deplete the watch's power supply more quickly than single transformations. Three or four transformations would leave him with substantially less than a combined 10 minutes of time. The Omnitrix seems to time out sooner if it's taxed by activities with a lot of moving, like fighting. However, if regular transformations are tampered with, the user can't always turn back.

Active Mode (Recalibrated)

After the Omnitrix recalibrated, the symbols on the aliens were also of the green color, and located on their chests due to a glitch. The Omnitrix mainly allowed for the user to transform into a numerous variety of alien life-forms that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that is in groups of 10.

The Omnitrix acted as a wireless receiver for the Codon Stream. By accessing the Codon Stream, the Omnitrix used special Omni-Energy to merge its wearer's DNA with the DNA samples it held to create transformations. The Omnitrix could not transform the user into another of its own species. In order for the user to change the size, the matter was created from energy or reconstituted to energy as needed. The Omnitrix had a quick change feature. The user could change back by turning the second ring on the dial to the

3 o'clock position. When Ben appeared to be changing mentally, it was just a coincidence. He was out of time and changing anyway.

Manually touching the Omnitrix symbol not only allows the user to immediately transform back to normal but can also be used to change forms while already transformed.

The Omnitrix could alter its size to fit the user's wrist.

When transformed, the Omnitrix protected the user from negative effects, including:

Being possessed by an Ectonurite.

Exposure to the dangerous effects of Corrodium.

Being transformed by Dr. Animo's mutant ray.

The Omnitrix had a built-in energy feedback blast to defend against anyone trying to force it off of its owner. Once placed on the wearer, the Omnitrix could not be removed by normal physical means.

The Omnitrix could show a database image of all aliens unlocked.

The Omnitrix was able to repair genetic damage, such as turn DNAliens back to normal and remove Xenocites.

The Omnitrix could genetically manipulate DNA or reprogram a species' DNA (like fuse DNA from different species of aliens).

The Omnitrix changed the aliens' eye color to match the user's eye color, a feature that can be turned off.

The Omnitrix could be synchronized with another Omnitrix, even without the user's intent.

The Omnitrix was waterproof.

The Omnitrix could replace one of its DNA samples with someone else from the same species.

The recalibrated Omnitrix granted the user full understanding of the aliens' powers upon transforming into them.

The Omnitrix had AI (Artificial Intelligence).

The Omnitrix functioned as a GPS.

The Omnitrix could create a hologram map, which is similar to the one in Plumber Badges.

The Omnitrix had a 2-way communication system with Plumber Badges.

The Omnitrix had a built-in Universal Translator and could also translate other Earth languages.

The Omnitrix could teleport the user through Azmuth's teleportation channel.

The Omnitrix could display ten colors, each meaning something different:

Green: Active Mode

Red: Recharge Mode

Yellow: Capture Mode

Blue: Recalibration Mode

Purple: Controlled

Orange: Self Destruct Mode (original Omnitrix form)

Grey: Inactive Mode

Black: Stop Mode

Pink: Under spell effect

Display Modes

The Omnitrix had two known display modes.

Black silhouettes of the aliens.

Dark green holograms of the aliens.

By changing the settings on the Omnitrix, either display modes could have been used with either Omnitrix form.

The Omnitrix automatically used the molecules of its wearer's clothes to

create coverings for the aliens. Ben lost this function when the Omnitrix recalibrated. In Alien Force, nanomachines broke them down and stored them until the transformation ended.

When the user was transformed, an Omnitrix symbol appeared on the chest. The symbol was actually the Omnitrix itself, appearing in this form because many species don't have wrists. Although the Omnitrix was in the center of the chest area on every alien in Alien Force is for easy access, it was put in different places on some aliens in the original series. The limited positioning of the symbols was the result of a glitch of the Omnitrix.

The Omnitrix could be controlled by voice, called Voice Command.

If the Omnitrix's faceplate cover is broken off, the result was DNA hybrids. When exposed to an electromagnetic interference, the Omnitrix could cause unintentional transformations and the Omnitrix will be unable to deactivate until the source of the interference is gone. This could work in reverse, rapidly changing the user from one form to another until someone/something stops it. Technical glitches caused power glitches that would cause random flight and abilities not native to the alien species, as well as leaving all the aliens naked and cold. Sometimes the Omnitrix would randomly leave the user stuck as an alien for an indefinite amount of time that could only be deactivated by Azmuth hitting the Omnitrix symbol.

The Omnimatrix (Omniverse)



The Omnimatrix, referred to as the Omnitrix, is one of Azmuth's creations and the successor of the Ultimatrix.

The Omnitrix was first mentioned by Azmuth in Map of Infinity. He was planning on giving it to Ben, but it was not complete, and Ben's maturity needed to increase before he would be allowed to use it.

Azmuth, by the events of The Ultimate Enemy: Part 2, had completed the Omnitrix and claimed that he was working on it ever since Ben got the original Omnitrix (approximately six years ago). In the same episode, he gave it to Ben because he deemed him worthy of wielding it after removing the

Ultimatrix from the latter's wrist. Ben has been wearing this Omnitrix ever since.

Appearance

The Omnitrix resembles a wristwatch. Its faceplate is now square instead of round and has a white and green color scheme. The faceplate is black with two green stripes forming an outline for the hourglass of the intergalactic peace symbol. When the faceplate is slid back, the Omnitrix's core is revealed.

Just like the original Omnitrix and the Ultimatrix, the Omnitrix mainly allows for the user to alter their DNA at will and transform into a numerous variety of alien species that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that is in groups of 10.

The Omnitrix has a holographic interface, where a holographic circle is shown, with the top half having alien faces, which is activated and scrolls through the aliens by the user touching the faceplate, or in other ways, scrolling up and down or scrolling in a circle, akin to a touch screen. The faceplate will then slide open automatically after Ben chooses his alien, after that, the Omnitrix's core will come out. When pressed, it will trigger the transformation.

The Omnitrix has a DNA scanner. The Omnitrix has a quick-change feature that automatically transforms the user back to normal when they are done using their transformation, causing it not to time out and allowing the user to transform again far quicker. Manually touching the Omnitrix symbol not only can allow the user to

immediately transform back into normal but can be used to transform into different alien forms while already transformed.

The Omnitrix has a Master Control. The Omnitrix has a Randomizer Function that turns the user into a different amount of aliens at random moments, being randomly selective of the transformations. The Omnitrix can add extra features to alien forms in order to make them safer/more stable. The Omnitrix can synchronize with another Omnitrix if activated at the same time.

Unlike the original Omnitrix and the Ultimatrix, the Omnitrix does not mistransform. If it does mistransform, it is Ben's fault. This is caused by his habit of slamming his hand on the Omnitrix's core and inadvertently the scroll pad. When Ben switches forms as an alien, he is still manipulating the controls. Switching from alien to alien without changing back to Ben does not always work, and it is bad for the Omnitrix.

The Omnitrix does not rely on the Codon Stream for transformation. Instead, the DNA is stored within itself in a computerized form.

The Omnitrix has a 2-way communication system with Plumber Badges.

The Omnitrix can also record messages, similar to voicemail.

The Omnitrix has the functionalities of a regular digital watch.

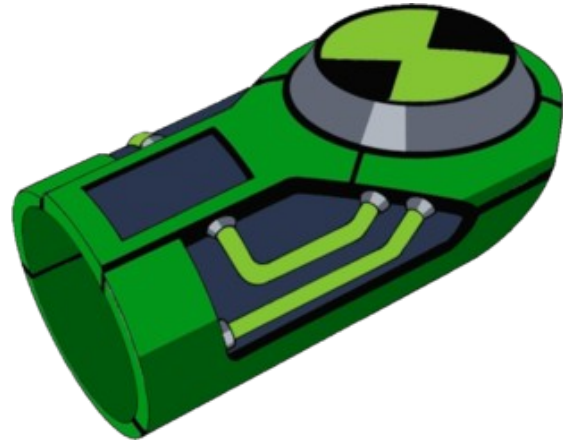
The Omnitrix adapts the user's clothing to the alien they transform into.

The Omnitrix has a built-in Universal Translator.

The Omnitrix has a distress signal function and homing device, as Azmuth was able to find and rescue Ben when he was trapped inside the Incursean Exile Pod.

The Omnitrix has a security lock system so that it can only be used by the user, as well as an alternate identification program if changes by outside forces occur to the user. The Omnitrix has a fail-safe that kicks in in the event that the user's life is in jeopardy. This feature turns them into the needed alien to survive. The Omnitrix can be controlled by Voice Command.

Ultimatrix



The Ultimate Omnimatrix, referred to as the Ultimatrix, was the device that Ben 10: Ultimate Alien revolved around. Ben used it to replace the Omnitrix, which he destroyed in a battle with Vilgax. The Ultimatrix was removed by Azmuth in *The Ultimate Enemy: Part 2* and replaced by the new Omnitrix.

Azmuth worked on the Ultimatrix for years, but its power core was unstable and incomplete, so he contained the device in high security storage.

Albedo stole the Ultimatrix and was able to stabilize the core, as well as "surpassing" the prototype Omnitrix by adding the evolutionary function. Unfortunately for him, Ben's DNA was still the default for the Omnitrix and the Ultimatrix was still linked to the same database, so Albedo only had access to Ben's current aliens, which excluded Grey Matter. Allying himself with Vilgax, he agreed to help him so he could turn himself back to normal, while Vilgax could have the Earth.

After Albedo as Negative Ultimate Humungousaur easily defeated Ben as Humungousaur, Vilgax threatened Gwen and Kevin's lives in order to force Ben to give up the Omnitrix to him. Afterwards,

Vilgax betrayed Albedo by using the Omnitrix to defeat him by turning his army of Bioids into thousands of Humungousaurs.

Later, Ben activated the Omnitrix's self-destruct mechanism to force Vilgax to remove it but Vilgax refused, thinking he was bluffing and later suffered the consequences. Ben released Albedo and forced him to give him the Ultimatrix via the same threat. Ben used Ultimate Swampfire to battle Vilgax and used Jetray to later escape.

Ben continued to use it until he defeated Vilgax with Dagon's powers, Azmuth came to take Ascalon as well as the Ultimatrix and gave the new Omnitrix to the worthy wielder. Azmuth destroyed the Ultimatrix off-screen after *The Ultimate Enemy: Part 2* since the evolution function was meant to be dangerous.

Albedo would later create a new Ultimatrix, one that (upon the acquisition of a Polymorphic Crystal) allowed him to change from one Ultimate form to another, without changing to regular aliens in-between.

Appearance

The Ultimatrix, unlike the Omnitrix, didn't resemble a wristwatch, looking more like a gauntlet. The central component, the selection interface remains the same, while the watch band was replaced by a gauntlet-like band extending up to almost half of the wearer's arm or forearm (since the band's ability to morph its shape wasn't placed into it).

When Albedo used it, the Ultimatrix had a red color scheme. After Ben took the

Ultimatrix from Albedo, the Ultimatrix became green. This shows that the user can change the color scheme of the Ultimatrix.

The selection interface was identical to the original dial, with the intergalactic peace sign that changes color to reflect what mode the Ultimatrix was in.

Active Mode

Active Mode is the Ultimatrix's default mode. Normally Active Mode is active when the Ultimatrix can be used, recharged and nothing is wrong.

Just like the Omnitrix, the Ultimatrix mainly allowed for the user to transform into a numerous variety of alien life-forms that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that are in groups of 10. The Ultimatrix functioned as a wireless receiver for the Codon Stream. The Ultimatrix was able to access the Codon Stream's database to show which transformations have been activated over time.

The Ultimatrix had a Master Control. Pressing the black button next to the dial makes the Ultimatrix larger in size, so it can be slipped off.

The Ultimatrix could add extras to alien forms in order to make the forms more safe/stable.

The Ultimatrix automatically reverted the user back into their normal form when they get sufficiently hurt or knocked out.

The Ultimatrix had the ability to transform between alien forms with or without touching the Ultimatrix symbol.

The Ultimatrix was able to scan human-alien hybrids in order to unlock the alien's DNA.

The Ultimatrix was waterproof.

The Ultimatrix was durable enough to take a bullet.

The Ultimatrix could replace one of its DNA samples with someone else from the same species.

The Ultimatrix could reconstruct the last thing the user was wearing before they transformed, but Ben did not figure out how to do so.

The Ultimatrix had the ability to evolve aliens into their Ultimate Form, granting them new powers and new abilities that are more powerful. This was activated by pressing the Ultimatrix symbol as an alien, causing four gray spikes to grow. The evolution feature worked by placing the selected species in a simulation, right down to the DNA, for an extended period of time, about a million years or so, in what is described as a "worst case scenario"; the actual DNA is then simply modified to match the new DNA. This survival of the fittest routine explains why the evolutions are more combat-centered than their normal forms. The evolutionary function drained the Ultimatrix's battery quicker than regular transformations.

The Ultimatrix had AI (Artificial Intelligence).

The Ultimatrix could detect other Matrix cores like Eunice.

The Ultimatrix served as a communicator when transformed and not transformed, like the other Omnitrixes. The Ultimatrix had a built-in Universal Translator and could also translate other Earth languages.

While most aliens appeared naked with the Ultimatrix symbol on their chest, the Ultimatrix could change and create different types of clothing or accessories on specific alien forms, such as NRG's containment suit or Four Arms's clothing. Ben didn't quite know how the feature worked; Albedo individually applied this function to each of the aliens.

The Ultimatrix had a Voice Command, just like the Omnitrix.

Malfunctions

The Ultimatrix couldn't detect outer dimensional creatures.

The Ultimatrix did not possess the ability to restore DNA.

The Ultimatrix always went into Capture Mode when there is a sapient species' DNA that isn't in the Codon Stream within its proximity. Thus, it couldn't be used to transform until the DNA is obtained or the specimen is no longer in range.

The Ultimatrix did not possess the ability to revive species stored on Primus, due to it not being added by Azmuth at the stage of development it was in and Albedo didn't add it.

The Ultimatrix could be hacked, copied, or absorbed as Inspector 13's Code Spool was able to breach the security measures and activate Master Control. Meanwhile, the sentient nanite Alpha was able to absorb and copy the Ultimatrix due to the passive nanites the watch absorbed from Rex Salazar.

The Ultimate Forms eventually became sentient inside the Ultimatrix, due to a glitch in the Evolutionary Function. The Ultimatrix will always transform the user into what they were wearing during

the reboot, so when transforming while wearing a plumber suit, the plumber suit will be destroyed.

Technical glitches caused power glitches that would cause random flight and abilities not native to the alien species, as well as leaving all the aliens naked and cold. Azmuth reformatted and corrected these errors in the new Omnitrix.

Antitrix



The Antitrix is a knock-off alternative to the Omnitrix created by Kevin Levin on Earth.

The AntiTrix is a makeshift replica of the Omnitrix's season 1 model, with the dial symbol turned red and appearing in half, resembling a letter 'K', and with the addition of four metal protrusions ending in red lights.

The Antitrix is a DNA-altering device, using the cross-contaminated mutated alien DNA it contains to transform the user into a monstrous mutant of any of the 11 hybrid aliens in the device.

The Antitrix has a quick change feature, allowing Kevin to change forms. This can be accomplished in one of two ways: The first is by pressing the symbol on the aliens' chests.

The second is by simply willing it.

The Antitrix symbol is generally located on the chest of the transformations.

Hot Shot wears his Antitrix symbol on his collarbone, just like Heatblast.

Unlike Grey Matter, who wears the Omnitrix symbol on his back, Dark Matter wears his Antitrix symbol on his chest.

The Antitrix is able to clothe and provide genetic armor for most of the transformations.

Biomnitrix



The Biomnitrix is the dual-Omnitrix system that Ben 10,000 develops in the future. It can transform the wielder into any alien from the Omnitrix.

The Biomnitrix is two Omnitrices that are linked together, thus allowing the user to perform alien fusions by slamming the two gauntlets together. These fusions are not stored in the Biomnitrix, rather, they are created when being transformed into.

By using just one gauntlet, the user can transform into normal aliens.

It can be voice-controlled or even used without actually having to say the name of the alien, similar to the Omnitrix's Master Control.

Compared to past models, the Biomnitrix is incredibly streamlined and lightweight, possessing practically no bulk and appearing to perfectly blend in with, and mimic, the natural curves and contours of the user's forearms.

Weaknesses

The Biomnitrix can be temporarily disabled if it is exposed to a large electromagnetic pulse, such as from a solar flare.

Nemetrix



The Nemetrix is a knock-off version of the original Omnitrix that was created by Dr. Psychobos. Khyber used it frequently with Zed and then his Panuncian to turn them into predatory species of the Omnitrix aliens.

Dr. Psychobos and Malware invented the Nemetrix for Khyber using incomplete, but crucial, schematics from the original Omnitrix in order to retrieve Ben's Omnitrix, and use its parts/schematics to perfect the Nemetrix.

Its purpose was to destroy Azmuth, and with the Nemetrix now perfected with a piece from the Omnitrix's core that Dr. Psychobos stole from Ben, the Omnitrix was no longer needed.

Albedo, in his alliance with Khyber, made some modifications. One of them was an evolutionary feature, similar to the Ultimatrix.

After the events of For a Few Brains More, the Nemetrix was taken into Plumber custody after Kevin removed it.

Khyber retrieved it in Stuck on You, but the Plumbers reclaimed it at the end of the episode.

Appearance

The Nemetrix is shaped like a hexagon. It is colored red and silver. The symbol looks like an open mouth with sharp teeth. It is used like a collar rather than a wristwatch.

Like the Omnitrix, the Nemetrix has the ability to transform the user, but instead of sapient beings, it transforms the user into non-sapient beings that are actually the natural predators of Omnitrix aliens. Previously, the user transformed with the instructions given by Khyber via his whistles. Later, however, Dr. Psychobos fitted the Nemetrix with the stolen Omnitrix stabilizer core, allowing the user to transform on their own. Albedo, during his partnership with Khyber, gave the Nemetrix the ability to evolve its aliens into their Ultimate forms.

The Nemetrix can display silhouettes of its aliens like the original Omnitrix. It can also store DNA within itself, like the new Omnitrix.

Appendix 1: Technology Level

It is possible for more advanced societies to have a mix of tech levels between for instance weapons, spaceships and medicine.

Tech Technology type
Level _____

0 Stone Age;

Cave dwellings. Counting, oral tradition, fire, sewing needle. Skis; dogsleds; dugout canoes. Wooden and stone weapons; primitive shields; hides for armour. Human muscle power; dogs. First aid; herbal remedies; primitive agriculture.

1 Bronze Age;

Arithmetic, writing. Bare horseback; the wheel (and chariots); ship-building; sails. Bronze weapons and armour. Donkeys; oxen; ponies. Surgery; animal husbandry; fermentation. The plough, papyrus, sundials, the month (lunar cycle defined mathematically), potter's wheel, kilns, tanned hides (boiled or dried leather), woodcutting for fires, composite bow, sickle with curved handle, file, plane (wood-working), abacus, balance for weighing and measuring, ladder, trumpet (from animal horns), ships built from planks, early siege weapons (rams and picks). Wheelblades, bulldozer blades and ploughs for vehicles.

2 Iron Age;

Geometry, scrolls. Saddle; roads; triremes. Iron weapons; iron armour (including mail); siege engines. Horses; water wheels. Bleeding the sick; chemical remedies. Keystone arch, horseback with a saddle, ocean going galleys, shields, scale armour, power from windmills, bleeding the sick,

chemical remedies. Crop rotation, iron ploughshare (the blade of the plough), heated rooms (heat pumped under tile floor), large-scale glassblowing, irrigation, water clocks, codex (early books), scrolls, rotary locks, heavy cavalry, wheelbarrow, bellows, bridle and bit, saddle, spurs, soap, weapons: pike, trident, mace, broadsword, shortsword, scythe, crossbow, metal harpoon, lasso, ballista.

3 Medieval;

Algebra, books. Stirrups; ocean going sailing ships (longships, round ships, etc.). Steel weapons; early firearms; plate armour; castles. Heavy horses and horse-collars; windmills. Crude prosthetics; anatomical science. Steel weapons, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, lances, flails, crossbows, plate and chain mail, castles, power from horses with horse-collars, amputations and crude prosthetics.

4 Age of sail;

Calculus. Stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Gunpowder, printing, transportation from fully-rigged ships, hot-air balloons, black-powder muskets, cannon, sailing warships. Dress smallsword, fencing sabre, rapier, cavalry sabre, buff coat (long leather coat worn by musketeers), amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

5 Industrial Revolution;

Mechanical calculators, telegraph. Steam

locomotives; steamboats; early submersibles; balloons and early airships. Early repeating small arms; rifled cannon; ironclads. Steam engines; direct current; batteries. Germ theory of disease; safe anaesthetics; vaccines. Mass production, steam power, telegraph, transportation by steam ship, railroads, zeppelins, ironclad warships, dynamite, repeating handguns, direct current power, germ theory of disease. Steam engine, earliest internal-combustion engine.

6 Mechanized Age;

Electric calculators, telephone, radio. Automobiles; continental railways; ocean liners; submarines; aircraft. Smokeless powder; automatic weapons; tanks; combat aircraft. Steam turbines; internal combustion; alternating current; hydroelectricity. Antibiotics; blood typing and safe transfusions; heredity; biochemistry. Radio, battleships, tanks, machine-guns, fighter aircraft, fission bombs (A-bombs), flak jackets, hydroelectric power, alternating current, major surgery, antibiotics. Helicopter drivetrain, tracked drivetrain, liquid fuel rocket, helium airships and manned balloons, weapon bays (in aircraft), radar, sonar, bombsight, airlock, diesel engine.

7 Nuclear Age;

Mainframe computers, television. Nuclear submarines; jet aircraft; helicopters; manned space flight. Ballistic body armour; guided munitions; combat jets; nuclear weapons. Gas turbines; fission; solar power. Discovery of DNA; organ transplants; pacemakers. Nuclear energy, computers, lasers, rockets, jet aircraft, space shuttles, maglev monorails, hovercraft, nuclear missiles (H-bombs), atomic submarines,

Kevlar, fission and hot fusion power (nuclear power plants), solar power, organ transplants. Ablative armour, composite armour, laminate armour, improved suspension for ground vehicles, variable sweep wings for aircraft, aircraft with controlled instability designs, improved brakes, all-wheel steering, roll stabilizers for water vehicles, leg drivetrain, magnetic levitation vehicles, orion engine (space drive using nuclear explosion for propulsion), ornithopter drivetrain (aircraft with mechanical flapping wings), ducted propellers for water vehicles, ducted fans for aircraft, tilt rotors, afterburners.

8 Digital Age;

Personal computers, global networks. Satellite navigation; SSTO ("single stage to orbit") spacecraft. Smartguns; blinding lasers; unmanned combat vehicles. Fuel cells; advanced batteries. Genetically modified organisms; gene therapy; cloning. Slower-than-light space travel, fusion power, bionic implants, ballistic airliners, turbofans, ramjets, turbo-ramjets, cybertanks, orbital lasers, combat armour and battlesuits, gauss needlers, fission/electric power, orbital-collected solar power, plastiskin.

9 Microtech Age;

Artificial intelligence, nanotechnology, real time virtuality, lightsails (space drives that use light for propulsion). Robot cars; space elevators; fast manned interplanetary space flight. Electrolasers; heavy laser weapons; battlesuits; combat robots; designer viruses. Micro fuel cells; deuterium-hydrogen fusion; high-temperature superconductors. Human genetic engineering; tissue engineering; artificial wombs; cybernetic implants.

Force screens, tractor beams, fast FTL radio, personal force shield, antimatter missiles, sensa-skin. Gravgun, paralysis pistol, reactionless thruster, cannibal nanokits, translation program for robots, bioplastic nanomorphs, disassembler (nanobot cloud that breaks down matter). Gauss guns; nanotech armour; nanoviruses. Impulse space drive. Fusion Power, Optionics (holography), Molecular Data, Gauss/Rail, Gravitic Control, Stealth Fields, Particle/Plasma, Spaceship Ion Protolight Drive.

10 Robotic Age;

warp drive, antimatter bombs. Helium-3 fusion; antimatter. Brain transplants; uploading; bioroids; uplifted animals. Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Compact particle-beam weapons; defensive nanites. Portable fusion power. Living machines; cellular regeneration. Faster-than-light space travel, sentient computers, space yachts, genius bombs, flammers, particle-beam blasters, stunner weapons, cold fusion/electric power, panimmunity, braintapes, complex implants, suspended animation, automedic. Blaster pistol, blaster rifle, electrolaser, electrolaser rifle, hand flamer, plasma rifle, tripod flamer, holdout laser, survival laser, monowire blade, monowire whip, gatling laser, gauss SMG, gauss battle rifle, sonic stinger, stunner (beam weapon), stun rifle, screamer (beam weapon), M-LAW (missile launcher). Stellar Power, Tachyon Communications, Molecutronics (living circuits), true Biotech, Teleportation.

11 Diamond Age;

Contra-gravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Gamma-ray lasers; "living metal" armour; black-hole bombs. Portable antimatter power. Full metamorphosis; regeneration. Antimatter power, artificial gravity, slow FTL radio, nerve pistols, superheavy combat armour, disruption beams. Bioplas sails for water vehicles, fusion air-ram (jet engine), hyperdrive, gatling x-laser vehicle gun, x-ray laser cannon, neutrino communicator, sentient computer, neural interface vehicle control: socket interface and neural induction field, artificial gravity unit (generates a gravity field inside or on top of vehicle in space), bioconvertor power plants (herbivore, carnivore, omnivore, vampire). Full terraforming of planets, planetary missiles, "pocket" antimatter. Construction of ringworlds.

12 Enlightened Age;

Phase Gate (dimension crossing), Spaceship Intergalactic Jump Drive. Construction of worlds, perfect medicine, teleport projector, reality stabilizer, parachronic technology (time machines). Mobile worlds, dyson spheres, tesseract technology.

General Traits of Classifications

The classification number is based on the combined energy consumption of the entire species, each step up the scale represents an energy consumption ten billion times greater than before. No matter what type of Civilization, each consumes some level of energy; thus this is a very reliable indicator of their technological advancement.

Class 1-6: Primitive Civilization

Relies on fossil fuels and other limited resources. May have chemical or nuclear power, primitive solar power; anything from stone age to primitive fusion technology. Unlikely to have any intersystem colonies but may have an active, exploratory space program.

Class 7: Planetary Civilization

Generally politically stable, relies on full planetary resources, generating power by a number of methods; including geothermal, ocean, atmospheric, solar and fusion power systems; still vulnerable to astronomical or environmental catastrophes. Unlikely to have any extra-solar colonies, but may have intersystem colonies on favourable local planets.

Class 8-9: Stellar Civilization

Consumes more energy than a planet can produce, having to tap into the direct energy output of their sun. May choose to conceal their TV and radio emissions, but heat waste is huge, even if their star is completely utilised (all energy collected) it may be detected by infra red emissions. Immune to natural disasters except massive cosmic bombardment (ie super novas) and highly efficient at recycling waste products. The Civilization is now capable of massive colonisation, including extra-solar colonies.

Class 10-11: Galactic Civilization

Mastery of interstellar travel, most likely to send out masses of interstellar probes, most local star systems would be colonised. Advanced energy systems may include "Planck energy" generators (capable of tearing open worm holes) classed as Cosmic Energy Technology,

this allows colonisation via dimensional travel, not just interstellar jump drives.

Class 12: Pan dimensional Civilization

Fabulous energy manipulation capabilities, able to transport stars from one point in space to another, or across transdimensional gates. God-like technology to any species below class 8. These Civilizations are effectively immortal, immune to any degenerative sociological problems. They may be found in any sector of their local Universe and have colonies in multiple dimensions.

Appendix 2: Starship Weapons

Starship weapons fall into one of four categories: beam weapons, projectile weapons, missiles, and mines. Starship weapons require the Space Vehicle Weaponry skill to operate proficiently. Without this a gunner takes a -4 penalty on attack rolls made with starship weapons.

Beam weapons deal energy damage, usually of a nonspecific type. They range from weapons as simple as a high powered laser to monstrous devices capable of harnessing the fundamental forces of the universe.

Beam weapons draw power from a starship's power plant and are considered to have unlimited ammunition. Beam weapons are mounted on turrets or in banks that, coupled with the starship's ability to adjust its orientation, allow the weapons to fire in any direction.

Projectiles are generally solid slugs delivered to the target, where the velocity and density of the slug hopefully punch through the target's defences. The most basic projectile weapons launch a small hunk of metal at roughly the speed of sound; the most advanced can push around mountains or molecules at greater than the speed of light.

Starships have sufficient storage space to contain a virtually unlimited supply of projectile weapon ammunition. Like beam weapons, projectile weapons are mounted on turrets or in banks that, coupled with the starship's ability to

adjust its orientation, allow the weapons to fire in any direction.

A missile is an explosive warhead fixed to a guided rocket and fired from a missile launcher. The type of warhead determines both the type and amount of damage. All missiles are equipped with guidance systems that negate the penalty for range increments.

Mines are immobile explosives that must be deployed to be effective. Mines are equipped with sensors to scan approaching ships and detonate when hostile ships draw near. Some mines also come equipped with cloaking screens and other defensive systems to conceal their presence. A starship must be equipped with a minelayer to deploy mines.

Accelerator

Damage: x10

Range in atmosphere:: -25%

Increases the damage of any energy based weapon by a factor of 10.

Available to military only.

Assault Missile

Damage: 2D6 x20

Range in atmosphere: 12,000 kms

The most common and standard missile type.

Autocannon

Damage: 2D6 x20

Range in atmosphere: 1000 metres

The smallest of the Rail guns more suited to ships of fighter size. It is an electromagnetic accelerator that fires tiny ball bearings at an extremely high velocity.

Beam Cannon

Damage: D10 x100

Range in atmosphere: 800 metres

Fires an intense, concentrated beam of light.

Bomb Dispenser

Damage: N/a

Range in atmosphere: N/a

The bomb bays and dispenser system are designed for the purposes of dropping bombs from orbit to a planet's surface. Such bombing runs can only be achieved from a relatively low orbit in order to guarantee any kind of accuracy. Bombs have no form of targeting or guidance, instead the computer aims from orbit and drops the bomb, all other bombs then scatter around the first. The smallest version holds 10 and it can be bought in increments of 10.

Disruptor Battery

Damage: 2D6 x100

Range in atmosphere: 2 kms

Fires an intense beam of alternating protons and electrons.

Electron Battery

Damage: 8D6 x20

Range in atmosphere: 1500 metres

Fires an electrical beam of negatively charged particles.

Electron Bomb

Damage: 4D6 x20

Range in atmosphere: N/a

As per Electron Torpedo.

Electron Torpedo

Damage: 4D6 x20

Range in atmosphere: 12,000 kms

Fired from a torpedo tube on impact the torpedo releases its enclosing magnetic field and it becomes a destructive electrical sphere of negative particles.

Fission Cannon

Damage: D12 x100

Range in atmosphere: 1500 metres
 This cannon initiates a fission reaction and then directs the blast at the target. It disrupts the molecular attraction that holds matter together causing said molecules to fly apart.

Ion Cannon

Damage: D8 x100
 Range in atmosphere: 1 km
 Fires an intense beam of ionized particles.

Kinetic Bomb

Damage: 2D6 x20
 Range in atmosphere: N/a
 The most common and standard bomb type.

Kinetic Lance

Damage: 10D6 x20
 Range in atmosphere: 10 kms
 The largest of the ship mounted gauss weapons. It creates a high-velocity stream of virtual particles simulating solid matter. The impact of these particles is quite destructive, rather like a collision with a solid object.

Lasersonic

Damage: D6 x100
 Range in atmosphere: 600 metres
 The simplest beam weapon, the lasersonic fires an intense, concentrated beam of light but is more suited to ships of fighter size.

Maser

Damage: D10 x100
 Range in atmosphere: 1 km
 A more concentrated and powerful version of the Laser. Masers channel an enormous amount of power through a linear antenna array, creating a broad-spectrum blast of energy that devastates

the target with heat, light, and intense radiation.

Mass Driver

Damage: D100 x1000
 Range in atmosphere: 100 kms
 The mass cannon uses gravitic technology to “charge” projectiles with incredible gravitational energy, then hurls it at the target, where its increased gravitational pull causes it to slam into the target with the damage of a nuke but minus the radiation.

Meson Battery

Damage: D20 x100
 Range in atmosphere: 2300 metres
 Creates a point of decay at the target causing a high energy explosion.

Mine

Damage: D100 x100
 Range in atmosphere: N/a
 Mines are immobile explosives that must be deployed. Explode over a 100 metre radius.

Mine Layer

Damage: N/a
 Range in atmosphere: N/a
 This is designed to drop mines throughout space at predetermined intervals. It uses a rack dispenser arrangement where the mines are moved up to the hatch dispensed and the next one moves up into place. The smallest version holds 10 and it can be bought in increments of 10.
 Any vessel with a mine layer can drop one mine per round with a distance between them equal to the distance covered by the vessel based on its speed. Typically vessels dropping mines slow right down in order to cover as much of the area with mines as they can, minimizing the distance between

them. In this way if a mine explodes and another mine is within the blast radius that mine too explodes and as a result the damage is increased for every mine exploded in addition to the original.

Nuclear Bomb

Damage: D100 x1000

Range in atmosphere: N/a

Nukes are larger than other bombs and only 1 may be carried per 50 metres.

Nuclear Missile

Damage: D100 x1000

Range in atmosphere: 12,000 kms

Nukes are larger than other missiles and only 1 may be carried per 50 metres.

Particle Cannon

Damage: 10D10 x14

Range in atmosphere: 1700 metres

Fires charged nuclei of protons, neutrons, or alpha particles at the target. Each particle accelerated to near light-speed.

Phaser Flare

Damage: 10D6 x20

Range in atmosphere: 12,000 kms

The most powerful of the torpedoes. It uses a phased version of electrons, protons and thorium upon detonation.

Plasma Bomb

Damage: 6D6 x20

Range in atmosphere: N/a

As per Plasma Torpedo.

Plasma Cannon

Damage: 10D10 x15

Range in atmosphere: 2 kms

Using a powerful electrical charge to white-hot plasma, this weapon then accelerates the plasma mass toward the target with the result is a bolt of

incandescent plasma that can explosively vaporize objects in its path.

Plasma Torpedo

Damage: 6D6 x20

Range in atmosphere: 12,000 kms

Fired from a torpedo tube on impact the torpedo releases its enclosing magnetic field and it becomes a destructive fireball.

Proton Battery

Damage: 9D6 x20

Range in atmosphere: 1700 metres

Fires an electrical beam of positively charged particles.

Proton Bomb

Damage: 5D6 x20

Range in atmosphere: N/a

As per Proton Torpedo.

Proton Torpedo

Damage: 5D6 x20

Range in atmosphere: 12,000 kms

Fired from a torpedo tube on impact the torpedo releases its enclosing magnetic field and it becomes a destructive electrical sphere of positive particles.

Rail Gun I

Damage: 3D6 x20

Range in atmosphere: 1400 metres

Ship mounted gauss weapon. The higher the number the larger the cannon. Rail guns use a series of electromagnets to propel projectiles down a magnetic track. The projectiles are kinetic-energy weapons with no explosive charge, but at close ranges, they can still be quite devastating.

Rail Gun II

Damage: 4D6 x20

Range in atmosphere: 1500 metres

Rail Gun III

Damage: 5D6 x20

Range in atmosphere: 1600 metres

Rail Gun IV

Damage: 6D6 x20

Range in atmosphere: 1700 metres

Rail Gun V

Damage: 7D6 x20

Range in atmosphere: 1800 metres

Rocket Battery

Damage: N/a

Range in atmosphere: N/a

Missile storage and firing system which includes a launch rail. Each Battery holds 10 missiles but unlike the launch rack it can be reloaded as desired so long as any missiles remain.

Rocket Rack

Damage: N/a

Range in atmosphere: N/a

This is a one shot missile storage and firing system mounted externally on the ship's hull. Each Rack holds 5 missiles but cannot be reloaded once fired or altered until the ship has landed.

Thorium Cannon

Damage: 3D6 x100

Range in atmosphere: 2 kms

The most powerful of the laser based weaponry. It fires a blast of high-energy, faster-than-light particles at the target.

Torpedo Launcher

Damage: N/a

Range in atmosphere: N/a

Each launcher can hold up 1 torpedo per 10 metres size.

Assault Missiles, Torpedoes and Bombs

A missile is an explosive warhead fixed to a guided rocket and fired from a missile launcher. All missiles are intelligent with advanced electronic tracking systems and maneuvering jets that allow them to pursue their prey relentlessly. They have a +4 to Thac0 and can attack once per round until they hit, are destroyed, or run out of fuel.

The guidance system works by attacking anyone the pilot has designated a foe prior to launching the missile. Even if the missile misses its target it may still damage him. If the target is caught within the blast radius it takes half damage. Missiles have a top speed of Mach 25 in an atmosphere.

Torpedoes are identical to missiles but are much larger and slower. They have a top speed of Mach 10 in an atmosphere. Bombs are dumb weapons and cannot deviate to strike moving or alternate targets. There is no range as it depends upon the altitude from which it is dropped; the higher the altitude the longer the possible range of the bomb.

Appendix 3: Space Travel

Below is a chart of space travel times as seen by an outside observer. The distances shown are for light years (LY).

Impulse Drive

Impulse is the fastest available non FTL drive.

<u>Distance</u>	<u>Time Taken</u>
1 LY	4 yrs
10 LY	40 yrs
25 LY	100 yrs
50 LY	200 yrs
100 LY	400 yrs
250 LY	1000 yrs
500 LY	2000 yrs
1000 LY	4000 years

Travel time is shown in years (yrs) that it takes in real time.

Warp Drive

Warp reactors use small bits of anti-matter to annihilate matter, producing potentially hundreds of times the energy of the same weight of hydrogen fusion fuel. While it is the most expensive power source by far, it is also the most powerful for its mass. Vessels are propelled at such huge speeds that time outside the vessel actually slows down.

This allows the vessel to travel great distance in much reduced times of only 1 day for each 100 light years being travelled. Tech level 9 only. Travel time is shown in months, days, hours (hrs), minutes (mins), and seconds (secs).

Warp Drive Type I

<u>Distance</u>	<u>Time Taken</u>
1 LY	5 hours, 5 minutes
10 LY	55 hours
25 LY	5 days, 7 hours
50 LY	11 days, 4 hours
100 LY	22 days, 9 hours
250 LY	57 days
500 LY	3 months, 8 days
1000 LY	7 months, 6 days

Warp Drive Type II

<u>Distance</u>	<u>Time Taken</u>
1 LY	68 minutes
10 LY	11 hours, 3 minutes
25 LY	28 hours, 3 minutes
50 LY	56 hours, 6 minutes
100 LY	4 days, 7 hours
250 LY	11 days, 8 hours
500 LY	23 days, 6 hours
1000 LY	47 days, 2 hours

Warp Drive Type III

<u>Distance</u>	<u>Time Taken</u>
1 LY	20 minutes
10 LY	3 hours, 3 minutes
25 LY	8 hours, 3 minutes
50 LY	16 hours, 6 minutes
100 LY	33 hours, 3 minutes
250 LY	3 days, 4 minutes
500 LY	6 days, 9 hours
1000 LY	13 days, 8 hours

Warp Drive Type IV

<u>Distance</u>	<u>Time Taken</u>
1 LY	8 minutes
10 LY	80 minutes
25 LY	3 hours, 3 minutes
50 LY	6 hours, 6 minutes
100 LY	13 hours, 3 minutes
250 LY	33 hours
500 LY	2 days, 7 hours
1000 LY	5 days, 5 hours

Warp Drive Type V

Distance	Time Taken
1 LY	4 minutes
10 LY	40 minutes
25 LY	1 hour, 6 minutes
50 LY	3 hours, 3 minutes
100 LY	6 hours, 6 minutes
250 LY	16 hours, 6 minutes
500 LY	1 day, 3 hours
1000 LY	2 days, 7 hours

Warp Drive Type VI

Distance	Time Taken
1 LY	2 minutes
10 LY	20 minutes
25 LY	50 minutes
50 LY	1 hour, 6 minutes
100 LY	3 hours, 3 minutes
250 LY	8 hours, 3 minutes
500 LY	16 hours, 6 minutes
1000 LY	33 hours, 3 minutes

Warp Drive Type VII

Distance	Time Taken
1 LY	1 minute
10 LY	10 minutes
25 LY	25 minutes
50 LY	50 minutes
100 LY	1 hour, 6 minutes
250 LY	4 hours, 1 minute
500 LY	8 hours, 2 minutes
1000 LY	16 hours, 4 minutes

Warp Drive Type VIII

Distance	Time Taken
1 LY	10 seconds
10 LY	100 seconds
25 LY	4 minutes, 1 second
50 LY	8 minutes, 3 seconds
100 LY	16 minutes
250 LY	41 minutes
500 LY	83 minutes
1000 LY	6 hours, 9 minutes

Warp Drive Type IX

Distance	Time Taken
1 LY	7 seconds
10 LY	70 seconds
25 LY	2 minutes, 9 seconds
50 LY	5 minutes, 8 seconds
100 LY	11 minutes
250 LY	29 minutes
500 LY	58 minutes
1000 LY	4 hours, 8 minutes

Warp Drive Type X

Distance	Time Taken
1 LY	1 second
10 LY	7 seconds
25 LY	17.5 seconds
50 LY	35 seconds
100 LY	70 seconds
250 LY	2 minutes, 9 seconds
500 LY	5 minutes, 8 seconds
1000 LY	11 minutes

Warp Drive Type XI

Distance	Time Taken
1 LY	instant
10 LY	6 seconds
25 LY	15 seconds
50 LY	30 seconds
100 LY	1 minute
250 LY	1 minute, 5 seconds
500 LY	3 minutes
1000 LY	6 minutes

Warp Drive Type XII

Distance	Time Taken
1 LY	instant
10 LY	5 seconds
25 LY	13.7 seconds
50 LY	27 seconds
100 LY	54 seconds
250 LY	1 minute, 3 seconds
500 LY	2 minutes, 7 seconds
1000 LY	5 minutes, 5 seconds

Warp Drive Type XIII

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	4 seconds
25 LY	12.5 seconds
50 LY	25 seconds
100 LY	50 seconds
250 LY	1 minute, 2 seconds
500 LY	2 minutes, 5 seconds
1000 LY	5 minutes

Warp Drive Type XIV

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	3 seconds
25 LY	10 seconds
50 LY	20 seconds
100 LY	40 seconds
250 LY	1 minute
500 LY	2 minutes
1000 LY	4 minutes

Warp Drive Type XV

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	2 seconds
25 LY	7.5 seconds
50 LY	15 seconds
100 LY	30 seconds
250 LY	75 seconds
500 LY	1.5 minutes
1000 LY	3 minutes

Warp Drive Type XVI

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	1.3 seconds
25 LY	5 seconds
50 LY	10 seconds
100 LY	20 seconds
250 LY	50 seconds
500 LY	1 minute
1000 LY	2 minutes

Warp Drive Type XVII

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	1.3 seconds
25 LY	4 seconds
50 LY	8 seconds
100 LY	16 seconds
250 LY	40 seconds
500 LY	50 seconds
1000 LY	1 minute

Warp Drive Type XVIII

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	1.1 seconds
25 LY	3 seconds
50 LY	6 seconds
100 LY	12 seconds
250 LY	26 seconds
500 LY	52 seconds
1000 LY	104 seconds

Warp Drive Type XIX

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	1 second
25 LY	2 seconds
50 LY	4 seconds
100 LY	8 seconds
250 LY	18 seconds
500 LY	36 seconds
1000 LY	52 seconds

Warp Drive Type XX

<u>Distance</u>	<u>Time Taken</u>
1 LY	instant
10 LY	instant
25 LY	1 second
50 LY	2 seconds
100 LY	4 seconds
250 LY	9 seconds
500 LY	18 seconds
1000 LY	36 seconds

Hyperspace Drive

This involves the ship entering a parallel universe where there is a higher speed of light. When the journey is complete the ship returns to real space. Travel time is shown in months, days, hours (hrs), minutes (mins), and seconds (secs).

Hyperspace Drive Type I

<u>Distance</u>	<u>Time Taken</u>
1 LY	3 hours, 21 minutes
10 LY	32 hours, 1 minute
25 LY	3 days, 3 hours
50 LY	6 days, 7 hours
100 LY	13 days, 3 hours
250 LY	33 days
500 LY	66 days, 8 hours
1000 LY	4 months, 4 days

Hyperspace Drive Type II

<u>Distance</u>	<u>Time Taken</u>
1 LY	32 minutes
10 LY	5 hours, 3 minutes
25 LY	13 hours, 3 minutes
50 LY	26 hours
100 LY	53 hours
250 LY	5 days, 5 hours
500 LY	11 days, 1 hour
1000 LY	22 days, 2 hours

Hyperspace Drive Type III

<u>Distance</u>	<u>Time Taken</u>
1 LY	8 minutes
10 LY	80 minutes
25 LY	3 hours, 3 minutes
50 LY	6 hours, 6 minutes
100 LY	13 hours, 3 minutes
250 LY	33 hours, 3 minutes
500 LY	66 hours, 6 minutes
1000 LY	5 days, 5 hours

Hyperspace Drive Type IV

<u>Distance</u>	<u>Time Taken</u>
1 LY	3 minutes
10 LY	30 minutes
25 LY	75 minutes
50 LY	2 hours, 5 minutes
100 LY	5 hours
250 LY	12 hours, 5 minutes
500 LY	25 hours
1000 LY	50 hours

Hyperspace Drive Type V

<u>Distance</u>	<u>Time Taken</u>
1 LY	1 minute
10 LY	10 minutes
25 LY	25 minutes
50 LY	50 minutes
100 LY	1 hour, 4 minutes
250 LY	4 hours, 1 minute
500 LY	8 hours, 3 minutes
1000 LY	16 hours, 6 minutes

Hyperspace Drive Type VI

<u>Distance</u>	<u>Time Taken</u>
1 LY	8 seconds
10 LY	80 seconds
25 LY	3 minutes, 3 seconds
50 LY	6 hours, 6 minutes
100 LY	13 minutes
250 LY	25 minutes
500 LY	50 minutes
1000 LY	100 minutes

Hyperspace Drive Type VII

<u>Distance</u>	<u>Time Taken</u>
1 LY	4 seconds
10 LY	40 seconds
25 LY	2 minutes
50 LY	3 minutes, 3 seconds
100 LY	6 minutes, 6 seconds
250 LY	16 minutes
500 LY	3 minutes
1000 LY	66 minutes

Hyperspace Drive Type VIII

Distance	Time Taken
1 LY	3 seconds
10 LY	30 seconds
25 LY	75 seconds
50 LY	2 minutes
100 LY	5 minutes
250 LY	12 minutes
500 LY	25 minutes
1000 LY	50 minutes

Hyperspace Drive Type IX

Distance	Time Taken
1 LY	2 seconds
10 LY	20 seconds
25 LY	50 seconds
50 LY	75 seconds
100 LY	3 minutes, 3 seconds
250 LY	8 minutes, 3 seconds
500 LY	16 minutes
1000 LY	33 minutes

Hyperspace Drive Type X

Distance	Time Taken
1 LY	1 second
10 LY	19 seconds
25 LY	45 seconds
50 LY	50 seconds
100 LY	2 minutes
250 LY	7 minutes, 9 seconds
500 LY	15 minutes
1000 LY	31 minutes

Hyperspace Drive Type XI

Distance	Time Taken
1 LY	instant
10 LY	16 seconds
25 LY	40 seconds
50 LY	45 seconds
100 LY	75 seconds
250 LY	6 minutes, 6 seconds
500 LY	13 minutes
1000 LY	26 minutes

Hyperspace Drive Type XII

Distance	Time Taken
1 LY	instant
10 LY	10 seconds
25 LY	25 seconds
50 LY	40 seconds
100 LY	50 seconds
250 LY	4 minutes, 1 second
500 LY	8 minutes
1000 LY	16 minutes

Hyperspace Drive Type XIII

Distance	Time Taken
1 LY	instant
10 LY	4 seconds
25 LY	10 seconds
50 LY	25 seconds
100 LY	40 seconds
250 LY	1 minute, 6 seconds
500 LY	3 minutes
1000 LY	6 minutes

Jump Drive

Jump Drives work by drawing a vast amount of energy and using it to literally pull a hole in space known as a "jump conduit" to a transitive plane called "jump space". In Jump space distance and time does not work the same way in as it does in real space. Thus by travelling through Jump space vast amounts of distance can be traversed in a far shorter time. Tech level 10 only.

Jump Drive Type I

Distance	Time Taken
1 LY	6 seconds
10 LY	1 minute
25 LY	2 minutes, 5 seconds
50 LY	5 minutes
100 LY	10 minutes
250 LY	25 minutes
500 LY	50 minutes
1000 LY	100 minutes

Jump Drive Type II

<u>Distance</u>	<u>Time Taken</u>
1 LY	3 seconds
10 LY	30 seconds
25 LY	1 minute, 25 seconds
50 LY	2 minutes, 5 seconds
100 LY	5 minutes
250 LY	7 minutes, 5 seconds
500 LY	16 minutes
1000 LY	50 minutes

Jump Drive Type III

<u>Distance</u>	<u>Time Taken</u>
1 LY	1 second
10 LY	10 seconds
25 LY	25 seconds
50 LY	50 seconds
100 LY	65 seconds
250 LY	4 minutes
500 LY	8 minutes
1000 LY	16 minutes