

The Grinx



The Grinx are a fascinating species hailing from the distant planet of Grinxaar, a world known for its towering cliffs and deep caverns. Grinxaar is located in the Zeta Reticuli star system, a binary star system in the southern constellation of Reticulum. The planet's gravity is slightly lower than Earth's, which contributes to the Grinx's compact stature and exceptional climbing abilities.

The Grinx are a meter tall on average, with four limbs that they use for climbing and manipulation. Their large, round eyes are adapted to the low-light conditions of their subterranean homes, and their wide mouths are filled with sharp teeth, a reminder of their carnivorous ancestry.

Despite their somewhat intimidating appearance, the Grinx are a peaceful and cooperative species. They live in complex social structures within their cavernous homes, working together to build and maintain their communities. Their four limbs allow them to be excellent crafters and builders, and their cities are a marvel of bio-luminescent architecture.

Humans first encountered the Grinx during the early days of interstellar exploration. Despite initial apprehensions due to their alien appearance, the Grinx and humans quickly found common ground in their shared curiosity and drive for discovery. Today, the Grinx are valued members of the interstellar community, contributing their unique perspectives and skills to the collective knowledge of the universe.

The Grinx have a special place in the universe as one of the few species capable of comfortably navigating both the surface and subterranean worlds. Their unique adaptations make them invaluable in exploration and colonization efforts, especially in environments that are challenging for other species. Despite their small size, the Grinx have proven that they are a species to be reckoned with, demonstrating time and again the strength that comes from cooperation and adaptability.

Foci

Innate Ability (Darkvision)

All members of this species have one or more natural abilities beyond those possessed by humans. Perfect vision in the dark, tracking by scent, wireless tech interfacing, a lack of need for food and water, or some other talent might apply. As a quick inspiration, you can look at the equipment or cyberware list and give them the natural use of 2-3 items. Optionally, you might give them an ability equivalent to a single psionic technique, plus one point of Effort to fuel it if needed.

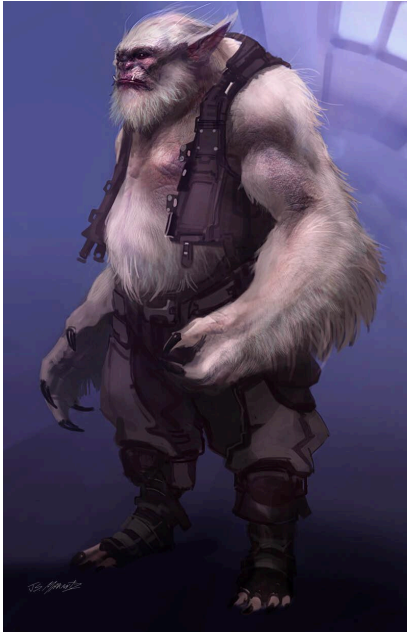
Unusual Movement Mode (Wall-Crawl)

The alien can fly under normal gravity conditions, or make short-range teleportation hops, or can climb sheer walls as if they were flat. Whatever the details, they can use their Move action to travel unusually

Innate Ability (Razortooth Bite)/(Additional Limbs)

All members of this species have one or more natural abilities beyond those possessed by humans. Perfect vision in the dark, tracking by scent, wireless tech interfacing, a lack of need for food and water, or some other talent might apply. As a quick inspiration, you can look at the equipment or cyberware list and give them the natural use of 2-3 items. Optionally, you might give them an ability equivalent to a single psionic technique, plus one point of Effort to fuel it if needed

The Osango



The Osango are a formidable species from the icy planet of Frostheim, located in the Epsilon Eridani star system. Known for their immense strength and resilience to cold, the Osango have adapted to thrive in the harsh, frozen landscapes of their home world. Standing at an average height of 2.5 meters, these bipedal beings are covered in dense fur, which provides excellent insulation against the frigid temperatures.

Humans first encountered the Osango during an exploratory mission to Frostheim. Due to their appearance and the environment they inhabit, humans quickly dubbed them “Yeti.” Despite their intimidating size and strength, the Osango are a peaceful and intelligent species, known for their intricate ice sculptures and deep connection to their icy homeland.

The Osango have a unique place in the universe, often serving as guardians of cold planets and advisors on survival in extreme environments. Their knowledge of cold climates and their physical prowess makes them invaluable allies in interstellar exploration and colonization efforts.

Foci

Environmental Native (cold)

As a minor perk, the alien is able to survive in a relatively common hostile environment, such as underwater, in hard vacuum, amid lethal radiation, or so forth. If the alien requires this environment, it’s no net benefit at all.

Tough

The alien is big, or hardy, or made of unusually durable biological components. Whenever they roll their hit dice to determine their maximum hit points, the first die they roll always counts as the maximum. Thus, a first level Warrior alien would always start with 8 hit points. When rolling hit points at second level, they'd count their first die as 8 and roll on from there. Further hit dice that roll a 1 are rerolled

Strong Attribute

All members of the species are strong, fast, tough, clever, perceptive, or charming by human standards. Pick an attribute appropriate to the alien; that attribute gains a +1 bonus to its modifier, up to a maximum of +3. Thus, an alien from an exceptionally strong species with a Strength score of 10 would have a Strength modifier of +1 instead of +0

The Kirrkizz



The Kirrkizz are an intriguing species from the planet Zephyria, located in the Alpha Centauri star system. Known for their protective chitin and unique biological features, the Kirrkizz have adapted to thrive in their environment. They stand at an average height of 1.8 meters and possess wings that allow them to leap great distances, though not fly. Their airway is located on their chests, making immersion in water particularly hazardous. Additionally, they have the ability to spit venom, which can cause blindness if it strikes the eyes.

Humans first encountered the Kirrkizz during an exploratory mission to Zephyria. Due to their insect-like appearance and unique abilities, humans were both fascinated and cautious. The Kirrkizz have since become known for their agility and resilience, often serving as scouts and explorers in interstellar missions.

The Kirrkizz exhibit a unique form of collective consciousness, often referred to as a “hive mind.” This hive mind is governed by a central figure, the Queen, who provides direction and purpose to the collective. The Queen’s influence permeates every aspect of Kirrkizz society, from their daily tasks to their long-term goals. However, not all Kirrkizz remain within the hive. Some individuals venture out, severing their connection to the collective. These Kirrkizz are often viewed as “insane” by the rest of the hive, their independent actions seen as a bewildering departure from the unity of the collective. Yet, these “insane” Kirrkizz provide a different perspective, challenging the norms of the hive and contributing to the species’ adaptability and survival in the vast universe. A Kirrkizz adventurer is always an independent member of their society.

Foci

Innate Ability (Venom Spit)

All members of this species have one or more natural abilities beyond those possessed by humans. Perfect vision in the dark, tracking by scent, wireless tech interfacing, a lack of need for food and water, or some other talent might apply. As a quick inspiration, you can look at the equipment or cyberware list and give them the natural use of 2-3 items. Optionally, you might give them an ability equivalent to a single psionic technique, plus one point of Effort to fuel it if needed.

Unusual Movement Mode (Limited Flight)

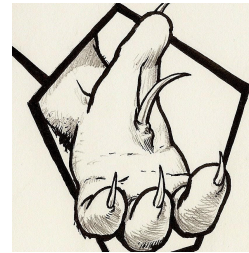
The alien can fly under normal gravity conditions, or make short-range teleportation hops, or can climb sheer walls as if they were flat. Whatever the details, they can use their Move action to travel unusually

Natural Defenses (Chitin)

The creature has a hard shell or sharp talons. The alien has a base Armor Class of 15 plus half their character level, rounded up. If you give them body weaponry such as claws or fangs, have it equivalent to a medium advanced weapon. Weaponry alone is a very small advantage, since it’s so easy to

acquire otherwise, so you might not count this as a benefit if all you give a creature is a sharp set of teeth.

Aslan



Physical Description: Aslan are a race of bipedal, feline-like aliens, resembling large, muscular lions with humanoid features. They have fur, manes (especially prominent in males), and retractable claws. Their appearance is both majestic and intimidating, reflecting their warrior culture.

Stats: Male - +1 STR, -1 WIS, -1 INT

Female - +1 WIS, +1 INT, -1 CON

Natural Weapon (dewclaw) - Retractable, 1d4+1

Vargr



Physical Description: Vargr are a race of genetically uplifted canines, resembling wolves with humanoid features. They have fur, a muzzle, and a tail, and typically stand on digitigrade legs (walking on their toes). Their appearance is both familiar and alien, combining canine and humanoid traits.

Bite (1d6), Heightened Senses (Smell), Pack Mentality
-1 STR, +2 DEX, -1 CON