

#	{Random} CF=1 [x2] Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.	CF
1	Metathran	-1	-2	-1	-0	+2	-1	+1	+1	+5	-1	÷3	dual	M	12"	RDM	1
2	Dirindi	-1	-0	-2	-1	-1	-2	+0	+1	+6	+1	÷3	multi	S	9"	RDM	1
3	Svartalfar	-1	-2	-0	+0	-2	+2	+1	+2	+3	+0	÷3	multi	M	12"	RDM	1
4	Ryphorian	-1	-1	-0	+2	-1	-0	-1	+1	+5	-2	÷3	single	S	9"	RDM	1
5	Ork, Greenskin	-0	+1	-2	+1	+0	+0	-2	+2	+6	-0	÷3	dual	M	12"	RDM	1
6	Kobold, Starfinder	-0	+2	-2	-0	-1	+2	-0	+1	+6	-0	÷3	either	M	12"	RDM	1
7	Wrikreechee	-1	+1	+0	-1	-0	-0	+2	+0	+5	+0	÷3	single	L	15"	RDM	1
8	Imago	+2	+0	-0	+2	+1	+1	+2	+2	+3	-2	÷3	single	M	12"	RDM	1
9	Brakim	+1	-2	-0	-0	-0	+1	+0	+1	+4	+1	÷3	single	S	9"	RDM	1
10	Dromada	+2	+1	+0	+2	-2	+0	+0	+2	+5	+1	÷3	single	M	12"	RDM	1
11	John Jacob Jingleheimer Schn	-2	+0	-2	-2	+1	-2	+1	-0	+4	-0	÷3	multi	S	9"	RDM	1
12	Bolida	+1	-1	+2	-0	-0	-2	+1	+1	+2	-2	÷3	dual	S	9"	RDM	1
13	Gem, Sapphire	-2	-0	-1	+0	-0	-1	-2	+0	+4	-0	÷3	either	M	12"	RDM	1
14	Ogier	+0	+0	-0	+2	+0	+0	-1	-2	+4	+1	÷3	multi	L	15"	RDM	1
15	Human, Perpetual	-1	+1	+2	+0	-0	+0	+1	+2	+3	+0	÷3	multi	M	12"	RDM	1
16	Shatori	+2	-2	+0	-0	+2	-1	+0	+0	+4	-0	÷3	multi	S	9"	RDM	1
17	Huitz'plina	-1	+2	+2	+0	-1	-0	+1	+2	+2	+2	÷3	either	M	12"	RDM	1
18	Ixtangi	-2	+0	-2	-1	+1	-1	+1	+1	+2	-2	÷3	either	M	12"	RDM	1
19	Darkhound	-1	-1	-1	+0	+0	-0	-1	+0	+5	-1	÷3	dual	M	12"	RDM	1
20	Tyrandid	-2	-0	-0	-2	+1	-2	+1	-0	+3	-0	÷3	multi	S	9"	RDM	1
21	Borai	+2	+2	+2	+2	+1	+1	+1	+0	+4	-2	÷3	dual	L	15"	RDM	1
22	Human, Bystander	-0	+0	+1	+1	+1	+1	-2	-1	+3	-0	÷3	either	M	12"	RDM	1
23	Selamid	+0	+0	-2	+0	+0	-1	-1	+0	+6	-1	÷3	single	L	15"	RDM	1
24	Kalo	+1	-1	-2	+2	-1	-2	-1	-2	+2	-0	÷3	either	L	15"	RDM	1
25	Svartalfar	+0	-1	+0	+2	-0	+2	+0	-1	+3	+1	÷3	dual	S	9"	RDM	1
26	Darkhound	-1	-2	+2	-0	+0	+1	-1	+0	+5	-2	÷3	either	S	9"	RDM	1
27	Suli	-2	+2	+2	-2	-1	+2	+1	+2	+4	-1	÷3	dual	S	9"	RDM	1
28	Astriapi	-2	-0	-1	-1	+2	+1	-1	+0	+6	-2	÷3	multi	L	15"	RDM	1
29	Jububnan	+1	-0	+1	+1	-2	-0	+0	+1	+4	-0	÷3	multi	M	12"	RDM	1
30	Kasatha	+0	-1	-0	-2	+1	-0	+2	-2	+4	+2	÷3	dual	M	12"	RDM	1
31	Gosclaw	-0	+2	-0	+1	-0	-0	+2	+1	+2	-1	÷3	multi	M	12"	RDM	1
32	Embri	-2	+2	-2	-2	-1	-1	+1	-1	+5	-1	÷3	either	L	15"	RDM	1
33	Saiyan	+0	+0	-1	+1	-0	-1	-2	+0	+2	+1	÷3	single	M	12"	RDM	1
34	Hadrogaan, Doluma	-1	-1	+1	+1	-0	-2	+0	+0	+3	+0	÷3	single	L	15"	RDM	1
35	Gem, Sapphire	+1	-0	-1	-0	-0	+2	+0	-1	+2	+0	÷3	either	M	12"	RDM	1
36	Neskinti	-0	-0	+1	-2	+0	-1	+1	+1	+5	+0	÷3	dual	S	9"	RDM	1
37	Kitsune	+1	-2	-1	-1	+2	+1	-0	-2	+5	+2	÷3	single	M	12"	RDM	1
38	Phentomite	+0	+0	+0	-2	-0	-0	-1	+0	+2	-0	÷3	dual	L	15"	RDM	1
39	Drow, Starfinder	-1	+0	-1	-2	-2	+2	-0	+2	+2	+2	÷3	dual	L	15"	RDM	1
40	Necron	-1	+2	+2	-1	+0	+2	-2	+1	+4	-2	÷3	single	S	9"	RDM	1
41	Gem, Sapphire	-0	+0	+1	+1	-0	+2	-2	+1	+4	+2	÷3	dual	M	12"	RDM	1
42	Maraquoi	+0	+1	-1	-2	-0	-1	-0	-0	+2	+0	÷3	single	S	9"	RDM	1
43	Gosclaw	-2	-0	+0	+2	-2	+2	-2	+0	+3	-1	÷3	multi	L	15"	RDM	1
44	Imago	-2	-1	+2	-0	-2	-0	-0	+2	+3	-0	÷3	either	L	15"	RDM	1
45	Half-Elf, Starfinder	-2	+1	-2	-2	-0	+2	-2	-1	+5	-1	÷3	single	S	9"	RDM	1
46	Tyrandid	+0	-2	+1	+2	-1	+2	-1	-0	+6	-2	÷3	dual	S	9"	RDM	1
47	Brakim	+2	+0	+0	-0	-2	-1	-2	-1	+6	+2	÷3	dual	L	15"	RDM	1
48	Raxilite	+0	-0	+0	+1	-2	-2	-2	-2	+6	+1	÷3	multi	M	12"	RDM	1
49	Entu Colony	+1	+1	-1	+2	-2	-1	-1	-0	+2	-0	÷3	single	L	15"	RDM	1

50	Nezumi	+1	+2	-0	+2	+2	+2	+2	+0	+2	-2	÷3	either	M	12"	RDM	1
51	Ghibrani, Husk	-0	-1	-1	+1	-0	+0	-0	+0	+2	+1	÷3	dual	S	9"	RDM	1
52	Zeta Reticulan	-2	+0	-0	-2	+1	+2	+0	-0	+5	+0	÷3	multi	S	9"	RDM	1
53	Embri	+1	+1	-0	-1	+0	+2	+1	+1	+4	-1	÷3	multi	M	12"	RDM	1
54	Tryziarka	-0	+2	+1	+1	-1	-1	+0	+0	+5	-0	÷3	multi	L	15"	RDM	1
55	Skittermander	-2	-0	-2	+0	+1	-0	-0	+1	+5	-2	÷3	single	S	9"	RDM	1
56	Darkhound	-1	-1	+0	+0	-0	-0	-0	+0	+3	-2	÷3	either	M	12"	RDM	1
57	Aasimar	-0	-2	+2	-2	+0	+2	-0	-1	+3	+1	÷3	dual	S	9"	RDM	1
58	Rhox	-2	-0	+0	-2	-2	-1	+0	+1	+4	-2	÷3	single	L	15"	RDM	1
59	Gem, Amethyst	+0	-1	+1	+0	+0	-2	+1	+0	+5	-2	÷3	either	L	15"	RDM	1
60	Astrazoan	+1	+0	+2	+1	+0	+0	+1	+2	+6	-2	÷3	dual	L	15"	RDM	1
61	Screedreep	+2	-0	-2	-1	-2	-2	-2	+0	+2	+1	÷3	either	L	15"	RDM	1
62	Half-Elf, Starfinder	-1	-2	+1	+2	+1	-1	-1	+1	+3	-2	÷3	multi	S	9"	RDM	1
63	Kalo	+1	-2	-1	+1	+1	+1	+2	-1	+6	-1	÷3	multi	M	12"	RDM	1
64	Hortus	-2	-0	-0	+0	+2	-0	+1	+0	+6	+2	÷3	either	L	15"	RDM	1
65	Zeta Reticulan	+2	+0	-1	+0	+0	-1	-2	-0	+6	+0	÷3	multi	S	9"	RDM	1
66	Vedalken	-2	-0	-2	-0	-2	-1	+1	-0	+2	+1	÷3	either	M	12"	RDM	1
67	Orochi	-2	-2	-2	-2	-1	+2	+0	-0	+6	-1	÷3	either	L	15"	RDM	1
68	Nantuko	+0	+0	-0	-0	+0	-1	-2	-1	+2	-1	÷3	dual	S	9"	RDM	1
69	Astrazoan	-1	+0	-1	+1	-2	-1	+0	+2	+3	+0	÷3	multi	S	9"	RDM	1
70	Half-Elf, Starfinder	-2	+0	-1	-0	+1	-0	-2	+1	+4	-2	÷3	dual	M	12"	RDM	1
71	Ghoran	-1	-2	-1	+1	-1	-0	+0	-1	+5	+2	÷3	dual	M	12"	RDM	1
72	Maraquoi	+2	-0	-1	+0	+2	-0	+2	+2	+2	-0	÷3	single	S	9"	RDM	1
73	Skittermander	-0	-2	+2	-2	+2	+0	+0	-0	+4	+1	÷3	either	L	15"	RDM	1
74	Tiefling, Starfinder	+0	+1	-1	-2	-1	+0	-1	+0	+2	+2	÷3	single	S	9"	RDM	1
75	Suli	+1	+1	-0	-2	-1	-1	-0	-0	+3	+2	÷3	dual	M	12"	RDM	1
76	Goblin (Space)	-2	+0	+1	+0	-2	+0	-2	+2	+5	+0	÷3	multi	S	9"	RDM	1
77	Pahtra	-1	-0	+2	+1	-0	+0	-2	-0	+6	+1	÷3	multi	L	15"	RDM	1
78	Woodland Critter	+2	+2	+0	-0	+0	+0	-2	-2	+6	-1	÷3	multi	S	9"	RDM	1
79	Gnome, Feychild	+1	+1	-0	+1	+1	+2	-0	-1	+3	+0	÷3	multi	M	12"	RDM	1
80	Tiefling, Starfinder	+0	-2	+0	+0	+1	+1	-1	-1	+5	-0	÷3	either	S	9"	RDM	1
81	Ferran	+2	-0	-1	+0	+2	+1	-2	+0	+4	-0	÷3	dual	S	9"	RDM	1
82	Tiefling, Starfinder	-1	-1	+1	+0	+0	+1	+0	-1	+6	+0	÷3	single	L	15"	RDM	1
83	Aeldari/Eldar	+1	-1	+2	+2	-2	+1	-0	-0	+3	+2	÷3	dual	L	15"	RDM	1
84	Drow, Starfinder	+1	+1	+2	-2	+0	-2	-1	-2	+2	-2	÷3	either	S	9"	RDM	1
85	Villager/Testificate	-1	+2	+0	-0	+0	+1	-1	+0	+3	+2	÷3	either	M	12"	RDM	1
86	Gem, Rose Quartz	-0	-0	-2	+2	+1	+2	+1	+0	+3	-0	÷3	multi	L	15"	RDM	1
87	Dromada	-0	+1	-0	-2	+1	-2	+2	-0	+4	+0	÷3	multi	M	12"	RDM	1
88	Telia	+1	+1	-2	+2	-1	+1	+1	+2	+6	+0	÷3	single	M	12"	RDM	1
89	Half-Elf, Starfinder	+1	-2	-2	+2	-2	-1	-0	-2	+3	+0	÷3	single	M	12"	RDM	1
90	Ogier	+1	-2	-2	-2	-2	-0	+2	-1	+2	-2	÷3	either	M	12"	RDM	1
91	Ogier	-2	+2	+2	+0	-0	-2	-1	+0	+3	+1	÷3	dual	M	12"	RDM	1
92	Mooninites	-2	-2	-0	+0	+2	-1	-1	-2	+3	+0	÷3	either	L	15"	RDM	1
93	Kanabo	-1	+2	+2	+2	+1	+2	+2	-2	+3	-0	÷3	either	M	12"	RDM	1
94	Half-Elf, Starfinder	-1	-2	-1	+2	+2	+1	-1	+0	+3	-2	÷3	either	M	12"	RDM	1
95	Draelik	-2	+1	+0	+0	-2	-2	-0	+2	+3	-0	÷3	dual	L	15"	RDM	1
96	Bolida	-1	-1	+1	-0	+0	+2	+1	+1	+5	+0	÷3	dual	L	15"	RDM	1
97	Morlamaw	-1	+0	+2	+2	-0	+0	+1	-0	+4	-1	÷3	multi	M	12"	RDM	1
98	Kanabo	-0	-0	-0	+0	+1	-2	-2	+1	+6	+1	÷3	single	M	12"	RDM	1
99	Endiffian	-0	-1	-2	-2	+0	+0	+1	-2	+6	+2	÷3	dual	M	12"	RDM	1
100	Lashunta, Damaya	+2	-2	+1	+2	-2	-1	-1	+1	+4	-0	÷3	single	M	12"	RDM	1

#	Race	Abilities
1	Metathran	Intermediate Chr bonus [Stat-13, x3/2] If spend double PSPs: Psi power is x2 multiplier Your ENDLESS HORDE OF CANNON FODDER (x1 creatures) ignore "Immune to x1 effects" (unless from x3 source).
2	Dirindi	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random stat instead. Roll a d6 to determine which stat it goes to.) Rectify: Anyone slain by you is completely erased from ever existing Your Wizard spells and Psi2 powers (and their material componenting) cost half the normal number of actions to use.
3	Svartalfar	Exceptional Wis bonus [Stat-12] Add you or your mount's current hp (if it's a dragon) to your damaging spell effects iunXR 5*LVL%
4	Ryphorian	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) 2F actions to cast, 1/d: Duplicate a 1st level Dragon of Tyr2 spell Erase Truename by touch
5	Ork, Greenskin	Exceptional Chr bonus [Stat-12] Superior Critical: Your critical threat range is quadrupled Perfect Summoning: Hit Dice of summoned creatures increases by 200%
6	Kobold, Starfinder	Hexproof (No target from opponents' targeted effects.) 0,LVL/d: Mental Fury or Counter a Mental Fury XR 3*LVL%. Pick one prefix for this: "i"=irreducible, "u"=unadjustable, "n"=non-ignorable.
7	Wrikreechee	Exceptional Cml bonus [Stat-12] -LVL actions of all types to everyone within LVL*10' r (no resistance) 3M, 1/d: You suddenly see the FALACY in your MASTER PLAN and can ask the DM a question.
8	Imago	Exceptional Con bonus [Stat-12] Chimerical: You can shapechange into two creatures simultaneously Immune Pixelation
9	Brakim	Intermediate Int bonus [Stat-13, x3/2] 1F, 1/year: +LVL to your multiplier for 1 turn (once this is used this slot cannot be dropped for a year) Pawner lending you psionics: 0, 1/r: +LVL
10	Dromada	Hexproof (No target from opponents' targeted effects.) Lockdown All: Both you and a target get no actions; if you go below 0 hp this effect ends xx1.5 LVL (doesn't stack with lower versions of this in X21)

11	John Jacob Jingleheimer Schmidt	Intermediate Int bonus [Stat-13, x3/2] Can attack familiars normally (even if immune) 1M: Duplicate magic/psi effect in area
12	Bolida	Bushido N (Whenever you interposes or parries an attack, it gets +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp. N = LVL/2, round down.) 1V: Lower all x1 effects on 1 target Alley effect LVL*10' r
13	Gem, Sapphire	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) Immune to your actions being locked down Transilient Fortitude: You always succeed in Fortitude saves (+1 PSave)
14	Ogier	Intermediate Cml bonus [Stat-13, x3/2] Spell Abatement: You ignore the effects of a non-Concordant spell the first time it is used upon you You can trade 4 of an action type for 1 Opposing version of that action type.
15	Human, Perpetual	Exceptional Dex bonus [Stat-12] Immune Fire; True Sight; Flying 1/d: Create a GIANT ROBOT (a DL 10 Golem, you may make requests but exact statistics are determined by the DM).
16	Shatori	Exceptional Chr bonus [Stat-12] Set Int = LVL^2. Your multiplicative sources of damage fully stack (instead of using the sum and subtract 1 formula)
17	Huitz'plina	Menace (Your attacks can't be interposed/parried except by two or more enemies.) XR 4*LVL%. Pick two prefixes for this: "i"=irreducible, "u"=unadjustable, "n"=non-ignorable. Vanguard Will: Allies within in your group can use your will saving throw
18	Ixtangi	Exceptional Chr bonus [Stat-12] Immune Fire/Heat 0, LVL/d: Anti-Concordant Shell (0th-5th)
19	Darkhound	Intermediate Dex bonus [Stat-13, x3/2] +LVL to HNCL (this counts for qualifying for Concordant classes) Considered x2 creature; Resist Weapon/Holy; +level AC; +level*3 dmg
20	Tyranid	Exceptional Str bonus [Stat-12] May use Psi-2 Reverse Psionic Enchantments even if "Banhammered". Can instead use LVL/2 (round up) F actions /s
21	Borai	Intermediate Con bonus [Stat-13, x3/2] Go Away: Target defeated creature is put in the hole, no escape for M years (M=Mult) Change "To Hit" category of your Concordant class to 2xConc

22	Human, Bystander	Exceptional Chr bonus [Stat-12] Take only 1 damage per hit from weapons Helm/Nav.: ¼V: Move from one group to another group within LVL feet
23	Selamid	Hexproof (No target from opponents' targeted effects.) +LVL OppM or QQM actions Lesser Apocalypse: Earthquake up to an entire continent (can reduce area), LVLd60 vile dmg (no save)
24	Kalo	Double Strike (You attacks as 1/2 a P action.) Can combine Martial Arts & Specialization Immune Time; Time-Reality Stability; 1V: Time Travel; 1M: Duplicate Self
25	Svartalfar	Intermediate Int bonus [Stat-13, x3/2] Perfect Weapon Specialization: Always deal maximum damage with selected weapon 0: Duplicate any 0th-2nd level Concordant spell until next reset. You can have up to 6 spell levels total running.
26	Darkhound	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) Your ENDLESS HORDE OF CANNON FODDER (x1 creatures) ignore "Immune to x1 effects" (unless from x3 source). <u>Change "To Hit" category of your Concordant class to 1½xConc</u>
27	Suli	Exceptional Cml bonus [Stat-12] Rectify: Anyone slain by you is completely erased from ever existing Pawner lending you XP: +LVL*5% XP (or) +LVL*10% XP only for Priest group (both retroactive); +1 class slot
28	Astriapi	Intermediate Cml bonus [Stat-13, x3/2] May use 2 missile weapons per set of arms 0, 1/r: Any psionic major
29	Jububnan	Exceptional Wis bonus [Stat-12] x2 physical dmg; /2 all physical damage you take 1M: A group gets -LVL X actions
30	Kasatha	Flanking (Enemies without flanking that you attack get -10 to hit, melee and or ranged dmg, AC, Saves, and hp.) Immune all inner elements 1M: All x2 and lower effects on LVL targets are dropped, even if they can't normally be dispelled/instantaneous/disjuncted.
31	Gosclaw	Indestructible (You are immune to Disintegrate and other effects that would destroy your body.) 1M: Target takes an Ego Domination attack with Ego=20*LVL (if he fails he is Dominated by you) Superior Critical: Your critical threat range is quadrupled
32	Embri	Exceptional Wis bonus [Stat-12] You defend as a x11 being (this effect cannot be dispelled/twisted) Transilient Fortitude: You always succeed in Fortitude saves (+1 PSave)

33	Saiyan	Defender (You cannot physically attack.) Imm Charm/Negative/Holy/Mental/Disease; divide unusual material cost by 1000 x10 hp.
34	Hadrogaan, Doluma	Exceptional Dex bonus [Stat-12] Summon all creatures from all Alleys within LVL*100 feet of current location; Alley Effect extends to where you are Pawner lending you XP: +LVL*5% XP (or) +LVL*10% XP only for Priest group (both retroactive); +1 class slot
35	Gem, Sapphire	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) Immune x2 Insects and Bug spells You defend as a x11 being (this effect cannot be dispelled/twisted)
36	Neskinti	Exceptional Wis bonus [Stat-12] May use Psi2 Psionic Enchantments on your Concordant progressions (a Concordant 1st is considered a 11th, a Concordant 2nd is considered a 12th, ...) 0 action, 1/r: Reset
37	Kitsune	Exceptional Chr bonus [Stat-12] Can target yourself N times for N times effect Perfect Disarm: Successful attacks deal damage and a disarm attempt
38	Phentomite	Poisonous N (Whenever you deals melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) +1 Speciality Priest god (if you qualify) 0: Zero & Opposing actions cannot be used 800'r
39	Drow, Starfinder	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) 0,1/d: Lady's Smile or Remove Lady's Smile 800'r Immune to Loop; Loop/Reality Stability (does not include Time/Reality Stability)
40	Necron	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if that target has acted.) Transtemporal: You can travel freely in time Breathe Crapulence; Immune all Ele incl. Crapulence; 3M: Target Crapped.
41	Gem, Sapphire	Exceptional Wis bonus [Stat-12] Can target yourself N times for N times effect +LVL QOppM or QQQM or X actions
42	Maraquoi	Exceptional Dex bonus [Stat-12] Immune to Outer Elements Get double effect on your specialty priest abilities
43	Gosclaw	Skulk (You can't be interposed/parried by creatures with greater offensive DL.) 0, 1/s: Choose one creature. He cannot use any F or S actions on his next segment. Immune to all x1 effects (things that affect you)

44	Imago	Ward N (Whenever you are the target of a spell or ability an enemy uses, counter it unless they pay N SL's.) 1M: A group gets -25*LVL set Dex that ignores Sustain Dex Ignore x1 effects (assuming you are at least true x3 <- NOTE THE MULTILVLIER HERE)
45	Half-Elf, Starfinder	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) +1 11th in memorization in a Wizard group class (even if off right side of chart) Convergent Effect: Can combine LVLs with other Concordant characters to increase an effect
46	Tyrannid	Bushido N (Whenever you interposes or parries an attack, it gets +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp. N = LVL/2, round down.) Genocide: Kills all of a race on a single plane (can reduce area) 1M: Drop all effects that can be dispelled/instantaneous/disjuncted on one target, including effects "inside" others.
47	Brakim	Intermediate Int bonus [Stat-13, x3/2] Immune AntiTime; 1V: Enter Alternate Reality; 1M: Time Stop no Resist +1 Luck (the ability score)
48	Raxilite	Exceptional Cml bonus [Stat-12] 1M: A group gets -25*LVL set Str that ignores Sustain Str 10*LVL% uXR (unadjustable XR, does shift, can't be lowered/halved)
49	Entu Colony	Intermediate Cml bonus [Stat-13, x3/2] +LVL Opposing actions. 1F or 1X: Duplicate any level 4 Concordant spell
50	Nezumi	Poisonous N (Whenever you deals melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) You defend as a x11 being (this effect cannot be dispelled/twisted) x1.5 (round down) # of psi powers
51	Ghibrani, Husk	Exceptional Wis bonus [Stat-12] +10*LVL iPR that can't be ignored Enchanted Damage Induction: You are only affected by a weapons enchantment bonus
52	Zeta Reticulan	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) Immune Air/Earth/Fire/Water Command: Can lie even under Detect Lie / Truthhear / Ring of Truth; 1M: Force someone to roll a (100-Wis)% chance they will believe what you say, no matter how outrageous.
53	Embri	Intermediate Wis bonus [Stat-13, x3/2] +LVL MSaves (using the [X] section saving throw rules) 0 action, 1/r: Reset
54	Tryziarka	First Strike (You may use your P action for the round on segment 0.) Overwrite your base race to have +5 to all stats, AC, saves, hp, TH, and have the abilities of five [P3] races/adjectives. Distant Gaze: Your gaze can expel targets from the plane

55	Skittermander	Intermediate Con bonus [Stat-13, x3/2] 1M: Duplicate a Psi8 or Psi16 minor, major, or grand ability. (This is resisted using XR, not TechR) x2 CL
56	Darkhound	Exceptional Wis bonus [Stat-12] Transcendental Toughness: Hit Die become d1000s (all classes) 1X, may borrow (i.e. 1bX action): Add a [C] section effect on someone.
57	Aasimar	Intermediate Chr bonus [Stat-13, x3/2] Trade 4F to 1X Immune Lightning
58	Rhox	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) Immune to x0 to x3 Traps, x0 to x2 Tricks, x0 to x1 Specials 1F or 1X: Duplicate any level 0 Concordant spell
59	Gem, Amethyst	Blah Landwalk (Pick a room type. Your attacks cannot be countered/interposed/parried/etc. if you are in a room that matches your landwalk type.) Polymath: Your non-Concordant class levels can be changed at will (you can shift XP around) Breathe Crapulence; Immune all Ele incl. Crapulence; 3M: Target Crapped.
60	Astrazoan	Intermediate Wis bonus [Stat-13, x3/2] 1X, may borrow: Capital O Object You ignore other people's Immunity to Inner Elements (unless it comes from a x3 or greater source)
61	Screedreep	Hexproof (No target from opponents' targeted effects.) You may "material component" Concordant spells by spending an F action (in addition to the normal X action). LVL*2% iGR; works even in section [X].
62	Half-Elf, Starfinder	Exceptional Wis bonus [Stat-12] 1F or 1X: Duplicate any level 1 Concordant spell Distance Vision; Increase missile and spell ranges by 50%
63	Kalo	Indestructible (You are immune to Disintegrate and other effects that would destroy your body.) Double Wis bonus spells for Priest Cunning Mind: +(Int bonus) TH
64	Hortus	Intermediate Int bonus [Stat-13, x3/2] May use Psi2 Psionic Enchantments, these cost no PSPs to use. Heavenly Soul: +(Chr bonus) saves
65	Zeta Reticulan	Intermediate Cml bonus [Stat-13, x3/2] 0: Duplicate any 0th-4th level Concordant spell until next reset. You can have up to 18 spell levels total running. Anaretic: Your attacks are Mordenkainen's Disjunction branded

66	Vedalken	Intermediate Con bonus [Stat-13, x3/2] Immune to Inner Elements You have AN EVEN BIGGER BOSS THAN YOU, which is any same-aligned god, you Automatic Divine Intervention 1/d.
67	Orochi	Exceptional Wis bonus [Stat-12] Legendary [Ability Score]: Single ability score doubled X Haste: All in your party gets +1X action.
68	Nantuko	Flanking (Enemies without flanking that you attack get -10 to hit, melee and or ranged dmg, AC, Saves, and hp.) 1M (may borrow): New priest effects do nothing within sight (maintained) (may be used as a counterspell) Your Priest spells of SL 0-7 cost only ½M to cast
69	Astrazoan	Reach (You can interpose/parry attacks from flying creatures.) Your Priest spells are resisted using GR instead of MR (or XR). Limit of # classes = 6
70	Half-Elf, Starfinder	Defender (You cannot physically attack.) Immune to 1st-3rd level Conc spells (except Bug) Steal all psionics by touch
71	Ghoran	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) 0, 1/r: Any psionic minor Limit of 8 classes.
72	Maraquoi	Exceptional Con bonus [Stat-12] Legendary [Ability Score]: Single ability score doubled L segments of talking: Hijack the level L follower of someone else, he becomes your follower
73	Skittermander	First Strike (You may use your P action for the round on segment 0.) Incursion by touch (2 successful touches = Loop Incursion) +LVL set Int. You may add LVL instances of the "Elemental" Racial Adjective for no cost. Free wild talent in Psi15.
74	Tiefling, Starfinder	Flying (You can fly with maneuverability A.) x1.5 ML (Memorization Level) in one class. 0, LVL/d: Target defeated creature is put in the hole, no escape for M years (M=Mult)
75	Suli	Exceptional Dex bonus [Stat-12] No limit on sub-ability score "sleazing" 0,LVL/d: Mental Fury or Counter a Mental Fury
76	Goblin (Space)	Intermediate Dex bonus [Stat-13, x3/2] +LVL 10th in memorization in a Wizard group class 1M: Drop all effects that can be dispelled/instantaneous/disjuncted on one target, including effects "inside" others.

77	Pahtra	Intermediate Wis bonus [Stat-13, x3/2] 0, 1/r: Causeall up to LVL creatures. +LVL QOpp actions
78	Woodland Critter	Intermediate Con bonus [Stat-13, x3/2] Evenhanded: Your unarmed attacks deal maximum damage x2 ML (Memorization Level) in one class.
79	Gnome, Feychild	Exceptional Str bonus [Stat-12] x+1 XP when single classed 1X: Natural Reset one target.
80	Tiefling, Starfinder	Exceptional Str bonus [Stat-12] Overwrite your base race to have +4 to all stats, AC, saves, hp, TH, and have the abilities of four [P3] races/adjectives. Immune Oozes/Slimes/Jellies
81	Ferran	Intermediate Con bonus [Stat-13, x3/2] 1M: Target is Capital P Paralyzed (no save, use XR to resist) Night Vision; Superior Hearing; Detect Noise 100%
82	Tiefling, Starfinder	Intermediate Cml bonus [Stat-13, x3/2] Immune Ultraplanar Beings; Defend as x9 creature All spells cost 0 action (limit = level/r)
83	Aeldari/Eldar	Blah Landwalk (Pick a room type. Your attacks cannot be countered/interposed/parried/etc. if you are in a room that matches your landwalk type.) -LVL actions of all types to everyone within LVL*10' r (no resistance) Perfect Defence: iAC LVL
84	Drow, Starfinder	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) 0: Duplicate any 0th-4th level Concordant spell until next reset. You can have up to 18 spell levels total running. +6 levels in Lich; +3 levels in Villain; Attack as x9 creature
85	Villager/Testificate	Exceptional Dex bonus [Stat-12] Instability: Target creature is not Time/Reality Stable ½bX: Cureall and Shapechange (self or other).
86	Gem, Rose Quartz	Intermediate Chr bonus [Stat-13, x3/2] Immune Fire/Heat 0, 1/r: Any 7th-12th level Wizard spell
87	Dromada	Exceptional Str bonus [Stat-12] Touch: Energy Drain 2xLVL levels Pick a plane, your home plane switches to that.

88	Telia	Double Strike (You attacks as 1/2 a P action.) +1 QOpp0 only for Atheist powers +2 Size; 6M,3P,4V,15 Psi11B mana: Target becomes a familiar of yours (!)
89	Half-Elf, Starfinder	Exceptional Str bonus [Stat-12] You can use +LVL segments /r 1M: A group gets -LVL iAC
90	Ogier	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) Summon all creatures from all Alleys within LVL*100 feet of current location; Alley Effect extends to where you are <u>Your effects have a -LVL*5% GR (Godly Resistance) shift. (This does not work if [X] section rules</u>
91	Ogier	Poisonous N (Whenever you deals melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) +10*LVL iMR that can't be ignored Undead divide their HD by your LVL when calculating what they turn as
92	Mooninites	First Strike (You may use your P action for the round on segment 0.) Superluminal: You can move at the speed of light +7 levels in Psi6E or Demonologist; x2 Nonweapons
93	Kanabo	Exceptional Chr bonus [Stat-12] Spell Reflection: Spells that do not penetrate your spell resistance are reflected Rotating Truename. Rotating Home Plane. Rotating Quantum Signature. Your Silver Cord rotates color, and can't be targetted or attacked.
94	Half-Elf, Starfinder	Intermediate Con bonus [Stat-13, x3/2] Capital O Object @ x7 multiplier, LVL/d You see the ERROR OF YOUR WAYS, drop Villain class (and can never return), gain Hero with double your Villain XP.
95	Draelik	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) [Energy] Immunity: You are immune to one type of energy 0: Dispel Permanent Lady's Smile on one target
96	Bolida	Exceptional Wis bonus [Stat-12] 1M, LVL/d: Capital O Object at x(LVL/2) 10*LVL% uWR (unadjustable WR, does shift, can't be lowered/halved)
97	Morlamaw	Poisonous N (Whenever you deals melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) Trade 2 of an action type for 1 Borrowed (b) or Held (h) of that action type. Weapon Breaking: Weapons that strike you, but do not injure you, shatter
98	Kanabo	Exceptional Cml bonus [Stat-12] One 3rd-4th level Hero or Lich or Villain spell Pers.Combat: 1M, 1/d: Call a level=LVL/2 Beast Rider mount for yourself.

99	Endiffian	<p>Exceptional Wis bonus [Stat-12]</p> <p>Your Priest spells are resisted using XR instead of MR.</p> <p>Cosmic Consciousness: You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)</p>
100	Lashunta, Damaya	<p>Exceptional Cml bonus [Stat-12]</p> <p>Perfect Summoning: Hit Dice of summoned creatures increases by 200%</p> <p>1X, may borrow (i.e. 1bX action): Remove a [C] section effect from someone.</p>