Raycid



The Raycid are a highly evolved saurian species, with powerful reptilian bodies and a society dating back several thousand years. The Raycid homeworld is tropical paradise where the Raycid are easily top of the foodchain with both their intelligence and powerful bodies giving them an easy life. This has led to little need for the Raycid to develop technology beyond the basics, so while their society has existed for many thousands of years it still only reached a medieval level of technology.

Upon being introduced to the galactic community the Raycid took to the stars with a strong need to explore and experience new things. The Raycid however found that their females required a very particular mixture of minerals to lay eggs, a combination found only on their homeworld, meaning that all Raycid must return home to breed which allows all young Raycid to grow up surrounded by their natural homeworld and their true culture.

Attribute Dice: 12D

Dex: 2D/4D+2
Know: 1D/4D
Mech: 1D/3D
Perc: 1D/4D
Str: 1D/4D+2
Tech: 1D/3D

Special Abilities:

Teeth: The Raycid have sharp teeth which can be used in combat doing Str+1D damage.

Claws: The Raycid have razor claws on their hands and feet which do Str+2D damage, and give them a bonus +2D to their climbing skill.

Tail: A tail gives the Raycid a natural ability to balance, giving them +1D to balance related skills such as jumping.

Story Factors:

Non-Technical Culture: The Raycid never developed high technology, and have little need of it on their homeworld. Raycid Player Characters cannot start play with skills in high technology items

such as Blasters, Space Transports, etc, although have no problem learning such skills at a later date.

Move: 10/12
Size: 1.4-1.6 meters tall

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