

## CHAPTER 31 RACE GENERATION

### Empire Creation

A number of things are required to define an empire. A home system should be generated according to the rules presented in System Creation (on page 71). In addition, a racial profile should be created. Each race starts with 1 year of income (12 x starting system income). Each race starts with a "Fleet fund" equal to 36 x starting income. Starting population is a Small Core population (250 PP). Empires start with 4 INF units and 1 HQ unit on their homeworld.

### Racial Profiles

Each race has four characteristics to define them. These are Willpower (WP), Arrogance (AR), Aggressiveness (AG), and Xenophobia (XE). Each characteristic ranges from 1-100 and does not change.

**Willpower (WP)** - This is a measure of how stubborn a race can be. Higher Willpower races will tend to be more stubborn.

**Arrogance (AR)** - This is how the race deals with others. Higher Arrogance scores show a tendency to try to dominate other races.

**Aggressiveness (AG)** - This is a measure of how likely a race is to initiate hostile actions. Higher scores are more hostile.

**Xenophobia (XE)** - This is a measure of how much a race will like or trust other races. High Xenophobia scores are less likely to trust others.

### Traits

Each race should choose an atmosphere that is considered breathable. A race may only choose one atmosphere to breathe.

Each race should start with a base of 6 points for Advantages. Additional points can be attained through Disadvantages. It is suggested that a cap on points from Disadvantages be in place.

Advantage	Point Cost
Tainted Atmosphere – Oxygen	0*
Tainted Atmosphere – Carbon Dioxide	0*
Tainted Atmosphere – Nitrogen	0*
Hostile Atmosphere – Hydrogen	4**
Hostile Atmosphere – Methane	4**
Hostile Atmosphere – Sulfur Dioxide	4**

Advantage	Point Cost
Hostile Atmosphere – Vaporous Dihydrous Monoxide	4**
Atmosphere – None	8/2 <sup>+</sup>
Research Bonus +5%	2
Troop Bonus +5%	2
Espionage Bonus +5%	2
Industrial Bonus +5%	2
Research Bonus +10%	4
Troop Bonus +10%	4
Espionage Bonus +10%	4
Industrial Bonus +10%	4
Increased Base Grade (Average)	4
Increased Growth Rate +5%	4
Gravity Tolerance 1	4
Capitalist +5%	4
Long Lived	4
Strong	4
High Morale	4
Loyal	4
Increased Growth Rate +10%	6
Increased Base Grade (Veteran)	8
Gravity Tolerance 2	8
Capitalist +10%	8
Hive Mind	8
Machine Intelligence	8/2 <sup>++</sup>
Psychic Race	10
Crystalline Race	10
Lithovore	10
Covert	8
Elusive	8
Warp Theorist	10

**Table 98 Racial Advantages**

\*One only. May not choose another atmosphere type.

\*\* One only. May not choose another atmosphere type.

<sup>+</sup> If the race is a Lithovore, the cost is 2, otherwise it is 8.

<sup>++</sup> If a Machine Intelligence is also a Hive Mind, the cost for Machine Intelligence is 2.

### Advantages

**Tainted Atmosphere – Oxygen** Race breathes Oxygen.

**Tainted Atmosphere – Carbon Dioxide** Race breathes Carbon Dioxide.

**Tainted Atmosphere – Nitrogen** Race breathes Nitrogen.

**Hostile Atmosphere – Hydrogen** Races breathes Hydrogen.

**Hostile Atmosphere – Methane** Race breathes Methane.

**Hostile Atmosphere – Sulfur Dioxide** Race breathes Sulfur Dioxide.

**Hostile Atmosphere – Vaporous Dihydrous Monoxide** Races breathes Vaporous Dihydrous Monoxide.

**Atmosphere – None** Race can live in a vacuum. Races with this advantage treat a vacuum as an OI of 1 instead of -4.

**Research Bonus (+5%/+10%)** Race has a bonus of +5%/+10% to their cumulative research points gained.

**Troop Bonus (+5%/+10%)** Race has a bonus of +5%/+10% to ground combat attack rolls.

**Espionage Bonus (+5%/+10%)** Race has a bonus of +5%/+10% to espionage actions.

**Industrial Bonus (+5%/+10%)** Race has a bonus of +5%/+10% to industrial output.

**Increased Growth (+5%/+10%)** Race has a bonus of +5%/+10% to racial growth.

**Gravity Tolerance (1/2)** The race adds 0.25 or 0.5 to the OI from gravity.

**Capitalist (+5%/+10%)** Race adds 5%/10% to tax income. This bonus does not count towards excessive taxation.

**Long Lived** Racial Personalities live for 10 years longer than normal.

**Strong** Ground units gain 10% bonus to combat values (round up).

**High Morale** Ground Units have a morale cap of 140.

**Loyal** Rebellion chances reduced by 10%.

**Increased Base Grade (Average/Veteran)** Race's base crew grade is Average or Veteran.

**Hive Mind** The race shares a consciousness amongst all members. Crews start at Crack. Personalities may not exceed 1600 experience. Hive Minds must take Consciousness Government modifier and may not take Individual Government scope.

**Machine Intelligence** The race is not organic, or has modified itself to include more technology than organic. Machine Intelligence races are considered to have an Atmosphere – None attribute. A Machine Intelligence race is granted one 2 point attribute, but suffers all of the -1 point attributes (excepting the one in opposition to the advantage).

**Psychic Race** The race has access to the Psychic Technology Tree.

**Crystalline Race** The race has access to the Crystalline Technology Tree.

**Lithovore** The race lives on minerals and uses the MI for base maximum populations instead of OI.

**Covert** The signature of the race's ships is reduced by 10% (round down).

**Elusive** The ships of the race have an innate ECM 1 value.

**Warp Theorist** The ships of the race generate 10% more power than normal.

## Disadvantages

Disadvantages	Cost
Research Penalty -5%	-1
Troop Penalty -5%	-1
Espionage Penalty -5%	-1
Industrial Penalty -5%	-1
Decreased Base Grade (Poor)	-1
Decreased Growth Rate -5%	-2
Gravity Intolerance	-2
Weak Capitalism	-2
Free Spirit	-2
Excessive Spending	-4
Short Lived	-4
Weak	-4
Low Morale	-4
Overt	-6
Tangible	-6
Energy Inefficient	-8

**Table 99 Racial Disadvantages**

**Research Penalty -5%** The race has a penalty of 5% to gained research points.

**Troop Penalty -5%** Race has a penalty of 5% to ground combat.

**Espionage Penalty -5%** Race has a penalty of 5% to espionage actions.

**Industrial Penalty -5%** Race has a penalty of 5% to industrial output.

**Decreased Growth -5%** Race has a penalty of 5% to racial growth.

**Decreased Base Grade (Poor)** Race's base crew grade is Poor.

**Gravity Intolerance** The race subtracts 0.25 from OI due to gravity. Homeworld gravity OI is *always* 1.0.

**Weak Capitalism** The race gains 5% less taxes. This does not count towards excessive taxation.

**Free Spirit** Rebellion chances increased by 10%.

**Excessive Spending** The race spends 5% extra when paying for anything.

**Short Lived** Racial Personalities live for 10 years less than normal.

**Weak** All ground units have ¾ normal values (round up).

**Low Morale** All ground units start at 60 Morale and have a cap of 100.

**Overt** The signature of the race's ships is increased by 10% (round up).

**Tangible** The ECM on ships of the race function one level lower. If no ECM is present, the ship's signature is increased by 10m.

**Energy Inefficient** The ships of the race generate 10% less power than normal.