

SHOLAN ALLIANCE SERIES

Humans have begun to colonize the galaxy and their first Colony, Keiss has been conquered by a race of Reptilian warriors bent on using the humans as slave labor to build their domed cities and using the colony as an R&R world for their troops fighting a war against their faceless enemy. The Humans of Keiss were only the first wave of a series of Sleeper ships and, due to an accident or mechanical failure in the Cold Sleep system, many of the original colonists didn't survive. Having been under the Cruel Valtegan regime since just a few years after landing, time is running out for the Colonists to send a message to the next wave or even to Earth. None of them knows what they are in for.

Elsewhere, two of Shola's colonies lay dead, all life destroyed down to the bacteria. The unknown enemy responsible for this must be found. A scouting party approaches the habitable planet in a system not selected for colonization decades ago, hoping to retrieve telemetry data from their probe and it's satellite. They were quickly shot down and had to flee the scene of the crash leaving a wounded crewman behind as they fled the Valtegan patrols. Could these people be the enemy they sought?

The galaxy balances on the razor's edge, ancient enemies have found each other once again, dark conspiracies are being brought to light, and only a few touched by beings most would call gods will be able to navigate this Turning Point in the future of their races. Will the Sholan Alliance stand and grow strong or be destroyed by the fires of war and treachery within.

Welcome to the World of Lisanne Norman's *Sholan Alliance*. An epic Space Opera that takes place in the not too distant future of Earth. Here's 1000CP, you're going to need it.

Age is 1d8+16 for Humans, 1d8+10 for Hybrids, and 1d8+20 for Sholans and Valtagans. Sex is the same as the end of your last jump. 50cp to change it. Valtegan can become male for free.

Race

The Keissians: (Free) The Human inhabitants of Earth's first colony, Which invaded by the Valtegan. The Keissians may well become the first Human members of the Alliance. Meanwhile, the Terrans from Earth are likely to remain junior members for some time.

The Valtegan (-100) You are a member of the Valtegan race from the planet M'Zull. Once holders of a vast stellar empire, your race has devolved into warring factions with only a handful of known planets surviving. Your society is completely male dominated, with females only used for breeding and kept feral with a cocktail of drugs and isolation. Your empire has long been cut off from Valtegan Prime, your home-world and only rumors and legend tells of the ancestors. Unlike most of your kin, you are possessed of the genetic markers of all three castes. Though in appearance you are of the Warrior caste.

The Sholans: (-100) are a feline species still in the process of evolving away from four-legged locomotion and though definitely upright, prefer to hunt on all fours. Their peculiar shoulder and hand anatomy allows their arms to become legs, and their hands, paws. Their society features aggressive young males within a community that is matriarchal by nature. They have been a space-faring race for hundreds of years, and are the founders of the Alliance.

A Hybrid (-200) Whether the result of genetic tinkering, or the hand of the gods, you are a Hybrid, a blend of two or more of the main races of the Galaxy be it Human, Valtegan, Sholan, or U'churian. May take racial perks from any race in their makeup.

Location Roll 1d8 for location, or pay 50cp to choose

1. Keiss – The first human colony
2. Shola – The homeworld of the Sholan Species
3. Prime – The homeworld of the Valtegan species, now host to the intellectual caste
4. Jalna – A polluted planet with a human like race living in a feudal state. Their spaceport gets visits by the Prime's and the Uchurians
5. M'Zull – The Homeworld of the Warrior caste Valtegons
6. Toubia – The Toubian homeworld, allies to the Sholans and technical wizards.
7. Terra – The Human Homeworld. It's seen better days. Overpopulation is a serious problem.
8. Haven – This hollowed out asteroid is maintained by the Brotherhood. Usually only one caretaker is awake, guarding the sleepers. Hope you have authorization to be here.

Background

Colonist (Free) (May also be Drop in Option, you appear on the ships logs as a colonist, even if you have no memories before disembarking) You are not a resident of the Home world of your species. You have chosen or been chosen to live the life of a pioneer.

Scout (Free) you are trained in reconnaissance and surveying work, In addition you are trained to operate your races smaller air and space craft, used to tight quarters for long hours you are able to get along well with a wide variety of personalities and perhaps even more telling you are much more accepting of other races and groups than an average member of your race.

Warrior (-100cp) Free Valtegan you have been trained by your people's elite military, Special Forces, Warrior Caste, Warrior Guild, whatever it is called; the training is the best of the best.

Guild Trained Telepath (-100cp, *Sholan Only*) you have spent a decade of your life since your early teens learning to hone your telepathic skills to the maximum of your perceived potential. You have also been thoroughly indoctrinated by the Code of said guild and will automatically defer to the opinions of those in the guild of higher standing than yourself.

Technician (-100CP) you have spent years learning all that you could of your people's math and science before deciding to focus on building and maintaining high tech devices for your people. You have a thorough grounding in your people's materials and energy science fields.

Medical Professional (-100CP) whether a country doctor, a back woods herbalist, a Guild trained Healer, or a Genesculpter, you have been trained to the best of your people's ability in the medical arts. Your years of study (or sleep tapes) have culminated in a mind far in advance of the average of your race when it comes to matters physiological.

Colonist

Conestoga -100cp You have had extensive training in the basic wilderness survival skills of your race, and are a passable jack of all trades. Able to understand and fix basic field equipment as well as live off the land, practice first aid, and have appreciation for the truism that no one is an island unto themselves. Only as a group can a colony succeed.

Home on the Range -300cp Your training and preparation mean that you can treat any virgin planet you arrive on as merely another frontier. Barring drawbacks you will never be blindsided by unusual geology or plant life, much less animal life. You know what you are going into and have a sixth sense about local dangers. You are quite capable of homesteading just about anywhere. Even if you do need to set up moisture vaporators.

Going Native -600cp Sometimes a Colony isn't what is needed. Sometimes it turns out that there are already locals living there. Why re-invent the wheel? You are capable of easily integrating yourself into native populations, or just the populations of older colonies. You can easily learn their ways and adapt as they have done to work with the local environments. Conversely you can also easily introduce small improvements in techniques or general improvements to the standard of living in local populations without infringing on their culture and unique heritage. They will take your suggestions or inventions and adapt them to themselves while always retaining their core.

Scout

Eyes on the Prize -100cp Whether it be searching for alien life, charting uncharted stars, or surveying potential colony worlds, you have a knack for finding what you're looking for. Whenever you are on a scouting mission, looking for a specific location, type of terrain, or evidence of alien activities, you are far more likely to discover exactly what you need, and far faster than you should. This quirk of luck only manifests when you have specific goals in mind.

Hostile Negotiation -300cp You are good at getting to the heart of an issue when communicating with a coworker, supervisor, or even alien ambassador. Your blunt demeanor may not win you a seat at the diplomat's table, but it won't make you enemies either. Instead your direct efforts will be appreciated for what they are, getting to the heart of the matter. You too have basic military training and are conversant with small arms and basic explosives as well as any ship mounted weapons. People will never assume you have threatened them, they'll know if you have or not.

Decoding the Transmission -600cp Secure communications are key to military endeavors, along with many other types of large coordinated efforts. Any communications you send, or receive should you so choose can be encoded in a manner that only the recipient can assess the contents. This is no simple

encryption, but instead is based on quantum entanglement. Only those with the key will ever have a hope of translating the data. You may also “Mark” your communications to ensure you know when they have been received.

Warrior

Warrior's Guild -100cp The traditions of your people's military include hand to hand and weapons designed specifically for your physiology. Both ancient and modern weapons were included in your training. Your instructors also had a firm grasp of what alien weapons were out there and luckily were able to procure some for training. You have been trained in the basic use and maintenance of weapons used by every known race.

Brotherhood of Vartra -300cp You are a prime example of what a truly dedicated fighter can become, with or without weapons, you or a small team of your compatriots are more than a match for a much larger force of average soldiers, your ability to improvise, create situations to your advantage, use the terrain as a weapon and extreme physical training make you a legend on par with MacGuyver, Rambo, and Bruce Lee.

Warrior Caste -600cp You have been bred for war. Your body is a finely oiled machine, every instinct, every reflex honed for the optimum response in combat. Of course normally this would have a terrible down side, making you incapable of living a normal life, always reacting violently when startled, but in your case, whether it be luck or breeding you can switch off those responses unless and until you are in actual danger or combat. Even then you will never instigate a friendly fire accident. Nor will you ever harm an ally without intent. In combat your instincts and reflexes are so well honed you seem to have combat precognition. In fact you just might.

Guild Telepath

Practiced Talent -100cp Your years of training with the guild have honed your ability to a Razor's Edge. You have the skills to passively link with alien minds to quickly pick up social cues, languages, understand cultural norms, and in general become a perfect diplomat. It is even easier with members of your own species. With permission you can even download a copy of the language center of an alien mind to your own, assimilate it and then share it with others.

Bones of the Earth -300cp There are crystal deposits deep below the surface of planets, these crystals are capable of taking in psychic impressions. You can sense these memories in crystal and can with focus tap into them. Whether it is seeing events unfold from the perspective of sensitives of the past, or the avatar of the earth itself, you can learn important things about any planet you visit with sufficient meditation. In areas with particularly large deposits, you may even be visited by the avatar of the local planetary goddess herself. In future worlds you may find yourself making similar connections with the bones of the worlds you visit.

Shout heard round the Galaxy -600cp I know I said you had Telepathy, but man. With this perk your range for sending encompasses the entirety of known space, approximately twenty nine star systems of

indeterminate distance. Any sensitives within your range can hear you should you put your all in to sending a message. It could be used to send out a signal to attack to every psionicist in the region, or a warning. Sadly receiving range is based on the strength of the sender, though your sensitivity is high enough you can hear even the weakest rank of telepath at more than double their usual range.

Technician

Technological Underpinnings -100cp You are more than just conversant with your people's tech, you are fully capable of recreating most of the more important bits from scratch. Energy sources, converters, computers, crystal memory, whatever unusual tech your race has developed you have been educated in to the point you could build the tools to build the tools.

Universal Language -300cp You are not only able to recognize and repair your peoples systems but also with some study extrapolate the function of and repair Alien systems as well. You are well suited to creating devices using technology derived from multiple species and adapting existing systems to communicate with and use alien technology.

Spark of Creation -600cp Planetary AI controlling an entire society's access to technology and even augmenting their perception of reality? Sure you can build that, and it will of course be just as loyal as you like. You are capable of creating, or re-creating intelligent systems capable of developing into fully sapient virtual intelligence. They will never be prone to neurosis or "mental illness" of any sort and though they may share your sense of humor, will never deliberately harm those under their care.

Medical Professional

The Doctor is in the House -100cp Your ability to diagnose and treat a wide variety of ailments even in alien physiologies is remarkable. And once the opportunity presents itself, learning new therapies and methods will be simplicity itself. You learn any medical or therapeutic methodology far faster than normal. Simply glancing through a basic primer for a new alien species would allow you to quickly and easily comprehend the complexities of their biology and slot it into your current knowledge. With first hand examples and a dedicated trainer, you can reach professional level in their medical knowledge in an eighth of the time it should usually take without enhanced learning.

Genesculpter -300cp You are not only a doctor and scientist, you are a trained geneticist as well. You are able to read gene charts like others do novels. You can accurately predict the outcomes of changes you make to genetic sequences. You can also easily cross reference gene sequences in differing species to find common ground. You can enhance traits, amplify biological powers, and even create the ability to cross breed with other species. Whether you do this through individual manipulation or creating retroviruses is up to you. Any Virus you create to edit the gene sequences of a species will have a zero percent fatality rate, though low grade fevers are to be expected.

Aura Reading -600cp The healers of Shola can see and project Auras when working with patients. This ability is an expression of the ability to heal the mind, body and spirit as one. You too can see Auras should you try. You can also use the knowledge you gain from doing so to tailor your treatments to your

patient to ensure their mental and spiritual well being are maintained even as you heal their body. Any therapy, magical or mundane you use to work with the mind or spirit is now much more effective and you will find even healing one aspect of a person will slowly heal all three.

Racial Perks

Retractable Free Sholan (Sholan Only) Sholan Fingers are retractable into paws, so are their claws on hands and feet, as are the male genitals. Everything can be tucked away for safe keeping. Should you choose to you can apply this to any Alt-Forms you may have. Either adding fingers to Paws, or making certain appendages and claws retractable.

Telepathy -100cp (Free Guild Trained telepath) Some members of your race have the ability to communicate using only their minds, and now so can you. Without training this ability can seem to be little more than intuition and empathy, but with the proper practice, and schooling you can carry on conversations, or even share memories, completely in your mind. Must take Touch Telepathy Drawback.

Wild psionic Talent -100cp Discount Warrior (Human and Sholan only) You have one of the non-telepathic psionic talents, whether it be true empathy, psychometry, energy healing, astral projection, far viewing, telekinesis, a danger sense or some other minor talent, it is surely useful, and with training and practice will surely grow in strength and utility.

Cold Blooded (Valtegan only) -100 While technically not cold blooded, you have a surprising level of control over your body heat. Your reptilian ancestry allows you to control how quickly you lose heat by restricting blood flow to your skin. When still you are able to fade into the background and thermal sensors have great difficulty distinguishing you from background heat. This control can be used irrespective of your form in future jumps.

Autonomic Control (Valtegan only) -200cp Through training and meditation you have unlocked the ability to completely control your Autonomic Nervous system. The subconscious and instinctive reactions of the body are at your command, produce your bodies natural biochemicals on demand, Adrenaline, serotonin, pheromones, Control your heartbeat, respiration, reflexes and even vascular dilation. Can be used to go into a healing sleep similar to hibernation that dramatically increases the rate at which you recover from any injuries. Can also be used to contain and counter drugs and poisons in your system.

Healing hands (Human and Sholan) -300cp You have one of the rarest of psionic Gifts. The ability to accelerate healing in others. With an application of will and a gentle touch you can dowse the body, sense illness, injury, even poisons and with your own energies heal what has been hurt. This does use some of your patients energy as well, so they will need food or an IV if the healing is intense. You cannot spark regeneration in species that do not naturally have that ability with just this power. You can however accelerate the effects should someone possess it.

Items

Telepathy Suppressant drugs. -100 (Free Telepath, Medical Professional) These pills (Or Hypo-spray your choice) nearly completely suppress telepathic ability in most lifeforms. They allow for close contact situations without causing distress to a sensitive. They can only be taken regularly for a week at a time safely. They can, short term, be used to suppress the side effects of a delayed Leska Bond day.

Jeggett -100cp This ferret like creature has a very fluffy squirrel like tail. It is quite telepathic and empathic. Jeggetts can sense intent and never fall for traps. This one has decided you are it's companion and will happily allow you to care for it. Similar in intelligence to a dog or cat (or ferret) it does not send words, but concepts and images when communicating mentally. Despite their normal lifespan this Jeggett will manage to survive and thrive for the duration of the jump, and should the worst happen, it will reappear in your warehouse the next day, none the worse for wear. Should you already have a similarly sized animal companion you may import them to gain an alt form, as well as Empathy and Telepathy.

Isolation Suit -100cp (Free Valtegan) Not only does this nifty anonymous suit keep your identity, and race secret, it also prevents any trace of your personal biochemistry or pheromones from being detected. The moment you put it on all evidence of you is eliminated as though the suit was scrubbed. As an added bonus this stylish and comfortable suit complete with mirrored visor acts as a biological filtration system preventing any form of contamination. You don't even have to go through decontamination- it's self cleaning. It will also act as a pressure suit when exposed to vacuum, but has a limited air supply when not using the re-breather filter, I wouldn't recommend spacewalks lasting more than thirty minutes or so.

Star Charts -100cp (Free Technician) This accurate series of charts come in whatever format you prefer and depict the extent of known space. That is known to the Author, not any particular faction. Any area, planet, or system where anything in any of the Sholan Alliance books occurred is clearly depicted and can be navigated to. Assuming you have a way to get there that is? In subsequent jumps this set of charts will be appended with new star charts describing the local points of interest. Sadly, it does not help find undiscovered garden worlds, just planets and systems mentioned in the narrative.

Scout Ship -200cp (Discount Scout, Warrior) This small scout ship can hold a crew of nine easily. Though the crew quarters are small, the showers are luxurious and come with excellent drying systems. Designed for a human sized species with rather thick fur all over, the shower heads can be controlled to any setting from rain to massage. Though light on weapons, it also has an excellent sensor suite and is as maneuverable as the Millennium Falcon. The Ship can hold enough supplies to keep a crew fed and watered for three months at a time without resupply. The Medical bay has enough drugs and first aid supplies to handle most emergency situations. It even has a supply of Telepathy suppressors. Post Jump these supplies are suitable for whatever race you choose and restock automatically when the ship is docked.

Cold Sleep Pod -200 (Discount Medical Professional/Technician) This technological wonder is far more reliable than the Pods used by the original human colonists. After all one in three of them died due to pod failure. These pods are capable of completely suspending the life signs of the occupant without

allowing their minds to even dream during the interim. Even if the occupant was a hairsbreadth from death when it is activated, they will survive to be decanted. Though their survival after that depends on what medical care they receive. By default it will appear in your warehouse, but can be deployed in any ships you own as well.

Stasis Box -200 (Discount Technician) whether a device for shipping perishables, or an object of worship this square platform is capable of generating a friction-less force-field surrounding it. Anything inside the opaque field is held in complete stasis. Thousands of years can pass and when the device is turned off, nothing inside will have changed or have been affected by any movement it was subjected to while on. This one is empty, but I heard there was one out there with a weapon feared by the Valtigans to the point of being worshiped, or at least praying it is never released. The Field is a rectangular solid one meter by one meter by three meters to a side.

Sleep Learning System -200cp (Free Hybrid, Discount Medical Profesional) This system was used heavily on the Prime world to educate and indoctrinate fast grown clones. The system can be used however to quickly impart skills and knowledge to anyone. Each purchase comes with a single sleep bed with an interface, and a device to create programs.

Cloning Tanks -400cp (Discount Medical Professional) This set of twenty Growth tanks require quite a bit of technical know how. But once you get them going, with tissue samples or fertilized eggs they are capable of producing accelerated growth clones/children that can reach adulthood in months rather than years. Should you so choose you can “decant” the children at a younger age. Each tank comes equipped with a sleep learning system as above, though the training is all mental and does not impart reflexes or muscle memory. Children or Adults produced using the tanks are not prone to rapid aging once removed and have a normal lifespan for their race. Should you decant a human fetus after “nine months” for example it will be indistinguishable from a normally conceived child. The tanks scale to the size of the sample placed within. Should you for example have T-Rex cells it would be possible to create a fully grown adult without damaging the tank.

MUTAC -400cp (Discount Warrior) What do you mean this isn't Voltron? I know that. It's a MULTi Terrain Armored Carrier... This giant robot feline is designed to mimic the anatomy of the Sholan race, but walks — or runs — on all fours. It has jets on each leg and can be used in a HALO drop. Armaments are explosive and guided missiles, and a top mounted beam weapon. It's capable of standing upright and using its clawed feet to pull down structures. All in all, it's a useful piece of hardware, designed more for back up and inspiring terror than heavy fighting. The Prototype was slow and clunky, but this baby has been modified by the Toubians and handles like a dream.

The Khalossa -600cp (Discount Technician) Or at least a close facsimile thereof. While not quite a battleship, this very large vessel is capable of carrying an entire squadron of scout ships. It has a large park like forested area and both military and civilian quarters. A Diplomatic vessel, it's ambassador quarters allow for the environments to be tailored to the needs of many different species. From gravity, to light and even atmospheric composition. Normally this ship would have a crew of hundreds, it is after all a capital ship, but this one seems to be automated and comes with a crew of maintenance droids that

keep things ship shape. Sadly the droids cannot be re purposed for fighting, you'll need a real crew for that.

Companion Imports

You may freely recruit any local you meet to join you after the Jump as a companion, assuming you can convince them to go.

Leskas always come in pairs. Should you recruit a Leska Pair, their bond will no longer require "Bond Days" every five days. Though they can initiate those days at will. They count as a single companion for import purposes in subsequent jumps and split the power of any perks between them.

Leska -100 (Requires Telepathy) Choose to import a companion or create a new companion. They, like yourself are a telepath. They get 800 points to spend in this jump on perks and Items. The two of you are bonded on a level few can understand. They accompany you on all subsequent jumps barring jumps that explicitly ban companions. In subsequent jumps there is no cost to import them and they get a discount on any background and race you choose. **Must Take Leska Bond Drawback.**

Sword-Brother -100 (Warrior Only) Choose to import a companion or create a new companion. They, like yourself are a Warrior. They get 800 points to spend in this jump on perks and Items. As they have sworn blood oath to you, they will remain loyal no matter what path you choose. In subsequent jumps they will import into the same background as yourself if able.

Ships Crew -200cp Import up to eight of your companions each with 600 points to spend on perks and Items.

Drawbacks

Touch Telepathy +100 Whenever you are touched, or touch someone without preparation you feel their mind and any thoughts or feelings on the surface. With meditation and practice you can reduce this sensitivity. However, someone with a strong thought or feeling such as anger or hate touching you can feel almost like a physical blow. Post jump this is completely under your control, but touching will enhance any telepathy or empathy you have.

Arranged Marriage +100/200 You are engaged to be married, your future spouse is not only not of your choosing but is quite the opposite. He/She is of a wealthy background and has important political connections. For one hundred points they cannot be killed, they are immune to any form of mind control, and will do their best to have you make them the focus of your world. Should you have companions, or gods forbid a Leska, they will make themselves hated by all of them immediately. For two hundred points the Marriage will go through despite any measures you take to prevent it unless

your preferred partner agrees to a duel with them to the death. Circumstances will then ensure the match is fairly even.

Alien Biochemistry +100cp For some reason your body treats certain foods and beverages as though they were alcohol or aphrodisiacs. Sholans should not drink coffee to excess nor should they eat chocolate for example, but in your case you have a similar reaction to certain foods native to your race rather than alien foods from alien worlds. If you aren't careful who knows what could happen?

Xenophobe +100cp You are a Racist, or is that Speciest? Pick an alien race (other than your own), you have an irrational hatred of them as a race/species. You find it nearly impossible to judge a member of that race on their own merits, and instead perform whatever mental gymnastics are required to ensure they fit your mental mold of how awful they are. May be taken more than once choosing a different race each time. Good luck making friends here.

Weaker Twin +100cp You are the younger sibling to a twin. They lack any of your powers and abilities. Indeed they are perfectly normal in almost every respect save one. They have no sense of pain. Indeed whenever your twin is injured, you experience all of the pain and anguish they should feel, if the injuries are severe enough, you might even develop phantom wounds that weep blood yourself. Hopefully you can instill in them a sense of self preservation.

Grade Five +100cp (Requires Telepathy or Wild Talent) The extent of your ability is fairly small all things considered. The Protagonists of this setting are all Grade 1. Five reduces any psychic powers you have purchased here, or have from other settings to "Street level" You aren't going to be feeling the minds of people half way across the Galaxy any time soon. You're lucky if you can get a sense of the minds of people within twenty feet of you, If you focus you might be able to touch the mind of a single person a football field away, but unless they are sensitive too, you won't be able to do much. Forget about Mind Tricking them. It's just outside your weight class. Think Jean Grey when she was being Nerfed by the Professor.

Brotherhood Contract +200/400 Whether it is due to your race, having a wild talent, or simply pissing off one of the Guilds, the Brotherhood of Vartra has a contract on your head. For two hundred points they will evaluate you for mental stability (and may attempt to "recruit" you should you prove interesting), failing the evaluation will result in an attempt on your life. For four hundred points the contract requires your death. Their agents are highly trained and many possess various wild Psychic talents of their own.

Leska Bond +300cp Requires Telepathy, Choose a willing telepath, for the duration of this jump your minds are constantly connected and the ebb and flow of their thoughts and emotions is a constant companion. Every five days your minds synchronize and you must spend twelve hours in isolation together or suffer symptoms similar to a hangover which get progressively worse eventually leading to hallucinations, brain hemorrhaging, and death. If your Leska is completely unconscious and in a state of suspended animation, you may survive, but the withdrawal symptoms of losing their connection will be debilitating.

Atavistic Terror +200cp (Valtegan Only) Your race has long memories, in ancient times something horrible happened and now you react with terror at the sight, scent, or even feel of a Sholan Mind. Without extensive training, willpower and supreme self control you will be unable to function rationally around members of the Sholan Alliance. The very air makes your flesh crawl. Are they warping your mind even now?

Experimental Implant +200 (Requires Telepathy or Wild Talent) You were experimented upon at some time in the past. There is an implant in your brain that has damaged the portion used to control or access any psychic ability (from this jump, or a previous one). Any attempt to use any psychic or psionic abilities result in pain and nausea to the point of being unable to perform. No method you have access to will allow the implant to be removed. Should you befriend the Cabbarans or the TeLaxaudin, they might be able to remove it, but doing so will likely not result in a restoration of your ability before the last year of the Jump.

Fell their Pain +400 Whether through accident or fighting you feel the pain you cause others as though it were happening to you. Most Sholan telepaths have this problem. Those with Leska bonds to Humans do not. Unless of course you take the drawback, then the pain affects you and your Leska as well. This makes it rather difficult to fight for example.

Under The Eye Of The Camarilla +400 Ancient empires come and go, but the Camarilla is forever. This organization has been responsible for the uplifting of many species across the galaxy. Their grasp of Psionics, genetics, and engineering is such that they have pulled the strings of “lesser races” for thousands of years. You have caught their attention. Their agents are in place throughout the known worlds and their surveillance network is legend. They have even bound Avatars and planetary deities to their whim. Hopefully you don't cross them.

Ending

Go Home, Return to the world of your birth.

Stay, This is your home now.

Continue Jumping, The wild geese are calling.

Notes on races of the Galaxy

<http://www.lisannenorman.net/>

Valtegangs are divided into three castes. Warriors, Intellectuals, and Workers. There are also sterile Drones. This was artificially induced in their race millenia ago by their then Empress. Some females of the species are capable of Telepathy and other Psionic gifts. This eventually resulted in a Coup wherein all the telepathic females were captured and drugged into submission. The current state of affairs on Valtegan worlds is variable. The worker planet is mostly peaceful and agrarian, females and males are

equal, though matriarchs tend to rule (no one pisses off mom) The Two Warrior planets are ruled by males and most if not all females are kept drugged and isolated. They are considered feral, dangerous, and unintelligent by most. On the Prime world, home to the Intellectual caste The sexes are equal, but females are unable to give birth due to a plague long ago and so must use birthing tubes to continue their race. No trace or evidence of Psionic powers have been noticed in centuries, but that may have been lack of training.

The Sholans were once, over a thousand years ago, enslaved by the Valtegan Empire. Their telepaths were captured and used as slaves with the same control collars used on the Valtegan Females. Eventually they rebelled and destroyed much of the Valtegan Fleet. This resulted in the breaking of the Empire and the fear the M'Zullan Valtagans feel toward the Sholans. The second moon of Shola was damaged by the destruction of the Battleship in orbit and the resulting cataclysm caused a hard reset of their culture. They have been space-faring for over three hundred years now though they have no concept of Archeology and have forgotten their past. The Telepath's guild has discouraged any investigations into history as many blamed them for the Cataclysm at the time.

The Chemerians are an arboreal, somewhat paranoid species. They're small in stature with large ears and eyes. Being light gravity worlders with feet equipped for gripping branches, they need assisted locomotion when off their world. From their position of paranoia, they see the Sholans as potential rivals for the worlds they wish to exploit and colonize. In fact, when they first met three hundred years ago, a series of wars erupted between the two species. This lasted some fifty or so years. So when they met the Sumaan two hundred years ago, they hired them as mercenaries and personal bodyguards for those of their species brave enough to venture into space. They also funded the production of Sumaan craft or leased Chemerian vessels to them – at vast profit to themselves, of course – and brought them into space to counter the presence of the Sholans.

Sumaan: are reptilians six feet tall with long tails and long, mobile necks. Because they come from a heavier gravity world than the other three species, the Chemerians don't see them as a threat to the lighter gravity worlds they inhabit. They are the mercenaries of the Alliance and are known as much for their dependability as their tendency toward heavy-handedness when policing activities within the Alliance. If it's known the Sumaan are going to be involved in a dispute, everyone thinks twice before continuing!

The Touibans: are about four feet tall and travel in a swarm of six males. They talk in high, trilling voices as well as communicating by scents. They live at a faster rate than us so watching them move tends to give one motion sickness. They love bright, garish colors and adorn themselves with an abundance of gold jewelry. Their Females are indistinguishable from the males to an outside observer, and also travel in swarms of sixes. A swarm of twelve is a family unit.

The Cabbarans The Cabbarans are quadrupedal vegetarians with a knack for Jump navigation and "Cabbaraforming," rather than terraforming, inhabited worlds, such is their ability they can even restore destroyed ecosystems and planets poisoned by alien chemicals. As navigators they work in septs of four with the U'Churians, to whom they become equally indentured as family. Both sides view the working

relationship very seriously. They identify their Family, Rank and Profession by the colored tattoos on their bodies. The top lip is long, almost prehensile, they have forward facing eyes, pale, sandy colored body hair with a stiff crest of dark hair running the length of the head and down the spine and across the shoulders and flanks. And they can be bribed with candy – by family members!

TeLaxaudin They are the insectoid tech wizards of the galaxy, with an arsenal of very dangerous weapons concealed in rings, bracelets and other body ornaments. They are the ones who created the artificial intelligence known as UNITY and the web through which they can talk telepathically with the Cabbarans – and members of the Sholan Alliance.

U'Churians: as a bipedal felinoid species, the U'Churians strongly resemble the Sholans, however they do not use their tails for balance, cannot use a quadrupedal gate, nor do they have various shades to their pelts, being uniformly black, with fur much longer than the average Sholan, the U'Churians are a cousin race, but have no memories of, nor ties to Shola.

