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Introduction

Just like Lifeshapers Volume 1, Volume 2 was written with two purposes in mind. One was to expand on information on the Thahazi and their organic technology. The other was to provide new rules for using and creating organic technology, which could be applied to other campaign genres, fantasy, modern, or future.

For those of you who don't have the Center Space Basic Rules and/or Lifeshapers Volume 1, the Thahazi are a race of parasitic creatures bent on the assimilation of the entire universe in their Collective. Their entire culture is based on the use of organic technology and genetically created or altered life-forms. Using this technology the Thahazi once enslaved the known galaxy. The Basic Rules provides some simple rules for creating organic tech (more commonly referred to as living tech in the Center Space) as well as some example technology. It also gives a few examples of the monstrous living constructions the Thahazi used to conquer the galaxy. However, for something that was such an important part of the plot, the rules and examples of technology were extremely limited. Part of the reason was that I wanted to maintain a sense of mystery around the Thahazi; I didn't want to give out too many details. But the main reason was, like Lifeshapers Volume 1, lack of space. This book, however, allowed me to go into as much detail as I wanted (or at least as much as I could think of).

Lifeshapers Volume 1 expanded the Center Space universe into the next 50 years; the Thahazi have somehow returned and the Pank have fled Earth, and the MDC has become more powerful than ever before. In that book I was able to go into detail about this expanded timeline, as well as a more complete history of the Thahazi and Pank. But again, due to constraints of space and time, there was a lot left out. Therefore this book provides:

- Descriptions of the 26 inhabited worlds around Earth, and a map of the area.
- Ideas for adventuring in different time periods (such as before the Thahazi Occupation).
- Descriptions of Thahazi Space and their complex Tunnel Systems beneath the Earth.
- Thahazi encounter tables.

And like Volume 1, suggestions for running adventures in other games and/or genres (e.g. fantasy, modern, etc...) are given, especially with the aspects of this book that are unique to the Center Space (e.g. Masau'u energy). Again this book is not only a Center Space book, but a supplement for any campaign world full of suggestions of how to implement fantastic organic technology in your game.

What is living tech?

Well in the "real" world organic or living tech is the result of complex genetic engineering. A quick search on the internet for "biotech" will reveal the latest living technology. Scientists have manipulated the DNA of organisms to create glowing pigs, fish, and flowers, as well as organic steel-- super strong organic material based on the structure of a spider's web.

The Center Space, and other science fiction worlds, take this a step or two further. The Thahazi built their entire technology on biotech. Like in the real world they started with selective breeding, then moved on to grafting, and from there to cloning and eventually even manipulating DNA itself. But over thousands of years, the Thahazi perfected this technology, and learned to create life from the DNA up. Organic structures and materials were first created, and from weapons and vehicles. Eventually they even became able to create living weapons capable of producing bursts of highly concentrated energy and space faring organisms capable of transporting the Thahazi across the cosmos.

CENTER SPACE LIVING TECH

There have been several changes from the rules for creating living tech that were given in the Basic Rules. The most drastic being that of creation feats. In the Basic Rules special "creation feats" are needed to create and manipulate living tech. These feats acted like other creation feats in other d20 games used to create magic items, i.e. they cost XP. In other games this is done to preserve game balance. I realised though that such rule was unnecessary in the Center Space; the reason being that the use of living tech already carries enough disadvantages. First of all using living tech is taboo on most worlds: Characters caught using it would be ostracized at best. Also characters using living tech risk corruption of their genetic structure, possibly causing weakness or mutations.

Also a new concept, called "protolife" briefly introduced in Lifeshapers volume 1, has been introduced. Protolife is the bases for all Thahazi technology. It is something like an organic soup of cells with complex DNA capable of re-forming into virtually any type of cell. With protolife, the Thahazi were able to grow creatures in special chambers, which are themselves living organisms, much faster than nature would allow. Protolife then provides a plausible reason for the creation and control of fantastic living technology and a unifying concept for that technology. It also makes the living tech of the Thahazi fundamentally different from the genetic engineering of other less advanced races and adds one more

Center Space Universe: Whether they are called Demons, Devils, the Dread Thahazi; the Thahazi are hated throughout the galaxy. They are one of the few remaining Elder Races in the galaxy, achieving sentience over 500,000 years ago, and over thousands of years, they developed a vast "Collective," spanning across hundreds of worlds.

The Thahazi built their empire using organically based technology. They assimilating worlds, altering its ecology and organisms to fit their own needs. With each world conquered, the Thahazi were able to add to their own DNA pool, called Protolife, and in this way advancing their organic technology.

There were two high points (and quite possible a third in the near future) in the history of the Collective. Both times they were on the verge of becoming the rulers of the entire galaxy, and both times they were defeated.

The first of these was around 50,000 years ago, before the child races (Human, Siduri, etc.) had arisen. Their continual expansion and their quest for the legendary Masau'u had led the Thahazi Collective to the outer rim of the Alliance, and even as far Nimahnse space. There Collective now covered over 100 parsecs, and the Thahazi remained undefeated. An ancient race, the galactic stewards of the time, known to Xenists as the Annunaki, had remained completely uninvolved; they were only warned keep away from still developing "child races." However, the overconfident Thahazi ignored the warnings, and their search for the Masau'u brought them dangerously close to Earth space. This action alone could not be tolerated. The Annunaki slaughtered the Thahazi, and forced them to retreat to their birthplace, an area of space spanning only a few parsecs. The Annunaki then forbid the Thahazi from expanding, with threat of genocide.

So it was there the Thahazi remained, asleep for the next 50,000 years, that is until their accidental discovery by an Alliance colonial vessel. This discovery brought the death of the unfortunate colonists and unwittingly awoke the Thahazi to a new galaxy, one now ruled by the Child Races. But the Thahazi were quick to discover that the Annunaki had mysteriously vanished thousands of years ago...Now no one would protect these "children."

Now with no foreseen enemies, the Thahazi proceeded to once again expand their Collective, and continue their search for the Masau'u. Patiently and slowly they infiltrated Earth and the Alliance worlds by possessing their leaders and military. By the time the Thahazi were discovered, they had already found the Masau'u and proceeded to use its energy to launch a full invasion of all worlds.

The Thahazi conquered the known universe and continued to occupy Earth and other worlds, for 300 years. During this time they assimilated worlds, altered ecosystems, and used the Masau'u to experiment on certain life-forms; all in an effort to create their Super-Thahazi.

The Humans of Earth were the main object of their

Masau'u experiments but, instead of creating a Super-Thahazi a race of genetically unstable mutants was created, now known as the Pank. Thahazi first made attempts to genetically merge Thahazi and Pank but as a result of the "merge", many Thahazi began to feel sympathy for the creatures. This in turn started the first separatist movement in Thahazi history.

Those "Awakened" Thahazi joined the Pank and went on to create a new nation, culture, and religion of their own. Of course the Unawakened Thahazi did not simply let them escape, and every turn met with Thahazi oppression. For over one hundred years they fought one another until, the Thahazi were finally defeated and banished to a small planet in the Dead Space. Presumably, gone forever.

After the Occupation ended, Awakened Thahazi continued to live side-by-side the Pank in harmony on Earth. But at the same time, the Unawakened plotted their return. And finally, 100 years after their defeat, the Unawakened found a way to create their Super-Thahazi, and returned to Earth...

The Thahazi have returned in a new, more powerful form, referred to the Pank as the Chindi. Exactly how the Thahazi is still a mystery, as is how much they have actually infiltrated Earth, but the Pank have little doubt that it is they who were behind the military coup of the MDC and Church of Science. The new leader of the Church, Zorem is in fact a Chindi. And it is the Chindi who have enslaved millions of Pank and Humans, using some for their zombie army, and others to breed more Chindi.

Physical Description: The Thahazi form is essentially a nervous system, having evolved from parasitic crustaceans. By themselves they are capable of only limited movement and sensing, and are incapable of manipulating tools. Thahazi therefore must use a host body. By possessing other creatures and taking over their nervous systems, combined with their extensive knowledge of genetics, the Thahazi were able to create a vast Collective, spanning hundreds if not thousands of star systems.

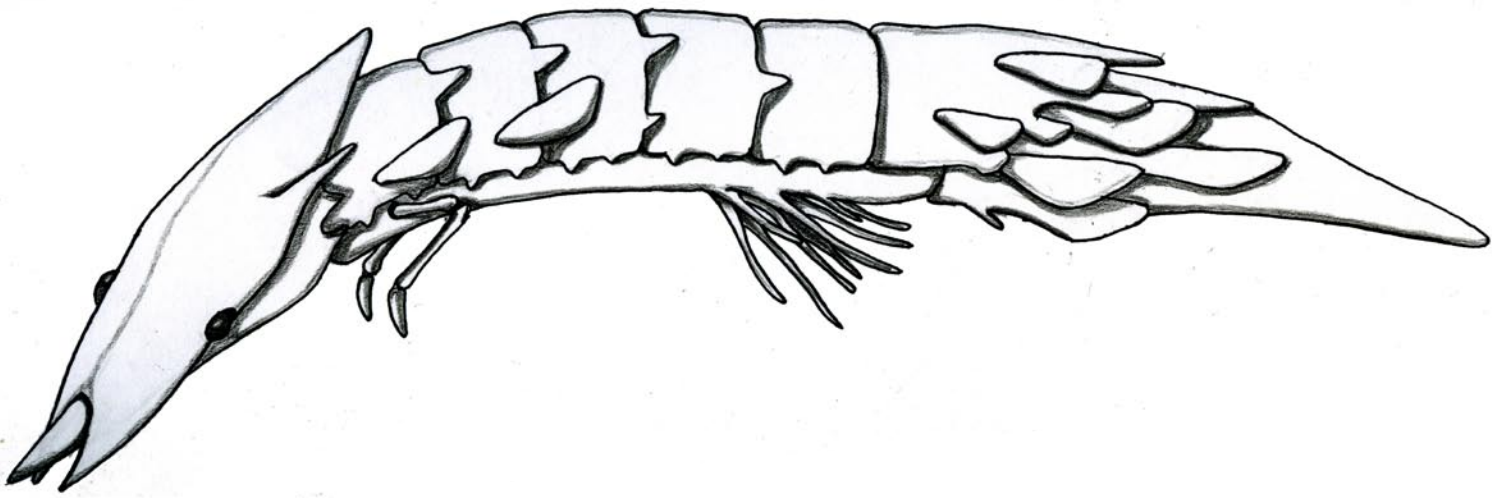
Relations: Most races involved with the Occupation, with the exception of the Pank, hate the Thahazi. Awakened Thahazi hold a special place in Pank society and are almost worshiped, but even Pank hold the other, Unawakened Thahazi, as enemies.

With the return of the Thahazi, the resulting diaspora and the new alliances formed, Thahazi relations have changed somewhat. Before the diaspora and establishment of the Allied Worlds, the Pank guarded the Awakened in secret. Few if any non-Pank knew that there was Thahazi left on Earth. However, now that relations between the Ka'Ubla, True Church, etc., have become more intimate, the Pank's policy of secrecy and inclusiveness has been abandoned. This has had positive effects in some ways, and of course negative in others; for although it has brought them many new alliances, because the galaxy is now aware of their "Thahazi collaboration," it has also brought them new enemies.

At present, League worlds (for the most part) have ac-

Thahazi

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+0	+2	+1 Int, Electrical Shock 1d6+1
2	+1	+1	+1	+1	+3	+1 Int, Blind Sight 10 ft.
3	+1	+1	+2	+2	+3	Hide Mind +6, Possession +2 DC, Electrical Shock 1d8+1



cepted Awakened Thahazi as allies, although many individuals still carry distrust. Hatred of all Thahazi among Homo Psionic and Alliance worlds have grown exponentially, however (which is ironic seeing that in actuality they are being ruled by Thahazi). According to MDC and Alliance propaganda Pank and their allies are all in conspiracy with the Thahazi to reconstruct the Thahazi Collective and conquer the universe.

World-view/Religion: "Religion" among the Thahazi depends on faction. Awakened and Unawakened are quite dissimilar. Awakened share the same beliefs and outlook as their Pank allies; although they do seem to have a profound sense of sadness and guilt. Thahazi memory is passed genetically, so these Thahazi are born remembering every horrible crime their race has committed. (This is something that every Tahnei must endure during their joining.)

Unawakened on the other hand, have not changed much. They still see themselves as gods, destined to rule the Universe, or more accurately, to cultivate the Universe.

Family Structure: All Thahazi, Awakened or Unawakened, raise their young in a similar fashion. Thahazi live communally, having no relations resembling marriage-- traditionally living in groups of 200-300 Thahazi. They are hermaphrodite, beginning life as male and eventually turning female later in life. Those that turn female take turns laying eggs. Their mate is chosen by the community. Two months after fertilization, the "female" lays eggs, which are raised communally. They also seem have no concepts such as mother and father.

This works the same way in Pank sanctuaries, only on a smaller scale than before. A sanctuary usually contains 10 to 20 Thahazi. Like their ancestors, the Awakened take turns mating and laying eggs. However, the Pank Caretakers now help raise the young Thahazi.

Thahazi usually live to around 250 to 300 years old.

Organizations: In the past the Thahazi were all members of one Collective, which assimilated worlds and life-forms to suit their needs. During the Occupation this all changed. It is not known how the Unawakened in the Dead Space live but those that have returned to Earth, now work secretly as part of the new MDC/Church Empire. The Awakened Thahazi live as respected members of the Eight Pank Nations.

Names: The Thahazi's language is based on subtle electrical signals. They also have a symbolic written language consisting of thousands of symbols. Each Thahazi has one name. Like any other "word" in the Thahazi language, each name is represented by a symbol and electrical signal. When Thahazi take a host body, they usually take a temporary name suitable to that organism. Awakened Thahazi usually go by Pank translations of their given names. These names refer to the power and strength of the Thahazi. However, while the Unawakened wear these names as a badge of honor, the Awakened continue the tradition only to remind them of their horrid past. Common names are: "Lifemaker," "Mother to all," and "Over the Gods."

Role Playing: Playing a Thahazi is difficult. The only reasonable classes available are Ahlok'set, Engineer, and Psychic. Thahazi characters must first choose between Awakened and Unawakened, although an Unawakened would not be very likely to join an adventuring party unless it planned to kill or possess them.

Awakened generally only leave their sanctuary if they will become a Tahnei, which wouldn't make a very interesting character. However, following the diaspora the Nations have been constantly developing new strategies, and it is possible that a tribe may send out Thahazi as spies, taking their enemies' bodies as hosts.

Other Campaign Worlds: Thahazi make a much better villain or monster than a character race. Thahazi can be adapted to any campaign world as some sort of "parasite" alien and/or monster. They could be alien invaders, or the strange creatures lurking on the outskirts of civilization, waiting to prey on incoming players.

GMs with campaigns without the Lifeshaping skill may want to change the bonus to a skill that fits their "parasite," possibly Stealth or Survival.

Thahazi Racial Traits

- Thahazi gain a +2 to Intelligence and a -6 to Strength, Dexterity, and Constitution (minimum of 3). If in a host body the Thahazi only takes a -2 to Constitution and no other ability penalties.
- Thahazi are Tiny size
- **Electrical Shock (Ex):** Thahazi can release a powerful electrical shock once per round. The shock can be used while within a host but will do double damage to the host. Damage 1d4+1, touch, Fort DC 10 +1/2 level for half damage.

Chapter Three: Life Shaping

Life Shaping is the ability to create and/or alter the very structure of life. In the Center Space universe, it was a technology first developed by the Thahazi, which they used to conquer the known universe. After their defeat, use of the technology was adapted by the Narod and later by the Church of Science under the rule of Zorem.

There are basically two types of living tech: Protolife living tech and non-Protolife living tech. Without the use of Protolife, not only is the complexity of the technology limited, but the time to create and grow the tech is greatly increased. Generally, only mutations, simple living tech, and hybrid tech can be created without Protolife (see table below).

Encountering Living Tech: When living tech is encountered, if the character wants to use or determine the nature of the tech, they must identify it, using the Academics (Thahazi) or Lifeshaping skill (See table below.) With a successful check, the character can identify it and know its basic features.

In the Center Space simple living tech is fairly common and therefore easy to identify. Determining whether it is made from Protolife, however, is more difficult (DC 15). Hybrid tech can be identified by an Academics (Technology or Narod) check rather than an Academics (Thahazi) check; determining whether it is Protolife based is DC 20.

Note that in the Center Space universe any tech above simple is rare. The Church has recently begun manufacturing various forms of living tech but they guard it vicously. Some tech has leaked into the black market though.

Using Living Tech: The next step is attempting to use living

tech. Non-protolife and Protolife that does not directly touch the skin (see individual descriptions for details), can be used normally as any other piece of technology. Protolife tech that does touch the body is referred to as *invasive*. (Most simple living tech are non-invasive.) For Protolife based mutations, see the Biotech section below.

Using Invasive Protolife: One cannot just use Protolife; as it is partially parasitic, it feeds off the user. An unprepared and/or weak user will find themselves slowly weakened as the Protolife begins to graft itself to the body. There are two ways one can go about using Protolife. One is by bonding (making a Lifeshaping check) and the other by resisting the invasive nature of the Protolife (making a Fortitude save). *Resistance:* The character can attempt to resist the parasitic effects of the Protolife. Every time the character uses the item they make a Fortitude check (for DC see individual entries). If its effects are constant, a check is made once per day. If the character fails the save, one point of Constitution is lost. If the character refrains from using it for one week, (or is healed by other means) their Constitution recovers naturally. Also, the character cannot use any features of the Lifeshaping skill such as *boost* or *repair*.

If the character continues to use it for a long period of time (more than once per week for one year or level) they add a +5 to the DC and their body risks mutation. Failed saves now mean that the character receives one superficial mutation (resulting in a -1 to Charisma in addition to the Constitution loss). Examples of mutations include: colored splotches, strange horn-life growths, and hair loss. These mutations should provide no game effects other than their ugliness.

Bonding: The other way to use proto-life is to bond with the tech.

Living Tech Type	Identify DC	Invasive?	Required Feat	Manufacturer
<i>Protolife not required</i>				
Mutation (or protolife mutation)	N/A	see text	Biotech or Manipulate Protolife	Pank, Church, Thahazi
Hybrid tech	10 (20)	no	Biotech or Manipulate Protolife	Pank, Church, Narod
Simple living tech (plant or bug)	5 (15)	see text	Biotech or Manipulate Protolife	Pank, Church, Narod, Thahazi
<i>Protolife required</i>				
Living augmentation	25	yes	Augment Life	Church, Thahazi
Protolife injection	30	yes	Augment Life	Church, Thahazi
Living weapon	25	yes	True Lifeshaping	Church? Thahazi
Living construction: sentinel	20	no	True Lifeshaping	Thahazi
Living construction: walker	25	no	True Lifeshaping	Thahazi
Living construction: vessel	25	see text	True Lifeshaping	Thahazi

1d6/1d6, DC 15)

Non-Detection: An item can be covered with a thin membrane to foil sensors. A -5 penalty is taken to all Surveillance checks when using a scanner or sensor to detect the given tech.

Senses: The item is augmented with the ability to sense its surroundings and aid its user. The following abilities can be added.

* **Intuitive Reflexes:** The weapon can act instantaneously in a dangerous situation. If it senses danger, i.e. an attempted sneak attack, it will automatically begin an attack. The character always receives a +2 to initiative when the weapon is readied and can always roll initiative in a surprise round.

* **Range Finder:** A range finder is attached to a range weapon, Range is increased by 1.5 and the first range penalty category is negated.

* **Combat Sense:** A +1 to attack and damage is gained when using this weapon.

Tentacles: This augmentation can be used in one of three ways. One, four or six tentacles can be attached to the hilt or handle giving a -4 penalty to disarm attacks. If placed on the end of a weapon, they provide a +2 to disarms and trips. A third use is for armor: A series of tentacles attached to armor provide a +4 to grapple checks.

Thorns: A series of sharp thorns are attached to the item. Those touching them take 1d4 damage. If placed on a melee weapon the additional damage is taken when the weapon is pulled out. Thorns will always grow back if damaged.

* **Retractable:** The thorns can be retracted at will but it takes one move action. If the item also has the Trap or Intuitive Reflexes augmentation, the thorns can be programmed to automatically come out; it takes only a free action.

* **Projectile:** If placed on a weapon, the thorns can shoot out, at a range of 30 feet. If placed on armor, the thorns shoot in all directions, requiring all within 30 feet to make a Reflex save or take 2d4 points of damage (+1 die for every size above Large). It takes 3 rounds to regrow new thorns.

* **Poison:** Same as the entry under Melee Weapon above.

Protolife Injection

Required Feat: Augment Life

Laboratory: Living Lab (level 2)

Creation Time: See text

Create DC: Protolife injections requires the Lifeshaping skill.

Cost DC: It costs no more than the cost of protolife to create an injection. Add the number given for black market costs.

Required Protolife: One protolife egg is required for one injection.

Nutrients: The injections are invasive and parasitic. They never need to be maintained with a nutrient liquid.

Description: An innovation of the Church, this is the only protolife based living tech not developed by the Thahazi. These injections are used in the MDC's elite security force unbeknownst to the Alliance. Getting a hold of such tech is extremely difficult, although it is sometimes sold by unscrupulous MDC or Church Scientists.

Protolife injections are liquidized protolife injected through a standard medical needle. Once injected, their use cannot be detected by sight. The effects of protolife last for one character level.

Protolife Needle: This is a small needle implant, usually implanted within an individual's arm or hand. It is small and retractable (Awareness DC 25 to notice, DC 15 when not retracted. The Biotech feat and a Medicine check is necessary to install (DC 15, time: 1 day). It can be used to administer offensive antibodies or poison. It will do one point of damage if used as a weapon.

Breathers: Breathers convert outside air or water into breathable oxygen for the user. This allows the user to breath underwater and in otherwise poisonous environments. Note: this does not provide protection against injected or contact poisons, only gas.

Cleanser: Cleansers protect the user from foreign bodies. This provides immunity to all disease and poisons. However, it will also reject any implanted cybernetics or mutations (unless the character is Pank). Characters with cybernetics or mutations using this injection must make a Fortitude save or Lifeshaping check (DC 20) with each attempt to use them. Failure means the character cannot use it, and also one point of Constitution is lost.

Enhanced Speed: The character gains a +4 to Dexterity and a +5 to movement. This can be doubled for 1d6 rounds; however, unless the character makes a successful Fortitude save or Lifeshaping check (DC 15) the character is exhausted. On a successful save, the character is fatigued.

Enhanced Strength: The character gains a +4 to Strength and Constitution. This can be doubled for 1d6 rounds; however, unless the character makes a successful Fortitude save or Lifeshaping check (DC 15) the character is exhausted. On a successful save, the character is fatigued.

Heightened Awareness: The character gains a +4 to Wisdom and Initiative checks. This can be doubled for 1d6 rounds; however, unless the character makes a successful Fortitude save or Lifeshaping check (DC 15) the character is exhausted. On a successful save, the character is fatigued.

Offensive Antibodies: The character's body produces microscopic organisms capable of effecting surrounding lifeforms. Microbes can be released 3 times per day. They can be released by touch to a specific target or at range to all organisms within a 20 foot diameter. There are five basic forms:

* **Flesh-eaters:** These microbes eat away at the flesh of nearby opponents. Damage: 2d6, Fortitude save for half damage (DC 16)

Injection	Create DC	Cost DC	Time
Breathers	25	+2	2d4 days
Cleanser	22	+1	1d4+1 days
Enhanced Speed	22	+1	1d4+1 days
Enhanced Strength	22	+1	1d4+1 days
Heightened Awareness	20	+1	1d3 days
Offensive Antibodies			
* Flesh-eaters	26	+2	2d4 days
* Brain-eaters	24	+1	1d4+1 days
* Dazzlers	20	+1	1d3 days
* Disease Incubator	24	+2	1d4+1 days
* Healers	24	+2	1d4+1 days
* Tracers	20	+1	1d3 days
Poison Fluids	25	+2	2d4 days
Regenerative	28	+3	2d4 days
Needle	15	10	1d4+1 hours

tech with mechanical technology. The Undead Manticore is therefore a Pank built cybernetic Thahazi Manticore. A Manticore can also use its two claws in combat (damage 2d8).

Type: Landcraft (Organic) Tech: Common Crew: 2 (12) Pilot/Initiative: +0 Maneuver Class: E Speed: 40 ft. Max Speed: x4 Fuel: 1000 miles (x2) Defense: 8 DR: 12 WP: 60 Restriction: III Weapons: 2 light laser cannons (front) Targeting: +2 Sensors: +10 (short, 200 miles) Cost: DC 43

Inktomi

Huge Living Construct **CR 8**

Hit Dice: 12d10 + 60

Damage Reduction: 6 **Regeneration** 2

Initiative: +9

Speed: 40 ft., 30 climb

Defense: 14 (-2 size, +6 natural)

Base Attack/Grapple: +9/+27

Attack: Claw +19 melee (2d8+10)

Full Attack: 2 claws +19 melee (2d6+10) + poison

Space/Reach: 15 ft.

Special Attacks: poison, secrete mucus

Special Qualities: living construction traits, spider climb, sensors

Saves: Fort +13, Ref +13

Abilities: Str 30, Dex 20, Con 20, Wis 14

Skills: Climb +18, Awareness +12, Surveillance +12

Feats: Improved Initiative

Sensors: 5 miles

Capacity: 2 medium creatures

Unlike their single-minded killing-machine brethren, are designed to be more subtle. While Manticore were the “tanks” of the Thahazi, the Inktomi collected creatures for the Thahazi’s genetic experiments and helped build their stronghold.

Inktomi are ten-limbed, eight-eyed insectoid creatures, resembling a cross between a spider and a centipede. Due to their spider-like appearance, they are called “inktom” by some after the mystical spider of Earth myth. Their most distinguishing feature perhaps is the two tube-like appendages protruding from their front. These appendages can emit a sticky mucus used to render their opponents immobile, making their capture easier.

Inktomi are each programmed with a specific purpose. Each drone designed to collect something different. Some are designed to collect samples of a species, while others are designed to capture a specific individual, or object. Still others were designed to follow Worms, using their mucus secretions to build tunnels for their masters.

Inktomi have been known to go after descendants of their preprogrammed prey due to similar DNA. Once their mission is complete, the Inktomi usually returns to a predetermined genetic laboratory, or where the laboratory once was.

These drones also feed through a small tube placed in the front of their head. They need to be feed with a special liquid once a week. Without this liquid, the Drone will live and function normally for one month, then simply shrivel and die like a plant if it can’t feed.

Mucus Secretion: A Inktomi can secrete a jet of mucus (Range 40 ft.). Those who fail their Reflex save (DC 17) will be encased in a hard cocoon. A creature trapped in this manner may attempt a Strength check every round to escape (DC 18) the mucus, until the poison kicks in that is. Poison is secreted from the cocoon every round. The trapped creature can breath, see (but not hear), and make use of psychic powers but otherwise not move. The mucus will dissolve naturally within 1d4 days.

Spider Climb: +8 to climb checks, climb any (even vertical) surface 30 feet per round.

Poison: Injury, Fortitude 18, initial damage paralysis 2d4 rounds, secondary 2d4 Dexterity + fatigue.

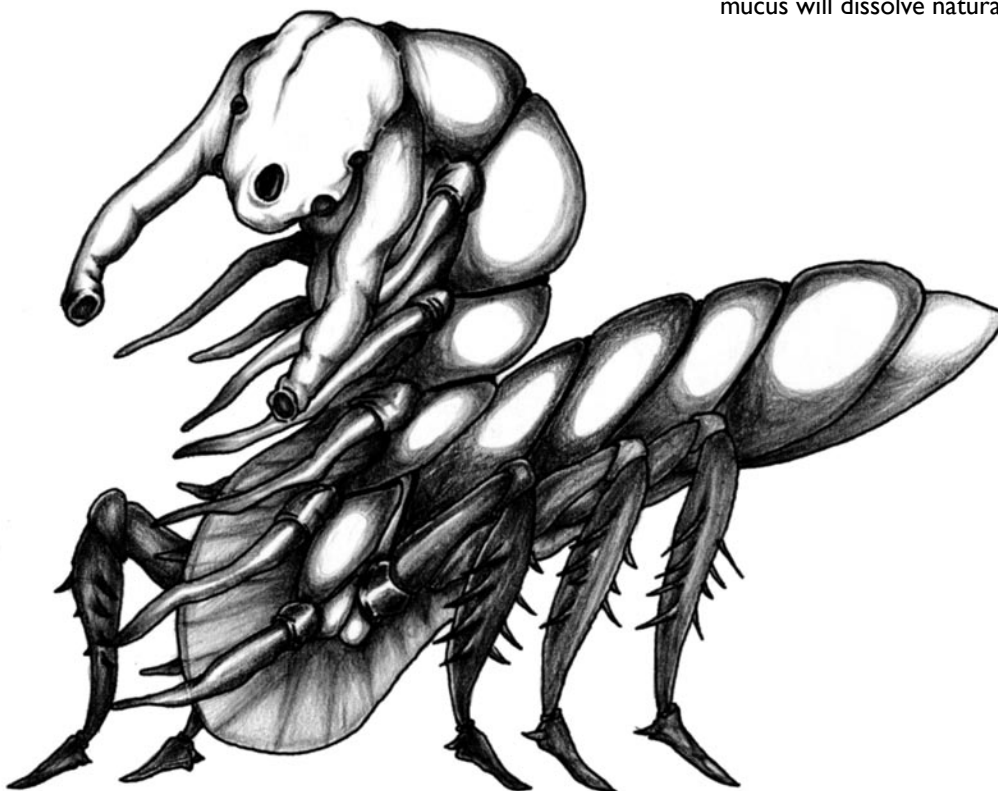
Other Alterations

Bio-electric Cannon: CR +1, Every other round. Damage 8d10, Range 400 feet, Ref DC 24 for half damage.

Bio-electrical Field: CR +1, All within 20 feet take 2d6 points of electrical damage (Fortitude save for half DC 18).

Gargantuan Size: CR +1, +4 to Str and Con, -2 to Dex, Tentacles 4d6, poison DC +2, +2 HD.

Energy Cannon: CR +1, Once every 3 rounds, 12d12 (DC 34) damage, with a range of 250 feet.



Undead Inktomi (tunneler)

Although not as common as the peacebringer, inktomi are also sometimes reanimated by the Pank. They are used to speed through the maze-like tunnel system of the Thahazi.

Type: Landcraft (Organic) Tech: Common Crew: 1 (4) Pilot/Initiative: +0 Maneuver Class: F Speed: 50 ft. Max Speed: x4 Fuel: 1000 miles (x2) Defense: 8 DR: 10 WP: 50 Restriction: III Sensors: +10 (short, 200 miles) Cost: DC 40

Vessels

All vessels have the standard living construction traits, plus those given below. In addition, the various options (explained in individual descriptions) can be added to the construction. Unlike other living constructions, vessel living constructions are treated more like starships than creatures.

Hit Dice: d20, Vessels above Colossal have a HD of d100

Attack: Strength and/or Dexterity bonus +8, vessels are considered to be an "ace" crew. Actual crew adds str and dex bonuses.

Defense: Dexterity Bonus +4. Pilot adds Dex bonus.

Skills and Feats: Vessels automatically have pilot, awareness, and surveillance of rank 12 (plus appropriate modifiers for high abilities), and the Improved Initiative feat. Actual crew adds appropriate modifiers to the above skills.

Saves: Vessels gain a +4 to Fortitude saves.

Long Range Sensors: All living vessels have long range sensors (see Surveillance skill at the end of this chapter). Range is given under the creature's description. Sensors are equipped with energy and chemical scanners. Vessels use Wisdom bonus for Surveillance.

Non-detection: These creatures are hard to detect, sensors receive a +10 DC to Surveillance checks.

Self-sustenance: Living vessels do not need to feed as long as there is a full crew on board. Otherwise they must be fed once per week (See Nutrition in previous chapter). They efficiently recycle waste into nutrients. They never need to breath.

Space Adaptation: Living vessels can survive in a vacuum and are immune to cold attacks and radiation poisoning.

Pilot: All living vessels are ace pilots, enjoying a rank of +16.

Anti-boarding: All living vessels are equipped with internal poison or electricity to defend itself against potential hostile takeover.

Undead Vessels

Although there are no records of a reanimating a vessel, it is not impossible. See individual entries for possibilities, Make the following changes:

Construction traits: unchanged (save for sensors)

HD: same but add only half Con bonus

DR: unchanged

Regeneration: 1/2

Speed: -500 ft. (atm -50) Maneuverability: -1 category

Abilities: -1/4

Attack, Defense, Skills: Undead Vessels are considered "untrained," i.e. receives no bonuses other than ability bonuses.

Capacity: 1/5th capacity

Sensors: Must be replaced with mechanical sensors (-10 as a general rule, minimum rank 10)

Weapons: Gravity bolt and field, and swallow whole become inoperative; Tentacles or claws no longer gain Str bonus; other weapons may be replaced with normal or hybrid tech.

Creation Cost: Normal Creation cost -2.

Hybrid Vessels

Normal technology and/or hybrid tech can also be attached to a living vessel. The True Lifeshaping and Create Starship (see Center Space Basic Rules) feat, and ranks in both Craft and Lifeshaping. Add +5 to the Craft DC for installing tech. If that is successful, a Lifeshaping check is required (DC 40) or the vessel rejects the tech and will consider the character hostile. Can be retried once per week-- if the character survives.

