

Qui'leth

Racial Traits

Ability Adjustments: +2 {Dex}, +2 {Int}, -2 {con}

Hit Points: 4

Size and Type: Qui'leth are medium humanoids, with the qui'leth subtype.

Low Gravity Flight: Qui'leth have a 30ft flight speed in low and zero gravity, atmosphere is still required and hands are unusable mid flight.

EVA Savant: Qui'leth feel at home in low and zero gravity, as such they are immune to the off-kilter status, gain +2 acrobatics when moving in low and zero gravity.

Spacial Mechanics: +2 piloting and +2 engineering

Cybernetic Obsession: Qui'leth culture has a fascination with cybernetics. Augmentations designed for qui'leth are commonplace in their society. Freeby cybernetic at half lvl min 1, Panda pls complete.

Description

Physical Description

Homeworld

- Original Homeworld
- Floatilla of ship stranded in the lost systems
- Possibly bad first contact situation, resulting in hostilities with The Co-Op.
- Ships were merged together to try to create a base of operations and a shipyard in orbit of the gas giant/rings
- Station name based on Grafton or Union
- Likely still run by the admiralty

- Adventure hook involving secret extended lifetimes/consciousness transferral of leaders into new bodies

Society and Alignment

Relations

Adventurers

Names

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