

#	{Random} CF=1 Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.	CF
1	Loxodon	+0	+2	-2	-0	+0	-1	-0	+0	+3	+2	÷1	either	L	15"	RDM	1
2	Darkhound	-0	-1	-1	+2	+2	+0	-1	+2	+4	-0	÷1	dual	S	9"	RDM	1
3	Gem, Peridot	+0	-0	+0	+1	-2	+0	-0	+2	+4	+1	÷1	multi	L	15"	RDM	1
4	Vilderaro	+1	+1	+0	+1	+1	+0	+2	+0	+2	+2	÷1	dual	S	9"	RDM	1
5	Rhox	+0	+1	-0	+0	-2	+2	+2	-0	+4	+2	÷1	multi	M	12"	RDM	1
6	Dancing Potion Bottle	+0	-0	-1	-2	+2	-0	-0	+1	+3	+0	÷1	dual	L	15"	RDM	1
7	Raxilite	+0	-0	-0	-2	-0	-1	+1	-1	+3	-0	÷1	multi	S	9"	RDM	1
8	Varculak	-0	+2	-1	+0	-2	-2	+0	+0	+6	+0	÷1	multi	M	12"	RDM	1
9	Endiffian	-2	-1	+0	+2	+2	+1	+1	-2	+5	+0	÷1	dual	M	12"	RDM	1
10	Kanabo	+2	+1	-1	+1	+1	-1	-2	-0	+4	+2	÷1	single	M	12"	RDM	1
11	Pahtra	-1	+1	+1	-1	-0	-1	-2	-1	+4	-1	÷1	multi	M	12"	RDM	1
12	Raxilite	-0	+1	+1	-2	-1	-0	-0	-2	+2	-2	÷1	either	L	15"	RDM	1
13	Kobold, Starfinder	-0	-0	+2	+0	+2	-1	+0	-0	+3	+2	÷1	dual	M	12"	RDM	1
14	Osharu	+1	-0	-1	+0	+0	+0	+2	+0	+3	-1	÷1	dual	M	12"	RDM	1
15	Borai	-1	+0	+0	-2	+2	-2	-2	+2	+2	+1	÷1	multi	S	9"	RDM	1
16	Vlaka	+2	+1	+2	-0	+1	-1	+1	-1	+2	+1	÷1	dual	S	9"	RDM	1
17	Ghoran	-0	-0	+0	-2	-2	-2	+1	-2	+2	+0	÷1	dual	L	15"	RDM	1
18	Jububnan	-0	-2	-2	-1	-2	-0	-2	+0	+2	-0	÷1	either	S	9"	RDM	1
19	Telia	+1	+1	+2	-1	-1	-1	-1	-2	+2	+1	÷1	either	S	9"	RDM	1
20	Cyclops, Pathfinder	-2	-0	-2	-1	+0	+2	+2	-0	+5	+2	÷1	dual	L	15"	RDM	1
21	Gosclaw	+2	-2	+2	-2	+2	-0	-0	+1	+4	-0	÷1	either	S	9"	RDM	1
22	Entu Colony	-2	+0	-0	-2	-0	+1	-1	+1	+6	+0	÷1	dual	M	12"	RDM	1
23	Lashunta, Damaya	+0	+1	+2	+2	-2	+2	+2	+0	+2	-1	÷1	single	S	9"	RDM	1
24	Quorlu	-0	-2	-1	+2	-1	-1	-0	+0	+2	+1	÷1	either	L	15"	RDM	1
25	SRO	-0	+2	+1	+0	-0	+1	+2	-2	+6	+2	÷1	either	M	12"	RDM	1
26	Orc, Starfinder	+0	+2	+2	+0	-2	-2	+1	+2	+4	-1	÷1	multi	L	15"	RDM	1
27	Phentomite	+2	-1	-0	+1	+1	-0	+1	+0	+5	-2	÷1	either	S	9"	RDM	1
28	Teletubby	-0	+1	-2	+2	-2	-0	-1	-1	+2	-0	÷1	multi	S	9"	RDM	1
29	Gem, Ruby	+0	-0	-1	-1	-2	+2	-0	+0	+4	-0	÷1	multi	M	12"	RDM	1
30	Gnome, Bleachling	+1	+2	+0	+0	+1	+0	-1	-0	+5	+0	÷1	either	S	9"	RDM	1
31	Moyishuu	+1	+0	-2	-1	+2	+0	-2	+2	+6	+2	÷1	dual	M	12"	RDM	1
32	Embri	-1	+1	+1	+1	-1	+2	+1	-0	+2	+0	÷1	single	S	9"	RDM	1
33	Embri	+2	-0	+1	-2	+2	-1	-2	+2	+2	+2	÷1	single	M	12"	RDM	1
34	Shatori	+1	-2	+1	-0	-1	-2	+1	-2	+2	-1	÷1	multi	M	12"	RDM	1
35	Myrddraal	-1	-2	+2	-0	-1	+1	+0	+0	+2	+2	÷1	single	L	15"	RDM	1
36	Dancing Potion Bottle	+1	-0	-1	+1	-0	-1	-2	+2	+2	+1	÷1	multi	S	9"	RDM	1
37	Huitz'plina	-2	-0	+2	+0	+0	+2	+2	-0	+2	+2	÷1	multi	L	15"	RDM	1
38	Kobold, Starfinder	+0	+1	+1	-2	+2	+0	-1	+1	+2	+1	÷1	dual	S	9"	RDM	1
39	Astriapi	-2	+2	+0	+2	-2	-0	-2	-2	+2	+1	÷1	multi	L	15"	RDM	1
40	Gem, Pearl	+2	-1	+1	+0	-1	-0	-2	+2	+4	+1	÷1	single	M	12"	RDM	1
41	Ferran	+1	-1	-2	-0	+1	-0	-2	-0	+2	+0	÷1	single	M	12"	RDM	1
42	Vampire, Twilight	+0	+1	-0	+1	+0	+2	-2	-0	+3	-0	÷1	single	S	9"	RDM	1
43	Saiyan	+0	-2	-0	+0	-0	-1	+1	-0	+4	-1	÷1	either	L	15"	RDM	1
44	Kish	+1	-0	-2	+0	+1	-2	-1	+1	+6	-2	÷1	single	S	9"	RDM	1
45	Saiyan	+1	+2	-2	+0	+1	+2	+2	+1	+2	-1	÷1	dual	M	12"	RDM	1
46	Quorlu	-0	+1	-2	-2	-0	-1	+1	-1	+2	+2	÷1	dual	M	12"	RDM	1
47	Trolloc	+0	-1	+2	-0	+2	-2	-2	+2	+6	-1	÷1	dual	L	15"	RDM	1
48	Zeta Reticulan	+0	+1	-1	-0	-1	-0	+2	-1	+2	+1	÷1	multi	S	9"	RDM	1
49	Astrazoan	+0	-0	+0	+1	+2	-1	-1	-0	+5	-2	÷1	single	L	15"	RDM	1

50	Screedreep	+1	+2	+1	+2	+0	+0	-1	-2	+2	+2	+1	dual	M	12"	RDM	1
51	John Jacob Jingleheimer Schn	-1	-0	-0	-1	+0	-0	-2	+2	+3	+1	+1	dual	S	9"	RDM	1
52	Nantuko	-0	-2	+2	+0	+1	+0	-1	-2	+6	+1	+1	dual	S	9"	RDM	1
53	Necron	+1	+2	+2	+0	+0	-1	+2	-2	+2	-1	+1	dual	S	9"	RDM	1
54	Stellifera	-0	+1	+0	-0	-1	+1	-0	+2	+2	-1	+1	multi	S	9"	RDM	1
55	Skittermander	+2	-1	-0	+0	+0	+0	+0	+2	+2	+0	+1	multi	S	9"	RDM	1
56	Hadrogaan, Luma	+2	-2	-0	+1	+2	-1	-2	-1	+4	-1	+1	multi	M	12"	RDM	1
57	Izalguun	+2	+0	-0	+1	-0	+0	-0	-2	+2	-2	+1	dual	S	9"	RDM	1
58	Necron	-1	-1	-2	+0	+0	-2	-2	+2	+2	-1	+1	single	M	12"	RDM	1
59	Brenneri	+0	-1	-2	+0	-0	-0	-2	-0	+6	-0	+1	multi	L	15"	RDM	1
60	Namekian	+0	-1	-0	+0	+2	-2	+2	-1	+3	+2	+1	multi	M	12"	RDM	1
61	Gray	-1	-2	+0	-0	+1	-2	+2	-0	+2	-0	+1	dual	L	15"	RDM	1
62	Aetherborn	+2	-1	+0	+2	-1	-1	+0	+2	+3	+2	+1	dual	S	9"	RDM	1
63	Svartalfar	+1	+1	+1	-1	+2	+2	-1	-1	+2	+1	+1	single	L	15"	RDM	1
64	Woodland Critter	+1	+1	-0	-2	-1	-0	+0	-0	+4	+0	+1	single	S	9"	RDM	1
65	Tryziarka	+0	-0	+2	+0	-0	-2	-0	+0	+2	+1	+1	dual	L	15"	RDM	1
66	Ryphorian	-1	-2	-1	-0	+2	-2	+2	-0	+4	-0	+1	either	L	15"	RDM	1
67	Trox	+2	+0	-1	-1	+0	-2	-2	+1	+5	-1	+1	multi	L	15"	RDM	1
68	Robot, XJ-2 Unit	-1	+0	-0	+1	-1	-2	-0	-2	+5	+2	+1	either	L	15"	RDM	1
69	Quorlu	-1	+2	+2	+2	+1	-1	-1	+1	+6	-0	+1	either	L	15"	RDM	1
70	Anassanoi	-2	+2	+2	-0	+2	+1	-0	+2	+2	-0	+1	dual	S	9"	RDM	1
71	Human, Half Gem	+1	-2	-2	+0	+1	-0	+1	-1	+2	-0	+1	multi	M	12"	RDM	1
72	Samsaran	+2	-1	+1	+0	+0	-1	-2	+0	+5	+2	+1	multi	L	15"	RDM	1
73	Metathran	+2	-2	+0	+0	-1	+1	+2	-1	+2	-2	+1	multi	S	9"	RDM	1
74	Khizar	+1	-2	-0	+2	+1	-0	+0	-0	+6	+0	+1	dual	S	9"	RDM	1
75	Damai	-2	-1	+1	-2	+0	-2	+0	-2	+6	-0	+1	either	M	12"	RDM	1
76	Vesk	-2	+2	-0	+0	+1	-1	+0	-2	+3	-2	+1	single	M	12"	RDM	1
77	Urog	+1	+1	-2	-1	-0	-0	-0	+2	+2	+0	+1	multi	L	15"	RDM	1
78	Nantuko	+1	+1	-1	+1	+1	+0	-1	+0	+2	-2	+1	dual	M	12"	RDM	1
79	Dromada	+2	-1	-0	-0	+1	+2	-0	-1	+4	+1	+1	dual	M	12"	RDM	1
80	Espraksa	+1	-0	+2	-2	+2	+1	-2	-0	+2	+1	+1	dual	L	15"	RDM	1
81	Aeldari/Eldar	-2	-0	-2	-1	-2	-2	-1	-2	+2	+0	+1	multi	S	9"	RDM	1
82	Tryziarka	+0	+2	-0	+2	-0	-2	-2	-2	+4	+1	+1	single	S	9"	RDM	1
83	Brenneri	-0	-0	+2	+0	-1	-2	-0	-2	+5	+0	+1	single	S	9"	RDM	1
84	Damai	-1	-1	+1	-0	-1	-0	-0	-1	+2	+2	+1	either	L	15"	RDM	1
85	Contemplative	-2	-2	-0	+2	+1	+2	-2	+0	+4	+1	+1	single	S	9"	RDM	1
86	Teletubby	-0	-1	+1	+1	-1	+0	-1	-2	+4	-0	+1	dual	S	9"	RDM	1
87	Myrddraal	+2	+2	-1	-2	-2	+2	-0	-1	+2	+0	+1	single	M	12"	RDM	1
88	Ramiyel	+2	-1	-0	-0	+0	+1	-2	+1	+5	+0	+1	either	S	9"	RDM	1
89	Pahtra	-1	-1	-1	-0	+1	-1	+1	+2	+3	+1	+1	single	S	9"	RDM	1
90	Espraksa	-1	-2	-1	-1	-2	+2	-2	-1	+2	+0	+1	multi	L	15"	RDM	1
91	Khenra	-2	+2	-1	-2	-1	-2	+0	-1	+2	+0	+1	either	M	12"	RDM	1
92	Kanabo	+1	-2	+0	-2	-2	+1	-0	-1	+5	+0	+1	single	S	9"	RDM	1
93	Telia	+1	+0	+2	-1	+1	-0	+0	+0	+5	+0	+1	single	S	9"	RDM	1
94	Human, Perpetual	-0	+1	+0	-2	-0	-2	-0	-1	+3	-0	+1	either	S	9"	RDM	1
95	Suli	+2	-1	-0	-2	+1	+0	+0	-0	+6	+2	+1	dual	S	9"	RDM	1
96	Loxodon	+1	+2	+0	-0	+0	-1	+2	-2	+3	+2	+1	either	L	15"	RDM	1
97	Dirindi	-2	+2	-0	-2	+1	+2	-1	+0	+6	-1	+1	either	M	12"	RDM	1
98	Vlaka	-0	-2	+0	-0	-0	-2	-2	+1	+3	-2	+1	either	M	12"	RDM	1
99	Kanabo	+1	-2	-2	+1	+2	+0	-2	-0	+2	-2	+1	single	L	15"	RDM	1
100	Scyphozoan	-2	+2	+2	-2	+0	-0	+0	-1	+4	-2	+1	dual	M	12"	RDM	1

#	Race	Abilities
1	Loxodon	Exceptional Dex bonus [Stat-12] Go w/out water for 3d + con hrs 1M, 1/d: flight
2	Darkhound	Exceptional Cml bonus [Stat-12] -1 saves vs mind-effecting and +1dmg per die from mind-effecting effects Can't see
3	Gem, Peridot	Exceptional Chr bonus [Stat-12] 1S, 1/t: Fascinate aura 20ft (Will save) Swim 30ft
4	Vilderaro	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) Immune Nausea +2 to Stealth checks in marshes and forests
5	Rhox	Exceptional Dex bonus [Stat-12] Luckstone effect Blindsense (vision) 60ft while on crystal or metal surface
6	Dancing Potion Bottle	Exceptional Wis bonus [Stat-12] +2 to Computers and Engineering checks Burrowing 5
7	Raxilite	Ward N (Whenever you are the target of a spell or ability an enemy uses, counter it unless they pay N SL's.) MTG Protection from Spirits +1 to chosen skill
8	Varculak	Exceptional Cml bonus [Stat-12] Blindsense (vibration) 30ft Half gem traits
9	Endiffian	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) 1d3 piercing unarmed Compress to 1/4 size when squeezing through a space
10	Kanabo	Shroud (No target from any effects (including your own).) +1 cybernetic augmentation +2 arms

11	Pahtra	Fear (Your attacks cannot be countered/interposed/parried/etc. except by constructs or evil enemies.) Unflankable Invisibility
12	Raxilite	Exceptional Cml bonus [Stat-12] 1M, 1/d: zone of truth +30% to miss chance for concealment
13	Kobold, Starfinder	Exceptional Cml bonus [Stat-12] 1P:Build a Psi8 item of TechL=Up tp LVL bonus feat
14	Osharu	Exceptional Dex bonus [Stat-12] Gem traits +2 to Perception checks
15	Borai	Exceptional Con bonus [Stat-12] +1 arm(can't attack CF=3: can attack) Can't use psionics
16	Vlaka	Banding (Anyone with banding and up to one without in a group, can redirect melee and or ranged damage dealt to anybody in the group to anybody else in that group as a free action.) +2 to saves vs illusion, paralysis, poison, polymorph, sleep, and stunning +2 to Culture and Diplomacy checks
17	Ghoran	Exceptional Cml bonus [Stat-12] 1V, 1/d: dimension door self 40ft 1/d: succeed at aid another for knowledge check
18	Jububnan	Exceptional Con bonus [Stat-12] Continuous freedom of movement Continuous nondetection
19	Telia	Exceptional Int bonus [Stat-12] Telepathy 30ft +2 to Diplomacy and Sense Motive checks
20	Cyclops, Pathfinder	Exceptional Con bonus [Stat-12] 1S, 1+LVL/8 per d: 2d8 fire dmg in 15ft cone +2 AC vs trip or reposition
21	Gosclaw	Haste (You can attack and use abilities immediately after being summoned.) Immune charm and +2 saves vs enchantment spells when wearing a mask Empathic Telepathy

22	Entu Colony	Myriad (Whenever you attack, for each ([B], [SB], etc) in the room, create a copy of it that is attacking that group. Unsummon these creatures at end of the segment. Legend rule applies to PCs and Unique beings.) +2 to saves vs enchantment spells +4 to saves vs effects targetting humanoids
23	Lashunta, Damaya	Exceptional Con bonus [Stat-12] Can breathe water/air Virtual run feat
24	Quorlu	Absorb N (If a source would deal damage to you, prevent 10*N of that damage. N = LVL/2, round down.) You know MTG blue and white spells 4 for 5 trading
25	SRO	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) Resist crits Luckstone effect
26	Orc, Starfinder	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Vulnerable Chr-based effects Vulnerable trip
27	Phentomite	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if that target has acted.) Can "take 10" on athletics checks to climb Fly 60ft only decending
28	Teletubby	Exceptional Cml bonus [Stat-12] 0,1/s:Reroll a dice +1 arm(can't attack CF=3: can attack)
29	Gem, Ruby	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) You know MTG white spells Don't breathe
30	Gnome, Bleachling	Exceptional Str bonus [Stat-12] Power word spells you cast are at -1sl to memorize Immune flanking
31	Moyishuu	Exceptional Con bonus [Stat-12] Tech proficiency Blindsight (life) 30ft
32	Embri	Exceptional Wis bonus [Stat-12] Breath weapon cold (E=2, 1/3r or 3/d, = current hp, BW save:½) Vulnerable water

33	Embri	Exceptional Dex bonus [Stat-12] You get +10 th, dmg, ac, and saves for each mtg equipment you have equipped Immune DNA Scrambled
34	Shatori	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random stat instead. Roll a d6 to determine which stat it goes to.) +4 saves vs crits +2 to Mysticism checks
35	Myrddraal	Exceptional Con bonus [Stat-12] +2 to grapple and Athletics checks Whenever a creature you have previously damaged in combat dies each round, put a +1/+1 counter on you
36	Dancing Potion Bottle	Defender (You cannot physically attack.) Sense through crystal vision Pro good
37	Huitz'plina	Exceptional Dex bonus [Stat-12] +2 to Sense Motive checks Immune to bleed, disease, death effects, poison, nonlethal damage, and sleep
38	Kobold, Starfinder	Exceptional Cml bonus [Stat-12] +2 to Engineering checks LFAN brain augmentation (acts as extra hand w/5ft reach)
39	Astriapi	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) 2 for 1 trading May use 2 guns per set of hands
40	Gem, Pearl	Hexproof (No target from opponents' targeted effects.) Immune sadness 3 for 2 of ability scores
41	Ferran	Exceptional Dex bonus [Stat-12] Vulnerable silver +2 to Computers and Engineering checks
42	Vampire, Twilight	Exceptional Int bonus [Stat-12] +2 to Acrobatics checks, Stealth, and any one Profession checks +3 to Athletics checks to climb
43	Saiyan	Exceptional Dex bonus [Stat-12] Swim 30ft 1M: detect magic, grave words, or stabilize

44	Kish	Exceptional Wis bonus [Stat-12] Unageing +2 to saves vs lies
45	Saiyan	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) 1S: 1 group w/in 100ft gets -20 to Stealth checks, lost concealment, ignore invisibility for LVL rds Continuous freedom of movement
46	Quorlu	Exceptional Int bonus [Stat-12] Gets +1E action +1 Tac Move
47	Trolloc	Ward N (Whenever you are the target of a spell or ability an enemy uses, counter it unless they pay N SL's.) +2 to Intimidate checks P,S, or B natural weapons
48	Zeta Reticulan	Exceptional Chr bonus [Stat-12] 1F: Add +LVL*100 XPV to a weapon/armor as plusses or flags. Can do only once per weapon/armor +2 to CL checks vs SR
49	Astrazoan	Exceptional Chr bonus [Stat-12] Tummy's P: Pick an element your immune to; Breath it (1/3r or 3/d, = current hp, BW save:½) Stretching limbs
50	Screedreep	Exceptional Con bonus [Stat-12] Fly 60ft only decending 1/d, when rolling Engineering check: +1d6 to roll
51	John Jacob Jingleheimer Schmidt	Menace (Your attacks can't be interposed/parried except by two or more enemies.) +2 to saves vs paralysis Can breather water/air
52	Nantuko	Absorb N (If a source would deal damage to you, prevent 10*N of that damage. N = LVL/2, round down.) 1M, 1/d: Disguise self or Supercharge weapon (+4d6 dmg if single target/+2d6 dmg if group on next attack) +1 tail
53	Necron	Exceptional Chr bonus [Stat-12] 1/d, before skill check or save vs a enemy: Use different stat mod instead Continuous nondetection and invisibility
54	Stellifera	Exceptional Str bonus [Stat-12] 1S, 1/t: Breathe fire (dmg=1d6+3/2*LVL, Reflex half, CF=5: dmg=current hp) Can use life science instead of mysticism checks to identify creatures

55	Skittermander	Exceptional Int bonus [Stat-12] +2 to saves vs mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning You know MTG blue spells
56	Hadrogaan, Luma	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) +2 to Stealth checks 1M, 1/reset: Deathtouch this round
57	Izalguun	Exceptional Dex bonus [Stat-12] +1V action if you are colored red 1M, 1+1/absorbed missile per d: magic missile
58	Necron	Exceptional Wis bonus [Stat-12] Phytokinesis (Tk for plants) Resist suffocation
59	Brenneri	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) +2 to Intimidate and Survival checks Blindsight (vibration) 60ft
60	Namekian	Exceptional Dex bonus [Stat-12] +3 to saves vs fear You don't need to sleep, eat, or breathe
61	Gray	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) Level 1: choose a sl=0 spell to cast at will 1d3 piercing unarmed
62	Aetherborn	Exceptional Str bonus [Stat-12] You know MTG blue spells Light sensitivity
63	Svartalfar	Exceptional Wis bonus [Stat-12] 1M, 1/d: comprehend languages, share memory, or stabilize See in dim light as normal light
64	Woodland Critter	Exceptional Wis bonus [Stat-12] 1F: Create a M sized humanoid hydrobody (+4Str, +2hp, swim 30) Fly 30ft
65	Tryziarka	Double Strike (You attack as 1/2 a P action.) 1M, 1/d, 1 touch attack: 4d6 electricity dmg 1/d, while ally is w/in 10ft: roll 2, keep 1 on attack roll or skill check.

66	Ryphorian	Exceptional Str bonus [Stat-12] Can manipulate an object with techf=lvl*2 or less Can always "take 10" on acrobatics skill
67	Trox	Exceptional Int bonus [Stat-12] Severe allergy salt +2 to Intimidate and Stealth checks
68	Robot, XJ-2 Unit	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) +2 to Engineering checks LFAN brain augmentation (acts as extra hand w/5ft reach)
69	Quorlu	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) +2 arms, +6 wings (can't attack CF=3: can attack) +2 to Bluff, Culture, and Diplomacy checks
70	Anassanoi	Exceptional Con bonus [Stat-12] +2 to Computers and Engineering checks Burrowing 5
71	Human, Half Gem	Exceptional Str bonus [Stat-12] You count as a potion for effects that refer to potions Resist cold
72	Samsaran	Exceptional Chr bonus [Stat-12] 1S, 1/t: Breathe fire (dmg=1d6+3/2*LVL, Reflex half, CF=5: dmg=current hp) Can use life science instead of mysticism checks to identify creatures
73	Metathran	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) Continuous nondetection +4 to Stelth checks in dim light
74	Khizar	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) +4 to AC vs bull rush, grapple, reposition, and trip 1V: Roll into a ball and +5 w/ total defence action
75	Damai	Exceptional Cml bonus [Stat-12] 1/d: Reroll failed Int check 1/reset: Pick an attack of yours or a spell/psi power of yours as it's cast. You may apply an instance of material componenting to it
76	Vesk	Defender (You cannot physically attack.) +8 to Acrobatics checks to escape Burrow 10ft

77	Urog	Double Strike (You attack as 1/2 a P action.) 1/level: May undo one level's worth of feat/skill/class decisions and rechoose Stomach's P: Breathe television (EE=5, dmg=current hp, save ½)
78	Nantuko	Exceptional Str bonus [Stat-12] Immune charm and +2 saves vs enchantment spells when wearing a mask Empathic Telepathy
79	Dromada	Exceptional Wis bonus [Stat-12] +1 to chosen skill Can energy admixture acid to bludgeoning dmg type
80	Espraksa	Exceptional Wis bonus [Stat-12] +4 to Acrobatics vs grapples by shedding skin +1 free AT +LVL scarf or sweater or hat
81	Aeldari/Eldar	Double Strike (You attack as 1/2 a P action.) 1S: Alter Self +4 to Stealth checks
82	Tryziarka	Exceptional Dex bonus [Stat-12] Continuous nondetection +4 to Stelth checks in dim light
83	Brenneri	Exceptional Con bonus [Stat-12] Cold and electricity resistance 5 1F, 1/d: Cast a Rejuvenator or Brass Gnat spell of SL=LVL/2, round down
84	Damai	Exceptional Dex bonus [Stat-12] +1 to reflex saves Speak gibberish
85	Contemplative	Exceptional Int bonus [Stat-12] Know Psi29 Heavy weapon proficiency feat and if already have ignore penaltys for low str to wield that weapon
86	Teletubby	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) Your Cod Piece has a spandex dmging shield (100% melee/missile) Breath weapon cold (E=2, 1/3r or 3/d, = current hp, BW save:½)
87	Myrddraal	Exceptional Str bonus [Stat-12] +2 arms Blindsense (emotion) 10ft

88	Ramiyel	Exceptional Int bonus [Stat-12] Choose: fly, burrow, climb, or swim 20ft Breathe both water/air
89	Pahtra	Menace (Your attacks can't be interposed/parried except by two or more enemies.) bonus feat Considered running start for athletics checks to jump
90	Espraksa	Exceptional Int bonus [Stat-12] 1/d on a natural 1: Reroll a d20 roll +2 to saves vs radiation
91	Khenra	Poisonous N (Whenever you deal melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) Phytokinesis (Tk for plants) Resist suffocation
92	Kanabo	Exceptional Con bonus [Stat-12] +1 built-in cybernetic component w/TechL=LVL/2 -2 legs, +1 serpentine lower body
93	Telia	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) +1V action if you are colored red 1M, 1+1/absorbed missile per d: magic missile
94	Human, Perpetual	Rampage N (You get +10*N to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment for each creature attacking you in your group. N = LVL/2, round down.) Natural weapons Bite attack (fort of sickened, con-based)
95	Suli	Exceptional Int bonus [Stat-12] 1M: Generate a High Frequency Sample (result kept in memory. New results overwrite old) Light blindness
96	Loxodon	Changeling (You count as all racial subtypes.) Psychic Gestalt Field - +1 to CL and DC's of psi powers for each other greenskin in your group Choose one: blind and blindsight (hearing) 30ft, deaf and blindsight (scent) 30ft and low-light vision, or blindsight (scent) 30ft and low-light vision
97	Dirindi	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) Troll-like regen 5%/s Can hold breathe for 1 turn
98	Vlaka	Exceptional Dex bonus [Stat-12] Never subject to any effect that requires it to see a target +2 to Bluff and Diplomacy checks

99	Kanabo	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) +2 to Engineering checks LFAN brain augmentation (acts as extra hand w/5ft reach)
100	Scyphozoan	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) 1M, 1/d: charm person Can be turned