

LOCAL
TTS P-34.34-3

RESTORE POINT FIELD FLOW CONTROL P-34.34-3 FIX

LOCAL
TTS P-34.34-3

loot_sci-fi_races

CONTROL
P-34.34-3 FIX
W:41°24'12.2"
E:23°45'54.4"
P:3 NVGT-B

LOCAL
TTS P-34.34-3

ALIEN RACE/DATA

748

D157/21P/89990

0XP 28P/25 10P/8

DATA ID

51 DATA

01/14/2007

BOS1AOR R4

PROVCH: BOH

PROVTS: BOH

BL: TITEL BOH

BOH: BOH

CLAB

37616

0157/089990

329

1/157/089990

```
#include <vector>
#include <string>
#include <fstream>
#include <vector>

using namespace std;

static char CPU(30000);

int main(int argc, char **argv) {
    vector<char> ACC;
    char CH;
    ifstream INFILE(argv[1]);
```

31

Creating Your Character

At 1st level, you choose whether your character is a member of the human race or of a fantastical race. If you select a fantastical race, follow these additional rules during character creation.

Ability Score Increases

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. The "Quick Build" section for your character's class offers suggestions on which scores to increase. You can follow those suggestions or ignore them, but you can't raise any of your scores above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The Player's Handbook offers a list of languages to choose from. The DM is free to modify that list for a campaign.

Creature Type

Every creature in D&D, including each player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the cure wounds spell doesn't work on a Construct or an Undead.

Life Span

The typical lifespan of a player character in D&D is about a century, assuming the character doesn't meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries. If typical members of a race can live longer than a century, that fact is mentioned in the race's description.

Height and Weight

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the Player's Handbook, and choose the row in the table that best represents the build you imagine for your character.

Barbazian

The barbazian came late to the technological advancement of the universe around them. When they were in the first steps of developing the lowest grade technology of space exploration, their planet was sieged and quickly gave in to the power of a far more technologically advanced society. This took away barbazian dominance of their home planet and dissolved a centralized barbazian government. However, the barbazian are a crafty folk, easily adapting to any environment they find themselves in. So when they got a chance to connect to the rest of the galaxy, the barbazian people thrived in selling their mercenary work to other cultures. Thus cementing their influence in interplanetary politics.

Barbazian Traits

As a barbazian, you have the following traits.

Creature Type

You are a Humanoid.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 35 feet and a climb speed of 25 feet.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Barbazian Culture

You are proficient in your choice of two of the following skills: Acrobatics, Animal Handling, Stealth, and Sleight of Hand.

Skirmisher instincts.

You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages

You can speak, read, and write Common and Barbazian.



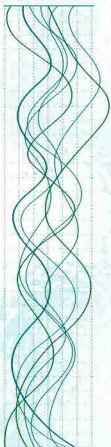
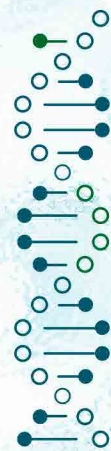
HLWRLD010137

PROGRAM START "MSP430G2231.H"

```
PROGRAM START          TEXT          ;
RESET  MOV.W #0280H,SP  ; INITIALIZE STACK-
        POINTER
STOPWDT MOV.W #WDTPW+WDTHOLD,&WDTCTL ; STOP
        WDT
SETUPP1 BIS.B #001H,&P1DIR ; P1.0 OUTPUT
        ;
MAINLOOP BIT.B #010H,&P1IN ; P1.4 HI/LOW?
        JC ON ; JMP-> P1.4 IS SET
OFF    BIC.B #001H,&P1OUT ; P1.0 = 0 / LED OFF
        JMP MAINLOOP
ON     BIS.B #001H,&P1OUT ; P1.0 = 1 / LED ON
        JMP MAINLOOP
        ;
```

INTERRUPT VECTORS

```
.SECT "RESET" ; MSP430 RESET VECTOR
.SHORT RESET ;
.END
```



Cyborgs

Through the universe, a variety of planets reached the same conclusion when it came to ways to effectively treat serious or even fatal trauma. Eventually, the medical procedures to implant technologies on a body were created, and are incredibly varied and often effective.

However, with the widespread use of these techniques, augmentation developed into more and more sophisticated models. This also got the attention of those who sought to better themselves beyond the limits of biology. In no time, biocybernetics was a market, and basically everyone had some tech implants to show. Be it the most basic chips for self-identification, or arms with dashboards to never be away from a computer.

But going cyborg just for the sake of it is only for the truly hardcore. A full cyborg surgery is incredibly expensive and invasive, but this doesn't stop most gearheads and robo-freaks from trying and using even the shoddiest mechanics to enhance.

Cyborgs Traits

As a cyborg, you have the following traits.

Creature Type.

You are a Humanoid.

Age.

A cyborg's age is dependent on their original race's, although their lifespan is usually diminished due to the dependency on a mechanical body, the more invasive the augmentation, the less sustainable.

Size

You are Medium or Small. You choose the size when you gain this lineage.

Speed

Your base walking speed is 30 feet.

Biological Ancestry

If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it, any languages you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.



Unique Build

As a part of your creation, you were implanted with a single unique characteristic. When you create your character, or when they are transformed into a cyborg, choose one built from the following list:

- **Integrated Protection.** Your body has built-in defensive layers that grants you a +1 bonus to Armor Class.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Cognitive Enhancement.** You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.
- **Augmented Biology.** You have advantage on saving throws against poison, and you have resistance against poison damage.
- **Pneumatic Legs.** You can jump three times the normal distance, though you can't jump farther than your remaining Movement would allow.
- **Potent Movement.** your speed increases by 5 feet. You can select this build multiple times.
- **Implanted Weaponry.** You gain a natural weapon that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier. When you select this build, choose if it will deal slashing, bludgeoning or piercing damage.

Additionally, you get a second unique build when you reach 5th level.

Shoddy Robotics Variant

If your cyborg was constructed with unreliable mechanics, you can use the massive damage and system shock from the DMG pg. 273 to add flavor and a layer of difficulty to your character.

This represents system failure and the frailty of

Filloir

The Filloir survived a post-apocalyptic setting by turning all the population into undead creatures who need no sustenance or air to survive, subsisting entirely on... well some say it's magic, but undeniably everything is magic before a method to control it is discovered, the filloir high circles are incredibly secretive to their ancient methods. Not only did they survive, but by staying rational and increasing their life expectancy to unknown degrees - as of yet none have died from old age - collaboration spiked, and technology breakthroughs came one after the other. Nowadays, only two thirds of the original filloir remain alive, but their intergalactic empire spans multiple galaxies. Their influence has increased greatly ever since the decision to go undead, despite the decline in numbers.

Filloir Traits

Creature Type

You are an Undead.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet.

Darkvision

Accustomed to the lack of light of your dying planet, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses

You have proficiency in the Perception skill.

Deathless Nature

Your species undead nature gives you the following benefits:

You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.

You have advantage on death saving throws.



You don't need to eat, drink, or breathe.

You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

Esoterica of Undeath

All the following spells are considered spell-like abilities, being part of your biology instead of being magical.

You know the chill touch cantrip.

When you reach 3rd level, you can cast the false life spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the gentle repose spell once with this trait and regain the ability to do so when you finish a long rest.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait.

Languages

You can speak, read, and write Common and Filloir.

Kapillian

On planet Earth, dinosaurs were extinct by a fortuitous event. In some other planets, reptiles continue to dominate the landscape and evolve into rational life forms. Kapillian are one of the resulting species of highly intelligent reptiles.

A defining feature of Kapillian society is their conditioning programs, the basis of which consists in the distancing of biological parents in raising children. Instead, they are born to batches of communal eggs, to then be selected to a conditioning branch based on certain propensities discovered in scans of their DNA.

Kapillian Traits

Creature Type

You are a Humanoid.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

Hold Breath

You can hold your breath for up to 30 minutes at a time

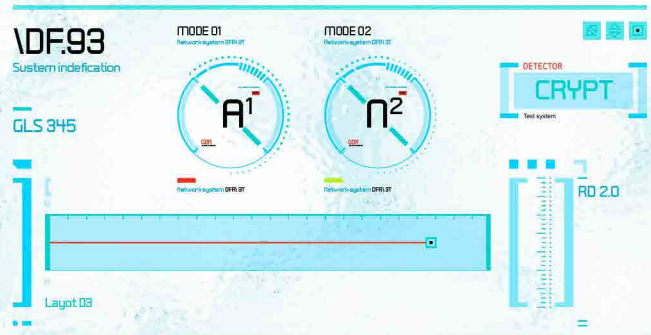
Bite.

Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Kapillian Conditioning

Kapillian society selects roles for their next generations even before they are born, still in the batches of communal eggs. When you create your character choose one of the conditioning bellow:

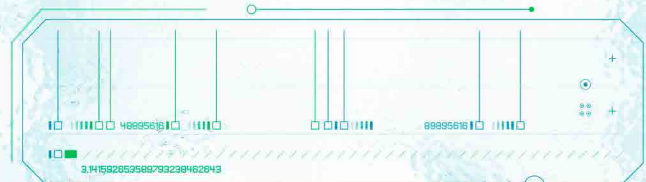
- **Combat Conditioning.** You are proficient in Athletics and Perception skills.
- **Intellectual Conditioning.** You are proficient in History and Nature skills.
- **Constructor's Conditioning.** You are proficient in one artisan's tool.
- **Political Conditioning.** You are proficient in Persuasion and Insight.



14857/6549879

int main(int argc, char**argv)
Aenean imperdiet felis vitae auctor interdum

ELEMENTS / DATA



```
#include <iostream>
#include <fstream>
#include <vector>
```

Mermillian

Mermillians have a tendency to follow superstitious beliefs. They are a civilization that often references and follows old principles and folklore. This is a race that evolved from the oceans of their planet and share a strong resemblance to the sahuagin of earth.

Biologically most of them have evolved to have control of minor psionic abilities that have to do with telepathy. They also never lost a connection with their water based roots, not quite being able to delve into the depths, but still being amphibious in nature.

One in one hundred mermillians are born with four arms, which in mermillian culture is a sign for greatness and conflict. As it is customary to avoid contact with such mystical individuals, and it is common for them to grow distant to mermillian culture, not developing traits usual to all other mermillians.

Mermillian traits

Creature Type

You are a Humanoid.

Size

You are Medium.

Speed

Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious

You can breathe air and water.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Mermillian Temperance

The customs instructed to mermillians grant you advantage on saving throws you make to avoid or end the charmed and frightened conditions on yourself.

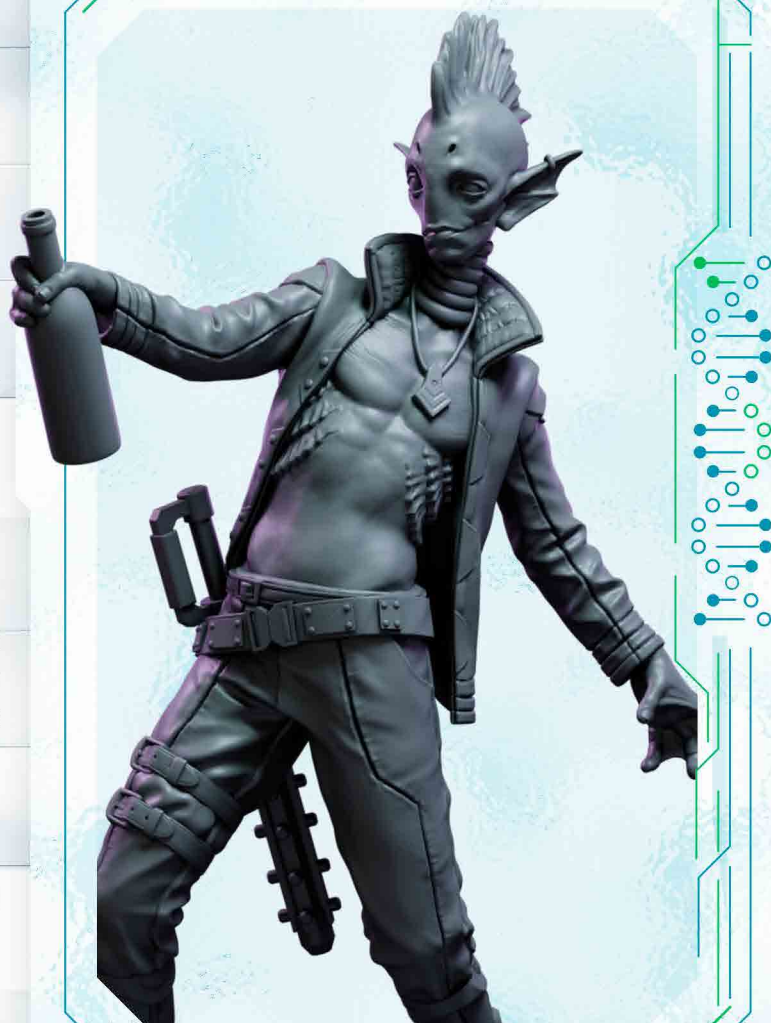
Mind Link

You can create a telepathic link with a creature, provided the creature is within a number of feet of you equal to 10 times your level. While you are bonded, you can freely communicate with the creature, you don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Language

You can speak, read, and write Common and Mermillian.

MERMILLIAN #1



Variant Four Armed Mermillian Traits

All the following skills replace the Mermillian Temperance and Mind Link skills.

Multiple Limbs

You have a second pair of arms in the center of your chest. You can use these arms to take an additional object interaction each round and hold objects, to hold multiple light items, attack, acquire benefits from a shield, use an item or perform the somatic components of a spell. Additionally, you can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, if you use two hands for each weapon. These hands, however, do not grant additional actions, bonus actions or reactions.

Psionic Burst

When you reach 3rd level, you can cast the command spell with this trait. Once you cast this spell with this trait, you can't cast that spell with it again until you finish a long rest.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race). None of these spells require spell components when you cast them with this trait.

MERMILLIAN #2 ///



Morphic Ooze

Morphic oozes are unusual beings. They are oozes of varied composition that have achieved a deeper state of sentience. Seeing that communication with them gets complicated due to their biology not allowing them to speak most languages, the morphic oozes remain quite distant to most races of the universe.

Their main physical characteristics come from their retention of ooze composition, being corrosive to metals, and incredibly malleable.

Creature Type

You are an Ooze.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet.

Blindsight

Accustomed to life underground, you have adapted to locate yourself in dark and dim conditions. You can perceive your surroundings without relying on sight, within 60 ft. You can't use its blindsight without making a sound or while deafened.

Amorphous

Morphic Ooze's have malleable bodies and can move through a space as narrow as 1 inch wide without squeezing.

Oozic Composition

You have resistance to acid damage.

Corrode Metal

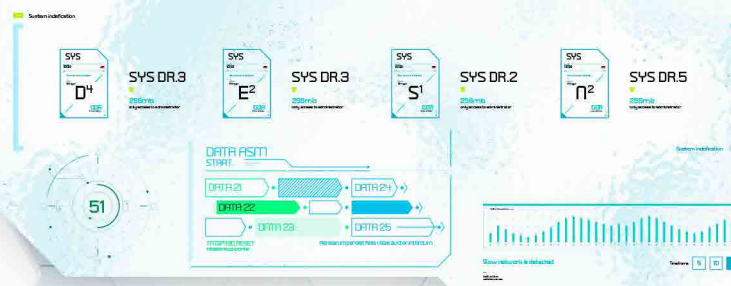
Any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal that hits you is destroyed after dealing damage. You can eat through 2-inch-thick, nonmagical metal in 1 round.

Morphic Spring

Your long jump has a minimum distance of 30 ft. and your high jump is 15 ft., with or without a running start.

Languages

You can speak, read, and write Aquan, but due to your physiology, you can only understand Common, but not speak it.



Orcaid

Orcaids are the tiny cousin species to earth's orcas, or killer whales, bearing similarities to them and the dolphins in their physiology and sense of community. They developed on a planet of murky and dark waters, in which they needed great cooperation to survive.

The early orcaid society had a deep fascination for light, specially because they rarely were exposed to it. Thus, churches to the light and lightbearing sects became central to the orcaid. Throughout many centuries they incentivized a move to leave the oceans and go to the land, and surprisingly evolution followed their desires. With the ages, orcaid bodies developed pulmonary breathing systems more suited to that environment and eyes more adapted to seeing the beauties of light.

Not too long after leaving the oceans, the orcaid, never satisfied with their knowledge of the light, developed space travel to explore the rest of the universe in search of more luminescent delights.

Orcaid Traits

Creature Type

You are a Humanoid.

Size

You are Small.

Speed

Your base walking speed is 25 feet, and you have a swimming speed of 30 feet.

Hold Breath

You can hold your breath for up to 30 minutes at a time

Echolocation

Accustomed to life underground, you have adapted to locate yourself in dark and dim conditions. You can perceive your surroundings without relying on sight, within 60 ft. You can't use its blindsight without making a sound or while deafened.

Bite

Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Keen Hearing

You have advantage on Wisdom (Perception) checks that rely on hearing.

Love for the lights

Even if an effect would cause the blinded condition, you retain the ability to see sources of light.

Languages

You can speak, read, and write Common and Orcaid



Petaloid

The petaloids are a species that have evolved from flowers, and have a natural predisposition to the study of biology. This is because their life-forms are heavily connected with the environment around them, although it's subtle, an observant eye can see them blooming and thriving in fertile land, and withering and changing hues in desolate landscapes.

A lot of the technology developed by the petaloid species is purely biological. This has come to a point that they have incorporated their tech into their own biologies, being able to encode data into parts of their body, exporting MB of data as fully organic hard drives.

Creature Type

You are a Plant.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet.

Biomass Analysis and Molding

All the following spells are considered spell-like abilities, being part of your biology instead of being magical.

You know the encode thoughts cantrip.

Starting at 3rd level, you can cast the detect poison and disease spell with this trait. Starting at 5th level, you can also cast the barkskin spell with this trait. Once you cast detect poison and disease or barkskin with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Inherited Natural Knowledge

If you spend at least 1 minute observing or interacting with an organic creature, or that creature's organic mass outside combat, you can learn certain information about its biology. The DM tells you one of the following information about what you are analyzing:

- Creature type.
- If the creature is unhealthy, diseased, hurt, or stressed.
- If the creature is an omnivore, carnivore, herbivore, or eats non organic matter.

Limited Plant Connection

You have the ability to communicate in a limited manner with plants. They can understand the meaning of your words, but you can only understand the conditions of the environment around it, for instance if it was disturbed by passing creatures, weather changes and history of the soil. You have advantage on all Charisma checks you make to influence them.

Ecosystem Insertion

You are proficient in both Animal Handling and Nature skills.

Languages

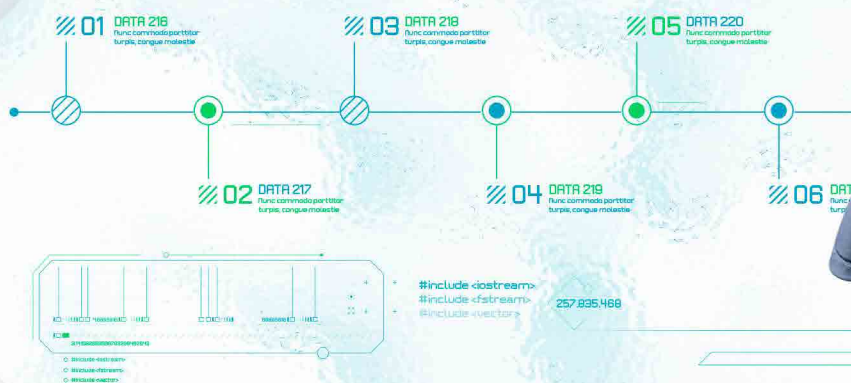
You can speak, read, and write Common and Petaloid.

PETALOID SCIENTIST



DATA 02
int main(int argc, char**argv) {
vector<char> acc;
char ch;
ifstream infile(argv[1]);

DATA 01
int main(int argc, char**argv) {
vector<char> acc;
char ch;
ifstream infile(argv[1]);



Space Dwarf Subrace

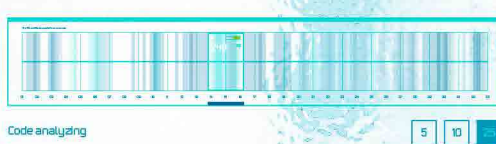
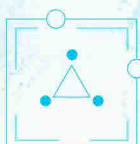
Modern dwarven culture hasn't really evolved much in the last few thousand years, to be honest. As stubborn as they come, dwarves remain enamored with crafting and drinking, except the crafting tools now are more advanced, and the drinks are stronger.

Expanded Tool Proficiency

Add Tinker's Tools to the list of artisans tools you can choose.

Techcunning

Whenever you make an Intelligence (History) check related to the origin of a technological device, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.



Squidoid

The mollusks on this planet developed differently than most. Although they share the existence of a radula with other similar beings, theirs formed in an unique manner. The squidoid's radula evolved into a skeleton-like structure that not only allowed them to live both underwater and terrestrially, but also gave them a powerful layer of protection.

The squidoid cells also have strong pigmentation and bioluminescent characteristics, making their appearance highly mutable. This came in handy originally as a defense and stealth capability in primitive squidoid society in the jungles, but nowadays it has developed into a strong sense of style in squidoid and adjacent communities.

Squidoid Traits

Creature Type

You are a Humanoid.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet and a swim speed of 30ft.

Oceanic Adaptability

You can breathe air and water, and being adapted to the cold depths of the ocean, you have resistance to cold damage. You're also acclimated to lowest depths of pressure of the sea, including depths up to 3,000 ft.

Radula Structure

You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Bioluminescence and pigmentation

While you remain motionless, you are indistinguishable from your surroundings, however, any close inspection reveals your form, this gives disadvantage on perception checks to spot you when you are hidden this way. You can also freely change the colors of your body through this pigmentation. Additionally, you can choose to emit light, providing bright light in a 10-foot radius and dim light for an additional 10 feet.



Setting mode
administration tune

Network system DFR6 9T

Setting mode
administration tune

Network system DFR6 9T

Tragmits

Tragmit civilizations have their urban structures made in the shape and organization of hives, highly organized and setorized. They are hatched from eggs and are heavily immersed in hive culture and training from that moment on. That's pretty much where the similarities end for tragmit hives, however. Seeing that each hive has a social structure, set of beliefs and ruling system truly different from another.

Hives are very isolationist and prize differentiation and diversity, not necessarily being hostile to another, but never receiving other hive cultures oppenly. Tragmits that have their hives destroyed, or even that are exiled, have a hard time re-inserting into tragmit culture, seeing that hive culture differs a lot from one another.

New hives are formed precisely by those individuals that have no original hive to go to, or that are sent to settle into another planet. Older hives always incentivize the mixing of cultures to create new ones, seeing unfavorably settlements that extend on an original hive's beliefs.

Tragmit Traits

Creature Type

You are a Humanoid.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 30 feet.

Hive Instincts

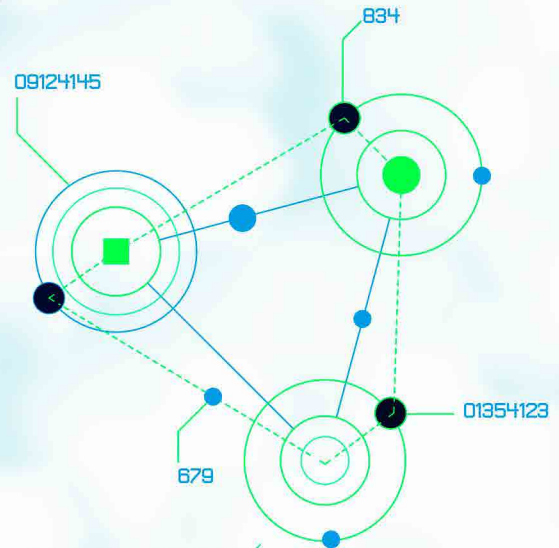
You can use your bonus action to gain advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. You can use this ability a number of times equal to your proficiency.

Flight

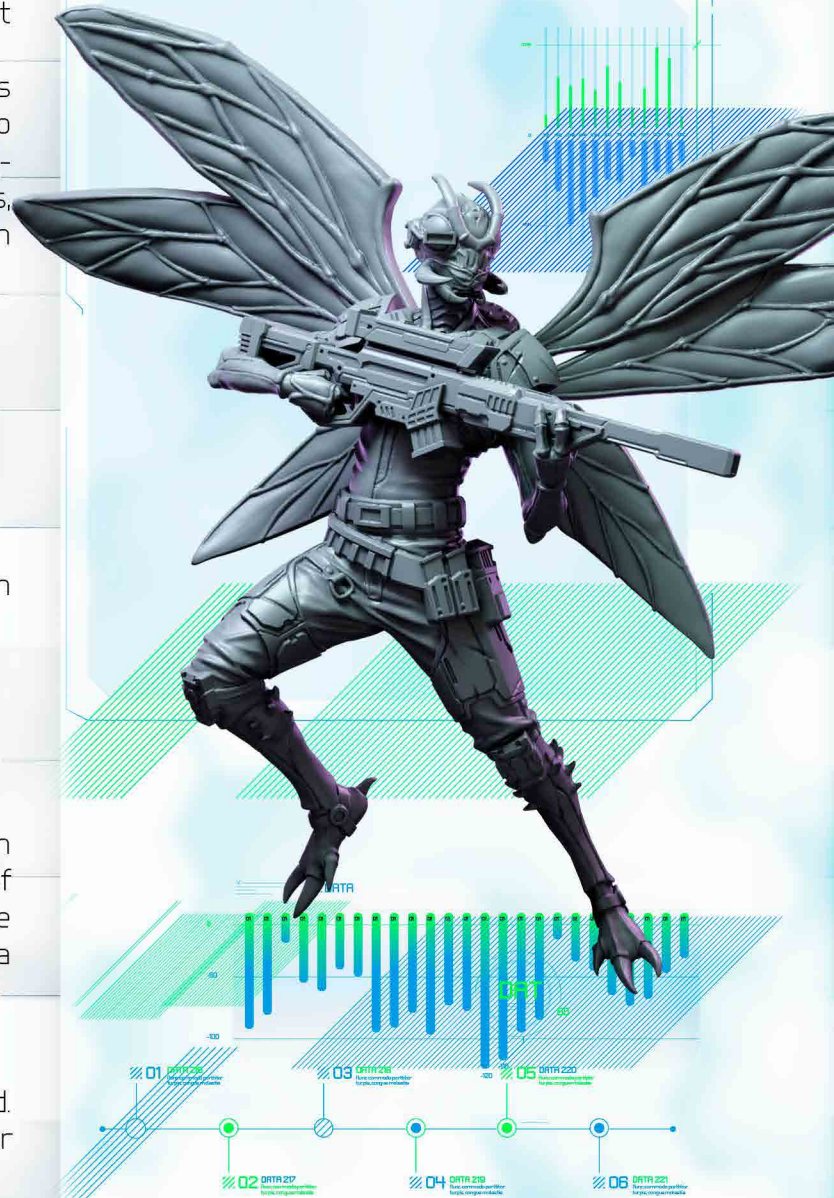
you have a flying speed equal to your walking speed. To use this speed, you can't be wearing medium or heavy armor.

Languages

You can speak, read, and write Common and Tragmit.



TRAGMITS RACE



Voldenaga

The Voldenaga are a silicon-based lifeform that resembles the legendary elves, and like them, Voldenaga have a life expectancy of around 800 year. While sleek in build, their silicon composition gives them what may be classified as super-strength and super-speed, making them naturally gravitate to fighting styles that exploit their physical capabilities. There is one major downside to Voldenaga. While abundant in their home planet, silicon-based nourishment is in short supply in most of the universe, in order to allow for interplanetary exploration, they have developed concentrated gems they wear in their outfits, which serve much like a battery for electrical contraptions. If a voldenaga runs out of silicon fuel, it faces death by deprivation.

Creature Type

You are a Humanoid.

Size

You are Medium or Small. You choose the size when you select this race.

Speed

Your base walking speed is 35 feet.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry

You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Limited Diet

Being a silicon based lifeform, you gain no sustenance from carbon based food.

Keen Senses

You have proficiency in the Perception skill.

Powerful Build

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Silicon Constitution

You are resistant to lightning damage.

Voldenaga Stasis

You don't need to sleep, and magic can't be put to sleep. You can finish a long rest in 4 hours if you spend those hours in stasis, connected to the elder network of your home planet, during which you retain consciousness.

Whenever you finish stasis, you can gain two proficiencies that you don't have, each one with a weapon or a tool of your choice selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory, and you retain them until you finish your next long rest.



ARSENAL
System

```
#INCLUDE <PSTREAM>
#include <VECTOR>

using namespace std;

static char CPU[30000];

int main(int argc, char **argv) {
    vector<char> acc;
    char ch;
    ifstream infile(argv[1]);
```

78%

