

# Species

The galaxy is a vibrant place of many different Species. While some are more common than others, all are equal parts of galactic society, and migration from world to world means different Species are equally likely to be found on any world.

When making your *Planetfall* character, pick your Species. This does not define your origin world - which is more likely to influence your character's culture and roleplaying choices - but does give you physical characteristics and quirks. Every species except for Human has a positive and a negative quirk (Humans only have a positive one) which all characters of that Species receive.

As ever, there is no requirement to costume your Species, but costume element suggestions are provided here for the adventurous.

The Species listed here are not a definitive list - get in touch with the Refs if you have a Species idea you would like to play (subject to approval).

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## Human



## Characteristics

- Descended from apes, Humans are versatile and adaptive.
- Scientifically known as *homo sapiens*.
- No particular planet can truly call itself the homeworld of Humans - their original home planet appears to have been lost to time before the Last Interstellar War.
- Humans in *Planetfall* are as varied and wonderful as real life humans.

## Quirks

### Versatile (+)

- Human characters have an additional 1XP to spend at character creation.
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## Vyixian



## Characteristics

- Descended from felines, Vyixians are agile cat-like people.
- Scientifically known as *felis sapiens*.
- Vyixians hail from the Vyix star system, of which only [Vyix IX](#) is still populated.
- Vyixians have sharp claws, tails, and brightly coloured eyes.
- They are completely covered in fur.

## Quirks

### Claws (+)

- Vyixians have retractable claws.
- Vyixian characters may always choose to wield a dagger in either hand which cannot be damaged by BREAK.

## Pyrophobia (-)

- Vyixians do **not** like fire.
- When a Vyixian takes a BURN, they take it for 3 seconds longer than usual.

## (Optional) Costume Elements

- Cat Ears
  - Tail
  - Whiskers
  - Nail Extensions
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## Qiate



## Characteristics

- Qiate are feathered, flightless bird-people.
- Scientifically known as *avis sapiens*.
- Qiate have taloned feet, and arms rather than wings, and are capable of chirping.
- Qiate developed in the treetops of [Irdscri](#).

## Quirks

## Flighty (+)

- Qiates are light and agile.
- Once per encounter Qiate characters may call MISS regardless of being in cover.

### **Brittle (-)**

- Qiate bones are light and brittle.
- You take BREAK on limbs for 3s longer.

### **(Optional) Costume Elements**

- Feathers
  - Beak
  - Colourful markings
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## **Chirrids**



### **Characteristics**

- Chirrids are humanoid arthropods covered with large plates of chitin.
- Scientifically known as *arthropus sapiens*.
- Originally coming from the forest floors of [Irdscri](#), Chirrids have found themselves adaptable to various climates across the world.
- Chirrids have various lengths and eyes but invariably have two arms and two legs.

### **Quirks**

## Armour Plating (+)

- Chirrids have tough armour plating.
- Chirrid characters have 2 additional hits.

## Soft Underbelly (-)

- Chirrids have a weakness on their underside which is exposed when they are knocked down. They are very protective of this area.
- While taking a STRIKEDOWN, Chirrids take two points of damage rather than one from being struck or taking a PEW.

## (Optional) Costume Elements

- Armour plates - e.g. shin guards, bracers, pauldrons
- Blue / silver / iridescent face paint
- Antennae

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## Ziline



## Characteristics

- Ziline are an amphibious people with some resemblance to alligators.
- Scientifically known as *amphibia sapiens*.
- They originally called the waters of [Irdscri](#) their home but are by no means restricted to the water.

- Ziline generally have long limbs, green scales, and sometimes sport feathers and ridges.

## Quirks

### Cold Blooded (+)

- Ziline are used to extremes of temperature.
- Ziline take SLOW for 3 seconds less (to a minimum of 0s).

### Metabolic Recovery (-)

- Ziline heart rates slow considerably when they are suffering severe wounds as a defence mechanism.
- When Ziline are healed from 0 hits they take 3s to fully awaken again (roleplay drowsiness accordingly).

## (Optional) Costume Elements

- Green face paint
- Scales
- Feathers around the collar
- Latex ridges along the brow

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