

Vodanoi



The Vodanoi are non-space faring race that appear similar in structure to humans. They are gaunt and wiry with a mottled yellow skin, and have two slits for nostrils and long pointed ears.

A typical adult Vodanoi stands 1.25 to 1.5m in height. They are quick and graceful in their movements, affording them a +1 to initial Dexterity, but penalizes them a -1 to Endurance. Vodanoi are fond of moving around unnoticed which gives them a natural +1 bonus to Surprise and Escape.

The Vodanoi race hails from the planet Suan in the Rand Sub-Sector the Eastmark Reaches, a thin atmosphere planet covered by 90% water. Their society is currently at the tech level of 3, equating to the Renaissance period of Terra. The planet is covered in small volcanic islands with no sole planetary government, but a series of city-states.

While Suan was under the protectorate of the The Imperium, the planet hosted a level C star port, which was destroyed when the Soroshe captured the planet 9 cycles ago in their push towards the planet Rand. The Soroshe have yet to rebuild the star port but because of the abundance of precious gems found on Suan, there is a constant influx of merchant traffic.

In the Vodanoi culture at some point in an adult's life, they must travel upon a Naming Quest to learn their true-name. If they fail to learn their true name before they die, they are said to be cursed to an after-life as a restless spirit. This often takes the Vodanoi beyond their home planet, purchasing transport upon merchant vessels.

Because of the low tech-level of their planet, Vodanoi are limited in which profession they may choose. Starting Vodanoi characters may not choose Navy, Marines, Scout, Pirate, Belter, Flyer, or Scientist.