Species and Societies

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If you're on this list, then you're awesome
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Introduction

Hey, guys! I am pleased to be bringing you this book, which is a sequel of sorts to another work called Character Webs. Character Webs is by no means required to use Species and Societies, though. I do however, wholeheartedly recommend it.

The goal of these books is to create a free product (with optional tip jar) that allows any GM and player group to enhance their game, regardless of what system they are using. I want to put more creative power into the hands of RPG hobbyists everywhere.

Like the other books in this line, Species & Societies is designed to be printed out for your home games. Therefore I have included no art and use color only when necessary. Whenever possible, all of the info required to use a section will fit onto one page. The Societal Conflict system does reference other pages, but all of the info that it requires will be recorded onto the sheet that has your society's data.

While this book is system-neutral, I have included some Open Gaming content that allows you to generate stats for the species that you make with this book. My thought behind this is that once you've made a species here you will likely want to play with them, and I don't want to put more work onto you. You'll notice all of the compatibility logos on the covers. I wear those like a chest of medals. If you want to see another game system in this book, I'm happy to take requests.

I want your feedback. You can give it at www.facebook.com/ThundereggProductions or look me up, +Jacob Ross on Google+. Is there anything else that you want to see? More stats for different game systems? Something to make the book prettier? I can and do update these works at readers' suggestions.

As a general note, throughout this book you will see an entry entitled "Beyond." What this refers to depends upon your RPG system. Beyond is the utmost, the highest-tech, the greatest power, psionics or whatever else is beyond the real world in your campaign.

I've made this a pay-what-you-want product to give you the option to value it as you see fit. I'm happy that you've got the book, even if you pay nothing for it. This is a labor of love. Consider the option to pay as a tip jar. What I would appreciate most is if you tell your friends about this book, blog about it or review it for DrivethruRPG or any other site. We can use all the publicity that we can get!

Thanks for playing,
Jacob DC Ross

General Species Biology

D8	1: Type
1	Mammal
2	Reptile
3	Avian
4	Aquatic
5	Insect
6	Plant
7	Mineral
8	Beyond

D6	2: Adaptation
1	Weapon
2	Camo
3	Healing
4	Armor
5	Movement
6	Beyond
7	Senses
8	Social

D6	3: Advantage
1	Strong
2	Hardy
3	Agile
4	Quick wits
5	Smart
6	Charming

D6	4: Weakness
1	Weak
2	Fragile
3	Clumsy
4	Dimwitted
5	Stupid
6	Boorish

D6	5: Habitat
1	Desert
2	Watery
3	Mountain
4	Forest
5	Arctic
6	Cave

D6	6: Size
1	Tiny
2	Small
3	Human
4	Human
5	Large
6	Huge

D6	7: Structure
1	Elongated
2	Biped
3	Quadruped
4	D6 limbs
5	D10 limbs
6	Amorphous

D6	8: Reproduction
1	Asexual
2	Hermaphroditic
3	Sexual with neuter gender
4	Sexual
5	Sexual
6	Sexual

D8	Special	Result
1	Grotesque anatomy	The species' appearance is bizarre and off-putting to most observers.
2	Elder race	The species is far, far older than other contemporary species.
3	High birth rate	Parents have large broods. This species seems to be everywhere.
4	Functionally immortal	This species does not die of old age. It reverts to a juvenile and matures again to repeat the cycle.
5	Entwined	A Beyonder entity is tied to this species.
6	Transplanted	This species is not native to the world or area. Its origins are unknown.
7	Varied	This species has all manner of varieties, with greatly varied appearances.
8	Short life span	This species has a life span about 75% that of similar species

Additionally, roll an extra D8. If the D8s are doubles, then look up whichever table matches the doubles. Roll on that table once more and combine the new result with the first result. If Advantage is rerolled, roll another Weakness. If Weakness is rolled, roll another Advantage. In any case, an Advantage and a Weakness that conflict should be rerolled.

Humanoid Species Biology

D8	1: Type
1	Human offshoot
2	Mammal
3	Reptile
4	Avian
5	Aquatic
6	Insect
7	Plant
8	Mineral

D6	2: Advantage
1	Weapon
2	Camo
3	Healing
4	Armor
5	Movement
6	Beyond
7	Senses
8	Social

D6	3: Advantage
1	Strong
2	Hardy
3	Agile
4	Quick wits
5	Smart
6	Charming

D6	4: Weakness
1	Weak
2	Fragile
3	Clumsy
4	Dimwitted
5	Stupid
6	Boorish

D6	5: Habitat
1	Desert
2	Watery
3	Mountain
4	Forest
5	Arctic
6	Cave

D6	6: Size
1	Small
2	Human
3	Human
4	Human
5	Human
6	Large

D6	7: Structure
1	Mostly human
2	Human torso, deviant legs
3	Deviant head, human body
4	Human form, deviant features
5	Extra feature (tail, wings, etc.)
6	Concealable deviancy

D6	8: Reproduction
1	Asexual
2	Hermaphroditic
3	Sexual with neuter gender
4	Sexual
5	Sexual
6	Sexual

D8	Special	Result
1	**Simulacrum**	Not a biological organism, the species is an artificial copy.
2	**Experiment**	This species was uplifted via experimentation.
3	**Elder race**	The species is far, far older than other contemporary species.
4	**Entwined**	A Beyonder entity is tied to this species.
5	**Homebodies**	Members are seldom seen outside their favored habitat.
6	**Beast patrons**	This species has a strong relationship with its deviant beast, plant or mineral.
7	**Forsaken**	This species has no aptitude for Beyond. All Beyond Adaptations, Research and the like is on negating its presence and effects.
8	**Varied**	This species has all manner of varieties, with greatly varied appearances.

This section uses the same doubles rule for the Special D8 as General Species Biology. The species created from this table are different than those of the previous section. While the General Species can be anything, including animals, here we have a system for creating things more like the rubber-forehead aliens of various science fiction franchises. Deviant refers to the non-human seeming parts of the humanoid.

Species Deviants

D8	Mammal
1	Ape
2	Bear
3	Horse
4	Cat
5	Dog
6	Deer
7	Pig
8	Cattle

D8	Reptile
1	Serpent
2	Alligator
3	Turtle
4	Theropod
5	Pterosaur
6	Ceratops
7	Ankylosaur
8	Raptor

D8	Avian
1	Eagle
2	Crow
3	Falcon
4	Owl
5	Songbird
6	Hummingbird
7	Parrot
8	Duck

D8	Aquatic
1	Crab
2	Shark
3	Manta
4	Starfish
5	Octopus
6	Swordfish
7	Eel
8	Squid

D8	Insect
1	Ant
2	Bee
3	Spider
4	Butterfly
5	Scorpion
6	Grasshopper
7	Mantis
8	Centipede

D8	Plant
1	Orchid
2	Rose
3	Oak
4	Pine
5	Ivy
6	Moss
7	Fern
8	Bamboo

D8	Mineral
1	Silicon
2	Iron
3	Clay
4	Granite
5	Copper
6	Carbon
7	Lodestone
8	Gold

D8	Beyond
1	Gas
2	Magnetic field
3	Light energy
4	Dark energy
5	Plasma
6	Nanites
7	Radio waves
8	Kinetic energy

Before you say it, yes, I am aware of every scientific inaccuracy in these tables. Yes, even that one. Unfortunately there isn't an infinite amount of space to get everything perfectly accurate.

This section is perfectly optional. Use it for fun or if you are stuck trying to think of an appropriate species form.

If you don't like a certain result, or wanted something slightly different, feel free to change it. You got a crab but you would rather have a lobster? Close enough.

Adaptations

D6	Weapons
1	Claws or fangs
2	Poison
3	Constriction
4	Stench
5	Electricity
6	Scream

D6	Camo
1	Looks like habitat
2	Chameleon
3	Silent walk
4	Throws voice
5	No smell
6	Predator's scent

D6	Healing
1	Heals after meal
2	Regrows limbs
3	Heals after trance
4	Disease immunity
5	Poison immunity
6	Needs little food

D6	Senses
1	Sight
2	Hearing
3	Smell/Taste
4	Touch
5	Darkvision
6	Echolocation

D6	Armor
1	Carapace
2	Spikes
3	Detachable
4	Thick hide
5	Tastes horrible
6	Hot/cold resistance

D6	Movement
1	Relative to habitat
2	Foot speed
3	Acrobatics
4	Burrowing
5	Flight
6	Amphibious

D6	Beyond
1	Breathes fire
2	Invisibility
3	Phases
4	Teleportation
5	Shifts form
6	Splits in two

D6	Social
1	Mating plumage
2	Dominance marking
3	Pheromones
4	Strong will
5	Berserker rage
6	Song

Weapons are damaging effects. Camo goes beyond visual means and extends to any way of hiding. Healing refers to this species' ability to heal or resist disease in some way. Armor is a way of avoiding or reducing damage done to the species.

Movement is not only being fast, but also how well they maneuver through their surroundings. Relative to habitat means different things based on where the species lives. In a cave it could be a fast roll, while in a desert it could be tunneling through dunes. Thus for the purposes of this book Amphibious is a Movement Adaptation since it allows a species to move between environments. Beyond abilities are beyond the capabilities of real-world species.

Species Notes

Here are some basic items for your species based on Type, Habitat and Structure.

Type

Mammals are warm-blooded. They can thrive in most any climate. Mammals give live birth, nurse their young and are hairy. Mammals tend to be rarest in desert climates. Mammals are varied in the strength of their senses, but generally have strong vision, smell or hearing. Some mammals have an echolocation sense.

Reptiles are cold-blooded. They are found most often in warm climates. Reptiles lay eggs and do not nurse their young. Reptile skin is covered in scales or scutes. Reptiles are rarest in arctic climates. Reptiles often have poor hearing and moderate vision. Reptiles have a combined sense of taste and smell and also have a specialized heat sense. Reptiles with Amphibian Movement Adaptation can be amphibians instead of reptiles. For thematic completeness, we've conflated true reptiles with amphibians and dinosaurs. Yes, dinosaurs are here instead of avians. The reason is that the icky-creepy creatures with scaly or slimy skin are all muddled together in the public perception.

Avians here refers to birds. Birds are found everywhere. They are warm-blooded, lay eggs and do not nurse their young. Birds have incredible vision and good hearing. Birds have weak senses of touch, taste and smell, although some are thought to be able to detect magnetic fields.

Aquatic species are varied in almost everything. Some are mammals and warm-blooded, many are cold-blooded. Aquatic species usually lay eggs. Their senses are quite varied and in addition to the usual five, they may possess echolocation or the ability to detect electrical fields. Sight is of much less use underwater, as are smell and taste. Aquatic species are found in the water, although some species are amphibious, and others are capable of traveling on land for days at a time.

Insects are cold-blooded and lay eggs. Insects can be found everywhere. Insects can see fairly well, and they are sensitive to light on their skin, although they cannot "see" with their skin. Insects have a weak or nonexistent sense of hearing and an excellent sense of smell. Their smell is often used for communication. Insects often live in hive structures with many workers reporting to a queen.

Plants in the real world are stationary organisms. They usually get their energy solely from photosynthesis, but some are carnivorous. The only "sense" that plants have is photosensitivity. In the game world there is nothing preventing you from creating a mobile plant species.

Mineral creatures do not exist in the real world. They are animated forms of inorganic matter. Alternatively, you could choose to have the mineral designation represent robots. A mineral creature is physically hardy, though likely vulnerable to one or more chemical compounds. To sustain their life processes they may require electricity, heat, radiation, a specific chemical intake or some other exotic sustenance.

Beyond refers to creatures that cannot possibly exist in nature, or whom modern science has yet to identify. Generally speaking, the RPG system that you are using will provide beyonder species and traits. If they are not present in your game system or you want something new, the Species Deviant tables have some suggestions for your game.

Habitat
The area where a species lives helps to define much about the creature. What resources it has on hand, what temperatures and hazards it must endure and so on. These changes can be cosmetic, such as darker skin for sunnier areas, or internal, such as water stores for desert areas. The most frequent influences of habitat on development are as follows:

Desert climates are hot, dry and devoid of much color or many natural features other than sand or rock. Reptiles are common, as they need the heat to survive. Creatures here usually have metabolisms that allow them to survive on less food and water. Warm-blooded creatures may have complex systems for staying cool. This is often the preserve of reptiles, while mammals are at a disadvantage.

Watery habitats in this book may be oceans, lakes, rivers or even swamps. Watery habitats are where aquatic species live and thrive, with some mammals, reptiles and avians spending much or all of their lives in these habitats. Species from deep in the ocean must rely on senses other than sight and be adapted to deal with tremendous pressure.

Mountains are often inhospitable. Species that live in the mountains have to be adapted to the cold, tough, agile and able to subsist on less food. Most of the types in this book can be found in the mountains.

Forests are very conducive to life. Their prodigious plant growth provides food for many animals. Omnivores are common here. Any type of species may thrive in the forest. Forest animals frequently have armor or camo to hunt or avoid predators.

Arctic habitats are inhospitable. Mammals and avians have the easiest time in arctic regions due to their warm-blooded nature. Arctic species have to be protected from the cold and be fairly hardy. Like deserts, very little plant life grows here.

Caves are dark places where the occasional bioluminescent plant life provides some light. Species that live here rely on senses other than sight. They are usually adapted to live on lichens for food and may be totally blind. Burrowers fare well in caves.

Structure
Elongated species are shaped like a snake, worm, fish or eel. They are often slower on land and faster in the water than other species. They have no fine manipulators unless their tails are prehensile.

Bipeds are human-like. They are adapted for tool use. They are limber and excellent climbers.

Quadrupeds are four-legged like a dog or a horse. They are fast and usually strong. They don't usually have fine manipulators, although some, like elephants and rhinoceros, have prehensile body parts.

X-limbed species are wild cards. They can be a many-tentacled octopus or a multi-legged arachnid or anything else between and beyond. They may have bi-lateral, radial or any other conceivable type of symmetry.

Amorphous beings have no set shape. They can be blobs or swarms. Picture a jellyfish without tentacles.

For the near-human species, structure is very loose. There is a structure table provided for interesting mixes, but you are free to come up with your own. You can rule that a result of human torso, deviant legs combined with a horse type means that the species is centaur-like with four legs, or you can decide that they look more like satyrs with only two legs.

Final Species Notes
Feel free to design a species according to their habitat, structure or type. Picking and choosing among the items can create a more logical, real-world based species. Of course, random selection can give you a very inspiring result.

This system also works as a sort of "species translator." Any major species in an RPG setting that's worth its salt will have all of the data (and more) featured in their descriptions. Simply take all of the information on whichever race you are translating and use it to generate a species using whichever of the Species Biology sections works best. Then you can use that data to create game stats for that species using any RPG rules system kit found in this book.

Creating PC Races

I want to cut down on the work that you have to do when creating a new PC race for your game. So here I will present kits for converting the information rolled in the previous sections into game stats. Currently there are kits for the following game systems:

The 13th Age Roleplaying Game, Dungeon World, Fate Core, Legend, The Pathfinder Roleplaying Game, Traveller

Just because a kit is for a specific rule set does not mean that it has to be used with the default setting of that game. There are sci-fi settings for The Pathfinder Roleplaying Game, and historical settings for Traveller.

We'll be using each kit to make the same race. The generated race is the Turtle-Man from the **Turtle Lords** RPG (Copyright 1983, Chelonian Press). The original author of Turtle Lords, Alessandro "Alex" Testudoro, was gracious enough to let us use his work as an example.

The Turtle-Man race is represented by the following results chosen from the Humanoid Species Biology tables:

Type: Reptile (turtle deviant)
Adaptation: Armor (spikes)
Advantage: Hardy
Weakness: Clumsy
Habitat: Watery (beaches)
Size: Human
Structure: Human form, deviant features (bipedal humanoid turtles)
Reproduction: Sexual
Special: Entwined (the Great Shell is said to watch over her children and mourns their oppression at the hands of the Turtle Lords)

The Turtle-Man society is represented by the following results chosen from the Society Basics tables:
Government: Meritocracy
Knowledge: Science
Resources: Inexhaustible
Citizen Rights: Full, save one restriction (need permission of the Shell Keepers to own land)
Value: Courage (disdain Cleverness)
Value: Generosity (disdain personal achievement)
Reputation: Ignored (until the invasion)
Attitude: Humanitarian
Special: Refugee enclave (took in the poor of other societies before they were invaded)

The 13th Age Roleplaying Game Kit

Generating a race for the 13th Age Roleplaying Game is a two-step process. First, determine which ability scores your race will have available to choose as bonuses. Roll a second Advantage, which cannot be the same as your Weakness. Both Advantages determine the two ability scores from which you may choose your bonus. The Advantage/Weakness ability equivalents are as follows:

Strong, Weak: Strength
Hardy, Fragile: Constitution
Agile, Clumsy: Dexterity
Quick wits, Dimwitted: Intelligence
Smart, Stupid: Wisdom
Charming, Boorish: Charisma

The second step is determining the racial power. The 13th Age Roleplaying Game was designed to give players a say in the storytelling of their games, and determining your own racial power is another way to give you more control. Think of the racial power as a One True Thing about your entire race. You can use the data that you generated when rolling up your species and society information to give you a starting point.

What does the information suggest to you about the species? Are they war-like, contemplative or charming? Would they be more focused on defeating an opponent or helping their friends? Do they accomplish their aims through direct means or in a roundabout way? Does their Type, Structure or Adaptation give you any inspiration?

The 13th Age Roleplaying Game Species Example
So our Turtle-Man has the Hardy Advantage. One of his selectable bonuses is Constitution. Now we select a second bonus. This can't be Dexterity. Normally we'd simply roll a second Advantage, but since we're working from an established RPG's canon with the Turtle-Men, we'll select Strong as the second Advantage and Strength as their second selection.

Now we have to think about an appropriate racial power. In the original Turtle Lords game the Turtle-Men were famous for using their spiked shells in combat. They were deadly in effect, so we'll give them the following racial power:

Spiked Shell Savagery
You may add twice the Escalation Die in damage to one opponent who hits you in melee.

Champion Feat
Once per day, you may instead add three times the Escalation Die in damage to one opponent who hits you in melee.

Dungeon World Species Kit

Creating a race for Dungeon World is a simple matter. Essentially it boils down to finding which classes/playbooks are appropriate for the created species and assigning them appropriate racial starting moves.

The Advantage and Weakness are important. Each corresponds to a stat as follows:

Strong, Weak: Strength
Hardy, Fragile: Constitution
Agile, Clumsy: Dexterity
Quick wits, Dimwitted: Intelligence
Smart, Stupid: Wisdom
Charming, Boorish: Charisma

Any class/playbook in which the most used stat for the moves is your species' weakness will not have your species as an option.

Alignment is also important. Judging from what you know of your Species, how they are adapted and such, as well as anything from their society that jumps out at you, you should be able to figure out two dominant alignments for your race. Pick one from each of the two groups below:

Group 1
Good
Neutral
Evil

Group 2
Lawful
Chaotic

To determine which classes/playbooks are appropriate for your race, simply check to see that at least one of the alignment options matches one of your two chosen alignments, and that your Advantage stat is used in the class/playbook's moves. Debate with your GM if you have a good reason for including your race in a different class/playbook. Your racial starting move can be taken from the racial option closest to your own race's outlook for that class/playbook, or you may invent one for yourself, with the GM's permission.

Each race in Dragon World is essentially nothing more than a starting move. You have some options when assigning your race to a class/playbook. First and easiest is to simply cross off the name of one race whose move is plausible for your race and write in your species' name. The second manner is to really give some thought to the move and come up with a custom move.

Take a look at the data from your species and society. What does the information suggest to you about the species? Are they war-like, contemplative or charming? Would they be more focused on defeating an opponent or helping their friends? Do they accomplish their aims through direct means or in a roundabout way? Does their Type, Structure or Adaptation give you any inspiration?

Now consider how those things might help a member of this class/playbook. Which of the class/playbook's moves seems like the one that most members of this race would pick first? Each class/playbook has two or more flavors of moves and the races often reinforce one of the flavors. Determine a small bonus to the move that most members of your race would pick, limit the bonus' move to a specific situation. Make sure that it is something that absolutely feels right for your species based on what you know of their biology and culture. And now you are ready to go adventuring!

Dungeon World Species Example
Looking at the Turtle-Man, we see that he has Hardy as his Advantage and Clumsy as his Weakness. So right off the bat we are going to eliminate any class/playbook that relies mainly on DEX, while nominating any that rely on CON. The Turtle-Men were righteous but oppressed people, so I'm calling them Chaotic Good. The class/playbook options for Turtle-Men in the Dungeon World core rulebook are Bard and Fighter (Fighter should be available to every race).

The Turtle-Man race move for the Bard is:
When combat begins and you are shredding on your guitar-axe roll+CHA
* On 10+ two bystanders are spurred to join you in the fight. They are hirelings with Loyalty 1 and Man-at-Arms 1 and a Cost of A Chance to Tip the Scales. The hirelings may aid any one hero.
* On 7-9 one bystander with Loyalty 1 and Man-at-Arms 1 and a Cost of A Chance to Tip the Scales joins you.

The Turtle-Man race move for the Fighter is:
When you attack an enemy in melee and receive a counterattack, you deal +1D6 damage to that enemy.

Fate Core Species Kit

A character's species in Fate Core matters only as much as a player wants it to matter. Players pick their Aspects, and if they choose to model their Aspects after some, well, aspect, of their species, then their species makes an impact on play. If they choose to ignore their species for gameplay mechanics, then it just exists for flavor.

This kit complements the system introduced in the Fate System Toolkit for creating PC races (see the section in that book for why the term "race" is problematic). Like anything else for Fate, not a lot is given in concrete terms; you as player are allowed to design what you see fit to do. A race is the product of more than simple biology; nurture counts as much as nature.

First, look at the Species Biology table that you used to generate the race. There are a total of nine items on that page, record them. Then look at the Society Basics table and record the nine items from that page. Take a moment to get a picture of not only how these people are built, but how they act and what they hold dear. Select the five most interesting things about the race and write these down. These are the five Aspects common to your race (of which you should take one or two).

Every race has a Racial Skill, which may be slotted into their skill pyramid. This Racial Skill has an intrinsic function and two other functions that the Fate System Toolkit calls "flavors." The Racial Skill comes with one of the flavors for free, and you may take the second flavor in place of a stunt.

The Racial Skill works well if you consider the Advantage and Adaptation from the Species Biology table and the two Values from the Society Basics table. Work out three interesting effects appropriate to the race from the information that you considered. The effect that is most common among members of the race or the most iconic is the intrinsic function of the Racial Skill. Everyone gets that. Then they get to choose between the two remaining flavor functions or sacrifice a stunt to get both of them.

Fate Core Species Example
Five interesting things about the Turtle-Men are their spiny shells, their connection to the Great Shell, their meritocracy government, their taking in of displaced races and their value of courage. I'll turn these into Aspects. They also need a racial skill with two flavors. I'm going to focus first on their swimming abilities, since every Turtle-Man can swim well. The flavors will support their love of brawling and their inspirational rock music.

Race: Turtle-Man
Aspects: *Painful to Touch, The Great Mother Shell Loves Me, I've Earned All That I Have, All Are Welcome Here, The Fearful Need Not Apply*
Racial Skill (Turtle-Man)
You may use your Racial Skill to swim through the ocean, search for Power Pearls or know about the denizens of the ocean. Pick one of the flavors below. You may pick both at the cost of one stunt or refresh.
Turtle-Man Brawling: When fighting with only your bare hands and spikes or your guitar-axe, you may use your Racial Skill instead of Fight.
Rabble-Rousing Rocker: You may use your Racial skill instead of Rapport when singing or playing a Turtle-Man instrument (guitar-axe or war drum) in order to win over people to the cause of Turtle-Man liberation.

Legend Species Kit

The first step in creating a Legend species is determining the seven characteristics common to all characters. The characteristics are based on the items from the Advantage and Weakness tables, as well as the Size table. The characteristics are as follows:

Strong, Weak: Strength
Hardy, Fragile: Constitution
Agile, Clumsy: Dexterity
Quick wits, Dimwitted: Power (mentally read the items as **Gifted** and **Unexceptional**)
Smart, Stupid: Intelligence
Charming, Boorish: Charisma
Size table: Size

The characteristics begin at the human baseline. Adjust the characteristic indicated by the species' Advantage by +1D6 and the Weakness by -1D6. In the case of Size, leave it as is if the result on the Size table was Human. Each step below Human is -1D6 and each step above Human is +1D6. Note that there is no real advantage to having a low SIZ in Legend, so either ignore any change to SIZ or add a new rule that for each D6 of SIZ that your race loses you get to subtract 10% from ranged attacks targeting you.

The maximum rating that a PC can achieve in a characteristic is equal to its beginning maximum possible (18 in the case of 3D6) plus three. CHA is essentially unlimited for humans, and you may decide that it is unlimited for all other races, or only for gregarious races and that other races each have a different characteristic that has no maximum value.

Hit Locations are created as follows:
Amorphous: No specific locations.
Elongated: Head, chest and torso only unless limbs are added (like a centipede).
Bipeds: As human.
Quadrupeds and X Limbs: Count up the total number of arms and legs and add 3. This is the number of Hit Locations. When consulting the Hit Points per Location table in the Legend Core Rulebook, for every two more of each limb type than humans have (round up), add 1 to each number in the top row of the Hit Points per Location table *for that type of limb only*. For instance, a centaur (2 arms and 4 legs) would add 1 to the top row of the table for legs only, since he has the same number of arms as a human. If you somehow decide to have a being with more than one head, chest or torso, each extra head, chest or torso adds 1 to the numbers in the top row of the Hit Points per Location table *for that body part only*.

The total number of Hit Locations should be divided by twenty and assigned to a blank hit location table with each Hit Location having equal odds to be hit as all the other Hit Locations, although the head should be slightly smaller. If the number doesn't divide evenly, place the first extra point in the Torso Hit Location. Add a second (if any) odd point to the Chest Hit Location. If two more odd points remain, add 1 to each Leg Hit Location, if only one more odd point remains, add it to the Torso Hit Location and so on.

The Adaptation of a species may give it a bonus. If the Adaptation can be represented in-game by either a spell or Heroic Ability found in any Legend book, (and most of them can), then simply represent the Adaptation using that spell or Heroic Ability. If the Adaptation is not well-represented by any abilities in Legends books, simply choose which of the seven characteristics is best represented by the Adaptation and give that characteristic a +3 bonus during character creation. Note that if you (like the author) aren't into fantasy games, the "spells" are perfectly useful as psionic or super powers, or in the case of Adaptations, as simple biological advantages.

The ability given to simulate an Adaptation is learned at its lowest listed level of power, and the race gains a +10% bonus to the skill used to activate it. Divine spells are recovered after a night of sleep. As these effects are not truly "spells" they do not come bundled with any other effects or spells, like being part of a wider grimoire.

Legend Species Example
The Turtle-Men are Hardy and Clumsy. Their Adaptation of spiked shells works well as the Bladesharp Common "spell," so I'm assigning them that ability with a +10% bonus. Here is the Turtle-Man race for Legend:

Strength: 3D6
Constitution: 4D6
Size: 2D6+6
Intelligence: 2D6+6
Power: 3D6
Dexterity: 2D6
Charisma: 3D6
Traits: Gain Bladesharp with +10% for Bladesharp only

The Pathfinder Roleplaying Game Species Kit

It is recommended that you use the Humanoid Species section, as much of the rules are geared towards humanoids. Nevertheless, even if using the Humanoid Species section you may roll a result that is best interpreted as a quadruped or some other shape. We have included rules here for elongated and multi-legged races. The beyond races option from the General Species section are not meant for PC playability, but as mysterious NPC races.

The Standard Racial Traits section is straightforward. Consult each bold item in turn to generate game statistics. After this, look in the sections below (Defense Racial Traits, Feat and Skill Racial Traits, etc.) to find the listing for each item that you rolled from the items on the Humanoid Species Table. Each item grants a trait. Note that some different items may grant the same trait. The names of the items that grant a specific trait are in bold; the trait given is listed after the bold text. If you receive the same trait from multiple sources, they stack.

Standard Racial Traits
Ability Score Racial Traits: +2 in the Ability score represented by their Advantage and -2 in the Ability score represented by their Weakness. Roll one more Advantage and gain a second +2 bonus to a third Ability score. Ability score equivalents are as follows:

Strong, Weak: Strength
Hardy, Fragile: Constitution
Agile, Clumsy: Dexterity
Quick wits, Dimwitted: Intelligence
Smart, Stupid: Wisdom
Charming, Boorish: Charisma

Type: As rolled. Human offshoot is Human (Species name), others are Humanoid (Type-folk)
Size: As rolled. Human Size is Medium.
Base Speed: 20 ft. for Small, 30 ft. for Medium (Human Size), 40 ft. for Large.
Languages: Common, Species. Characters with high Intelligence may start knowing any extra languages deemed appropriate by the GM.

Defense Racial Traits
Carapace: Armor plating: Gain fortification, giving a 50% chance to treat critical hits and sneak attacks as regular hits.
Detachable: Vital flesh: In this system your "detachable" tissue takes the form of redundant bodily systems. Gain +2 Hit Points per Level.
Disease Immunity: Hardy: Gain a +2 racial bonus on saving throws against poison or similar effects.
Elongated: Immunity to trip.
Hot/cold resistance: Hot/Cold Adapted: Gain Resistance 10 against heat or cold-based effects.
Iron Will: Implacable: Gain a +2 racial bonus on Will saves to resist mental tampering. If this save fails you may make a second attempt on the next round. If you have a similar ability to Stubborn from another source, you do not use them on the same round. You may use the second effect on the round after Implacable fails.
More than two legs: Stability: Gain a +4 racial bonus on CMD when resisting Bull Rush or Trip while standing on the ground.

Movement relative to habitat: Bond to the Land: Gain a +2 dodge bonus to AC when in a terrain that matches your habitat.

Specific Habitat: Defensive Training: Gain a +4 racial bonus against a type of creature found in the same habitat as this species.

Spikes: Spikes: You are covered with spikes that do 1D4 piercing damage to unarmed attackers who hit you in melee. The spikes give +1D4 to your unarmed melee attacks.

Tastes horrible: Offensive taste: Creatures will not swallow whole, engulf or use similar attacks against you.

Thick Hide: Gain damage reduction of 5 against bludgeoning, piercing and slashing damage.

Feat and Skill Racial Traits

Acrobatics: Exceptionally Agile: Gain a +2 racial bonus to Acrobatics checks.

Chameleon: Chameleon: Gain a +2 racial bonus to Stealth checks.

Dominance marking: Gain access to the Dominance Marking feat.

Looks like habitat: Appearance Adaptation: Gain a +4 racial bonus to Stealth checks while in your racial habitat.

Mating plumage: Gain access to the Mating Plumage feat.

No smell: Gain a +4 racial bonus to Stealth checks where scent is the primary sense of the searcher.

Pheromones: Pleasant Scent: Gain a +2 racial bonus to Handle Animals checks.

Predator scent: Fearsome Scent: Gain a +4 racial bonus to Intimidate checks against animals.

Silent walk: Padded footfalls: Gain a +2 racial bonus to all Stealth checks where hearing is involved.

Song: Beautiful Performance: Gain a +2 racial bonus on Perform checks when singing.

Throws voice: Trick of Sound: Gain a +2 racial bonus to Bluff checks.

Beyond Racial Traits

Breathes fire: Breath weapon: This species breathes a 30 ft. cone of energy (type permanently chosen at race generation) doing XD6 damage where X=1+Level/5 (rounded down). Usable three times a day and available once every 1d4 rounds.

Invisibility: Invisibility: You gain 5+Level rounds of invisibility per day. Activation is a swift action and may be deactivated at will.

Phasing: Phasing: You gain 5+1/2 Level rounds of incorporeality per day. Activation is a swift action and may be deactivated at will.

Shifts Form: Shape change: You may, once+1/2 your Level times per day as a full round action change your form to that of the form of your deviancy type. Your Intelligence, Wisdom and Charisma remain the same, while the rest of your Attributes change to those of your deviant form.

Splits in two: Splits: You may, once per day, split into two copies of yourself, with each copy having half of your current hit points, rounded down. You may not do this if you have 10 or fewer hit points. The copies merge if they spend one minute touching one another.

Teleportation: Teleportation: You may, once+1/5 your Level times per day as a swift action teleport to any visible location within 100 ft.

Offense Racial Traits

Berserker Rage: Gain an extra two rounds of Berserker Rage per day. This includes characters who are not of the Berserker class.

Claws or fangs: You deal +1D6 Bludgeoning, Piercing and Slashing damage when you attack with your claws or fangs.

Constriction: Constrict: Deal +1D6 bludgeoning damage when you successfully grapple an opponent, in addition to any other effects of the grapple.

Electricity: Shocking Touch: You may make a touch attack to deliver 1D6 electrical damage and force your target to make a Fortitude save (DC 10+1/2 your Level+your Constitution modifier) or be stunned for two rounds. You may do this 1+1/4 Level times per day, rounded down.

Poison: Poison: You may deliver a poison with your natural attack. Save is a Fortitude roll (DC 10+1/2 your Level+your Constitution modifier). Frequency is 1/round for 6 rounds, the damage is 1d4 against Constitution, cured by 2 consecutive saves.

Scream: Ear-splitting Shout: You may, as an attack action, scream loudly. Everyone within a 20' radius must roll a Fortitude save (DC 10+1/2 your Level+your Strength modifier) or be deafened for 1d6 rounds. You may do this 1+1/4 Level times per day, rounded down.

Specific Society: Hatred: Gain a +1 racial bonus on attack rolls against members of one species whose society is hostile to yours.

Stench: Foul Odor: Once+1/5 your Level times per day, you may as a full round action release a horrid stench that sickens anyone within 30 feet who fails a Fortitude save (DC 10+1/2 your Level+your Con Modifier).

Senses Racial Traits

Sight, Hearing, Smell/Taste, and Touch: Keen Senses (appropriate sense): Gain a +2 racial bonus on Perception checks using the appropriate sense. Species with Keen Senses (touch) also get tremorsense for 60 ft.

Darkvision: Darkvision: can see 60 feet in the dark.

Echolocation: As Darkvision, but works even when completely blind. The user cannot be deaf. Echolocation does not work in a vacuum or any environment in which sound has been deadened. It cannot detect physically intangible things.

Speed Racial Traits

Burrow: Burrow: This species can burrow through soft earth and clay at a speed of 30 ft. They do not leave behind tunnels.

Flight: Flyer: You fly with Average maneuverability and Fly is a Class Skill for you.

Foot speed: Swift-footed: Your movement speed is increased by 10 ft. in the movement mode specific to your race (flight, walking, swimming, etc.).

Other Racial Traits

Amorphous: Amorphous: You are squishy and formless. You are immune to precision attacks like sneak attack and critical hits.

Amphibious: Amphibious: You can breathe underwater and on land. Swim is a Class Skill for you.

Aquatic type: Aquatic: You are water-breathing and water-dependent.

Heals after meal: Voracious Healing: If you eat double your normal food requirements for one day, you heal extra Hit Points that day equal to your Constitution Modifier.

Heals after trance: Total Healing: If you enter a trance from which you cannot be woken by conventional means for 8 hours, you heal as if you had spent an entire day at rest. You are still vulnerable while in this trance.

Mineral type: You may be a construct or a natural creature composed of a mineral or other substance. If you are a construct gain construct qualities. If you are a natural creature then you may burrow through your substance and critical hits and sneak attacks made using weapons of your substance are treated as normal hits.

Needs little food: Slow Metabolism: You only need to eat half as much as members of other races your same size.

Regrows limbs: Your severed limbs regenerate at a rate of one limb per 30 days. Only one limb at a time will regenerate.

Feats

Dominance Marking

There is a special marking on your body. Display of this feature brings the respect of those of your species.

Prerequisites: Dominance Marking Racial Trait.

Benefit: For each level that you take in this feat (max 5) you gain a +2 racial bonus to Bluff, Diplomacy and Intimidate checks against members of your own race. Your level in this feat is considered one lower for every level that another member of your species against whom you are using your Dominance Marking has. In the case of skill checks against multiple beings, only the highest total counts. If another member of your race has a higher level of this feat, then they get their modified bonus against you.

Mating Plumage

You have a special feature that you use to attract a mate.

Prerequisites: Mating Plumage Racial Trait.

Benefit: You gain a +4 racial bonus to Perform checks when performing for anyone who may be attracted to you. Use of the plumage in mixed company may bring the wrath of jealous rival suitors regardless of your intentions.

The Pathfinder Roleplaying Game Species Example

Turtle-Man

Ability Score Modifiers: Constitution +2, Strength +2, Dexterity -2

Type: Humanoid (turtlefolk)

Size: Medium

Base Speed: 30 ft.

Languages: Common, Turtle-Man

Defense Racial Traits

Defensive Training: Gain a +4 racial bonus against a type of creature found in ocean habitats (sharks in this case).

Spikes: You are covered with spikes that do 1D4 piercing damage to unarmed attackers who hit you in melee. The spikes give +1D4 to your unarmed melee attacks.

Amphibious: You can breathe underwater and on land. Swim is a Class Skill for you.

Offense Racial Traits

Hatred: Gain a +1 racial bonus on attack rolls against Turtle Lords and Sharks.

Traveller Species Kit

Firstly, determine the characteristic modifiers for this species. A tiny species rolls 1D6 for both Endurance and Strength and 3D6 for Dexterity, they also receive a -1 DM to be hit by enemies. Small species roll 1D6 for either Endurance or Strength (your choice) and 3D6 for Dexterity, but do not get the -1 DM to be hit. Human-sized characters receive no special mods for their size. Large species roll 1D6 for Dexterity and 3D6 for Strength or Endurance (your choice). Huge characters roll 4D6 for Strength or Endurance (your choice) OR 3d6 for Strength and Endurance, 1D6 for Dexterity and get a +1 DM to be hit by their enemies. Characters not of human size cannot use standard equipment without paying to get it resized, typically an extra 50% of the items original cost per category of size difference from the human norm.

Quadrupeds gain +1 Effect on their Athletics (sprinting) rolls, while Elongated characters gain +1 Effect on either Athletics (coordination) or Athletics (swimming) and -1 Effect on Athletics (sprinting). Keep in mind the effects of a homeworld's gravity and atmosphere on biology, as noted in the Traveller Main Rulebook's World Creation section. Gravity has an effect on the strength of a character, and atmosphere of the homeworld determines what type of gas the species breathes. If they come from a world where it typically rains sulfuric acid (and they have adapted to this rain) then they will be fine on hellish worlds but will need life support on Earth-like worlds. If the planet's hydrographics indicate that its oceans are of a non-water fluid, then that is the fluid that they drink.

After the size and structure adjustments, check the Advantage and Disadvantage of your new species. The results correlate to Traveller characteristics as follows:

Strong, Weak: Strength
Hardy, Fragile: Endurance
Agile, Clumsy: Dexterity
Quick wits, Dimwitted: Intelligence
Smart, Stupid: Education
Charming, Boorish: Social Standing

An Advantage means that the species gains +2 to the relevant characteristic, while a Disadvantage imparts -2 to a characteristic. If your Disadvantage applies to a characteristic that is already rolling just 1D6, reroll the Disadvantage. Reroll an Advantage if it applies to a characteristic that is already rolling 4D6. The progression of characteristic bonuses from weakest to strongest is: 1D6, 2D6-2, 2D6 (default), 2D6+2, 3D6, 4D6. A species must have an equal total number of characteristic modifiers. Note that Tiny, Small, Large and Huge are all self-contained, as they even themselves out.

Other effects from these tables include:

Weapons
Claws or Fangs: Natural weapons that use Melee (natural weapons) and do Strength+1 damage.
Poison: Works like arsenic from the Traveller Main Rulebook. Is delivered via a stinger, bite or spit. Delivering it counts as an extra action per round for the purposes of fatigue.
Constriction: The species get a +2 DM to Grappling.

Stench: Can release a stink that gives everyone else who can smell it a -2 DM penalty on all actions. Unless the wind is strong it covers a 10 meter radius from the character. Releasing the stench costs an extra action for the purposes of fatigue.

Electricity: Can shock someone that they touch or hit in melee. The shock does +1d6 damage and counts as two extra actions for the purposes of fatigue.

Scream: Can deafen anyone in a 10 meter radius who is not protecting their ears. The deafness lasts for 5 minutes. Can do this once per day.

Camo
Looks like Habitat: While in their natural habitat the species gains a +2 DM to Stealth.
Chameleon: While naked or wearing transparent clothing the species gains a +2 DM to Stealth.
Silent walk: The species gains a +2 DM to Stealth involving hearing.
Throws voice: The species gains a +2 DM to Deception.
No smell: The species cannot be detected by scent alone.
Predator's scent: The species gains a -2 DM on animal reaction tables.

Healing
Heals after meal: So long as the species eats twice its normal caloric intake, it gets +2 to its Endurance DM when recovering.
Regrows limbs: Severed limbs regrow in 1D6 weeks.
Heals after trance: The species may hibernate until they recover. While hibernating their Endurance DM equals 2 or double their true Endurance DM, whichever is greater.
Disease Immunity: Gain a +2 DM to resist disease.
Poison Immunity: Gain a +2 DM to resist poison.
Needs little food: Treat this at the Slow Metabolism feature from the Traveller Main Rulebook.

Senses
Sight: The species gains +1 DM on Investigate rolls made primarily using sight. They may be able to see ultraviolet, infrared or other spectra. Or they may be able to see detail at a distance or microscopic items.
Hearing: The species gains +1 DM on Investigate rolls made primarily using hearing. They may be able to hear higher or lower frequencies than humans. They could perhaps hear the heartbeat and breathing of a person, thus telling when the person is lying or under stress.
Smell/Taste: The species gains +1 DM on Investigate rolls made primarily using chemoreception. They may be able to detect odorless gas or pheromones. They may be able to track distance and tell an individual's scent like a dog.
Touch: The species gains +1 DM on Investigate rolls made primarily using touch. They may be able to detect micro fractures in a surface or subtle variations in temperature.
Darkvision: The species can see in the dark, although they cannot perceive color.
Echolocation: The species can "see" in the dark by using a natural sonar. This ability does not function in space.

Armor
Carapace: Reduce incoming damage by 1.
Spikes: Damage those hitting you in melee 1D3.
Detachable: Gain 3 extra points of damage absorption. These regenerate normally with healing.
Thick hide: Reduce incoming damage by 1.

Tastes horrible: Gain a -2 DM on reactions with predators.
Heat/cold resistance: Reduce heat or cold-based damage by -2.

Movement
Relative to habitat: The species rolls, leaps, flies, climbs or whatever else you deem appropriate.
Foot speed: Add +2 to the Effect of either Athletics (sprinting) or Athletics (swimming) rolls.
Acrobatics: Gain a +1 DM to Athletics (coordination).
Burrowing: The species can dig through regular earth at a rate of 2 meters per round.
Flight: Treat this as the Flyer quality in the Traveller Main Rulebook.
Amphibious: Treat this as the Amphibious quality in the Traveller Main Rulebook.

Beyond
Psionic: In a game of Traveller the Beyond adaptation is best represented by giving a species the Psionic Strength characteristic.

Social
Mating plumage: A member of this species may use their plumage to attempt to attract a mate. Gain +1 DM to any attempts to woo a member of the same species, but know that open use of the plumage will likely attract rival suitors.
Dominance marking: This indicates a biological feature that is admired by members of the same species. Gain +1 DM to any use of Advocate, Broker, Carouse, Deception or Persuade when acting domineering. If anyone comes along sporting a more impressive dominance marking, be prepared to fight.
Pheromones: This species uses chemoreceptors in their communications. Gain +1 DM on any use of Social Standing with any species who can smell.
Strong will: This species is stubborn as goats. Gain a +2 DM to avoid someone manipulating your point of view.
Berserker: This species is quick to rage and fights to protect its interests. In combat you may add a +2 DM to all melee attacks and melee damage rolls at the cost of each such attack made counting as three attacks for the purpose of fatigue.
Song: Gifted with a beautiful voice, members of this species are legendary performers. Gain a +1 DM to Art (singing).

Traveller Species Example
Turtle-Man
Characteristic Bonuses: +2 END, -2 DEX
Spikes: Damage those hitting you in melee 1D3.
Amphibious: As per the Traveller Main Rulebook.

Society Basics

D6	Government
1	Democracy
2	Oligarchy
3	Meritocracy
4	Feudalism
5	Communism
6	Despotism

D6	Knowledge
1	Philosophy
2	Science
3	Military
4	Civic
5	Economy
6	Beyond

D6	Resources
1	Inexhaustible
2	Wealthy
3	Comfortable
4	Working class
5	Hardscrabble
6	Dirt poor

D6	Citizen Rights
1	Unrestricted
2	Full, save one restriction
3	Citizens monitored
4	Require authorization for most things
5	Police state
6	Serfdom

D6	Value
1	Individuality
2	Cleverness
3	Generosity
4	Study
5	Directness
6	Creativity

D6	Value
1	Obedience
2	Courage
3	Achievement
4	Action
5	Politeness
6	Discipline

D6	Reputation
1	Ignored
2	Mocked
3	Feared
4	Respected
5	Envied
6	Liked

D6	Attitude
1	Humanitarian
2	Interventionist
3	Isolationist/Neutral
4	Aloof
5	Expansionist
6	Xenophobic

D8	Special	Result
1	**Man behind the man**	There is a hidden power secretly running this government.
2	**Nomads**	The main power, or a large portion of the population, move their homes regularly.
3	**Bizarre laws**	There are some very strange laws here. Tread carefully or get executed for not bowing as you enter a tavern or something else just as weird.
4	**Ritualistic**	These people are tied to ritual. There is a ritual for everything.
5	**Face of the empire**	The leader or leaders of this society are very open. Anyone may have access to them if they are courteous and law-abiding.
6	**Break-away**	This society is a former faction of another nearby society.
7	**Internal tension**	Ethnic, religious or another form of strife divide the populace.
8	**Refugee enclave**	This society hosts refugees from wars or disasters.

For Government and Resources, -1 if Forest or Watery, +1 if Desert or Arctic from the Species Biology section or if the government is based in one of those areas. For the Values Tables, each result is something valued by the society, and the opposite roll on the adjacent table is something disdained by the society (e.g. a society valuing Individuality disdains Obedience). Reroll any doubles of the Values dice.

Some of these results might seem contradictory. A Despotism with Unrestricted Citizen Rights? Maybe it's the Platonic benevolent dictator! Maybe one man represents the government but has restrictions placed on his authority.

Attitude is important to the Societal Conflict System.

Society Strengths and Weaknesses

D6	Strength*
1	Military
2	Infrastructure
3	Trade
4	Diplomacy
5	Loyalty
6	Knowledge

D6	Nature
1	Training
2	Abundance
3	Dedication
4	Beyond
5	Philosophy
6	Assistance

D6	Assets*
1	Defensible location
2	Courier network
3	Resources
4	Spy network
5	Strong traditions
6	Universities

D6	Positive Features
1	A gorgeous natural wonder
2	Near-perfect weather
3	Exotic flora and fauna
4	Ancient archaeological site
5	Exceptional healing facility
6	Famous festivals

D6	Weakness*
1	Military
2	Infrastructure
3	Economy
4	Trade
5	Loyalty
6	Knowledge

D6	Nature
1	Inexperience
2	Lack
3	Apathy
4	Beyond
5	Philosophy
6	Sabotage

D6	Liabilities*
1	Vulnerable location
2	Redundant positions
3	Resource-poor
4	Lack of protocol
5	Popular dissent
6	Illiteracy

D6	Negative Features
1	Scorched earth
2	Severe natural disasters
3	Australia-level dangerous animals
4	Periodic ancient creations run amok
5	Criminal haven
6	Boring night life

D6	Special	Result
1	**Spectacular**	The Positive Feature is so wondrous that folks are often brought to tears.
2	**Brigadoon**	The Positive or Negative feature is only available one day each year.
3	**Sensitive**	An insult to the society's Weakness is grounds for a severe beating.
4	**Inspiration**	The society's Asset or Liability inspired a famous media piece.
5	**Unstable**	The current Asset or Liability is unpopular and folks want a new one.
6	**Sentimental**	The Liability is endearing to the populace. They don't want to change it.
7	**Flux**	This society may contemplate the deep changes necessary to change their Strength or Weakness.
8	**Staunch**	It takes a lot of effort to change this society's Asset or Liability.

Strengths, Weaknesses, Assets and Liabilities are all important to the Societal Conflict system. Strengths and Weaknesses are intrinsic elements to a society. Assets are tangible but may be destroyed or created, and are thus not permanent like a Strength or Weakness. Each Asset or Liability is essentially a second Strength or Weakness matching the same number. Illiteracy is a Knowledge Liability, Resources are a Trade Asset, etc. Strengths and Weaknesses and Assets and Liabilities should be rerolled if they conflict (having the same Strength as Weakness or Asset as Liability) Nature is the flavor of the Strength or Weakness. Features are flavor items that show what might attract or repulse an outsider to the area.

Ages of Civilization

D6	Began
1	Paradigm tech
2	Gold rush
3	New frontier
4	Prophet/herald
5	Visitors
6	Beyond

D6	Golden Age
1	Wealth gained
2	Arts revival
3	Equal rights
4	New thought
5	Cultural exchange
6	Security

D6	Lean Times
1	Famine
2	Speech ban
3	Oppression
4	Police state
5	Closed borders
6	Invasion

D6	Ended
1	War
2	Government succession
3	Rejection of old philosophy
4	Natural disaster
5	Growing apathy/stagnation
6	Financial disaster

D10	Special	Result
1	**Displacement**	At some point in this Age the culture displaced another people.
2	**Redefined borders**	Something made the border change. Reroll Feature.
3	**Values reexamined**	Social turbulence changed viewpoints. Reroll Value/Disdain.
4	**Great mystery**	The broad details are known, but something caused most information on this age to disappear long ago.
5	**First contact**	First contact between two of the current (game time) cultures.
6	**Legendary work**	The culture's most famous art or literary work was created.
7	**Extinction**	A unique animal went extinct in this period.
8	**Exodus**	A significant portion of the population left during this age
9	**Plague**	A great plague scourged the land.
10	**Changed identity**	The name of the culture changed during this Age.

This section details the past of a culture. An Age has no determined length, and no two Ages necessarily last the same amount of time. That said, a society with more Ages is always older than one with fewer Ages.

New Ages can begin at the same time that the old one ends. If you choose this, then the end of the previous Age can be linked to the beginning of the new Age.

Initial Political Contexts

D6	War
1	Open war
2	Cold war
3	Desires war
4	Undecided
5	Doesn't want
6	Fears war

D6	Trade
1	Exploitative
2	Trade war
3	Closed trade
4	Some trade
5	Regulated
6	Open trade

D6	Diplomacy
1	War of words
2	Cold negotiations
3	Closed channels
4	Cordial Exchanges
5	Mutual goals
6	Detente

D6	Relationship Aspects
1	Offshoots of same elder culture
2	Members of same political bloc
3	Same ethnic majority
4	Shared religious/philosophical outlook
5	Former or current client state
6	Allies in an old great war

D6	War Position
1	Unsurpassed
2	Mighty
3	Formidable
4	Average
5	Weak
6	Defenseless

D6	Trade Position
1	Unsurpassed
2	Canny
3	Formidable
4	Average
5	Weak
6	Poor

D6	Diplomatic Position
1	Unsurpassed
2	Masterful
3	Formidable
4	Average
5	Weak
6	Inept

D6	Knowledge Position
1	Unsurpassed
2	Enlightened
3	Formidable
4	Average
5	Weak
6	Ignorant

D8	Special	Result
1	Hidden relationship	One of the relationships is secretly the opposite (1 is 6, 2 is 5, etc.).
2	Old blood	A relationship takes either a -1 or +1 bonus on all Changes rolls. The bonus is negative if the relationship is bad, positive if it is good.
3	Dynamic position	A chaotic element inside the society means that when they gain or lose position in one specific field they gain or lose one more position.
4	Gloats	If the society is Unsurpassed in a field then they are always attacked in that field when determining which field is used in a conflict.
5	Fickle	This society loses friends easily. Take -1 to all Changes rolls.
6	Driven	If they win a conflict using their lowest-rated field, then raise it by +1.
7	Mockery	Members of these two Societies tend to mock each other mercilessly.
8	Remote	A geographic feature makes travel and communication cumbersome.

For this section roll red, green and blue once for each other culture whose relationship has not yet been defined. If you wonder how a nation might be at war with another nation while still having open trade and detente, look at current politics. China and the United States are officially allies, yet they have contributed armed forces to opposite sides of conflicts.

Orange, yellow and purple are all indicators of relative power. Subtract one from a die if the culture has the appropriate Strength on the Strengths and Weaknesses tables, add one for each appropriate Weakness. Subtract one for Assets and add one for Liabilities. Infrastructure and Loyalty do not show up here; they are overall indicators of a culture's health and ability to withstand outside influence, or cultural Hit Points, if you will.

Societal Conflict System

While not always the main focus of a campaign, the constantly-shifting international political situation can be a fascinating backdrop for your story. What happens to the crew of the multi-national ship when the two sponsoring nations declare war? Where does the merchant caravan go when their destination closes its borders to members of the PCs' country?

This system is designed to quickly simulate the shifting fortunes of nations. It forms a mini-game of sorts, although its main purpose is to provide a wider background while the PCs go on their adventures. The PCs' actions may have an effect on the results, as noted below. This system should generally be used after each adventure, or when a noteworthy event happens in the story. To make things easy to follow, it is recommended that you keep the number of Societies at six or fewer. By making this roll after a game session, you will save a few minutes for your session that can be spent playing.

The relationships of the various societies are detailed in the Political Contexts section. Each time the Societal Conflict System is consulted roll first to see how the relationship between any two Societies changes. A result of Worsens indicates that one of the relationships (War, Trade, Diplomacy) changes by one result on the appropriate Political Contexts table (Desires war becomes Cold war, Cordial exchange becomes Closed channels, etc.). A result of Improves means that the relationship moves up one result on the appropriate table.

Any societies whose relationship rates at 2 or less then have their conflicts. This is done by rolling 1D6 for each side, with the higher result being this turn's victor. Add +1 to the result of the society whose position in the conflict is higher. The loser subtracts 1 from their Loyalty or Infrastructure score. Both scores begin at 10 for all Societies. Strengths and Assets for Infrastructure and Loyalty add one to their initial and maximum scores, while Weaknesses and Liabilities for those scores decrease initial and maximum scores by one. Societies whose score in either area reaches zero collapse under their own weight. The consequences of this are for you to determine.

If a society takes three losses in a specific type of conflict (War, Trade, Diplomacy) in a row, then lower their position in that type by one place. If they are already in the lowest place then they lose their Asset from the Strengths and Weaknesses section without getting a replacement.

Relationship Dynamics Modifiers
When selecting which relationship changes on the Relationship Dynamics tables, a society's Attitude (Society Basics black die table) modifies its Relationship and Changes rolls on the Relationship Dynamics tables. Both societies involved combine their bonuses as follows:

-Humanitarian societies add +1 to Changes tables.
-Interventionist Societies add +1 to Changes tables.
-Isolationist/Neutral add +1 to Changes tables.
-Aloof societies subtract -1 to Changes tables.
-Expansionist societies subtract -1 to Changes tables.
-Xenophobic societies subtract -1 to Changes tables.

Player Interventions
Any actions that the players took that could conceivably affect society-level politics provides a bonus for relevant rolls. For instance, if the PCs pleaded the case for ending a war to a tyrant, then add +1 to the Changes die on the Relationship Dynamics tables. If they fought bravely in a war, add +1 to their society's roll for the conflict this turn. If they spent a session bolstering local infrastructure in a war-torn area, then perhaps restore a point of lost Loyalty or Infrastructure. If the players actively sought to change things, then be sure to include the relevant societies in the roll rather than determining a random society on the Relationship Dynamics tables.

Adventuring in Times of Conflict
The PCs may be able to influence the outcome of a conflict. This would affect their goals. Additionally, a conflict informs the type of story being played. While the PCs may not be out to change the world, the changing world affects them.

Two societies in a cold war will engage in a lot of espionage, sabotage and diplomatic posturing. Travel between the two powers will draw suspicion. Paranoia sets in. This gives rise to a far different story tone than when two powers are at peace or even when they are openly warring against one another.

The Societal Conflict System is used between game sessions. This gives the GM time to decide upon any thematic changes to the story. Are the PCs going to join the bellicose antics of the diplomats as they attempt to ridicule their opponents into oblivion? Even if the PCs choose not to get involved, will they be tempted to act differently towards their friends from the now-enemy society?

Relationship Dynamics

D6	Society 1
1	1
2	2
3	3
4	4
5	5
6	6

D6	Relationship
1	War
2	War
3	Trade
4	Trade
5	Diplomacy
6	Diplomacy

D6	Changes
1	Worsens
2	Worsens
3	Worsens
4	Improves
5	Improves
6	Improves

D6	Society 2
1	1
2	2
3	3
4	4
5	5
6	6

D6	Society 3
1	1
2	2
3	3
4	4
5	5
6	6

D6	Relationship
1	War
2	War
3	Trade
4	Trade
5	Diplomacy
6	Diplomacy

D6	Changes
1	Worsens
2	Worsens
3	Worsens
4	Improves
5	Improves
6	Improves

D6	Society 4
1	1
2	2
3	3
4	4
5	5
6	6

D8	Special	Result
1	**Healing**	Roll 1D4: That society regains a lost point of Loyalty or Infrastructure.
2	**Conclave**	All societies gather. Roll for every society.
3	**Static**	An idle time. Rolls of 3 or 4 on Changes tables now read "No change."
4	**Cloak and dagger**	Roll 1d4: That society masterminded the interactions of the two societies in their opposite set of tables.
5	**Truce**	If a relationship improved, then the parties agreed to hold off on further aggression. Their relationship cannot worsen for two more turns.
6	**Bitterness**	If a relationship worsened, then the parties are venomously angry. Their relationship cannot improve for two more turns.
7	**Wide-ranging encounters**	Roll 1D4: That society adds a second relationship type to be affected.
8	**Unfinished business**	Roll 1D4: That society and its counterpart this turn will have a relationship change next turn, too.

On the Special table any roll of 1D4 referencing a society means the society that for this turn was rolled for as Society 1, Society 2, Society 3 or Society 4. The opposite set of tables refers to the top row, beginning with red versus the bottom row, beginning with orange.

Research

D6	Discovery
1	None
2	None
3	None
4	None
5	None
6	Discovery

D6	Field
1	Philosophy
2	Science
3	Military
4	Civic
5	Economy
6	Beyond

D6	Nature
1	Gadget
2	Building
3	Treatise
4	Organization
5	Procedure
6	Beyond

D6	Impact
1,2	Standard
3	Standard
4	Standard
5	Standard
6	Standard
7	Revolutionary

D8	Special	Result
1	**Untested**	When used roll 1D6: 1-2: Opposite effect; 3-6: Intended effect.
2	**Keystone**	This Discovery also adds +1 to the next Discovery roll.
3	**Envy of the competition**	Subtract -1 from your next Relationship Dynamics Changes roll.
4	**Mother of invention**	You may use this invention for another society to automatically improve all Relationships with them by +1.
5	**It'll be ready on Tuesday**	The Discovery is available for use in two turns.
6	**Open source**	All other societies may use this Discovery to heal.
7	**Malware**	As 6, but you get +1 to all rolls against any who used it for 2 turns.
8	**Resting on laurels**	Your researchers cruise next turn, giving you -1 to the Discovery table.

This system details how research is conducted. Discovery means whether or not you make a Discovery this turn. The Knowledge Strength aids in this. Field is what type of knowledge is discovered. Science is broad and includes physics, chemistry, medicine and any other discipline. Type is the actual application of the knowledge and can be anything from a pocket watch to a lab to a new military training regimen. If a Discovery is Revolutionary, it can use two effects, rather than one.

The effects of a Discovery can be used at any time to heal 1 Loyalty or Infrastructure or to gain +1 to any roll on the Society Conflict System. Note that all societies start with one Discovery from the Knowledge table of the Society Basics section. Discoveries may be "banked" for later use, but you may not bank more than two at a time.

Society Example

It's my great pleasure to be able to say that we at Thunderegg Productions have received the blessing of Alex Testudoro to explore the canon of the **Turtle Lords** RPG for the first time since 1983! If you remember the game, only one book, the **Turtle Lords Core Rules**, was ever published. There was an ad in the back pages of the core book announcing the planned expansions that were doomed to never see the light of day. Until now.

Mr. Testudoro sent me a copy of some of his notes, and we're going to use one of the planned factions, the Octotaurs, as our example for building a society and running the Societal Conflict System. The Octotaur Collective's society is as follows:

Government: Communism

Knowledge: Civic

Resources: Hardscrabble

Citizen Rights: Citizens monitored

Value (and Disdain): Directness (Politeness)

Value (and Disdain): Courage (Cleverness)

Reputation: Envied

Attitude: Interventionist
Special: Breakaway (from the He'e Empire)

Strength (Nature): Diplomacy (Dedication)

Asset: Spy Network
Positive Feature: Ancient archaeological site

Weakness: (Nature): Knowledge (Philosophy)

Liability: Popular dissent

Negative Feature: Ancient creations periodically run amok

Special: Spectacular (beautiful ancient archaeological site)

Began: Beyond (transplanted from the He'e Empire to Mother Shell's Sea by the Great Tentacled One)

Golden Age: Wealth gained (hoard of gold given by the Great Tentacled One)

Lean Times: Speech ban
Ended: War (with the Turtle Lords)

Special: First contact (with the Turtle-Men)

The Turtle-Man society was briefly described for the Creating PC Races section, but in the interest of clarity it is reprinted and completed here:

Government: Meritocracy
Knowledge: Science
Resources: Inexhaustible
Citizen Rights: Full, save one restriction (need permission of the Shell Keepers to own land)
Value: Courage (disdain Cleverness)
Value: Generosity (disdain personal achievement)
Reputation: Ignored (until the invasion)
Attitude: Humanitarian
Special: Refugee enclave (took in the poor of other societies before they were invaded)

Strength (Nature): Infrastructure (Beyond) Mother Shell provides homes

Asset: Courier Network

Positive Feature: Near-perfect weather

Weakness (Nature): Military (Lack)

Liability: Vulnerable location

Negative Feature: Australia-level dangerous animals

Special: Sentimental (won't leave the Shell Sea)

Note that Turtle-Man civilization is very ancient, but for the purposes of this book we are only going to roll up one Age.

Began: Paradigm tech

Golden Age: Equal rights (for refugees)

Lean Times: Border closed (to further refugees)

Ended: War (with the Turtle Lords)

Special: Extinction (of the Moon Whales)

In the original and intended canon of TURTLE LORDS, the Octotaurs were conquered by the evil Turtle Lord Khans who then conscripted the Octotaurs to work against the Turtle-Men. We're going to use the initial conflict between the two cultures in order to highlight the workings of the Societal Conflict System. Please note that Mr. Testudoro's notes did not include the intended resolution of the TURTLE LORDS story, and there wasn't enough to actually stat up the Octotaurs' as a PC race, just some cultural notes.

Initial Political Contexts

War: Cold war

Trade: Closed trade

Diplomacy: Mutual goals

Relationship Aspects: Offshoots of same elder culture (Mother Shell and Father Fin's Undersea Utopia)

Military Position: Formidable (Octotaurs), Weak (Turtle-Men)

Trade Position: Weak (Octotaurs), Average (Turtle-Men)

Diplomacy Position: Weak (Octotaurs), Formidable (Turtle-Men)

Knowledge Position: Average (Octotaurs), Average (Turtle-Men)

Special: Gloats (Octotaurs): Lose friends easily, take -1 to all Changes rolls, Driven (Turtle-Men): If they win a conflict using their weakest field then raise it by +1.

The Conflict

Since we're only considering two societies this turn, we won't roll to select which societies are affected. Relationships and Changes both come up as 1, meaning that the War relationship worsens. The Turtle-Men and the Octotaurs are now at open war!

The two cultures each roll 1D6 to determine how they perform in the fight. The Turtle-Men have both a Weakness and a Liability affecting their military performance, so their roll of 4 becomes 2, while the Octotaurs roll 6 and their superior position makes it a 7. The Octotaurs win and the Turtle-Men must subtract 1 from their Loyalty or Infrastructure. The Turtle-Men have both a Strength and an Asset affecting Infrastructure, so instead of the usual 10, they have a maximum of 12. They subtract 1 from Infrastructure and begin the next turn with an Infrastructure of 11.

The Special roll for this conflict shows that the Turtle Lords masterminded the assault to drive a wedge between the Octotaurs and the Turtle-Men. How dastardly! Will the two great cultures repair the rift or will they succumb to evil machinations? That's for the next game session to decide!

Languages

This section is not going to give you a bunch of premade languages; that is beyond the scope of this document. It is, however, a "cheat" guide that lets you fake a language to suitably impress your players. The content of this section is not based on real-world languages, but rather on tropes of the genre that aim to recreate what players are expecting to hear come out of the merchant's or the bandit's mouth.

Defining the Sound

Are the players in the midst of a nomad raider camp? They'll expect to hear a harsh-sounding language full of short words that can be shouted clearly in the heat of battle. Are they strolling a cosmopolitan bazaar? They are likely to picture merchants speaking in flowing, musical phrases that go by quickly and sound confusing to a non-speaker; perfect for setting up a con against a naive customer. Or, to use a pop culture example, look at the Klingons from Star Trek (since the first movie) and you know exactly what they are going to sound like before they even start speaking. We are going to present four different language variants based on the culture of the speakers.

War Tongues

For societies whose highest position or main focus is on war. This is a harsh tongue that sounds angry even when it is being sung to children. And the children's songs written in this language are probably shockingly violent.

Trade Tongues

For societies whose highest position or main focus is on trade. This is a melodic, jovial language that is very soothing to hear. It is spoken rapidly to confuse foreign listeners.

Diplomatic Tongues

For societies whose highest position or main focus is on diplomacy. This is a pompous, formal tongue. An insult in this language will sound incredibly polite.

Knowledge Tongues

For societies whose highest position or main focus is on knowledge. This is a technical-sounding language that is meant to convey a lot of information with accuracy. It tends to seem long-winded to non-native speakers.

Language Tables

The following tables are meant to be used to create words and names in fictitious languages. The Quirks table and the D8 Special table are only consulted when you initially generate a language. After that the other tables are used to generate specific words as needed.

Warlike Languages

D6	Sounds Used
1	1
2	1
3	2
4	3
5	1,2
6	1,3

D6	Sounds Used
1	-
2	2
3	2
4	3
5	3
6	2,3

D6	Sounds Used
1	-
2	-
3	-
4	3
5	4
6	4

D6	Sound 1
1	Ma-
2	Cho-
3	Ki-
4	Ru-
5	Ba-
6	Ju-

D6	Sound 2
1	ur
2	gla
3	fo
4	pa
5	wey
6	kip

D6	Sound 3
1	koo
2	rox
3	pag
4	man
5	bab
6	pok

D6	Sound 4
1	-ax
2	-ez
3	-ok
4	-ar
5	-ed
6	-un

D6	Quirks
1	Accent is on the penultimate syllable
2	Delivered in a nasal tone
3	Accent is on the first syllable
4	One random vowel is always long
5	No articles (the, a, etc.)
6	Replace one random consonant with s, h or v.

D8	Special	Result
1	**Secret**	It is a capital crime to teach this tongue to outsiders.
2	**Proper respect**	It is a capital crime to look a superior officer in the eye when speaking.
3	**Spoken only**	This language has no written form.
4	**Frequent loan words**	For every word roll 1D8 and on a 1 the chosen word comes from another language table.
5	**Clicks**	For every word roll 1D8 and on a 1 the chosen word has one syllable replaced with ! (tongue click on the roof of the mouth).
6	**Gestures**	A secret set of gestures changes the meaning of the words. A soldier may hold his hand palm up to indicate that there are people listening to the conversation, for example.
7	**Dour**	It is rude to smile when speaking.
8	**Segregated**	Officers/nobles speak a different form of this than the foot soldiers. This allows the higher-ups to hide things like suicide missions and plain contempt from their underlings.

Consult the three Sounds Used tables to determine the number and sounds of the syllables in the word. Rolling 1, 5 and 1 on the three tables means that there are two syllables, from Sounds 1 and 3. In the case of a silly word (kookookoo is possible in this system), just reroll the individual sounds from the appropriate Sounds table.

Trader Languages

D6	Sounds Used
1	1
2	2
3	3
4	1,2
5	1,3
6	2,3

D6	Sounds Used
1	-
2	2
3	3
4	2,2
5	2,3
6	3,3

D6	Sounds Used
1	-
2	-
3	4
4	4
5	3,4
6	2,4

D6	Sound 1
1	Sha-
2	Flo-
3	Gui-
4	Lea-
5	Vo-
6	Su-

D6	Sound 2
1	je
2	lu
3	se
4	wi
5	hua
6	zhi

D6	Sound 3
1	yu
2	hi
3	va
4	fui
5	sho
6	n

D6	Sound 4
1	-eal
2	-asa
3	-vya
4	-nga
5	-uon
6	-ean

D6	Quirks
1	Accent on every other syllable
2	Last word in a sentence is higher pitch
3	Plurality indicated by repeating word
4	Peppered by oaths and interjections
5	Spoken with a lisp
6	Change a random consonant to p qu or t

D8	Special	Result
1	**Amalgam**	Roll 1D6 every time you make a word. On 1 make it in another tongue.
2	**Forbidden**	It is against the law to teach this to an outsider.
3	**Spoken only**	This language has no written form.
4	**200 words for snow**	Roll 1D20 every time you make a word. On 1 there are 4 words for that term, used in different contexts.
5	**Variant**	This is a variant language, use the pig Latin form of the words made.
6	**Complex alphabet**	There are thousands of written symbols for this language.
7	**Ancient tongue**	Evidence suggests that this is the oldest tongue used by the species.
8	**Discrimination**	There is prejudice against itinerant merchants who use this tongue.

Diplomatic Languages

D6	Sounds Used
1	1
2	1
3	1
4	1
5	1,2
6	1,3

D6	Sounds Used
1	-
2	-
3	2
4	2
5	2,3
6	3

D6	Sounds Used
1	-
2	-
3	-
4	4
5	4
6	3,4

D6	Sound 1
1	De-
2	Le-
3	La-
4	Su-
5	Ma-
6	Ho-

D6	Sound 2
1	pala
2	wena
3	vina
4	toru
5	shari
6	miri

D6	Sound 3
1	ziv
2	shen
3	jun
4	fan
5	vil
6	sum

D6	Sound 4
1	-ial
2	-ous
3	-aire
4	-an
5	-eux
6	-ius

D6	Quirks
1	Monosyllabic particles between every word
2	One random vowel is always long
3	Spoken in a sing-song cadence
4	Courtly language uses poetic forms
5	Accent on final syllable
6	Replace random consonant with g, p or k

D8	Special	Result
1	**Lingua Franca**	This tongue is the official language of international diplomacy.
2	**Class divisions**	This tongue is not taught to commoners.
3	**Loan words**	Roll 1D8 every time you make a word. On 1 make it in another tongue.
4	**Segregated alphabet**	There are multiple alphabets that are only taught to members of specific groups (men, women, clergy, nobles, etc.)
5	**Grown-ups only**	It is illegal to teach this tongue to children (it's still done, though).
6	**No swearing**	There are no swear words in this language, just lots of passive-aggressive put downs.
7	**Formal address**	There are many words for the same address, based on social standing.
8	**No first person**	This language has no "I" or that term is reserved for the ruler.

Knowledge Languages

D6	Sounds Used
1	1
2	1
3	1
4	1,2
5	1,2
6	1,3

D6	Sounds Used
1	-
2	2
3	2
4	3
5	2,3
6	3,2

D6	Sounds Used
1	-
2	-
3	-
4	2,4
5	3,4
6	4

D6	Sound 1
1	Nu-
2	Ky-
3	Ver-
4	Mor-
5	Lati-
6	Epi-

D6	Sound 2
1	cry
2	kosi
3	tu
4	sha
5	hui
6	tani

D6	Sound 3
1	loji
2	hipo
3	flee
4	seco
5	piro
6	keri

D6	Sound 4
1	-sos
2	-mus
3	-an
4	-ism
5	-ine
6	-al

D6	Quirks
1	Delivered in a clipped, quick cadence
2	Accent on every first syllable
3	Plurality always indicated by exact number
4	Random vowel is always long
5	Accent on middle syllables
6	Replace random consonant with b z or g

D8	Special	Result
1	**Cross research**	When making a word roll 1D10. On 1 make that word in another tongue.
2	**Scholarly**	Traditionally only taught in universities.
3	**Dead language**	From antiquity, brought back for intellectual studies.
4	**Segregated scripts**	Different scientific disciplines have different alphabets.
5	**Loveless**	Very few words for emotions. Not many poems in this language.
6	**Mathematical idioms**	Most slang and folk sayings have something to do with math.
7	**Superstitious contempt**	This language is banned in the society with the lowest knowledge.
8	**Hyper-descriptive**	When making a word roll 1D10. On 1 double the syllables in that word.

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Species & Societies is a brand new supplement designed to add flavor to your game, no matter which system you play. With a single roll of the dice you can create a new, fully fleshed-out species to add to your game.

If you want to convert these species to PC-playable races, we've included six kits that will allow you to create races for The 13th Age Roleplaying Game,Dungeon World, Fate Core, Legend, The Pathfinder Roleplaying Game and Traveller!

This book includes a section on creating societies in which your new species dwell. Just like with species, a single roll of the dice can generate a flavorful society. You can go deeper if you wish and simulate the political and military conflicts between nations.

Lastly, we've included a section on creating words and names that sound consistent with the languages of your species. Want to create a menacing battle cry in the tongue of the ape-men that you just generated? Done in seconds. Names for the Dungeon World race playbooks? Easy-peasy.

Come on in and explore. This book will open up and fire your imagination!

The Traveller portion of this book requires the use of the Traveller Main Rulebook, available from Mongoose Publishing.