



MUKHADISH

Like Kerrn, Mukhadish are a creation of the Vaylen Eugenicians. These creatures represent the pinnacle of the art for Vaylen—not because they are excellent in any one area, but because they are pliable, adaptable and easily controlled.

The Mukhadish are the result of a patchwork of assorted DNA. Cross-sections from human sources plus a half-dozen other alien species created this masterpiece of Vaylen scientific achievement. Mukhadish are giant creatures, taller than Kerrn, and stronger.

By design, Mukhadish are more docile than their Kerrn predecessors. They accept the Naiven implantation with considerable ease. They are hermaphroditic and dim-witted. While they have an aggressive streak, Mukhadish look for someone to give them instructions. This makes them very useful.

Mukhadish Characters

Since Mukhadish are born and bred to be slaves, they do not make the best leaders. This is reflected in their lifepaths. They do not start with the necessary skills to be a leader. This limits their usefulness in conflicts and in the big picture. They are fun and challenging characters to play, but they are more often found in a support role—as a bodyguard, for example—than as the leader of a faction.



Mukhadish Common Traits

All Mukhadish characters must take the following traits: Bred for Slavery, Gigantic Stature, Naiven Tube, Pug, Rending Claws and Tough.

Bred for Slavery

Dr.

Mukhadish were designed to be a cheap, docile labor pool. Their stat maximum exponents are: Per 5, Will 3, Agi 4, Spd 5, Pow 8, For 8.

Gigantic Stature

Dr.

Mukhadish stand three to four meters tall and two meters across the shoulder. When factoring their starting attributes, they must have a minimum Power exponent of 6 and a minimum Forte exponent of 6. Mukhadish may always start with a Power or Forte exponent of 7 or 8 if they choose. Starting exponent maximums don't apply to these stats.

Naiven Tube

Dr.

Mukhadish were designed to be Vaylen. Thus, in service of that design goal, the Vaylen sculptors fashioned a tube into the Mukhadish's physique. The tube is concealed beneath a flap of skin and provides direct access to the creature's brain for a Naiven worm. No surgery is required; a Naiven may simply crawl into the Mukhadish's brain and take over.

Pug

Char

The Mukhadish possess a strange pug face and leathery skin that is oddly reminiscent of Earth-born fruit bats.

Rending Claws

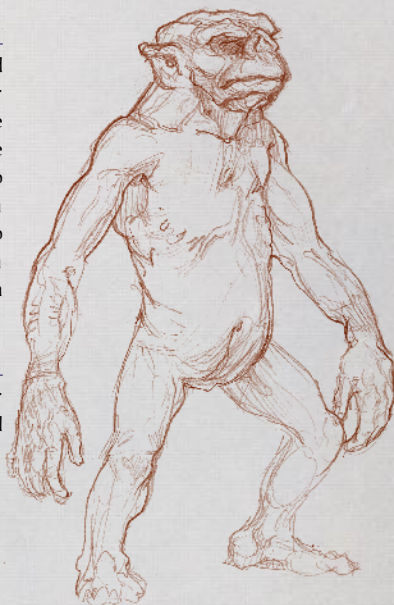
Dr.

Mukhadish have tough, rigid and sharp nails at the end of their long fingers. When using a Close Combat Overbearing action, the Mukhadish player may choose to conduct a Hand to Hand action simultaneously and thereby do damage to his opponent via an unarmed attack as he takes him down.

Tough

Dr.

Round up when averaging Power and Forte to determine the Mortal Wound.





Wild

Wild Mukhadish are fairly rare in the Empire. Their herds are generally found only on worlds where great battles were lost. Mukhadish Cows, pregnant and ready to birth and infest the world, ended up stranded after a battle. In the absence of a supply of Naiven, their offspring grew without having been hulled. They grew wild and free, forming herds. Generally docile, they live peaceably in the shadow of the survivors' settlements.

NAME	TIME	RESOURCES	CIRCLES	STAT
Born Wild	5 yrs	0	1	—
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> 1 pt				
Bogey	3 yrs	0	0	+1 P
<i>Skills:</i> 3 pts: Physical Training, Infiltration				
<i>Traits:</i> 2 pts				
<i>Requirements:</i> If chosen, this must be the second path and may only be taken once.				
Manhunter	5 yrs	0	1	+1 M, P
<i>Skills:</i> 4 pts: Hunting, Man-wise, Village-wise				
<i>Traits:</i> 1 pt				
<i>Requirements:</i> Manhunter requires Bogey				
Forlorn	10 yrs	0	0	+1 M
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 2 pts: Solitary, Philosophical, Addled, Slow				
Wild Cow	7 yrs	0	1	+1 M/P
<i>Skills:</i> 4 pts: Child Rearing, Den-wise, Conspicuous				
<i>Traits:</i> 1 pt: Cud Chewer, Defensive				
<i>Requirements:</i> None. Mukhadish are hermaphrodites and may be both male and female throughout their lives.				
Brute	6 yrs	1	1	+2 P
<i>Skills:</i> 5 pts: Intimidation, Close Combat, Cow-wise, Bull-wise				
<i>Traits:</i> 1 pt: Brute				
<i>Requirements:</i> Manhunter, Alpha or Leg Breaker				
Wild Bull	8 yrs	2	1	+1 M, P
<i>Skills:</i> 4 pts: Wasteland-wise, Cow-wise, Extortion				
<i>Traits:</i> 2 pts: Boor				
<i>Requirements:</i> Brute				



Underworld

The criminal underworld of the various urban hive worlds raise Mukhadish in captivity to be thugs and pets. Some Mukhadish escape and manage to find life as laborers, others wander lost in the underbelly of society. This setting is native by default, just like the Outcast and Criminal setting.

NAME	TIME	RESOURCES	CIRCLES	STAT
Born in Captivity	4 yrs	0	0	—
<i>Skills:</i> 1 pt: Dark Shattered Underbelly-wise. 2 pts: General.				
<i>Traits:</i> 1 pt				
Lost	5 yrs	0	0	+1 M/P
<i>Skills:</i> 7 pts: Undercity-wise, Physical Training, Drain-wise, Infiltration, Hunting, Rat-wise				
<i>Traits:</i> 1 pt: Abandoned, Feral, Accustomed to the Dark				
<i>Requirements:</i> If chosen, this must be the second or third lifepath. If taken as the second, it may be taken more than once.				
Lifter	6 yrs	1	1	+1 P
<i>Skills:</i> 5 pts: Back-Breaking Labor, Repair, Fire Control, Crate-wise				
<i>Traits:</i> 1 pt: Obedient, Patient, Fearless				
<i>Requirements:</i> Pet, Shudra, Forlorn				
Leg Breaker	5 yrs	0	1	+1 P
<i>Skills:</i> 5 pts: Intimidation, Close Combat, Extortion, Bone-wise				
<i>Traits:</i> 1 pt: Yes, Boss				
<i>Requirements:</i> Lifter or Ox				

CHARACTER BURNER

Gun	6 yrs	1	0	+1 M/P
<i>Skills:</i> 4 pts: Squad Support Weapons, Streetwise, Gun-wise <i>Traits:</i> 1 pt: Shark-Toothed Smile, Sharp Dresser <i>Requirements:</i> Leg Breaker				
Pit Monster	5 yrs	0	0	+1 P
<i>Skills:</i> 5 pts: Close Combat, Conspicuous, Intimidation, Exotic Weapons-wise <i>Traits:</i> 1 pt: Broken, Aggressive, Berserker, Light Sensitive <i>Requirements:</i> Manhunter, Monstrosity, Tortured or Alpha				
Monstrosity	6 yrs	0	0	—
<i>Skills:</i> 6 pts: Conspicuous, Circus-wise, Cage-wise, Trains-wise, Begging <i>Traits:</i> 2 pts: Freak, Enraged, Defeated, Brute <i>Requirements:</i> May not be the second lifepath				
Pet	8 yrs	1	1	+1 M
<i>Skills:</i> 4 pts: Master-wise, Ugly Truth, Mansion-wise. 1 pt: General. <i>Traits:</i> 2 pts: Tragic, Gentle				

Slave

Some cultures breed Mukhadish and keep them as slaves. This setting is available when Servitude and Serfdom is available.

NAME	TIME	RESOURCES	CIRCLES	STAT
Born to the Vats	4 yrs	0	0	—
<i>Skills:</i> 1 pt: General <i>Traits:</i> 1 pt				
Tortured	3 yrs	0	0	—
<i>Skills:</i> 1 pt: No skills; skill point must be spent on other lifepath skills. <i>Traits:</i> 3 pts: Broken, Numb				
Ox	5 yrs	0	0	+1 P
<i>Skills:</i> 2 pts: Back-Breaking Labor <i>Traits:</i> 1 pt				
Shudra	5 yrs	0	0	+1 P
<i>Skills:</i> 3 pts: Repair, Fire Control <i>Traits:</i> — <i>Requirements:</i> Tortured or Lifter				
Cow	7 yrs	0	1	+1 M/P
<i>Skills:</i> 5 pts: Child Rearing, Den-wise, Inconspicuous, Conspicuous <i>Traits:</i> 1 pt: Breeder <i>Requirements:</i> None. Mukhadish are hermaphrodites and may be both male and female throughout their lives.				



Alpha	5 yrs	1	1	+1 M, P
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Skills: 3 pts: Intimidation, Close Combat

Traits: 1 pt: Brutal, Unflinching, Booming Voice

Requirements: Shudra, Leg Breaker or Manhunter

Slave Bull	10 yrs	1	1	+1 M, P
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Skills: 4 pts: Command, Alpha-wise, Conspicuous 1 pt: General.

Traits: 2 pts: Cruel, Tough as Nails

Requirements: Alpha

Mukhadish

Stat Pools for Mukhadish by Age

Starting Age	Mental Pool	Physical Pool
1-5 years	3 pts	13 pts
6-12 years	4 pts	15 pts
13-19 years	4 pts	18 pts
20-27 years	4 pts	20 pts
28-36 years	4 pts	19 pts
37-48 years	4 pts	17 pts
49-85 years	3 pts	14 pts

