HOMINOID RACES AND VARIATIONS

In the history of the *Silent Death* universe, the Empire of Humanity performed a great deal of genetic manipulation. This has resulted in many hominoid races. Though few are still in production today, many can reproduce, and have kept their genetic line pure. Here is a list of the hominoid race that might appear in the *Silent Death* genre.

HUMAN AND HUMAN MUTATIONS

Human: This is the original human stock. It has changed little since the birth of *homo sapiens sapiens*.

Neo-Human: The result of natural selection. The last ten thousand years of human breeding has produced the neo-human. He is physically superior to the human, but only in the slightest, most natural way.

Humanoid I: Humanoids developed from humans colonizing heavy G worlds. They are physically more powerful than normal humans, but because of their environment, they have bred some cleverness out of their stock

Humanoid II: From lower gravity worlds. This race has developed agility and quickness at the expense of strength.

Humanoid III: These humans have developed superior intelligence. They have sacrificed strength and overall health.

TRANSHUMANS

Transhumans are eugenic experiment. Over many generations, parents have been carefully chosen to promote some traits and weed out others. Here are some examples.

Transhuman I: Bred for strength and durability, not agility or intelligence.

Transhuman II: Bred for intelligence and agility. Great technicians.

Transhuman III: Bred for intelligence and memory.

Transhuman IV: Bred for psychic abilities.

Transhuman V: Original attempt at the "Ultimate Man." They tend to be insufferably egotistical.

Transhuman VI: Bred for overall ability. They concentrate in psychic aptitudes.

Transhuman VII: These supermen are greatly sought after for combat situations. Known for their mindless loyalty.

Transhuman VIII: Developed for undersea life, these transhumans have fully functional gills.

Transhuman IX: These are the next step in evolution for the transhuman IVs. They have improved psychic ability, and no real statistical drawbacks.

Transhuman X: Bred to be technicians, they possess improved agility and intuition.

Transhuman XI: Improved reasoning and memory skills. These are the improvements on transhuman IIIs.

Transhuman XII: The final (?) version of the "Ultimate Man."

ALTERANT REPLICANTS

Replicants are created through direct genetic manipulation of a fetus. Replicants are generally sterile, but some are occasionally created which can reproduce.

Type I: An engineered soldier. They are not known for their intellectual agility.

Type II: Tech model. Generally preprogramed with appropriate skills.

Type III: Generally purchased for an aide or assistant. This type is designed for its memory capacity.

Type IV: Pleasure model. Invariably appealing and often specially skilled.

Type V: This is a manufactured slave and laborer. Its intellectual capabilities have been maimed to make it more compliant. Most worlds find its existence morally repugnant.

RACE ABILITIES TABLE T-1.1 (EXAMPLE 1: *SILENT DEATH* HUMANOIDS)

Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Pois.	Dis.	Fear	Psion	# BG Opts (Talent Pts)
Human	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	6 (65)
Neo-Human	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+5	+5	0	0	6 (60)
Humanoid I	-2	+4	-2	-2	-6	0	0	-4	0	+4	0	0	-5	-10	6 (65)
Humanoid II	+4	0	0	0	-8	0	0	-2	+4	-4	0	0	-10	-10	7 (65)
Humanoid III	0	-2	+2	+4	0	+4	+4	0	0	-4	-10	-20	+5	0	6 (65)
Transhuman I	-2	+8	-2	-4	-2	-4	0	+4	-2	+8	+15	+15	0	-20	5 (50)
Transhuman II	+8	-2	+2	+2	-2	-2	+6	-2	+6	0	+10	+10	0	-20	5 (45)
Transhuman III	0	-2	+6	+6	-2	0	+2	0	0	-2	0	0	0	-10	6 (55)
Transhuman IV	0	-2	+2	-4	+12	+2	+2	+2	-2	-2	0	0	+15	-20	6 (55)
Transhuman V	+6	+8	+6	+4	+2	0	+4	+6	+6	+6	+20	+20	0	0	0 (0)
Transhuman VI	+4	+4	+4	+4	+8	+2	+4	+4	+4	+4	+10	+20	+10	+10	4 (35)
Transhuman VII	+6	+10	0	-2	+2	+2	-2	+6	+6	+10	+20	+25	0	0	1 (10)
Transhuman VIII	+4	0	+2	+4	+6	+6	+4	+2	+2	+4	-10	0	+5	0	4 (40)
Transhuman IX	0	0	+12	+8	+12	+8	+8	+4	0	+2	-10	0	+10	+20	0 (0)
Transhuman X	+8	+2	+6	+8	+2	0	+12	+2	+4	+2	0	0	0	-10	1 (10)
Transhuman XI	+2	+2	+10	+6	+4	+4	+8	0	+4	+2	0	0	+5	+10	2 (20)
Transhuman XII	+4	+8	+6	+4	+8	+4	+2	+6	+4	+6	+20	+20	+10	+30	0 (0)
Replicant Type I	+8	+4	0	0	-4	0	0	0	+8	+8	+30	+30	-5	-20	4 (35)
Replicant Type II	+8	0	0	+8	-8	+8	-2	-4	0	0	+10	+10	-10	-10	5 (50)
Replicant Type III	0	0	+8	+4	-4	0	+2	+4	0	0	+10	+10	-5	+10	6 (60)
Replicant Type IV	+2	+2	-4	-4	-8	+4	-4	+8	+2	+2	+10	+20	-10	0	7 (65)
Replicant Type V	0	0	-8	-8	-8	-8	-6	-4	0	0	-20	-10	-10	-20	7 (70)

Skill Rank Bonus Progression and Health Data

Race	Body Development	Psion PP Development	Soul Departure	Racial Type	Healing Multiplier
Human	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	12	3	1x
Neo-Human	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	12	3	.9x
Humanoid I	0 • 7 • 3 • 2 • 1	0 • 6 • 5 • 4 • 3	12	3	.75x
Humanoid II	0 • 7 • 3 • 2 • 1	0 • 5 • 3 • 2 • 2	12	3	1x
Humanoid III	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	12	3	1.5x
Transhuman I	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	.5x
Transhuman II	0 • 7 • 3 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	.75x
Transhuman III	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	1x
Transhuman IV	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	1x
Transhuman V	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4	12	2	.5x
Transhuman VI	0 • 7 • 3 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	.75x
Transhuman VII	0 • 7 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	12	3	.5x
Transhuman VIII	0 • 7 • 3 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	1x
Transhuman IX	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	1x
Transhuman X	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	8	3	1x
Transhuman XI	0 • 6 • 4 • 2 • 1	0 • 7 • 6 • 5 • 4	10	3	1x
Transhuman XII	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4	12	1	.5x
Replicant Type I	0 • 7 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	2	5	.5x
Replicant Type II	0 • 7 • 3 • 2 • 1	0 • 5 • 3 • 2 • 2	2	5	.5x
Replicant Type III	0 • 6 • 4 • 2 • 1	0 • 6 • 5 • 4 • 3	2	5	1.5x
Replicant Type IV	0 • 7 • 3 • 2 • 1	0 • 5 • 3 • 2 • 2	2	5	1x
Replicant Type V	0 • 6 • 4 • 2 • 1	0 • 5 • 3 • 2 • 2	2	5	1.5x

ALIENS

In the *Silent Death* universe, the Empire of Humanity encountered several alien races. After the coming of the night brood, contact with most of these races was lost. There are a few individuals still wandering the remnants of the Empire, however, and with coming of the Draconians and the Primates, aliens are not unheard of. Listed below are the aliens which are still occasionally found in the remains of the Empire.

Altha: Thought to be descendants of the Sianetic Harbingers, the Altha are known for their psychic prowess. With brown skin and black hair, these humanoids live in a male dominated society where women are considered equals while not pregnant. Males outnumber females two to one. The Altha communicate almost exclusively telepathically.

Aoemaran: One of the most different from humanity in appearance, the Aoemaran are one of the most similar in outlook. Symbiotic in nature, they bind with a host, imparting their disease and poison resistance in return for nutrients. They have adjusted so that they no longer dominate their host, and the relationship tends to be more than amicable than in the distant past.

Draconian: This race of reptilian humanoid is from the Prometheus galaxy. They came, arriving shortly after the primates, in the wake of night-brood devastation. They are beyond ruthless.

K'ta'viir: These seclusionistic humanoids are like the Altha in every respect except one: they are taller, averaging 180-200 cm. They are thought to be the descendants of the imperial race that once ruled the galaxy. Little is known about them, and they have fallen long and far from their former grandeur.

RACE ABILITIES TABLE T-1.1 (EXAMPLE 2: *SILENT DEATH* ALIENS)

Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Pois.	Dis.	Fear	Psion	# BG Opts (Talent Pts)
	-----------------Racial Stat Bonus Modifications------------										RR Mods				
Altha	+6	+8	+6	+6	+8	+4	+2	+8	+6	+6	+20	+50	+20	+20	0 (0)
Aoemaran	-2	+4	+6	+4	+4	+12	+4	-20	-24	-36	+100	+100	+10	+30	6 (55)
Draconian	0	+4	0	0	+6	-5	+1	-2	+3	+2	+15	+25	+50	+20	5 (50)
K'ta'viir	+8	+10	+6	+8	+4	+4	+4	+10	+8	+8	+30	+50	+20	+30	0 (0)
Primate	+2	+4	+3	+4	0	+1	0	0	0	+5	0	0	0	0	6 (55)
Snee	+4	+8	-2	+2	0	-8	0	+8	+8	+12	+20	+30	0	+20	1 (5)
Trilopter	+4	+2	0	+5	-2	+4	-4	-6	+4	+8	+10	+10	0	0	6 (55)
Wihr-Kohl	?	?	?	?	?	?	?	?	?	?	?	?	?	?	? (?)

Skill Rank Bonus Progression and Health Data

Race	Body Development	Psion PP Development	Soul Departure	Racial Type	Healing Multiplier
Altha	0 • 7 • 3 • 2 • 1	0 • 7 • 6 • 5 • 4	10	1	.5x
Aoemaran	0 • 6 • 2 • 2 • 1	0 • 6 • 4 • 3 • 2	10	3	.1x
Draconian	0 • 7 • 3 • 2 • 1	0 • 5 • 3 • 2 • 2	12	3	1x
K'ta'viir	0 • 7 • 3 • 2 • 1	0 • 7 • 6 • 5 • 4	10	1	.5x
Primate	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2	12	2	.9x
Snee	0 • 7 • 5 • 3 • 1	0 • 5 • 3 • 2 • 2	5	3	1x
Trilopter	0 • 6 • 4 • 2 • 1	0 • 4 • 3 • 2 • 1	10	3	1x
Wihr-Kohl	? • ? • ? • ? • ?	? • ? • ? • ? • ?	?	?	?

Primate: An anthropomorphic cross between an ape and a bear. From Prometheus, the Primates have a highly structured society where class is based entirely on race. They seem to live in relative harmony, however, and are more human-like than the other voyagers from Prometheus, the Draconians.

Snee: The most terrifying race yet encountered by humanity. The Snee are much like the cross between a lizard and an insect. They have dark, often black exoskeletons (AT 12) and wear utility harnesses which give off a moist mist periodically. They have six limbs, though the middle two are smaller and hardly ever used. They appear to be ruled by five queens and expand with ruthless intensity. It is hoped that the night-brood has choked off all contact that humanity will ever have with the Snee, but they're still out there.

Trilopter: These calm, practical herbivores still exist in the remnants of the empire. Their physiology seems based on threes. Three legs sprout from the bottom of their peanut-shaped bodies. Three mouths ring the upper half. Above each is a tentacle, above that an eye-stalk. Each tentacle splits into three fingers. Their thick, grey skin grants AT 4, and they tend to dress in tunics. No one has ever seen a Trilopter get angry.

Wihr-Kohl: Amorphous and mysterious beings, seemingly of pure, sparkling energy. They travel *faster than light* on incomprehensible errands. They communicate with telepathic pictures, sometimes difficult to interpret. Little else is known of them. They are AT 20, DB 150, with 500 hits. They are immune to criticals. Attacking one is considered quit unwise.

SILENT DEATH AND SPACEMASTER

Though there are vehicular combat rules included in *Spacemaster: Privateers*, most GM's and players who have played *Silent Death* are going to want to use it to resolve space combat. This is actually very simple.

Converting a character to *Silent Death* stats is very easy. Simply divide a character's total Combat Pilot bonus by 15. Do the same for each gunnery skill. These are the *Silent Death* stats.

The main difference between this and a normal *Silent Death* game is that there is a separate skill for missiles, projectiles and energy weapons. That and the fact that the experience rules presented in *Silent Death* are inapplicable in *Rolemaster*.

That's all there is to it.

EXPERIENCE AND *SILENT DEATH*

If a lot of space combat is occurring using *Silent Death*, a GM may end up looking for a way to translate the events into *Spacemaster* experience. Here's a simple way of working out the experience.

Total up the TPV of each player's kills. Multiply the result by 10. This is a good guideline for how much XP the players should get for the battle.

In the *Silent Death* rulebook, there are included optional rules for handling experience. Obviously, these rules are inappropriate when used with *Spacemaster* characters. They are not without value in a *Spacemaster* game, however.

There will probably be many NPC's who make their appearances primarily in *Silent Death*, but never require *Spacemaster* stats. Gunners, wingmen, and fellow squadron members are some of the more common examples. For these characters, the *Silent Death* rules are still appropriate.

ADOLESCENCE RANK TABLE T-1.6 (*SILENT DEATH*)											
	Humans	Transhuman	Replicant	Altha	Aoemaran	Draconian	K'ta'viir	Primate	Snee	Trilopter	Wihr-Kohl
Athletic • Brawn skill category	1	1	2	1	0	3	1	1	2	0	?
Athletic • Endurance skill category	1	1	1	1	0	1	1	1	2	0	?
Jumping Skill	0	0	0	0	0	0	0	0	2	0	?
Swimming Skill	1	1	0	1	0	1	1	1	0	0	?
Awareness • Perceptions skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Alertness skill	1	1	0	2	3	1	2	1	5	1	?
Awareness • Searching skill category	1	1	0	1	3	1	1	1	0	0	?
Body Development skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Body Development skill	2	2	2	1	1	2	1	2	5	1	?
Communication skill category	4	4	1	1	6	4	1	4	0	8	?
Language skills*	5	5	4	2	10	5	2	5	0	10	?
Lore • Academic skill Category	3	3	3	3	3	3	3	3	3	3	?
"Own" Culture Lore skill	3	3	3	3	3	3	3	3	3	3	?
Lore • General skill category	3	3	3	3	3	3	3	3	3	3	?
"Own" Region Lore skill	3	3	3	3	3	3	3	3	3	3	?
Martial Arts • Strikes skill category	0	0	0	0	0	0	0	0	2	0	?
Martial Arts Strikes skill (or Rank 1)	0	0	0	0	0	0	0	0	2	0	?
Martial Arts • Sweeps skill category	0	0	0	0	0	0	0	0	2	0	?
Wrestling skill	0	0	0	0	0	0	0	0	2	0	?
Outdoor •Animal skill category	0	0	0	1	0	0	1	0	0	0	?
Riding skill	0	0	0	1	0	0	1	0	0	0	?
Outdoor • Environment skill category	1	1	1	2	0	0	2	0	0	0	?
Psychic PP Development skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Psychic PP Development skill	0	0	0	1	0	0	1	0	0	0	?
Psion Discipline Group	0	0	0	3	0	0	5	0	0	0	?
Psion Discipline skills	0	0	0	6	0	0	8	0	0	0	?
Scientific/Analytical group	5	5	0	0	5	5	0	5	0	6	?
Scientific skills	5	5	0	0	5	5	0	5	0	6	?
Subterfuge • Stealth skill category	2	2	2	1	0	1	1	1	1	0	?
Hiding skill	1	1	1	1	0	1	1	1	1	0	?
Stalking skill	0	0	0	1	0	0	1	0	1	0	?
Tech/Trade • General skill category	2	2	2	1	2	2	1	2	0	2	?
Tech/Trade • Professional skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Professional skills	2	2	0	0	1	0	0	0	0	1	?
Tech/Trade • Vocational skill category	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Vocational skills	2	2	0	0	2	0	0	0	0	1	?
Missile skill category	0	0	0	2	0	0	2	0	0	0	?
1 Weapon based on Culture/Race	0	0	0	1	0	0	1	0	0	0	?
One-Handed Energy skill category	0	0	0	0	0	2	0	2	2	0	?
1 Weapon based on Culture/Race	0	0	0	0	0	2	0	2	2	0	?
Hobby Ranks	10	10	30†	15	8	10	10	12	15	10	?
Background Options	Varies‡	Varies‡	Varies‡	0	6	5	0	6	1	6	?
Talent Points (if using *Talent Law)*	Varies‡	Varies‡	Varies‡	0	55	50	0	55	5	55	?

* — May only be allocated up to the maximum number of ranks listed or the "allowed adolescent languages" provided for the character's race.

† — These hobby ranks should be used to represent the replicant's programing. They should therefore be approved by the GM before play.

‡ — See table T-1.1 (Example 1) for specifics.