



Woryn

The Woryn is one of the most unique races to have ever developed within or without of the Shackleton Expanse. They hail from an average-sized world (Ovavera IX) choked with clouds and noxious fumes, which would leave most races dead in minutes. However, from this, their civilization developed and flourished.

The central “body,” which the vines surround is covered by several large leafs containing the main photosynthesis capable sections of the creature. The body itself almost hangs from the vines and is composed of a dense network of air sacs and the equivalent of a brain.

They do not have a traditional sense of sight and instead they have heat pits scattered around their bodies which allow them to sense infrared light in any direction. Their air sacs serve several functions. First, they provide the source for chemosynthesis. As they developed on a planet with thick clouds and a poisonous atmosphere, the air sacs allow them to draw energy from the chemicals in the atmosphere when there is not enough light for photosynthesis. In addition, the air sacs act as an air filter allowing them to survive (and “eat”) in nearly any atmosphere.

Much like their physical appearance, their society cannot be easily compared to any other society. First, they are neither a collective hive mind, nor are they very intelligent at the individual level. In large groups, they are capable of incredible feats of mental capacity and calculation. They form life-long bonds, called *Polairs*, and for most purposes can be considered a single individual, even if separated by several kilometers. The separate creatures which make up this “individual” are capable of independent thought and action, and sometimes will leave the group to do whatever the individual feels necessary to do. However, when part of the group, the individual is much more capable, intellectually.

They are a space-faring race that has colonized 3 other star systems: Garantith, Nirrax & Brumalis. Their alliances with others are always uneasy, as those involved are never fully sure what the Woryn are up to. Their homeworld and their colonies are protected by a vast array of Namarlan orbital satellites.

When one thinks of the Woryn fleet, images of swarms of potent Light Cruisers come to mind. While several of their Combined Ship classes are impressive, they are synonymous with Light Cruisers. Almost any Woryn world of any value has the capability to produce these vessels. This makes the small units present anywhere in their space. Due to their physiology, these tiny ships are fully functional starships, capable of sustaining long patrols and forays. Logistical concerns is not a major issue for the them as their crews typically need little living space compared to the other races.

Names: The Woryn have a single given name but the individuals have numbers. Ex: Kathelestia 7.

Sample Value: Together we are one, even apart we are one.

Attributes: Insight+1, Reason+2.

Trait: There is simply no easy way to describe what they are. For the most part, they are considered semi-intelligent plants with animal characteristics. Outwardly, individuals resemble a

large plant, with 5 to 7 “vines” extending from a central “body.” These vines make up most of the mass of the average Woryn and are roughly 3 feet long apiece. Somehow, the process has never been understood since they have never revealed how, groups of Woryn are capable of cooperatively thinking together, although some sort of telepathy is suspected **[Same Species only]**. In Woryn society, the individuals who make up a *Polair* are capable of leaving a mental imprint of all their experiences upon the other members. Because of this, they do not believe that an “individual” is dead until all members of a *polair* have passed. They do have a form of sleep.

Requirements: Woryn, or with GM's Permission

Talent: Prehensile Vines [Required]

Their vines are extremely flexible, but have a very tough exterior, which they use as a defense by curling into a ball and protecting their sensitive “body.” **[Resistance 1 vs all except Fire and Acid]** These vines are used for several things besides defense. They act as the creature’s legs, giving them the appearance of an octopus walking on land. In addition, each vine is covered with tough spines less than 1/2 inch in length & allows a Woryn to climb up extremely steep surfaces. **[No Difficulty penalties for climbing]** At the very tip of the vine, several of these spines have developed into fine manipulators, acting like fingers and give them the gift of dexterity **[No Difficulty for handling small items less than or equal to 10cm otherwise increase Difficulty by 2, to a maximum of 5]**.