

GENEPALS

LIVE

2420

graywalker: oh wow

litsun489: they caught it?!?

gauntes: shouldve expected this

mitchjz91: no way theyre getting to the fringes

graywalker: dunno

graywalker: might

gauntes: they can 🦋

railery: what's in this stream?

kamen-0: catching GenePals, little collectable monsters on some space station

DJW: sugimori station genepals

sylphstorm: catch them pets

railery: oh cool ty

kamen-0: npnp 🔥🔥🔥



A SAVAGE
WORLDS
CREATURE
TRAINER





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BUILD A BESTIE

GenePals is a supplement for StarStreamers, a Galactic Fantasy Livestream Setting. It is designed to allow Savage Worlds groups to easily emulate monster capture games while still keeping it Fast, Furious, and Fun. GenePals isn't interested in getting bogged down in creating 809 monsters that you can put in your pocket, but is instead focused on giving you the ability to quickly create interesting creatures on the fly that can capture the feeling of monster taming games without worrying about all the minutia.

This document will cover the rules for fast GenePal creation, the process of capturing a GenePal, how GenePals improve, and will provide several new Edges and Hindrances related to training a monster pal.

Some of the material in this document is explicitly designed for the science fantasy world of StarStreamers and makes direct references to the Maelstrom Galaxy, the setting that StarStreamers takes place in. Just remember: you can easily file the serial numbers off and adapt the GenePal rules into any setting you want. It's exactly what we did for this document.

SUGIMORI STATION

This sprawling space station consists primarily of a theme park-like attraction that allows visitors to participate in the joys of tracking, capturing, training, and battling with adorable and powerful little creatures known as GenePals. GenePals are genetically engineered creatures imbued with powerful galactic magic that love to spar with one another and are extremely affectionate pets. Visitors to this expansive park typically pay for an extended stay and spend multiple days in the park.

Sugimori Station generates a large amount of returning visitors thanks to their "batch" system of GenePal releases. Within the confines of the park, there are only ever 16 species of GenePals, two for each type of cosmic magic, available for capture. After a set amount of time, the GenePals are replaced with a new group of 16 species. Despite this, it is still perfectly common to encounter park visitors with different GenePals and visitors are free to trade GenePals with no restrictions. Interestingly, there is talk that circulates on GenePal fandom message boards on the Holo-Net that fuels a rumor that there is always a 17th GenePal in the park at any given time. It is said to be a completely unique species unto itself, unlike the others. Such rumors have never been confirmed by official sources, but there have been several unofficial hoaxes about finding a legendary GenePal in a strange place or way.

The GenePals are broken into three unique groups of "capture difficulty." "Easy" GenePals are close to the park's entrance and are not difficult to track, capture, or battle. They are designed to be ideal companions and challenges for young children and adolescents and inhabit safe biomes. Further away from the entrance of the park are the GenePals that roam the Sprawl, the largest sections of the park. These "Intermediate" GenePals provide a more difficult but still approachable challenge. These GenePals are often harder to reach, more resistant to being captured, or stronger in a fight, but are rarely all three. Finally, there are the "Hard" GenePals that can exist anywhere within the park. Very few of these GenePals are released at a time, and their locations are not marked on a visitor's map like the other GenePals. Instead, they must be tracked down by finding clues, following leads, and observing strange differences in the park. Not only is it difficult to find these GenePals, but they are amongst the strongest and most difficult to capture.

ARRIVAL

When visitors first arrive at Sugimori Station, they are quickly overcome by the sights and sounds of the GenePal Park. Outside the entrance, there are several employees dressed in mascot costumes, real GenePals accompanying their owners, demonstrations of the Capture Cannons, mock battles, and all manner of themed food and drink. Help kiosks dot the area where newcomers can get directions, have questions answered, and learn about pricing for the park.



The daily fee for the park is \$200 per person, though juvenile visitors are charged only \$100. A visitor selects the amount of days they plan to stay in advance, pays up front, and then proceeds to pay for additional days after their initial tickets have expired.

There are three gear packages offered to park visitors: Kids Fun Time, Minimalist Explorer, and Fully Equipped. Individuals who realize that they could buy the individual pieces of equipment from each package for less than the cost of the package are denied service, with a smile, until they purchase a package. Rented equipment, such as Crystal Launchers and Stun Blasters, cost one-fourth as much as they normally would.

Visitors are then free to purchase additional supplies, listed in the Gear section, to further outfit themselves. They are free to bring their own equipment with them, but not food and water. Weapons and Cosmos Gear brought into the park must be peacebound. The process of peacebinding an item takes around five minutes and prevents the item in question from causing serious harm. Mechanically, the weapon is unaffected, but the Wounds it causes are superficial and it cannot be used to kill anything.

KIDS FUN TIME PACKAGE

This package costs \$250 and is available only to juvenile members of a species. It comes with 5 basic capture crystals, 1 advanced capture crystal, a Crystal Launcher, a Stun Drone, an instant camp fabricator, and a GenePal branded healthy snack. The Kids Fun Time Package comes in a colorful branded box.

"EXPLORERS" PACKAGE

This package costs \$175 and is available to all visitors. It comes with 3 basic capture crystals and a bottle of water. The Minimalist Explorer Package comes in a dirty hemp sack.

FULLY STOCKED PACKAGE

This luxurious package costs \$1000 and is, technically, available to all visitors. It comes with 10 advanced capture crystals, 1 flawless capture crystal, a Crystal Launcher, a Stun Blaster or Stun Stick, a Stun Drone, a high end instant cabin fabricator, three meal delivery vouchers, water droplets, and a GenePal Tracker.

DEPARTURE

The final fee for visiting the park comes when a visitor leaves. Visitors are free to "catch and release" GenePals, but any attempts to leave with a new GenePal require the visitor to pay an adoption fee of \$500 per GenePal.

GENEPAL PARK

The park itself is a massive stretch of diverse, artificially constructed biomes.

THE ENTRANCE

At the entrance to the park is the town of Safehaven, which is a collection of nice buildings that include hotels, restaurants, and stores. Safehaven is surrounded by gentle rolling fields and a stretch of sparse woodland. Within the fields and forest roam



the weakest, and often cutest, GenePals that are ideal for new trainers and children. The Entrance is where the majority of visitors spend most of their time. They battle GenePals, trade GenePals, enjoy fine dining, and spend a few days just relaxing.

ENTRANCE GENEPALES

The following GenePals can currently be found in the Entrance:

- **FIELD:** Gibander (Nighttime Only), Glimmerhorn, Soladin (Daytime Only)
- **FOREST:** Glimmerhorn, Peashooter, Pep-Pup
- **SAFEHAVEN:** Peashooter, Squeakums

THE SPRAWL

Once a visitor ventures deeper into the park, they enter what is known as the Sprawl. The Sprawl makes up the vast majority of the park and is home to several diverse biomes that house all manner of GenePals. Some species from the Entrance cross into the Sprawl, but the vast majority of Intermediate difficulty GenePals exist here.

The Sprawl's biomes are often redesigned, but frequently feature small villages, mountains, caverns, ruined structures, scrublands, and other survivable but somewhat inhospitable environs. It is not uncommon to encounter other visitors in the Sprawl camping out, engaged in battle, or foraging for food.

SPRAWL GENEPALES

The following GenePals can currently be found in the Sprawl:

- **ANYWHERE:** Cosmawing (Nighttime Only)
- **MOUNTAIN SPRING:** Briner, Chlorofilter
- **RUINED TOWN:** Craterling, Flareissa, Orbiton

THE FRINGES

The absolute extremes of the park make up the Fringes. Not all zones that are counted as being on the Fringes exist on the actual physical fringe of the park, but many do. Instead, this term refers to places that are particularly hostile or difficult to reach. Deserts, tundras, deep caverns, mountain peaks, and more all make up the Fringes. It is in these mighty areas that the most powerful GenePals can be discovered, battled, and captured. Many visitors to the park who visit the Fringes have to be evacuated by staff if they run the risk of being seriously injured.

FRINGE GENEPALES

The following GenePals can currently be found in the Fringes:

- **DIAMOND CAVE:** Floni is found deep in a cavern in the Sprawl that is marked on the map as a coal mine. The coal has been compressed into massive diamonds.
- **PERPETUAL RAIN:** Squawlk is found in a location that is constantly covered in rain clouds, even if the skies in the adjacent biome are clear.
- **POWER PLANT:** Voltwinder is found in a normally non-functioning power plant that has suddenly sprung to life.
- **EXPANSE MOUNTAIN:** Nullitalon is found at the peak of the park's largest mountain, which reaches all the way up into a low-gravity simulation of space.

CHARACTER OPTIONS

This section covers several new choices that characters can select from during character creation and when they gain an Advance.

NEW HINDRANCES

Presented below are two new Hindrances that alter how a character interacts with GenePals and other creatures.

BAD TRAINER (MINOR)

You like critters but you just don't get how to be an effective owner. You suffer a -1 penalty on all rolls made to interact with animalistic creatures in a non-aggressive way. Additionally, any creature under your direct command suffers a -1 penalty on all rolls due to your poor training. You cannot take the Companion Training Edge if you have this Hindrance.

PET ALLERGY (MINOR)

You are allergic to all manner of creature fur, dander, and more. On the first turn you draw within 5" of an animalistic creature you must make a Spirit check. On a failed check, you must use an action to sneeze on your next turn. On all subsequent rounds, even if you passed, that you are still within 5" of the creature, you suffer a -1 penalty to Intimidation, Persuade, and Taunt checks due to your constant sniffing.

THE FRINGES

Presented below are a handful of new Edges designed to interact with GenePals and other creature companions.

GENEPAL TRAINER

Requirements: Novice, Persuade d6+ GenePals, and other creatures under your command, roll your Wild Die on Trait checks while within 10" of you.

COMPANION TRAINING

Requirements: Seasoned, Persuade d8+ You are a particularly gifted trainer. When you take this Edge, select one of your GenePals, or another animal companion. Increase the die size of one of its Traits by one step. Additionally, if your companion has a Power, increase the maximum Power Point cost of the Power by +1 PP. You can redesign the Power along with this increase.

NEW GEAR

There is a small selection of new equipment used on Sugimori Station. All weapons are either confiscated or peacebonded, which is a magical and technological process that temporarily seals a weapon's lethality.

CAPTURE CRYSTALS

The life blood of Sugimori Station, capture crystals are small orbs of finely polished transparent crystal that can be thrown at a GenePal to capture them within. While empty, a capture crystal is a transparent white-tinted ball with a band of metal running through the middle. If a capture crystal has a GenePal inside of it, the crystal is filled with a foggy cloud that glows in the colors of the contained GenePal's cosmic magic type. Capture crystals come in three different forms, with the more expensive ones allowing for the easier capture of a GenePal.

A capture crystal can be thrown 3/6/12 feet with an Athletics check or fired from a Crystal Launcher.

- **Basic Capture Crystals** have a band of gold on them. These capture crystals offer no bonuses and cost \$50 per unit.
- **Advanced Capture Crystals** have a band of platinum on them. These capture crystals confer a -1 penalty to GenePals attempting to break free and cost \$100 per unit.
- **Flawless Capture Crystals** have a band of dark matter on them. These capture crystals confer a -2 penalty to GenePals attempting to break free and cost \$500 per unit.

CRYSTAL LAUNCHER

The bazooka-shaped projectile accelerator can be loaded with a capture crystal which can then be fired a great distance further than a crystal could otherwise be thrown.

STUN BLASTER

Compact and chromatic, a stun blaster is a staple of the GenePal Park on Sugimori Station. It fires blasts of stunning laser energy that can temporarily hinder a creature.



RANGED WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Crystal Launcher	10/20/40	See Notes	-	1	1	d6	5	250

Notes: Fires a capture crystal, requires two hands to operate.

Stun Blaster	10/20/40	3d4	-	1	25	d4	2	300
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Notes: Creatures cannot be killed with this weapon and take no permanent Wounds or injuries from it.

STUN DRONE

These vibrantly colored floating drones allow visitors who are unable or unwilling to engage in combat with a GenePal to still weaken them before an attempted capture. They fire blasts of stun lasers not unlike the Stun Blaster or Stun Stick.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Notice d8, Shooting d8, Stealth d6

Pace: 0; **Parry:** 2; **Toughness:** 5 (2)

Gear: Stun blaster (3d4, 10/20/40, non-lethal), crystal launcher (fires a capture crystal, 5/10/20)

Special Abilities:

- **Armor +2:** Metal frame.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Stun drones are immune to Fear and Intimidation, but are smart enough to react to fear-causing situations aptly.
- **Flight:** Stun drones have a Flying Pace of 6" and can hover.
- **Size -2 (Small):** Stun drones are very tiny floating discs.



STUN STICK

A stun stick is a GenePal branded Stun Baton, found in the StarStreamers core document.

WATER DROPLETS

These small pellets of solid water are compacted with water magic and can be bitten into or cracked open into a cup to release a steady supply of water equivalent to a full gallon. They cost \$3 each under normal circumstances and can be purchased on Sugimori Station for \$15 a pop.

MAKE A GENEPAL

Designing a GenePal as a player or Game Master is a straightforward and simple affair. It works similarly to creating a normal character with minor modifications:

1. Assign your GenePal a **Trapping**. All GenePals correspond to one of the eight cosmic magic types: Atmosphere, Energy, Gravity, Moon, Star, Solar, Void, and Water. For games that are not set in the StarStreamers setting, feel free to instead assign a different **Trapping**, such as Fighting or Ice. Use **Trappings** to give bonuses and penalties when it makes sense to.
2. A GenePal begins at **Size -1**, **Pace 6**, and has an amount of points to spend on Racial Abilities determined by its Difficulty. **Easy** GenePals have **3 Points**, **Intermediate** GenePals have **4 Points**, and **Hard** GenePals have **5 Points**. GenePals can purchase **Negative Racial Abilities** like normal.
3. GenePals begin with a **d4 in all Attributes** and have a **d4(A) Smarts**. They have **4 points** to spend on **Attributes**.
4. GenePals begin with a **d4 in Athletics, Fighting or Shooting, Notice, Power, and Stealth**. They have **6 points** to spend on **Skills**. **Power** is a unique skill for GenePals and is rolled to use their **Super Move**. It can use any Attribute, but must make sense.
5. GenePals have either a **natural melee or ranged attack**. Melee attacks begin at **Str+d4** with **AP 1** and ranged attacks begin at **2d4, 5/10/20, Rate of Fire 1**. Attacks can be upgraded with **1 Racial Ability Point** to upgrade the damage to **d6's**. Melee attacks can be upgraded again with **1 Racial Ability Point** to add **AP 2, Reach 1, or Parry +1**. Ranged attacks can instead gain **AP 2 or RoF 2**.
6. GenePals all possess one **Super Move**. A **Super Move** is a **Power** that is built in a specific way and can only be used in that specific way. A GenePal has an amount of Power Points it can spend on its **Super Move** determined by its Difficulty and ignores the Power's Rank requirement. **Easy** GenePals have **3 Power Points**, **Intermediate** GenePals have **4 Power Points**, and **Hard** GenePals have **5 Power Points**. The GenePal can use their **Super Move** an unlimited number of times, but can only activate it every other round. Additionally, they can only concentrate on one instance of their **Super Move** at a time.
7. GenePals gain an **Advance** for each Rank above Novice their owner is. For example, the GenePal of a Legendary character has **4 Advances**. Groups looking for stronger GenePals are free to grant **Advances** at a rate equivalent to those of a normal character.

TEMPERAMENT

All GenePals can also draw a **Temperament** from the following chart. This can be done at creation for granular groups or upon capture for groups that have no interest in assigning a personality to every single GenePal they encounter. These personalities help a Game Master add flavor to each creature encountered:

RESULT	TEMPERAMENT
2	Brave
3	Stubborn
4	Relaxed
5	Timid
6	Hasty
7	Bashful
8	Sassy
9	Moderate
B. 10	Calm
B. Jack	Anxious
B. Queen	Callous
B. King	Gentle
B. Ace	Careful
B. Joker	Carefree
R. 10	Docile
R. Jack	Trusting
R. Queen	Proud
R. King	Greedy
R. Ace	Kind
R. Joker	Stern

CAPTURING GENEPALES

Catching a GenePal of your own is a straightforward and simple task. First, you must find a GenePal. This is commonly done with a combination of **Survival** and **Stealth** checks made in the area the GenePal of your choosing resides in. Once found, park visitors have a few options at their disposal. They can simply throw a capture crystal, do battle with the GenePal in an attempt to prepare it for capture, or attempt to befriend the GenePal.

Attempts to befriend the GenePal usually include offering its preferred food, interacting with it in a non-threatening way, and other pacifistic methods. Befriending a GenePal is certainly the slowest approach, but it's also the most ethical. Some GenePals have specific attitudes and ways that they prefer to be interacted with, just like most species. **Persuasion** checks are the most common roll, but there are some tough and tricky GenePals that actually respond favorably to attempts at **Intimidation** and **Taunt**. Additionally, visitors might earn the favor of

sporty GenePals through a competition of **Athletics** or artificial GenePals with **Electronics**. These diverse creatures should have interesting ways that they can be befriended beyond normal means, just like any other NPC.

Battling a GenePal is the most common way to capture a creature. This functions identically to a standard combat with a minor modification. When a GenePal is Shaken, it suffers a -2 penalty on Resist rolls made to escape the capture crystal. It is possible to capture an Incapacitated GenePal but the creature will be less than pleased. The attacker can intentionally reduce damage rolls against a GenePal so that the GenePal is not Incapacitated due to suffering a Wound.

The actual act of using a capture crystal on a GenePal requires either an **Athletics** or **Shooting** check to use the crystal. The GenePal attempts to break free by making a **Resist** check, which is modified by the Shaken condition, the Distracted condition, and the quality of the capture crystal. A GenePal's Resist die is determined by its rarity and is included in its stat block. For reference, an Easy GenePal has a **d6** Resist die, an Intermediate GenePal has a **d8** Resist die, and a Hard GenePal has a **d10** Resist die.

GENEPAL ALLIES

In battle, a captured GenePal functions like a normal animal companion. It draws its own initiative cards and will act under its own discretion unless given a direct command by its partner. Groups looking to simplify play can instead have a GenePal act on its partner's initiative card. If the GenePal has an Edge that modifies initiative that they partner does not, the partner gains the benefit of the Edge.



GENEPALS

Presented below are the stat blocks for all of the GenePals currently in the park.

BRINER

These short bipedal GenePals conceal the majority of their form in a cloak of seafoam and water. Briners are very protective of their true face and quickly become flustered or irritated if someone attempts to remove their hood. They carry a small gaffing stick that they expertly wield as a weapon. They are also useful for purifying water.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d4, Power d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

Gaff: Str+d6, AP 1, Reach 1.

Aquatic: Briners cannot drown in oxygenated liquid and have a Swimming Pace of 6".

Resist (Moderate): Briners roll a d8 to resist capture.

Size -1: Briners are the size of a particularly small child.

Tidal Wall (Super Move): *barrier + damage + size.* The Briner can create a churning wall of water that is 10" long and 2" tall. Anyone who touches the wall takes 2d4 damage. The wall has Toughness 10 and may be destroyed as any other object.

Trapping (Water): Briners are Water GenePals.

CHLOROFILTER

These shrub-like GenePals are natural fixtures across the park. They blend in with bushes and other overgrowth while working as high volume oxygen scrubbers. They have two long arms and stand on a tangle of roots that they use to ambulate.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Athletics d4, Notice d4, Shooting d6, Power d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

Cutting Leaf: 2d4, 5/10/20, RoF 1.

Air Bubble (Super Move): *environmental protection + additional target x2.* The Chlorofilter produces a series of swirling air bubbles that create a sustainable atmosphere for life.

Armor +2: Chlorofilters are protected by thick bark.

Environmental Weakness (Fire): Chlorofilters suffer a -4 penalty to resist fire and high heat. If the Chlorofilter takes fire damage, the damage roll gains a +4 bonus.

Hardy: A second Shaken result in combat does not cause a Wound.

Resist (Moderate): Chlorofilters roll a d8 to resist capture.

Size -1: Chlorofilters are the size of small shrubbery.

Trapping (Atmosphere): Chlorofilters are Atmosphere GenePals.

COSMAWING

The glittering wings of a Cosmawing reflect alien horizons beyond the Maelstrom Galaxy. These faerie-like winged serpents are imbued with Star magic and vastly prefer the evening to the daytime. Cosmawings are frequently green bodied with prismatic wings.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d8, Notice d6, Power d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities:

Bite: Str+d4, AP 1, target must roll Vigor or suffer the effects of Mild Poison.

False Sight (Super Move): *illusion + glow.* The Cosmawing creates a silent but beautiful illusion that glows with gentle starlight.

Flight: Cosmawings have a flying pace of 12".

Low Light Vision: Cosmawings ignore penalties for Dim or Dark lighting.

Resist (Moderate): Cosmawings roll a d8 to resist capture.

Size -1: Cosmawings are the size of a large snake.

Trapping (Star): Cosmawings are Star GenePals.

CRATERLING

These tiny skeletal GenePals are imbued with the power of Moon magic and are prone to wandering the park looking for new things to blow up. They often have a rambunctious streak that colors their Temperament to also include mischievous behavior. Many visitors dress their Craterlings like pirates or construction workers.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Athletics d8, Fighting d4, Notice d4, Power d8, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

Bone Fist: Str+d4, AP 1.

Crater Bomb (Super Move): *blast + heavy weapon.* The Craterling can toss a pock-marked bomb that explodes in a Medium Burst Template of moon rocks and bright moonlight. Every target within suffers 2d6 damage, or 3d6 with a raise.

Leaper: Craterlings can jump 2" horizontally, or 4" if it moves at least 2" prior to leaping. They deal +4 damage when leaping as part of a Wild Attack instead of the usual +2.

Resist (Moderate): Craterlings roll a d8 to resist capture.

Size -1: Craterlings are the size of a tiny human.

Toughness +2: Craterlings are particularly durable.

Trapping (Moon): Craterlings are Moon GenePals.

FLAREISSA

These vaguely person shaped clouds of solar energy are often seen darting about volcanic, desert, and ruin biomes on Sugimori Station. These roaring infernos of flame are quite powerful and enjoy racing one another for fun and appreciate setting things on fire to bask in the flames.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d6, Power d8, Stealth d4-2

Pace: 8; **Parry:** 4; **Toughness:** 6

Special Abilities:

Slam: Str+d4.

Fire Blast: 2d6, 5/10/20, RoF 1.

Environmental Resistance (Fire): Flareissas gain a +4 bonus to resist fire and high heat. This also counts as Armor against fire attacks.

Environmental Weakness (Water): Flareissas suffer a -4 penalty to resist water. If the Flareissa takes water damage, the damage roll gains a +4 bonus.

Flame Pillar (Super Move): *ballast + additional ballast + damage.* The Flareissa can create two pillars of fire within 8" of itself. When a creature comes within a Small Burst Template of the ballast, the Flareissa can choose to detonate it. Creatures in the template take 2d6 damage (or 3d6 with a raise).

Infravision: Flareissas can see heat. It halves penalties for bad lighting when attacking targets that radiate heat.

Resist (Moderate): Flareissas roll a d8 to resist capture.

Size -1: Flareissas are small but fierce.

Toughness +1: Flareissas are quite resilient.

Trapping (Solar): Flareissas are Solar GenePals.

FLONI

Pronounced flow-knee, the Floni is a Gravity attuned GenePal that is currently hiding within the Diamond Cave. These floating imps use their gravitational powers to crush foes and are fond of the shiny diamonds that they create. They are often dressed in black garbs that are reminiscent of several religions from around the galaxy.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Power d10+2, Stealth d4, Taunt d4

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

Staff: Str+d6, AP 1, Parry +1.

Crushing Force (Super Move): *entangle + ephemeral + strong.* The Floni crushes a target with gravitational force. If its Power roll is successful, the target is Entangled. With a raise, they are Bound. Victims may break free on their turn with an Agility or Strength roll at -2. This force has no Toughness and cannot be targeted with attacks.

Hover: A Floni hovers up to 1" off the ground at all times and can float up to its Pace. It can walk if it chooses to.

Resist (Hard): Floni roll a d10 to resist capture.

Size -1: Floni are impish creatures.

Trapping (Gravity): Floni are Gravity GenePals.

GIBANDER

These Moon magic attribute GenePals are not difficult to capture, but take a fair amount of effort to find. They are not a remarkable species on their own, but their intelligence and unique Super Move make them highly sought after by literal space pirates. They can summon a khopesh-like blade of moonstone that delivers powerful blows. If using the weapon themselves, the blade floats around them or is grasped in their talons, but the weapon can also be bestowed onto owners it favors.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Power d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

Beak: Str+d4, AP 1.

Gibbous Blade (Super Move): *form weapon + armor piercing + hurry.* The Gibander summons an axe-like blade that it can attack with or that it can grant to its trainer. The weapon deals Str+d8 damage, has a Minimum Strength of d6, AP 2, and increases the wielder's Pace by +2". If the Power roll succeeded with a raise, the weapon also deals +1 damage.

Flight: Gibanders have a Flying Pace of 12".

Low Light Vision: Gibanders ignore penalties for Dim or Dark lighting.

Resist (Easy): Gibanders roll a d6 to resist capture.

Size -1: Gibanders are large birds.

Trapping (Moon): Gibanders are Moon GenePals.

GLIMMERHORN

These furry carbuncle like critters are renowned for their incredible speed. Though they are especially frail they don't stick around long enough to suffer a retaliatory strike. They dart in and out of battle and use their small size to hide amongst foliage and other useful terrain. Glimmerhorns gain their name from the two large star-speckled horns that protrude from their head.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6-1

Skills: Athletics d6, Fighting d6, Notice d4, Power d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

Horn: Str+d4, AP 1.

Extraction: When moving away from adjacent foes, one of them (the Glimmerhorn's choice) doesn't get their free Fighting attack.

Shimmer Step (Super Move): *speed - glow + hurry.* The Glimmerhorn's star magic pours from its horns and covers its body. The Glimmerhorn's Pace increases to 16" and it sheds light in a Small Burst Template. It subtracts -2 from its Stealth rolls and negates 1 point of Illumination penalties for those attacking it.

Leaper: Glimmerhorns can jump 2" horizontally, or 4" if it moves at least 2" prior to leaping. It deals +4 damage when leaping as part of a Wild Attack instead of the usual +2.

Resist (Easy): Glimmerhorns roll a d6 to resist capture.

Size -2: Glimmerhorns are the size of a house cat.

Trapping (Star): Glimmerhorns are Star GenePals.

NULLITALON

Amongst the largest available GenePals, nullitalons are ominous foes that silently soar through the void of space and sky. Nullitalons are sought after by mercenaries, gladiators, and other individuals who frequently find themselves in battle. They are more intelligent than the average GenePal, and many suspect that they are actually not of animal intelligence but are rather equivalent to the average sapient species.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d4

Skills: Athletics d4, Fighting d8, Notice d6, Power d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

Talon: Str+d4, AP 1.

Flight: Nullitalons have a Flying Pace of 12".

Night Claw (Super Move): *smite + armor piercing x2 + shroud.* The Nullitalon coats its talons, or its trainer's weapon, in essence of the void. The target weapon deals +2 damage (+4 with a raise), has AP 4, grants the wielder a +1 on Stealth rolls, and attacks against the wielder suffer a -1 penalty.

Phobia (Major, Bright Light): Whenever a Nullitalon is in the presence of bright light, it suffers a -2 penalty on all Trait tests. If it is under the effect of its Night Claw, it ignores this penalty.

Resist (Hard): Nullitalons roll a d10 to resist capture.

Size 0: Nullitalons are nearly as large as an adult human.

Toughness +2: Nullitalons can survive even the void of space.

Trapping (Void): Nullitalons are Void GenePals.

ORBITON

Sought after for their technological prowess, Orbitons are ideal GenePals for the technologically challenged. Their body is made of a super dense material that draws nearby matter into its orbit. The orbiton can lessen or strengthen this gravitational field at will to improve its combat abilities, or to allow its trainer to pet it.

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Electronics d6, Fighting d6, Notice d4, Power d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 9 (4)

Special Abilities:

Slam: Str+d6, AP 1, Parry +1.

Armor +4: Orbitons are protected by their junk satellites.

Resist (Intermediate): Orbitons roll a d8 to resist capture.

Satellite Strike (Super Move): *damage field.* The Orbiton increases the speed of its junk body's rotation to create a whirling field of bludgeoning scrap. At the end of the Orbiton's turn, all adjacent beings (including allies) automatically take 2d4 damage.

Size -1: Orbitons are small bipedal creatures surrounded by swirling detritus.

Trapping (Gravity): Orbitons are Gravity GenePals.

PEASHOOTER

These tiny soldiers are well known for their tactical knowhow, their discipline, and their gumption. Many mercenary companies adopt a Peashooter as their official mascot. These atmosphere aligned GenePals stomp around the Entrance of the park engaging in skirmishes, leading raids on other GenePals, and hunting troublemakers such as the Squeakums species.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Battle d4, Fighting d4, Notice d4, Shooting d6, Power d8, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 7 (2)

Special Abilities:

Popper Gun: 2d6, 5/10/20, RoF 1, non-lethal.

Armor +2: Peashooters have leafy fatigues and a plant matter helmet.

Atmo-Bullet (Super Move): *bolt + damage.* The Peashooter fires a bullet of condensed atmosphere. The bullet deals 3d6 damage (or 4d6 with a raise). This attack deals non-lethal damage.

Low Light Vision: Peashooters ignore penalties from Dim or Dark lighting.

Resist (Easy): Peashooters roll a d6 to resist capture.

Size -1: Peashooters are tiny little soldiers.

Trapping (Atmosphere): Peashooters are Atmosphere GenePals.

PEP-PUP

These energy infused hounds are a fan favorite on Sugimori Station. They frequently find themselves in the rotation alongside Glimmerhorns. Their bright blue and yellow fur tingles when touched. Pep-Pups make excellent starter GenePals and are commonly sought after by children as their first companion.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Power d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

Bite: Str+d4, AP 3. Can be used on a Bound or Entangled foe.

Environmental Resistance (Electricity): Pep-Pups gain a +4 bonus to resist electricity. This also counts as Armor against electrical attacks.

Resist (Easy): Pep-Pups roll a d6 to resist capture.

Size -1: Pep-Pups are the size of a medium sized dog.

Static Fur (Super Move): *deflection.* The Pep-Pup charges its bristling fur with energy magic. Foes suffer a -2 penalty on attack rolls directed at the Pep-Pup (or -4 with a raise).

Trapping (Energy): Pep-Pups are Energy GenePals.

SOLADIN

Valiant solar knights, Soladins are a solitary species that patrol the park looking for GenePals and visitors in need of assistance. They are active during the day and are easily noticed due to their bright orange armor, but retract into their equipment at night to preserve their inner light. Many who find a Soladin at night mistake it for an empty suit of contracted armor.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Power d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

Blade: Str+d4, AP 1, Parry +1.

Armor +2: Soladins are basically just armor.

Champion's Style (Super Move): *warrior's gift - glow.* With a successful Power check, the Soladin gains the benefits of a single Combat Edge of its choice. The Soladin must have the same Rank or higher as the Edge's Requirements. With a raise, the Soladin gains the Improved version of the Edge (if there is one, and even if it doesn't meet the Rank Requirement). Additionally, the Soladin suffers a -2 penalty on Stealth rolls and negates 1 point of Illumination penalties for those attacking it.

Environmental Resistance (Fire): Soladins gain a +4 bonus to resist fire and high heat. This also counts as Armor against fire attacks.

Resist (Easy): Soladins roll a d6 to resist capture.

Size -1: Soladins are tiny armored children.

Trapping (Solar): Soladins are Solar GenePals

SQUAWLK

Constant storms herald the arrival of a Squawlk. These water magic attuned birds dull flames, worsen rains, and empower wind. It is said that the Squawlk's genetic design is based on the apex predator of a certain planet. They hunt over the sea and the air in search of prey and are known for flights of fancy. Many Squawlk are said to approach trainers or GenePals they feel are worthy of its time. In battle, its deep blue plumage glistens with dew.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Power d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

Beak: Str+d4, AP 1.

Monsoon Growth (Super Move): *growth x2 + armor piercing.* The Squawlk draws in ambient water and

grows to a massive size. It increases its Size by 2, its Strength becomes a d10, its Toughness becomes an 8, and its Beak attack increases to AP 3.

Aquatic: Squawls cannot drown in oxygenated liquid and have a Swimming Pace of 12”.

Dependency (Water): Squawls must have contact with water for one hour out of every 24. If it doesn't have the required contact, it becomes Fatigued each day until it is Incapacitated. A day after that, the Squawl perishes. Each hour spent recovering in water restores a level of Fatigue.

Environmental Resistance (Fire): Squawls gain a +4 bonus to resist fire. This also counts as Armor against fire attacks.

Flight: Squawls have a Flying Pace of 12”.

Impulsive: Squawls have the Impulsive Hindrance.

Resist (Hard): Squawls roll a d10 to resist capture.

Size -1: Squawls are large avians.

Trapping (Water): Squawls are Water GenePals.

SQUEAKUMS

Small bipedal rodents, Squeakums are valued for their ability to pinch objects by all manner of ne'er-do-wells. Squeakums are known to enjoy an alien beverage known as void cola. Where the creatures find the cola is unknown. It is not produced on any known planet and they are always seen with a full bottle. They frequently inhabit Safehaven and other small villages while rummaging for food and valuables.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d4

Skills: Athletics d6, Fighting d6, Notice d4, Power d6, Stealth d6, Thievery d6+2

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

Bottle Bop: Str+d4, AP 1.

Climb: Squeakums can walk on vertical surfaces normally, or inverted surfaces at half Pace.

Resist (Easy): Squeakums roll a d6 to resist capture.

Size -1: Squeakums are tiny, furry little creatures.

Trapping (Star): Squeakums are Void GenePals.

Void Cola (Super Move): *havoc + shroud*. The Squeakums uncorks its bottle of void cola and it surges outward in a Cone Template. Anyone touched by the template is Distracted and must *then* make a Strength roll (at -2 if the Squeakums got a raise). Those who fail are hurled 2d6” away from the Squeakums. Additionally, the Squeakums coats itself in void cola, gaining a +1 bonus on Stealth rolls, and attacks against it suffer a -1 penalty until the end of its next turn.

VOLTWINDER

These serpentine legged, humanoid bodied GenePals are amongst the newest models. They feed on energy, such as electricity, and are known to chew through wires, drink radioactive waste, and more. Valued for their ability to safely destroy hazardous materials, they are not commonly seen even within the park due to their high speed, skittish nature, and base rarity.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Athletics d6, Fighting d6+2, Notice d4, Power d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities:

Claw: Str+d4, AP 1.

Additional Action: The Voltwinder can ignore 2 points of Multi-Action penalties each turn.

Energy Armor (Super Move): *protection + more armor + speed + toughness*. The Voltwinder coats itself in crackling energy armor. It gains +4 Toughness (or +6 with a raise) and gains a +2” bonus to its Pace.

Resist (Hard): Voltwinders roll a d10 to resist capture.

Size -1: Voltwinders are small naga-like creatures.

Trapping (Energy): Voltwinders are Energy GenePals.

