

# Casuterra

The d100 Roleplaying Game

## Bestiary



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## Introduction

Casuterra is home to a variety of unique species, ranging from Manishes to Plebeians to Anklebiters. This bestiary documents each species, and provides descriptions and stat information for each one.

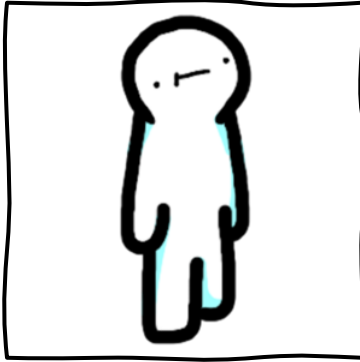
On each page, there will be a picture of a member of the species in question, along with the species' name, a description of the species, and their typical in-game stats.

Species are divided into three classes – intelligent, semi-intelligent and non-intelligent: Intelligent species are the ones which are playable in Casuterra – ones which can think independently and speak fluently; semi-intelligent species are ones which might not be able to speak properly or act individually; and non-intelligent species are ones which will not be able to speak and rely on instincts for their decisions.

For each species, there will be unique stats. These may come in the form of Attribute Bonuses (which can be applied to full character sheets, useful for players or Boss enemies – note that these Attribute Bonuses do *not* apply to microsheets or minisheets), microsheets (very condensed character sheets useful for Minion enemies), or minisheets (microsheets featuring the NPC's name, and a Weapon Damage Modifier useful for Rival enemies).

## Intelligent Species

### Manish



#### Overview

Manishes are the most common species across Casuterra thanks to their adaptability: they can almost instantly adapt to any and every environment, and so have spread quickly across the lands. They are characterised by soft, squishy flesh which protects them from fall damage, but makes them extra vulnerable against sharp weapons.

#### Found On

Manishes are highly adaptive, and thus can be found pretty much everywhere across Casuterra.

#### Details

Manishes have an average lifespan of 80 years, with an average height of 2 metres. They weigh an average of 70kg. They are highly adaptive and do not take damage from large drops, however they are weak towards sharp weapons. Their adaptivity also allows them to be fairly skilled with pretty much anything, at the cost of having no specific skills.

Manishes primarily speak Casuterran, but can learn other basic languages.

#### Attribute Bonuses

Base Stat Modifier(s): +3 CON

Bonus Attributes: -10% Walloping Damage Taken, -50% Heat Damage Taken, -50% Cold Damage Taken, Cannot Take Fall Damage, +10% Piercing Damage Taken (before doubling)

### Manish Minisheets

*Manish Greene Civilian* – A Manish civilian living on Greene Island.

Species: Manish

AP: 4

HP: 30

Willpower: 85

Melee Damage: 1d10+1

Sequence: 6

Weapons: 35

Weapon Damage Modifier: +0

*Manish MacQuarrie Civilian* – A Manish civilian living on MacQuarrie Island.

Species: Manish

AP: 3

HP: 30

Willpower: 75

Melee Damage: 1d10+2

Sequence: 4

Weapons: 40

Weapon Damage Modifier: +1

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## **Manish Minisheets (Cont'd)**

*Manish Sand Bar Civilian* – A Manish civilian living on The Sand Bar.

Species: Manish

AP: 5

HP: 25

Willpower: 65

Melee Damage: 1d10+1

Sequence: 8

Weapons: 65

Weapon Damage Modifier: +1

*Manish Eskam Isles Civilian* – A Manish civilian living on The Eskam Isles.

Species: Manish

AP: 5

HP: 50

Willpower: 70

Melee Damage: 1d10+3

Sequence: 6

Weapons: 30

Weapon Damage Modifier: -1

*Manish Meteor Beach Civilian* – A Manish civilian living on Meteor Beach.

Species: Manish

AP: 4

HP: 50

Willpower: 75

Melee Damage: 1d10

Sequence: 5

Weapons: 50

Weapon Damage Modifier: +2

*Manish Bandit* – A Manish bandit from the Obligatory Dark Forest.

Species: Manish

AP: 5

HP: 40

Willpower: 65

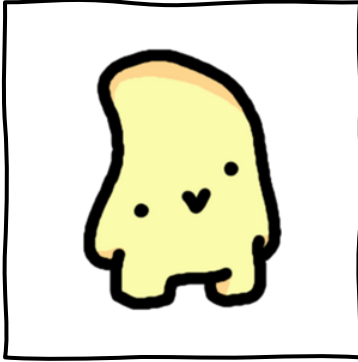
Melee Damage: 1d10+2

Sequence: 6

Weapons: 65

Weapon Damage Modifier: +1

## Flavoblob



### Overview

Flavoblobs were the first species on Casuterra, formed when an asteroid containing trace amounts of bacteria hit the surface of the land and reacted with the soil, eventually growing into this - a tall, yellow blob with thick and leathery skin. Flavoblobs are naturally skilled at archery, and thanks to their thick skin they are also often used as melee-focused soldiers.

### Found On

Flavoblobs are vulnerable to heat, and thus you won't find many of them in hot places. Most Flavoblobs reside on Greene Island, and you can very rarely find a few particularly hardy ones in the Eskam Isles.

### Details

Flavoblobs have an average lifespan of 50 years, with an average height of 1.8 metres. They weigh an average of 50kg. They have tough, leathery skin, but their insides are very sensitive to heat, meaning extremely high temperatures can essentially boil the insides of a Flavoblob. Their skin is pale yellow, but some have cyan-coloured birth marks. Additionally, Flavoblobs are naturally skilled archers. Flavoblobs mainly speak Casuterran, but can learn other basic languages.

### Attribute Bonuses

Base Stat Modifier(s): +1 STR, +1 DEX

Bonus Attributes: +10 to Archery, +10% Heat Damage Taken

## Flavoblob Minisheets

*Flavoblob Greene Civilian* - A Flavoblob civilian living on Greene Island.

Species: Flavoblob

AP: 4

HP: 35

Willpower: 75

Melee Damage: 1d10

Sequence: 5

Weapons: 40

Weapon Damage Modifier: +2

*Flavoblob Eskam Isles Civilian* - A Flavoblob civilian living on The Eskam Isles.

Species: Flavoblob

AP: 4

HP: 30

Willpower: 70

Melee Damage: 1d10+2

Sequence: 5

Weapons: 30

Weapon Damage Modifier: +1

## Flavoblob Minisheets (Cont'd)

*Flavoblob Bandit* - A Flavoblob bandit from the Obligatory Dark Forest.

Species: Flavoblob

AP: 5

HP: 30

Willpower: 60

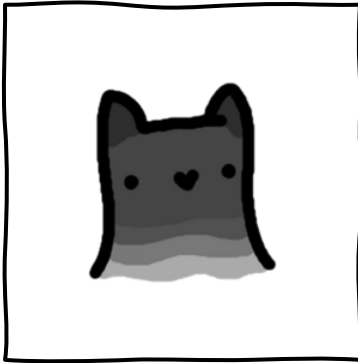
Melee Damage: 1d10-1

Sequence: 6

Weapons: 65

Weapon Damage Modifier: +2

## Amerit



### Overview

Amerits are small, grey, ghostly creatures that are commonly found inhabiting Greene Island. Thanks to their ghostly properties, Amerits are skilled in stealth and are naturally agile thanks to their ability to alter their shape slightly.

### Found On

Amerits are most typically found on Greene Island, but can rarely be found elsewhere. Many outside of Greene Island can be found on Meteor Beach due to the species' immunity to cosmic radiation, however a majority of these are Cosmite Amerits.

### Details

Amerits have an average lifespan of 30 years, with an average height of 1 metre. They weigh an average of 20kg. They are gel-like and translucent grey, having ghostly properties which allow them to blend in with their environments, making them stealthy but more vulnerable to all damage.

Amerits primarily speak Ameran and Casuterran, but can learn other basic languages and some Cosmite Ameran Dialect.

### Attribute Bonuses

Base Stat Modifier(s): +2 DEX

Bonus Attributes: +10 to Stealth, +5% Damage Taken, Immune to Cosmic Damage

## Amerit Minisheets

*Amerit Greene Civilian* - An Amerit living on Greene Island.

Species: Amerit

AP: 6

HP: 25

Willpower: 70

Melee Damage: 1d10

Sequence: 8

Weapons: 40

Weapon Damage Modifier: +0

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## **Amerit Minisheets (Cont'd)**

*Amerit Meteor Beach Civilian* - An Amerit living on Meteor Beach.

Species: Amerit

AP: 5

HP: 30

Willpower: 75

Melee Damage: 1d10

Sequence: 7

Weapons: 40

Weapon Damage Modifier: +1

*Amerit Bandit* - An Amerit bandit from the Obligatory Dark Forest.

Species: Amerit

AP: 6

HP: 30

Willpower: 70

Melee Damage: 1d10-1

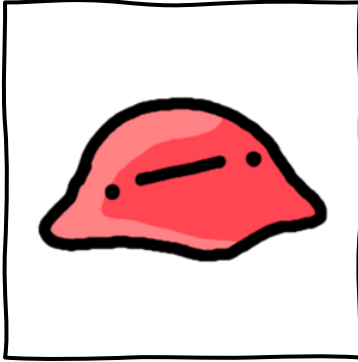
Sequence: 8

Weapons: 65

Weapon Damage Modifier: +2



## Goober



### Overview

Goobers are small, jelly-like blobs of gel which mostly inhabit Greene Island. They are able to manipulate their form (similarly to Amerits, though they have significantly more control over their form), allowing them to split up into smaller beings, or absorb objects.

### Found On

Goobers are almost exclusively found on Greene Island thanks to their heightened vulnerability to most elemental damage. Some particularly daring ones can be found elsewhere, however.

### Details

Goobers have an average lifespan of 70 years, with an average height of 0.6 metres. They weigh an average of 10kg. Like their distant cousins the Amerits, Goobers are gel-based creatures with a significantly more defined ability to manipulate their form. This ability to manipulate themselves means that Goobers also have the ability to merge together, though this happens rarely due to the fact that it requires an immense amount of energy to do. When it does occur, however, the lifespan of the larger Goober is greatly increased, along with the intellect. It requires an equally immense amount of energy to split up combined Goobers.

Goobers originate from the Chronosapiens, gel-like beings that absorbed large amounts of cosmic radiation, ultimately leading to their demise; except for a select few, which mutated into the Goobers and Amerits. This evolutionary process granted Amerits natural resistance to cosmic radiation, but Goobers did not inherit such a gift.

Their absorption abilities are often put to good use, as some Goobers are known to hop onto their enemies' weapons, absorbing them and selling them later. Their gel-like body also allows them to have natural Damage Resistance, however armour will simply fall off them.

Goobers primarily speak Casuterran, but can learn other basic languages.

### Attribute Bonuses

Base Stat Modifier(s): +2 CON

Bonus Attributes: +10 to Haggling, -10% Direct Damage, +10% Cold Damage Taken, +10% Heat Damage Taken, Natural DR of 3 but Cannot Wear Armour

## Goober Minisheets

*Goober Greene Civilian* - A Goober living on Greene Island.

Species: Goober

AP: 3

HP: 40

Willpower: 85

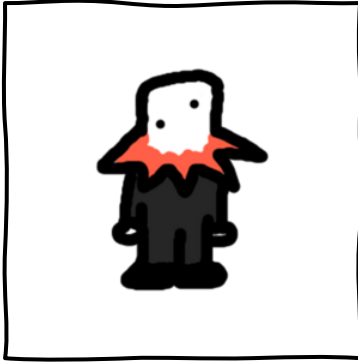
Melee Damage: 1d10-1

Sequence: 5

Weapons: 30

Weapon Damage Modifier: +0

## Dwarf



### Overview

Dwarves are small, hefty humanoids which mostly reside on MacQuarrie Island thanks to its lucrative mines and higher temperatures, making for a more comfortable lifestyle (for Dwarves, that is). Dwarves are naturally gifted at mining, and thanks to their years in the mines they've also developed a sort of night vision which allows them to see significantly better than average in the dark.

### Found On

Dwarves are mostly found on MacQuarrie Island thanks to its high temperatures. Some can be found on the more neutral climate of Greene Island, but you'll almost never see any in The Eskam Isles.

### Details

Dwarves have an average lifespan of 120 years, with an average height of 1.2 metres. They weigh an average of 90kg. They are highly resistant to heat, and are very strong despite their small size. From their time in the mines, they've developed natural night vision and are gifted at mining.

Dwarves primarily speak Dwarven and Casuterran, but can learn other basic languages.

Dwarven names are often characterised by a prefix letter/string of letters (e.g., "A-" or "Quo-"), which indicates their family name, followed by a suffix (e.g., "-ndwell" or "-rin"), which form a full name when put together (e.g., "Andwell" or "Quorin"). If one Dwarf shares a prefix with another Dwarf, they are likely related (if distantly).

There are 26 main Dwarven name prefixes, but more unique ones can and do exist, albeit fairly rarely.

### Attribute Bonuses

Base Stat Modifier(s): +1 STR, +1 CON

Bonus Attributes: +10 to Melee Weapons, Immune to Heat Damage, +10% Cold Damage Taken, Natural Night Vision

## Dwarf Minisheets

*Dwarf Greene Civilian* - A Dwarf living on Greene Island.

Species: Dwarf

AP: 3

HP: 20

Willpower: 60

Melee Damage: 1d10+1

Sequence: 4

Weapons: 40

Weapon Damage Modifier: +2

*Dwarf MacQuarrie Civilian* - A Dwarf living on MacQuarrie Island.

Species: Dwarf

AP: 4

HP: 25

Willpower: 55

Melee Damage: 1d10

Sequence: 4

Weapons: 45

Weapon Damage Modifier: +3

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## **Dwarf Minisheets (Cont'd)**

*Dwarf Sand Bar Civilian* - A Dwarf living on The Sand Bar.

Species: Dwarf

AP: 5

HP: 30

Willpower: 65

Melee Damage: 1d10+2

Sequence: 5

Weapons: 35

Weapon Damage Modifier: +1

*Dwarf Meteor Beach Civilian* - A Dwarf living on Meteor Beach.

Species: Dwarf

AP:

HP: 40

Willpower: 60

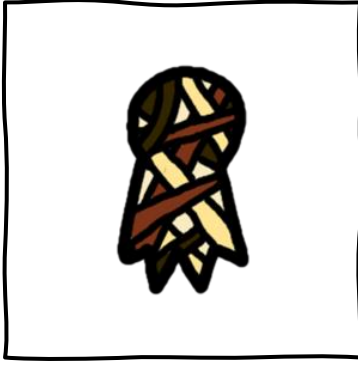
Melee Damage: 1d10+1

Sequence: 5

Weapons: 40

Weapon Damage Modifier: +1

## Fasca



### Overview

Fasca are humanoid creatures seemingly covered in bandages from head to toe. In actual fact, this is not the case: these bandages are actually thin tendrils which can be individually controlled by the Fasca, allowing them to trap their enemies. Fasca also have brute strength, at the cost of not really being able to use weapons without lots of training. In addition, they are completely unable to swim, and have slightly below-average intellect.

### Found On

Fasca are mostly found on The Sand Bar, and don't move around too much thanks to the fact that many have a fear of water due to the species' inability to swim. Despite this, some have managed to overcome their fears and hitch rides to other islands, such as Greene Island.

### Details

Fasca have an average lifespan of 100 years, with an average height of 1.7 metres. They weigh an average of 50kg. They are physically very strong, and are covered in thin tendrils which they can use to improve their capabilities in melee combat. Unfortunately, they have slightly below-average intelligence and cannot swim, as water will get into their tendrils and weigh them down.

Fasca primarily speak Sandscript and Casuterran, but can learn other basic languages.

### Attribute Bonuses

Base Stat Modifier(s): +1 STR, +1 DEX

Bonus Attributes: +10 to Sleight of Hand, +5 to Fisticuffs, Cannot Swim, -5 to Science, Gains "Trap" Action

## Fasca Minisheets

*Fasca Greene Civilian* - A Fasca living on Greene Island.

Species: Fasca

AP: 4

HP: 35

Willpower: 75

Melee Damage: 1d10+1

Sequence: 6

Weapons: 30

Weapon Damage Modifier: +0

*Fasca Sand Bar Civilian* - A Fasca living on The Sand Bar.

Species: Fasca

AP: 5

HP: 40

Willpower: 60

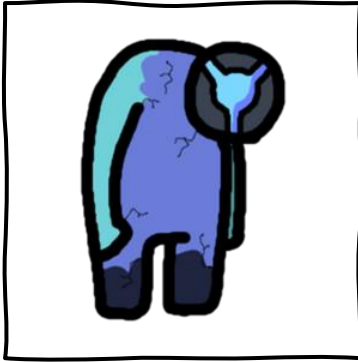
Melee Damage: 1d10+2

Sequence: 6

Weapons: 40

Weapon Damage Modifier: +0

## Golem



### Overview

Golems are huge, hulking creatures made of living rock. They are unable to speak with anything other than other Golems due to their language being something that only Golems can interpret, however they can understand most languages. In the middle of their face, they have a singular glowing eyeball, which can charge up energy to blast out a powerful (but very exhausting to use) beam which can damage many opponents.

### Found On

Golems are mostly found on The Eskam Isles thanks to their natural resistance to cold. Some can be found on Greene Island - these golems tend to be less archaic - but will almost never be found on hotter islands like MacQuarrie.

### Details

Golems have an average lifespan of 150 years, with an average height of 2.3 metres. They weigh an average of 200kg. They are physically very strong and sturdy, and their singular eye is a Golem Skull Laser, essentially giving them a long-ranged attack built into their body.

Golems can understand both Casuterran and Glacier, and can learn to understand other basic languages, but are unable to communicate in them. The only language Golems can communicate in is Golemtone, which is comprised of rhythmic hums and vibrations produced inside the head of a Golem - tones which can only be interpreted by other Golems.

### Attribute Bonuses

Base Stat Modifier(s): +1 STR, +2 CON

Bonus Attributes: +10 to Intimidation, Cannot Speak to Non-Golems, Immune to Cold Damage, Gains "Beam" Action

## Golem Minisheets

*Golem Greene Civilian* - A Golem living on Greene Island.

Species: Golem

AP: 3

HP: 35

Willpower: 70

Melee Damage: 1d10+2

Sequence: 5

Weapons: 45

Weapon Damage Modifier: -1

*Golem Eskam Isles Civilian* - A Golem living on The Eskam Isles.

Species: Golem

AP: 2

HP: 40

Willpower: 65

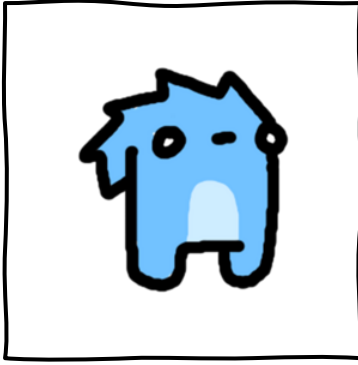
Melee Damage: 1d10+2

Sequence: 4

Weapons: 40

Weapon Damage Modifier: +0

## Drifter



### Overview

Drifters are incredibly fast but armless creatures which mostly dwell upon the archaic Eskam Isles, thanks to their love of chaos. Their skin is made of thousands of small, sharp crystals, allowing them to stab their enemies, using their momentum for extra damage. Unfortunately, their lack of arms means they find it very difficult to wield weapons.

### Found On

Drifters are mostly found on The Eskam Isles thanks to their resistance to cold, but some can be found on Greene Island, mostly in groups of bandits.

### Details

Drifters have an average lifespan of 50 years, with an average height of 1.5 metres. They weigh an average of 35kg. They are naturally extremely fast, and their skin is covered in thousands of small, sharp, blue crystals, which they use along with their speed to smash into and stab enemies. Regrettably, they lack arms, meaning they find it difficult to hold weapons. Some Drifters try by holding them in their mouths, but most just use what they already have - lots and lots of spikes.

Drifters primarily speak Glacier and Casuterran, but can learn other basic languages.

### Attribute Bonuses

Base Stat Modifier(s): +1 CON, +2 DEX

Bonus Attributes: +10 to Fisticuffs, +1 to Melee Damage, Immune to Cold Damage, 0 to Archery and Melee Weapons upon Character Creation, Gains "Dash" Action

## Drifter Minisheets

*Drifter Greene Civilian* - A Drifter living on Greene Island.

Species: Drifter

AP: 5

HP: 30

Willpower: 60

Melee Damage: 1d10+2

Sequence: 7

Weapons: 15

Weapon Damage Modifier: -1

*Drifter Eskam Isles Civilian* - A Drifter living on The Eskam Isles.

Species: Drifter

AP: 6

HP: 25

Willpower: 55

Melee Damage: 1d10+2

Sequence: 8

Weapons: 25

Weapon Damage Modifier: +0

## Drifter Minisheets (Cont'd)

*Drifter Bandit* - A Drifter bandit from the Obligatory Dark Forest.

Species: Drifter

AP: 6

HP: 35

Willpower: 60

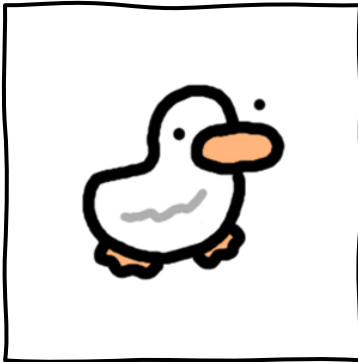
Melee Damage: 1d10+2

Sequence: 8

Weapons: 20

Weapon Damage Modifier: +0

## D00k



### Overview

D00ks are a race of slightly larger-than-average intelligent ducks with a language that encompasses all Casuterran dialects, allowing them to communicate with anyone and everyone (except Golems). D00ks are also naturally charming, however they are slightly weaker in combat thanks to their small size. They can still hold swords, though. Don't ask how.

### Found On

Since migrating there at the end of the Greene War, D00ks are born exclusively on D00kR00k, and most of them either stay there or move to Greene Island. A few are found elsewhere, but they are extremely rare.

### Details

D00ks have an average lifespan of 25 years, with an average height of 0.5 metres. They weigh an average of 3kg. They communicate via quacking, but this quacking somehow encompasses all basic Casuterran languages, allowing them to readily communicate with most other creatures. They're also absolutely adorable, which means everyone is significantly more likely to trust them, and thus they have a high natural charisma. Despite all of these advantages, though, D00ks are not very useful in combat due to their small size and lessened capacity to take a beating.

The species' origins are actually quite mysterious, with no Casuterran scientists being able to trace the D00ks' origins back to any known lifeform. They seemed to simply appear on Casuterra one day, and have stayed here since.

### Attribute Bonuses

Base Stat Modifier(s): +1 INT, +1 CHA

Bonus Attributes: +10 to Speech, +5% Damage Taken

## **D00k Minisheets**

*D00k Greene Civilian* - A D00k living on Greene Island.

Species: D00k

AP: 3

HP: 25

Willpower: 80

Melee Damage: 1d10

Sequence: 6

Weapons: 50

Weapon Damage Modifier: +0

*D00k D00kR00k Civilian* - A D00k living on D00kR00k.

Species: D00k

AP: 4

HP: 30

Willpower: 85

Melee Damage: 1d10

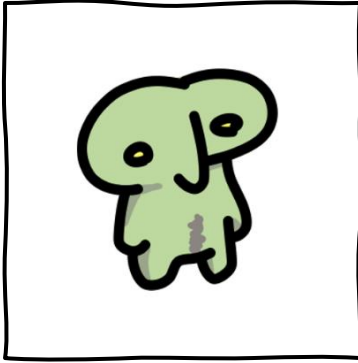
Weapons: 40

Weapon Damage Modifier: +1



## Semi-Intelligent Species

### Goblin



#### Overview

Goblins are small, stupid creatures that tend to travel in groups to make up for their lack of prowess in... well, anything.

#### Found On

Goblins are typically found plaguing the denizens of Greene Island. A large number of them reside in the Obligatory Dark Forest.

#### Details

Goblins have an average lifespan of 40 years, with an average height of 1.6 metres. They weigh an average of 65kg. They feature yellow eyes and big, lumpy

heads. They are known for travelling in groups - known as clans - to make up for their puniness and lack of intelligence. Whilst most Goblins are only classified as "semi-intelligent", a small number of them are particularly smart, and these intelligent Goblins typically find themselves as leaders of Goblin clans. Goblin clans have an interesting hierarchy, where the most intelligent Goblin will be the Chief, leading the clan and making its decisions; the strongest Goblin will be the General, leading groups of Goblins into battle; Goblins skilled in combat will join the groups lead by Generals; and any other Goblins will simply do miscellaneous jobs.

Most Goblins like to steal, and thus many are part of bandit groups in the Obligatory Dark Forest, but a few can be found integrated into societies, usually as simple workers.

Goblins can speak Goblong and broken Casuterran (though some are more fluent), but severely struggle to learn other basic languages.

### Goblin Microsheets

*Goblin* - A normal Goblin.

Species: Goblin

AP: 2

HP: 10

Willpower: 50

Melee Damage: 1d10-1

Sequence: 5

Weapons: 25

*Goblin Fighter* - A Goblin that's slightly more skilled in combat than usual.

Species: Goblin

AP: 3

HP: 10

Willpower: 55

Melee Damage: 1d10+1

Sequence: 6

Weapons: 40

## **Goblin Microsheets (Cont'd)**

*Goblin General* - A particularly strong Goblin leading a squad.

Species: Goblin

AP: 5

HP: 25

Willpower: 60

Melee Damage: 1d10+3

Sequence: 8

Weapons: 75

*Goblin Chief* - A particularly intelligent Goblin in charge of a clan.

Species: Goblin

AP: 6

HP: 40

Willpower: 90

Melee Damage: 1d10-2

Sequence: 8

Weapons: 50

*Goblin Civilian* - A Goblin that's managed to integrate into normal Casuterran society.

Species: Goblin

AP: 3

HP: 10

Willpower: 75

Melee Damage: 1d10+1

Sequence: 4

Weapons: 35

*Goblin Bandit* - An independent Goblin that really wants your stuff.

Species: Goblin

AP: 5

HP: 10

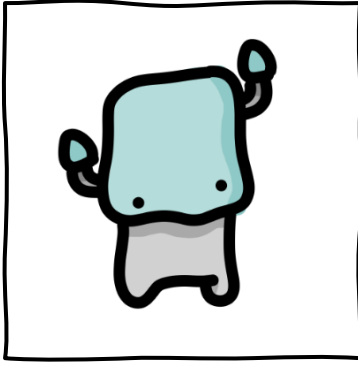
Willpower: 65

Melee Damage: 1d10+2

Sequence: 7

Weapons: 45

## Plebeian



### Overview

Plebeians are small creatures made of giant fungus which mostly reside in the Obligatory Dark Forest.

### Found On

Plebeians are found entirely on Greene Island, and mostly inside the Obligatory Dark Forest.

### Details

Plebeians have an average lifespan of 20 years, with an average height of 1 metre. They weigh an average of 65kg. Plebeians are made of (semi-)sentient giant fungus from the Obligatory Dark Forest, and typically have a short body with a slightly larger head that has a handful of mushrooms sticking out of it. Plebeians can massively vary in colour, and are known to have hundreds of unique colour combinations that make each one distinct.

Plebeians are known to like things that don't belong to them just as much as anything else in the Obligatory Dark Forest, and tend to attack unsuspecting travellers passing through. They are known to produce spores which can poison their opponents, however the poison is fairly weak and doesn't last long.

It has been found that Plebeians bluer in colour tend to produce spores with more potent poisons, whereas those more red or white in colour tend to be more docile. In fact, a handful of reddish and whitish Plebeians can be found in certain cities, integrated into the societies as workers.

Plebeians aren't known to group together too much, unlike Goblins, but will often travel in groups of two or three.

Plebeians can speak Goblom and broken Casuterran (though some are fluent), but severely struggle to learn other basic languages.

## Plebeian Microsheets

*Plebeian* - A normal Plebeian.

Species: Plebeian

AP: 3

HP: 15

Willpower: 40

Melee Damage: 1d10-5 Poison

Sequence: 3

Weapons: 15

*Particularly Blue Plebeian* - A very blue Plebeian which produces more potent poison than normal.

Species: Plebeian

AP: 3

HP: 20

Willpower: 40

Melee Damage: 1d10-4 Poison

Sequence: 3

Weapons: 10

## Plebeian Microsheets (Cont'd)

*Particularly Red Plebeian* - A very red Plebeian which produces less potent poison than normal.

Species: Plebeian

AP: 3

HP: 15

Willpower: 50

Melee Damage: 1d10-6 Poison

Sequence: 3

Weapons: 20

*Particularly White Plebeian* - A very white Plebeian which produces less potent poison than normal.

Species: Plebeian

AP: 3

HP: 20

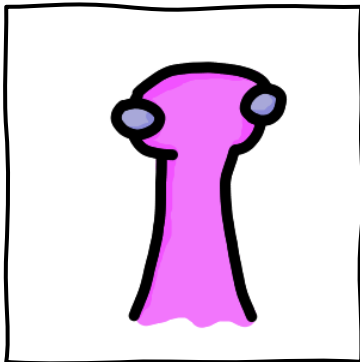
Willpower: 45

Melee Damage: 1d10-6 Poison

Sequence: 4

Weapons: 20

## Cosmoling



### Overview

Cosmolings are enigmatic entities mostly found nearby large deposits of Cosmite. Their physiology is mostly mysterious, but they seem to be made out of the cosmic ore.

### Found On

Cosmolings are mostly found on Meteor Beach, due to the large concentration of Cosmite, but are also found at the Meteor Crash Site and the Bigger Meteor Crash Site due to the Cosmite in those areas.

### Details

Cosmolings have an average height of 2 metres. Their average lifespan and weight have not been measured. They seem to feed off of Cosmite and residual cosmic radiation, and without it they simply disappear. It is assumed that they can live forever, as long as there is Cosmite nearby to sustain them. They are ghostly entities that can phase through other objects at will, whilst also occasionally being solid. Research is being conducted into them, but there have been no conclusive results due to the enigmatic nature of Cosmolings.

Cosmolings seem to be extremely powerful, and one has never been destroyed by a mere person. Fortunately, they are neutral and tend not to attack unless provoked. If provoked, they will unleash pure cosmic energy upon their opponent, usually annihilating them in no time at all.

Cosmolings seem able to communicate, and speak in a language dubbed as Cosmus, comprised of ethereal tones that only Cosmolings and Cosmite Amerits can produce. Cosmolings seem able to communicate with Cosmite Amerits and vice versa.

## Cosmoling Microsheet

*Cosmoling* - A mysterious Cosmoling.

Species: Cosmoling

AP: 10

HP: 200

Willpower: 95

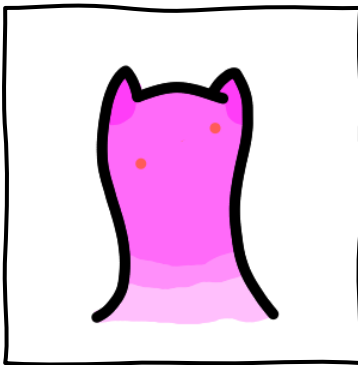
Melee Damage: 1d10+20 Cosmic

Sequence: 20

Weapons: 0

Weapon Damage Modifier: +0

## Cosmite Amerit



### Overview

Cosmite Amerits are Amerits who have been exposed to high amounts of cosmic radiation.

### Found On

Cosmite Amerits are typically found on Meteor Beach, as this is where the first of them were created after Amerits attempted to colonise it.

### Details

Cosmite Amerits have an average lifespan of 50 years, with an average height of 1.5 metres. They weigh an average of 25kg. Amerits were some of the first species to attempt to colonise Meteor Beach. Peculiarly, the Amerit population began to change colour and shape whilst other species became sick. Eventually, this was discovered to be due to the large amounts of Cosmite in the ground, which Amerits seemed to have some kind of resistance to. As a result, Cosmite Amerits are a close cousin of Amerits. Their Cosmic properties grant them a significantly increased lifespan, along with more protection, at the cost of their intellect. In addition, they are unable to shapeshift like their cousins. Cosmite Amerits are mostly placid and won't harm passers-by, though can be dangerous if provoked. Cosmite Amerits are unable to speak basic Casuterran and can only speak parts of Ameran (forming a new Cosmite Ameran dialect). With some skill, an Amerit may be able to interact with a Cosmite Amerit, though their reduced intelligence means it probably wouldn't be a very insightful conversation.

## Cosmite Amerit Microsheet

*Cosmite Amerit* - A simple Cosmite Amerit.

Species: Cosmite Amerit

AP: 5

HP: 40

Willpower: 55

Melee Damage: 1d10+2

Sequence: 7

Weapons: 40

Weapon Damage Modifier: +0