

Alien races

Larcans

The Larcans are a fairly intelligent species residing on the planet of Brakkon. This planet, orbited by two suns, has a surface heat level of over a hundred degrees celsius. While a larcans does feel comfortable in heat, temperatures above seventy degrees would kill them, and in the early days of Larcans history this species resided in underground caves in order to survive, but through technological advancements made over the past centuries they have finally found a way to build their societies on the surface.

North vs South

The most mention-worthy difference between Larcans is that the northern larcans are generally taller, more muscular and have horns on their heads, much like a bull. larcans living on the southern part of the planet seem to be smaller, a have bit darker skin and they do not have horns. Other differences between the northern and southern larcans are their societies. In the south the cities and societies are more advanced and the lifestyle of a southern larcans is much less rough than in the northern.



Xarrek

Being a xarrek has not been easy throughout history. They have been oppressed and enslaved for hundreds of years due to their anatomical nature and racial traits. Having four arms and having excellent stamina makes a xarrek extremely effective doing labour work. On top of that this race only needs one hour of sleep per *andua*. (*andua* means day on planet Xarrek and one xarrekian day is equivalent to one week on planet earth.)

Xarreks are by no means a underdeveloped race, but their technological advancements have been limited compared to other races since they have been haunted by a civil war. This has resulted in alien races invading and kidnapping xarreks and using them for tasks like mining and farming etc. Only recently, when the xarrekian civil war has come to an end, have the Xarrek united as a race and started working together to fend of the invaders and earn their freedom.



Cathois

The cathois remind us of a bearded octopus that moves that a jellyfish. Although being a highly social and charming species, the cathois tend to often get in trouble with the law and are often wanted. They are not the most intelligent of races and they are not violent in their nature, but they do have a temper and often act on impulsive behavior. Having a thirst for money combined with mentioned traits makes the cathois a bit of a wild card and you often don't know what is going to happen when around them.

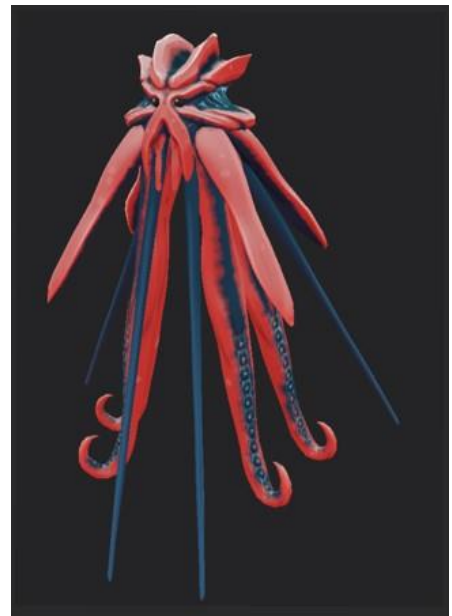
They are not manipulative and do not have ulterior motives as much as just acting on whatever they are feeling the moment. Therefore, keeping a cathois in a good mood is recommended when interacting with them. Upsetting a cathois will in most cases get you robbed - but not killed. They have excellent reflexes and their appendages are immensely powerful, making them decent close combat fighters.



Menarg

Menargs are not the most impressive creatures when it comes to physique, but what they lack in sheer size they make up for with intelligence. The Menargs are light years ahead of the other races in terms of technological inventions. Their intelligence are only outweighed by their manipulative nature, and many consider this race to be the troublemakers of the galaxy and tend to not get involved with them. In general, the menargs are also very selfish and tend to have ulterior motives when being friendly.

Often viewed as the "weirdos" of the galaxy, this race mostly keep to themselves. The main reason for this is that their ability to communicate with other species are very limited, due to their unwillingness to learn "lesser" languages.



Story Ideas

Idea 1

The political tension is rising between the four most powerful races in the universe. If a war breaks out that would mean the end of everything. You seem to be the only one recognizing what is coming and you want to stop it at all costs. But you are not a warrior or a leader and you have no political influence.

Fortunately, you do have the highest rated restaurant on the most attractive planet in the universe. You decide hold a special event where only the most influential of the individuals are invited. You believe that this is all a misunderstanding and communication is the best way to avert a disaster. If you only serve these people their favourite meals and let them sort out their differences in a calm environment the universe will be saved. No accidents, and just keep everyone happy (and alive) for 7 days.

Idea 2

Being a xarrek has its perks, especially when being a waitress. Four arms and all. The down side is that according to xarrekian tradition, celebrations take place over the course of a week. You are celebrating a special xarrekian holiday and your father has invited everyone. EVERYONE. From all over the galaxy. You must feed all the different races, and keep in mind what they are allergic to. Keep the guests alive!