

Welcome to the **Alien Access**; where races of the CORE and beyond are available to become your Chosen. Because of your Attributes that you should have set by now; the race you choose will determine a lot about who you are, what you go through, and the way others treat you. Your Earth's culture is no different than the CORE's. Different creatures are treated with caution as most of everyone is alien. Therefore, you must take into account all aspects of the race you choose.

Racial Rank:

All creatures have a *Racial Rank* of 1-5, however, this is the only thing that CANNOT be ranked up using CP. Instead, you rank up as you level up. See **Segment 2-4 : Scan 61** for information on when the Racial Rank increases.

Attribute Bonus:

All creatures have bonuses to their Attribute Scores. Both for the race and subrace; Race Attributes go to all creatures of the kind, on the other hand, Subrace Attributes go only to the subrace chosen.

Benefits:

All creatures gain a specific benefit that usually corresponds with their subrace, however it can be a benefit for all creatures of the race. Benefits are usually SFA's that scales with the Racial Rank. This makes it so you do not have to spend any CP nor SFA slot on it.

Knowledges:

All creatures receive a new Knowledge that ties into how the race has grown throughout the CORE. The specific Knowledge known is given to all creatures of the race. See **Segment 4-2 : Scan 209** for more information.

Languages:

All creatures understand how to read, speak, and write *Simple* and any other languages that their race comprehends. See **Segment 4-2 : Scan 212** for more information.

Physique:

All creatures have a **Movement Range** and a **Body Type** that grants them their speed in combat and their physical size. See **Segment 4-2/5-1 : Scans 213/233** for more information. *Note: Scan 233 is in the Loremaster's Codex.*

Talent:

All creatures receive Talent in specific Basic Skills, Knowledges, and/or Forms. They are usually given to the subrace, however there are some creatures that have all around talent in specific places.

The Races that follow are found throughout the CORE as citizens and sentient creatures. By making your Chosen one of these creatures, you will be able to explore different areas and unlock secrets that are untouched by your Earth's society.

