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From The Universe fracking Wiki Go to Navigation Go to Search On June 3, 2020, FR will no longer be independently updated. The FR will instead be combined directly into the FU with the switch switch. Any further requests for support can go there. It is not compatible with frackinUniverse now because it is a part of frackinUniverse.FrackinRaces does not add races. It adds to their abilities. What does Frackin Races do? Well, Starbridge has no racial ability. This mod changes that. Each race (including many players) has different abilities. Some are pernicious, while others are great to have. Different styles of play will suit some races better than others, and more. This mod doesn't add races to Starbound, it just reinforces them.----- The following mods can or will cause problems with the FR installed!-----: Guns StaticDynamic CombatWeaponEnhancerWeaponingStationManufacturers TouchMy Favourite Race Fee Free to learn the intricacies of git, and make an official request to pull to include them here: can not keep up with the almost daily race adds to the community. Instead, we've provided the tools that modders need to add support on their own. To add support modders, you only need to do the following: 1. Clone git repo2. create a .racedef file using existing FR as the basis for a guide. This establishes their abilities. Create a .species file for your race to show your race stats in game4. edit tridocors status data to add your racial name to the interface/scenario/statWindow/statWindow.config file5. Add your race to the list includes in fashion meta file6. Send your request to pull gitVoila.But I do not know how to use Git!-----Tene I think you better teach yourself how I did, right? It takes about 10 minutes to learn to do what is necessary to edit or add a race. There's no avoiding it. If you have a character and this mod, they get their racial bonuses. In addition, with FR installed your characters will require FR in order to appear at all. Their credentials are added by status effects, and Starbound cannot read characters with missing status effects. So if you remove THE FR, you will lose your guys. In: Edit Comments Share additions for the Universe Frackin races are completely optional, they are not needed for fashion to work, instead they add new features that you won't have in the normal frackinUniverse gameplay. Official additions: edit edit source Character Extender - No longer necessary, FU comes with its own Extender. Frackin' Music - Adds new music to the biome of the Frectin universe and vanilla biome too. Frackin' Races - adds new racial abilities to the game. Incompatible with the RaceGameplay variation. OFFICIAL FU BYOS Modded Race Patch (FR Supported Races) - a patch to make it so withered by races that have the support of Frackin Races you can use frackin Universe to build your own ship. OFFICIAL FU BYOS Modded Race Patch (Racing Without FR Support) is a patch to make it so modded races without the support of Frackin Races can use frackin Universe to build your own ship. Frackin' Action Bars - increases the maximum volume of UI action bars from 2 to 4. FU S.A.I.L. Modded Race Support - A bunch of patches to make sure that fashion species get a frackin universe S.A.I.L. interface. Frackin' Races addon - Blatras/Sarasinar - Necessary if you want frackin' racing stats while playing Blatras or Sarasinar races. Frackin' Interface - Changes in the user interface for health, energy and food. Yes, it's the client side. Frackin Xmas - Lets holiday gear out of beta, and hunt looted drops to work them out. Nothing too fancy! Unofficial additions: Edit edit source Lists needs to revise community content available under CC-BY-SA unless stated otherwise. X 0000 0003010-20-20-20 Psychic Resilience: Get 20% resistant to the effects of Madness Star the game with the radius of the No. 1 Matter Manipulator When using technicians, you amplify their influence on you or others, making you more mobile and utility capable than any other race. Little Stomach: Hunger happens faster, than other races in the jungle, rainforests, Primeval forests, forests and snow biomes you get an increase in health and energy distortion Sphere bomb: 100% damage to mountain lasers: 50% damage to mountain lasers: 12% Damage and No 2 Protection X X 52050 025-5025-250020 At night you are slowly consuming food, and lose -10% health and -30% energy. Most major attacks consume food. Whenever the sun is up you regenerate your food. If you are fully fed, you will instead regain health. If you are in good health and food, the sun will increase your energy regen speed. Regeneration is much slower underground and will consume food. The opportunity is canceled at night. In forest biomes you get additional health and energy. Onions: 20% Crete Damage, 12% Damage, 5% Increase in Running Speed, -0.1s Draw Time Spear / Dagger: 8% Damage, 3% Crete, 3% Chance of a Poisonous Strike. When full, you can swing your weapon faster. Florent Arms: 2% Crit Chance X 15505 20-300020-3020 When affected by electrified status effect you lose 50% damage and 50% energy for its duration, when your energy is low (25% or less), you lose your shield benefits and your physical and protection drop by 50%. When your energy is restored, you recover lost bonuses. Rest in oil, erhius and liquid protoctoye pools will restore your health and increase energy. The debaff movement of the oil is softened. Mace / Greataxe / Axe: 2% Crete Chance and No. 5 Crete Damage crossbow / Onion: Crete 2% shield: (passive) 3% Shield Bash, 8% Max Health, Health, Defense, 1% Health Regen Combos: Every step of the weapon combo increases your defenses Perfect Blocks increase the damage (Stacks). Damage or failure of the block cancels the stack. Bashing shield restores health. X,000,000,000,000 No. They adapt, but only because they are killing things and wearing their skins or finding other ways to cheat. Assault Rifle: 12% Damage Yooy: 10% Damage Short Word: 12% Damage, 20% Knockback Resistance Perfect Blocks increase protection (stacks) (cancelled when hit or unable to block) X 200100 0-400200-1000 Start with liquid collection unlocked on your matter manipulator Gain 15000 oxygen when immersed in liquid. No effect in space. When in ocean biomes, Hylott get increased vitality, protection and energy. Rain gives a very small passive regeneration of food. Swords: If your health is above 75%, get 2% Crete Katana and Dagger: 8% Speed, 4 Protection, No1s1 Crete Katana (single): 10% Damage, 25% Crete Damage quarterstaff: 12% Speed, 6 Shotward Protection: 6% Damage, 4% Speed Perfect Blocks Restore Health X -102000 -15-20200-40040 When the sun is down: You lose 25% of your energy. When the sun rises: Your energy regeneration increases by 20% and you get resistance to cosmic damage When well fed (65%), you can regain your health. On radioactive biomes you get 15% energy and health. Pistol: 9% Gun damage x2: Knockback Resistance 25%, 8% Speed, 9% Sniper Rifle Damage: You get 2% Crete and 20% Crete Shotgun Damage: 15% Damage, 12% Crete Whip Damage: 15% Damage and Get Increased Speed. X -101050 040-20040-2000 Racial Technologies (Claw Hunters): Can infect hunting attacks that do (Food /20 - Health /30) Your high metabolism requires more frequent feeding. At night (or underground) if you are fed (65%) You regenerate health and get energy regeneration by 25%. You also get 15% physical resistance and protection No.2. On Savannah or Lush biomes, you get 15% of your power. Boomerang / Chakram: 10% Health, Energy, and 2% Crete Spear: 2 Crete Damage, 12% damage. Protection at 20% when you hold the spear. Melee weapons add the current speed divided to 4 as area bonus X0000 00-40400000 Get access to Avoid Glide technologies. Access via Racial Tech Enabler (ship in your menu C) In light and moderate winds you get increased air maneuverability, allowing you to move much faster and deftly maneuver. On hot biomes, you lose your air damage bonus and -25% On cold biomes, you get an extra 5% rate and 15% health. Profit 10% damage with airborne Energy Weapons: 12% Damage to the grenade launcher: 20% Crete Spear damage: 2% Crete X 151505 0040-4000010 In searing hot hot You get 4% regeneration When on desert worlds, Avikan gets 5% defense and 15% health. When on icy worlds, Avikan suffers a decrease in regen energy (-50%) Dagger / Spear: 2% Crete, 5% Energy Weapons Damage: 15% Damage 1h combo to increase defense on (Health/50) per hit X 015100 -25-4000400 Swords: 2% Crit Assault Rifles: 25% Crit Damage X 03000 20-1000304000040 When electrified you will lose 50% of your production damage. Your circuits work best on cold biomes, and you get 25% energy regeneration on the icy worlds. On hot biomes, you suffer -50% reduction in the rate of energy regeneration. Ideal units restore energy X -201000 00-203000200 Increased food needs on lush, forest and tundra and snow biomes you get a bonus of 10% for health and 20% for energy. Boomerang / Chakram: 10% Crete, 15% Crete Fist Damage: 15% Physical Resistance and 25% Knockback Resistance X -204000 -20-50202020204020 Staff: 15% Protection, 15% Damage Wand: 10% Damage, 5% Protection X -12-55000-404000 75% Fall Damage Effective Reduction (from Race Mod) 25% Jump (from Race Mod) In the Jungle, Primeval, Forest and Rainforest Bioma you get 5% protection and 10% energy. Fists: 12% damage, 5% jump and 8% Dagger speed: 2% Crete, 10% Crete Damage of any pistol: 1% Crete, 20% Crit Damage Dagger x2 or Fist x2: 3% Damage, 10% Crete Damage X 15050 0-40402025-15-150 Regenerate food and health when immersed in water, sewage, healing water, blood or marsh water on the ocean bioma you get 20% physical resistance and energy. Fists: 3% Crete, 5% spear speed: 2% Crete, 10% Damage short spear: 2% Crete, 5% Physical Resistance X 0050 -20202020-20-20 20% Loss Reduction from Fall 20% Reduced Time Of Energy Regeneration Fists: 2% Crete, Crete, 2% Crete, 2% Crete Damage Shortward / Dagger: 10% Damage, 5% Protection X 0000 0-2000040-20-20 Racial Technology: Conshak. Activate and knee when in the dark. After 10 seconds, get 15% resistance and spikes for 60 seconds. During daylight hours you lose maximum health, energy, damage and physical stability (maximum -25% for health, energy and physical stability. Instead, you get damage and physical resistance. In addition, in low light you have vampire attacks that heal some of the damage you do to enemies. It's deactivated in the light. If in low light, melee sword or knife attacks have little chance to create a Shadow Burst (5 power) chromatic attack, desert and Red Desert biomes will reduce your defense and energy regeneration. Dark biomes will increase your protection and energy regeneration. All skins or find find ways of cheating. Pistol Machine: 12% Short Spear Damage: 12% Damage, 20% Knockback Resistance Perfect Blocks increase damage (stacks) (cancelled on impact or unable to block) X 20000 0-302030-200020 When immersed in water, sewage, blood, organic soup, healing water, marsh water or other non-harmful liquids you get health and your poison is removed. In liquid form you get 2,000 euros of oxygen and breathing Regen 70 pounds. Also, you need less food when underwater. On ocean biomes you get 20% health and 20% energy. Trident: 1% Crete, No7 Crete Boltgun Damage: 2% Crete, No. 5 Crete Spear Damage: 20% Damage X 15005 00-2540-2530-250 Get access to Shadow Burst technology. Craft through the C menu with Race Tech Enabler. Darkness increases your strength and protection. Light reduces it. Your main attacks consume food On dark biomes you get a 2% Crit Chance and 15% energy. Stick /staff: 15% Damage Consecutive Perfect Blocks Increase damage by 2% and protection by 2 per block. X -202000 10020-403030-200 When wielding bows you have a 10% chance of accidentally spawning additional mystical arrows when shooting a bow. The higher your energy, the greater your chance of Crete and damage. Chakram: 10% Health, 10% Knockback Resistance Chakram x2: 20% Damage (each) X 01500 00-400000 Fast to Regenerate Food from Direct Sunlight. During the evening you lose bonuses for energy and protection. If damaged, you spread the flowers where you stand. Whip: 20% damage, 15% speed and jump X 15-15.505 150-50-500000 You fall slowly thanks to the wings, effectively zeroing the damage from the fall. X -152005 -104000-4000 Decrease in Fluid Mobility Start with Boomerang/Chakrama No.1: 2 Protections, 12.5% power (25% power if double welded). Dagger / Sword: No 2 Protection, 48% Energy Regen X 20002 200-10005015000 Never Eats Constantly Regenerates -15% Health, Energy and Protection in Healing Water. At Atropus worlds your regeneration increases by 50% and you get 10% Damage X 10-2000 25100-3500000 axe/hammer: 20% Rocket Launcher Damage / Grenade: 15% Damage (30% damage each, if combodouble welded) X 30-2002 1550-500000 Get access to Dragon Breath technologies. Access via Racial Tech Enabler (ship in your menu C) When injured, your blood ignites everything it touches. On cold biomes you lose 20% Health and Protection On Hot Biomes you get 15% Health and %10 Broadsword/Drill Protection: 20% Damage, 10% Physical Resistance X 01250 0000-2020-2020 The more fed you are, the faster you become (maximum 16.6%) Lush, forest, snow and tundra biomes increase your health and power Energy Guns: 25% Energy Regen, 3% Crete X -304050 15-5000201200 When underground you get 15% Health and 10% Speed and Moon Jump you get 15% health, speed and jump, 10% Staff: 30% Damage, 10% Physical Resistance X 0005 020-30-2000020 Poor Traders. Mantis suffered a 25% charisma penalty in space station building. Get extra energy and protection in the jungle, the jungle, and shorts shortsword/Short Spear - Shield Combo: 20% damage, 20% protective bow and crossbow: 10% damage, 20% protective shield: Ideal blocks restore the endurance of the shield by 20% and provide a minor health regen. X 121200 0040-40200-4020 You create a small thermal aura, damaging those that harm you. On hot planets you get health regeneration. Close combat: 10% chance of doing additional fire damage (1d20) flamethrower: 20% Damage X 02000 10-30-103020-100-100 When underwater, Skath gets an increased rate of slow health regeneration. On the oceans you get 25% health and 6 euros of protection. In hot worlds (deserts, volcanic, etc.) you suffer 30% of energy loss. Energy: All energy weapons get 2% critique chance and 15% damage. Assault Rifles: 1% Crete 2h Melee: 15% Damage X -202000 0000-30300 30300 Your metabolism functions at a higher rate than most species. You should eat more often as a result. In the forest, unpaved and rainforests of bioma you get increased energy and speed. Onion: 15% Energy at the gun. Rapier / Dagger / Short Word: Chance of a mystical explosion. Rapier: 10% damage, 1 defense. Double-wielding Rapier and Dagger provides a 2% critique chance and a 5% Physical Resistance Wand/Staff: 15% Damage and Energy Bonus. X 201500 00-203010000 High Metabolism: Requires more frequent feeding than other races Walking slowly at -5% rate of walking on Lush, Forest and Rainforest biome, to get extra health. Axe /Greataxe: Axes fill hunger when wielded and do 10% damage. Spear/Shortspear: Spears do 10% damage and increase the speed of movement by 10%. Scythe: 25% Damage X 02500 25-20-2002020-20 When your energy is above 50% you get health regeneration Assault Rifle: 10% Damage, 2% Crit Machine Pistol: 10% Damage, 25% Crete Dagger Damage: 10% Damage, 2% Crete X 00-100 0202020-40-20-30-20 -50% Knockback 10% Less Fall Damage. On radioactive or poisonous planets, besides the jungle, suffer a 15% decrease in protection and power on forests, jungles, rainforests, primeval forests, snow, tundra, Savannah, Eden and Tabula Rasa you get a 15% increase in protection of the spear / Shortspear / Shortsword / Rapier: Spears do 10% damage. Sniper Rifle: Sniper Rifles get 2% Crit Chance X 15-1200 00-40400000 You get a 25% pullback resistance on cold bios you get 15% health and energy. All firearms get 5% damage, and all critical blows scored with firearms do 5 damage x0 150-5 -20000-10-5510 5% Mobility in Lush, Forest, Jungle 10% Fiery Immunity / -10% Immunity Ice in Hot Biomes 10% Ice Immunity / -10% Fire Immunity in Cold Biomes of the Middle Boy: -20% Damage Ranged: -15% Damage X 5250-10 10250-15005-15 Loss from Fall decreases by 25%. Their bodies are immune to electrified. They have a run speed of 10% and a 5% jump height. Lush / Forest / No 20 Health, Energy, and irradiated attack: -25% energy, -15% Luke Attack: 10% Damage Melee: 10% Damage X -515100 0050-500000 Impervious to Fire Status, SandStorms, and Bio Heat 35% Speed, 10% Jump 50% Weakness to Ice Hot Biomes Grant 20% 20% 20% and energy. On the other side of the spectrum, however, cold biomes drop health and energy by 30%, power by 40%, and fire resistance by 50%. Wand / Staff: 15% Power Fist: 15% Power Rapier: 15% Power X 15-2000 1500-30-4030020 Thelusion Warrior Tech: Created in menu C. Click DOWN for defense position, click UP to defend the position and click JUMP for power position. The absence of Charisma. Suffer -25% trade penalty on space stations. Get an extra 10% health on hot biomes You insecticide legs will help you cling to the ground, providing increased soil friction. When locking with shields: Get 10% Perfect Blocks protection to increase the chance of the Shield Bash and click the distance scythe: 15% Damage, 50% Knockback Resist Longsword/Shortspear and Shield: 0.5% Crit Chance, 50% Crete Pistol Damage: 12% Damage X -202000 -30000-3010100 Completely Impervious to Fall Damage. In lush, rainforests, jungles, swamps, forests and main forests (dark version), get 15% protection and health. Wand/Staff: 20% Protection (Saturnians) Stick: 10% Damage, 5% Energy Staff: 15% Damage, 20% Energy (Taumots) Crossbow/Bow: 5% Crete Chance, 5% Crete Spit Damage: 15% Damage X -202000 -30000-3010100 Completely Impervious to Fall Damage. In lush, rainforests, jungles, swamps, forests and main forests (dark version), get 15% protection and health. Wand/Staff: 30% damage, 10% Protection X 0000 0000300-10-20 Terrak is constantly regenerating slowly. In lush, rainforests, jungles, swamps, forests and main/volcanic forests (Dark version), get 25% Protection / Shortspear: 25% Knockdown protection, 2% Crit Chance Bow/Crossbow: 15% Damage, 2% Crit Chance X 00000 0-3000400-300 On Atropus, Toxic, Trital, Tidal Water, Strange Sea, Grikbe, Penumbrale, Gas Giant, Toxic Moon and Gelatin Worlds (Dark Versions), Get 20% Poison Resistance. Injectors / Needle Guns: 20% Damage, 5% Crete Chance Bio Weapon: 10% Damage X -5510-20 -4500002510-20 Night Light. Look at Neutlar's abilities. At midnight, the lightless sphere, and the Half-boma, get 10% health and 15% energy. Broadsword/Shortsword/Spear/Shortspear/Scythe/Dagger/Rapier: 5% Damage Weapons: 15% Damage, 2% Crit Chance X -15150-10,000 20020-20 Exceptionally large stomachs allow them to eat gratuitous amounts of food. On Alien, Tentacles, Atropus, Heck and Bloodstone Bioma, get 10% 10% Axe / Greataxe: 1% Crete Chance Bio Weapon: 15% Damage Mountain Laser: 50% Damage X (from FrackinUniverse) 0000 0300150-23-230 Racial Technology: Faritu Psonic Blast. When you press the F to activate, and then the arrow keys for direction, you shoot from a psonic wave that can pull enemies or destroy blocks through vibration. You are hard to deal with because you have no eyes or mouth... something that most species can't see past (or at least questions of adapting to)...-10% charisma. 20% Mental Protection thanks to hyper-developed mental ability. On electrically charged biomes (crystal, ethereal seas, sulfur, fungal, proto- and chromatic) gain 10% speed. On cold biomes, get 10% Psonic ejector Protection: 20% Damage quarterly: 10% Protection, 15% Damage Magnotrs: 15% Damage, 10% Protection X 20-2510 10-10-2525-10 zgt:-25 Being larger than most (five blocks high) and having organs to match your size allows you to eat copious amounts of food, but the high metabolic demands it brings along with it means you need to eat more often than you otherwise. Said high mass also makes you take 15% damage from falling and move a little slower (-5% rate) than other races, too. Due to being aquatic in origin, you are a powerful swimmer and both have increased breathing capacity and can swim quite well. In wet biomes, you drop the speed penalty and get 10% of the attacking power and power. In river biomes you drop the penalty for speed and get 15% of attacking power and energy intensity. In ocean biomes you drop the speed penalty, increase the speed by 5%, and get 20% of attacking power and power. In arid biomes you increase the penalty for speed up to -10%, and the power of attack and energy intensity is reduced by -10%. volcanic biome, you increase the penalty rate to -10%, and your attack force and energy ability decrease by -20%. Fists: 10% Damage, 3% Crete Shortspear: 10% Damage and Protection Long and Quarters: 20% Damage, 10% Protection Protection starbound frackin universe races ships. starbound frackin universe compatible races

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