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## Stellaris: Humanoids Species Pack Download Exe File



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### About This Content

*Humanoids Species Pack* will feature a selection of new portraits and ship models for players who wish to forge their path among the stars as the irrepressible human race – or at least as a species that resembles humans to some degree. Humanoids, the most-played phenotype, now gain more variety and will finally get their own unique ship class, inspired by the classics of Western science fiction. The pack will also include three music tracks, remixed by at least one human, and will also add three new voiceover sets for digital advisor VIR that will hopefully humanize him at last.

Stellaris: Humanoids Species Pack adds new cosmetic options to Paradox's empire-building sci-fi strategy title, giving players new choices for their species that are closer to home – or at least closer to our home galaxy. The pack will include:

- Ten New Portraits of Humanoids
- New Ship Models Inspired by Humanity's Imagination
- Three New Voiceover Sets for VIR
- Three Remixed Music Tracks to Add to the Stellaris Soundtrack

**UPDATE (Sep 2018)**

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Working in collaboration with celebrated community modder *Silfae*, the Humanoid Species Pack for Stellaris has received a set of new customization options for empire creation. Six humanoid species have each received five hairstyles in both male and female versions. Additionally, royalty themed clothing is now available for Humans, Humanoids, and Mammalians.

**These additions are available now at no extra cost in the Humanoid Species Pack!**

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Title: Stellaris: Humanoids Species Pack

Genre: Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Franchise:

Stellaris

Release Date: 7 Dec, 2017

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**Minimum:**

**OS:** Windows® 7 SP1 64 Bit

**Processor:** Intel® iCore™ i3-530 or AMD® FX-6350

**Memory:** 4 GB RAM

**Graphics:** Nvidia® GeForce™ GTX 460 or AMD® ATI Radeon™ HD 5870 (1GB VRAM), or AMD® Radeon™ RX Vega 11 or Intel® HD Graphics 4600

**DirectX:** Version 9.0c

**Storage:** 4 GB available space

**Sound Card:** Direct X 9.0c- compatible sound card

**Additional Notes:** Controller support: 3-button mouse, keyboard and speakers. Special multiplayer requirements: Internet Connection or LAN for multiplayer.

English,French,German,Polish,Russian,Simplified Chinese



Species

- Appearance
- Species Name
- Name Lists
- Balls
- Ruler**

Homeworld

- Name & Class
- City Appearance

Empire

- Government & Ethics
- Advisor Voice
- Empire Name
- Flag

Ships

- Starting Weapons
- FL Method
- Ship Appearance

Save

Done

Back

### Hierarchy of Kesada

Kha'Zann



Alpine World

Starting Ruler

Choose Sex  Male

Name  
Julieta Gonzalez

Ruler Title (Male)  
Overlord

Heir Title (Male)  
Deputy Overlord

Phenotype  
1

Color Variants  
1

Room  
13

Hairstyle  
1

Clothes  
1

Back Next

Species  
Appearance  
Species Name  
Name Lists  
Traits  
Homeworld  
Name & Class  
City Appearance  
Empire  
Government & Ethics  
Advisor Voice  
Empire Name  
Flag  
Ship Appearance  
Ruler

Save  
Done  
Back

### Scyldari Confederacy



Scyldaria  
Ocean World

#### Starting Ruler

Choose Sex  Male

Name  
Dackam

Ruler Title (Male)  
Prime Minister

Heir Title (Male)  
N/A

Phenotype  
5

Color Variants  
1

Room  
7

Hairstyle  
17

Clothes  
7

Back Next

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I really enjoy Stellaris content, even if it is only cosmetic. I really enjoy the new ship skins as well..... Get this if you want what it adds to the game. I recommend it for those who want more humanoid races (looks like human\body structure of a human) and ships that are based off of Sci-Fi and other stories\genres.. About the ongoing PDS-"support", which is feeded by a DLC like this one: Brace yourself for the PDS-RELEASE-STRATEGY: At a given date (to fit our schedule), we insist, that we release what we've done so far (aka a gamble, whether an "update" is complete or not) and regardless of its quality (aka an additional gamble, whether the same "update" is a buggy and unoptimized mess or not). Brace yourself for the (following) PDS-PATCH-STRATEGY: At a given date (to fit our schedule), we insist, that we end to TRY to patch (complete, fix and optimize) as little as possible in regards to our latest "update" ...

Humanoids: This is pretty much the perfect example to show you the "gamble" your dealing with PDS as a company. Before this DLC, PDS had created (for "free") - 4 quite decent species-portraits (with distinctive appearances of males vs. females and a variety of different hair-styles V beards and colours), so that you had the impression, that this would be the "standard" in regards to this DLC, but no since instead, PDS had created (for 8 bucks) - 8 quite disappointing species-portraits (with barely distinctive appearances of males vs. females (with some of them are just using colours for the differentiation !) and 1 - again - 1 hair-style V beard, (which is not the "best" idea, especially in the case, that you're implementing your version of "orcs" or "dwarfs") and SOME colours). It has taken 3V4 of a year and the help of a modder ("Silfae") to "update" V patch this DLC into a somewhat "acceptable" state. Besides that, the "humanoid" ship-models and space-stations are quite decent.. It's good content at a bad price. Get it while it's on sale.





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