

Name: TYPICAL CHARV'K TERRAFORMER

Race: Charv'k
Sex: Hermaphrodite
Profession: Charv'k Terraformer

Attributes:

STR	Level VI	CHA	Level III
END	Level VI (22)	MNT	Level IV
DEX	Level IV	ITN	Level V

Special Abilities:

Spines: All Charv'k are covered with many sharp spines which do 2D6 damage to any unarmed strikes against their bodies.

Mind-Control Toxin: The spines exert a powerful mind-controlling toxin (Virulence Level V). The spines must cause damage for the toxin to have any effect.

Combat Statistics:

AP	7
Unarmed Combat,	
Brawling	Level VI
Grappling	Level V

Significant Skills:

Earth Sciences,	
Geology	Level IV
Hydrology	Level IV
Meteorology	Level V
Life Sciences,	
Agriculture	Level V
Botany	Level VI
Exobiology	Level V
Medical Sciences,	
General Medicine (Charv'k)	Level III
Physical Sciences,	
Chemistry	Level V
Physics	Level IV
Security Procedures,	
Concealment	Level V
Stealth	Level IV
Space Sciences,	
Astronomy	Level IV
Navigation	Level V
Techology,	
Astronautics	Level IV
Organic Technology	Level VII
Vehicle Operation,	
Spacecraft	Level V
Verbal Interaction,	
Negotiation/Diplomacy	Level IV



History:

The Charv'k are a race of vegetation-based sentients that resemble walking cactus-men (who happen to feed off the blood of animals). Once every millenea, Charv'k Seed Pods converge on one planet. The process destroys the planet, but sends tens of thousands of Charv'k Seed Pods into outer space to start the process all over again on a new world. These seed pods drift through space until they get caught in the gravity well of a

planet. If the pods crash on arid lands, they will bury themselves deep to the earth. If they land in water, or in cold or humid conditions, the pods die.

In 72,530 TL (AD 1822) two Charv'k Seed Pods crash landed in the desert of what would become Northern Arizona. At this time period, the land was inhabited by the Navajo Nation. Navajo Chief Manaba (name means "Returns to War"), his shaman Ooljee-Hastiin (name means "Moon-Man"), and the whole tribe fought along side a *spirit warrior* from another world who aided them to stop two Charv'k Terraformers from hatching and infecting the earth. Tens of thousands seed pods still drift through the expanse of space waiting for planetfall.

In 73,068 TL (AD 2368), a Charv'k Seed Pod landed on the dry, but highly populated, Draconian world of Syrenuk. Within four hours later, it had embedded itself into the planet. The populace were unaware of the terraforming process until the 23rd day passed. By then large cactus-like tentacles have erupted from the ground and began attacking all living animal species within a mile radius. By the 30th day, half of the planet's population had been wiped out. By the 40th day, the planet's climate had been optimised for the Charv'k Seed Pod. By the 42nd day, the planet had been totally engulfed and soon ruptured sending newly formed Charv'k Seed Pods into out space.

Should a Charv'k Seed Pod land in arid conditions, it will take 1D6 hours to burrow itself into the ground. Once fully underground, the terraformer activates the terraforming agents contain within his Seed Pod. The pod takes 1D6 hours for the terraformer seedling to grow fully. Once fully grown, it takes 3D6 days to consume a small planet; 2D6x10 Days to consume a medium planet; and 4d6x10 days to consume a large planet. Each additional Charv'k Terraformer on a planet halves the time it takes for it to finish each stage. It will use the toxin of its spines to enslave the local population of animals to act as the Charv'k Terraformer's agents (often used to defend the Charv'k Terraformer's position).

Physical Characteristics:

The Charv'k Terraformer stands 2.7 metres tall. It looks like humanoid cactus with four arms. Sharp spines cover the whole body. These spines all ooze a mind-controlling toxin against animals. The hard cactus-like hides offers minor protection.

Manner:

Charv'k only care for Charv'k life. All other life forms are food for the slaughter to further more seedling which starts the whole process of life all over again. Animal life are considered to be beneath contempt by any Charv'k.

WORLD LOG

World Name: Geedris V (Charv)

Astronomical Data

System Name: Geedris

Position in System: V

Number of Satellites: 1

Planetary Data

Gravity: Average 1.0 G

Diameter: 13,000 km

Equatorial Circumference: 40,000 km

Total Surface Area: 510,000,000 km²

Planetary Conditions

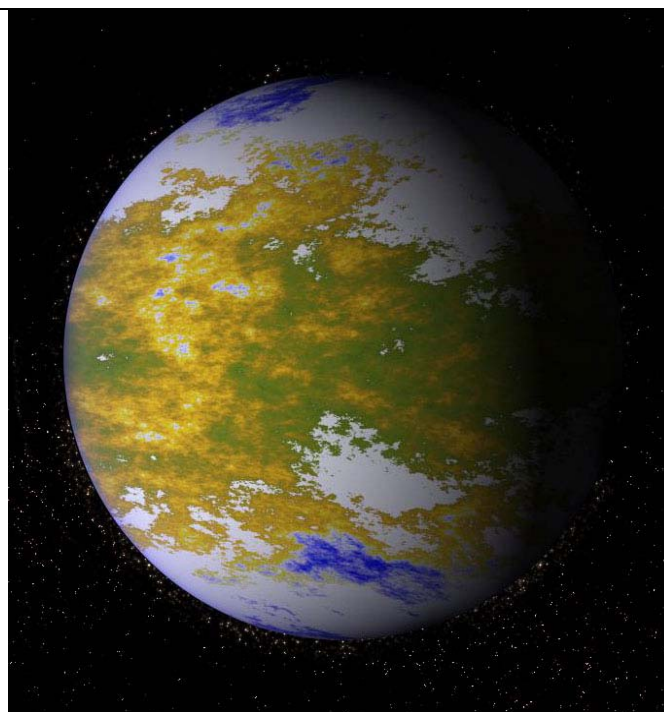
Major Land Area Type: 1 Major Continent

Major Water Area Type: 2 Major Oceans

Length of Day: 20 hr

Atmospheric Density: Terrestrial

General Climate: Desert



SYSTEM LOG

System Name: Geedris
System Location: Mutter's Spiral Galaxy (a.k.a. "Milky Way Galaxy")

System Data

Number of Stars in System: 1
Number of Terrestrial Planets Present: 1
Position of Terrestrial Planets: V

CULTURAL DATA

Dominant Life Form: Charv'k

Full Technological Index:

Space Sciences:	8
Engineering:	8
Physical Sciences:	9
Planetary Sciences:	A
Life/Medical Sciences:	9

Full Sociopolitical Index:

Social Sciences:	9
Military Development:	8
Cultural Attitude:	9

Government Type: Unity

Controlling Governmental Body: Pod-Self (Pods can communicate with each other)

Chief Governing Body: Pod-Unity (the state of communicating between pods)

ALIEN CREATURE RECORD

Name: Charv'k

Attributes:

Environment

Environment Type: Terrestrial
Atmosphere Breathed: Carbon Dioxide

STR:	21
END:	22
DEX:	10

Appearance

Body Form: Special (Plant)
Size: Large
Limbs: 2 motive jointed;
4 manipulative jointed
Body Covering: Husk/Spines

Combat Statistics:

MAX OP END Score:	44
AP Score:	7
Combat Ability Type:	Unarmed Combat

Senses: Smell, Sight

Combat Proficiency Level: VI

Life Style: Aggressive Carnivore

Damage Value:	2D6
Armour Value:	5

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