

CHELONIAN

The Chelonians are a race of large, bulky, turtle-like humanoids. Though only coming up to a human's waist, they are far wider and more heavily built. They have four limbs, each with opposable digits and blunt claws. They have a sharp beak and a hard cranial plate in front of their brains. They are long-lived creatures, usually living for more than a hundred years. They smell of leather.

Chelonians are hermaphrodites and all members could lay eggs. Despite this, Chelonians are referred to as males. Chelonians are herbivores and eat flowers and seeds. They prefer to live on verdant planets where such plants are abundant.

The Chelonians were organised into an Empire. This Empire was led by the God-Mother, who was nevertheless referred to as "he". Chelonians were well known for their bragging, especially about their military rank. Chelonians criminals were marked with a sigil on their shell, consisting of a red cross and three green dots.

Name: TYPICAL CHELONIAN SOLDIER

Attributes:

STR – Level V	CHA – Level III
END – Level V	MNT – Level IV
DEX – Level III	ITN – Level III

Special Abilities:

Armour Shell (12 Points)
Sharp Beak (+3 damage in unarmed combat)
Cybernetics (see below)

Combat Statistics:

AP:	6
Armed Combat, Laser Pistols	Level V
Unarmed Combat, Brawling	Level IV

Significant Skills:

Administration	Level III
Military Sciences, Ordinance Construction/Repair	Level V
Small Unit Tactics	Level IV
Technology, Cybernetics	Level III
Vehicle Operation, Any 1	Level IV
Verbal Interaction, Bragging	Level V

Notes: Most Chelonian soldiers have cybernetics to enhance their capability for war. Select two of the following cybernetics:

- *Built-in Gigga-kill Lasers:* Use standard laser pistol stats. The weapon replaces one of the Chelonian's hands.
- *Heightened Hearing:* Hear a pin drop up to 9 m away, gain +1 AP.
- *Hydrolic Strength:* Increase Strength to Level VI.
- *Laser Reflective Exterior:* The Chelonian's armour has been modified to reflect laser light (acts as 30 points of armour vs. laser damage). (counts as two selections)
- *Night Vision:* See in darkness as if it was daylight.
- *Retractable Blade:* A .6 m long blade is hidden in the arm until it is needed in combat. It does 2D6 damage. A Chelonian with this cybernetic enhancement will have skill level IV with the weapon.
- *Toxic Filter:* Cybernetic implants in the Chelonian's lungs allow it to filter out most toxic gases (Endurance is considered to be Level VI against toxic gases).
- *X-Ray Vision:* See through 3 m thickness of solid materials.



Name: TYPICAL CHELONIAN OFFICER

Attributes:

STR – Level V	CHA – Level IV
END – Level V	MNT – Level IV
DEX – Level III	ITN – Level IV

Special Abilities:

Armour Shell (12 Points)
Sharp Beak (+3 damage in unarmed combat)
Cybernetics (see below)

Combat Statistics:

AP:	6
Armed Combat, Laser Pistols	Level V
Unarmed Combat, Brawling	Level V

Significant Skills:

Administration	Level IV
Leadership	Level V
Military Sciences, Ordinance Construction/Repair	Level V
Small Unit Tactics	Level V
Security Procedures, Any 2	Level IV
Technology, Cybernetics	Level IV
Vehicle Operation, Any 2	Level IV
Verbal Interaction, Bragging	Level VI
Negotiation/Diplomacy	Level IV



Notes: Most Chelonian soldiers have cybernetics to enhance their capability for war. Select three of the following cybernetics:

- *Built-in Gigga-kill Lasers:* Use standard laser pistol stats. The weapon replaces one of the Chelonian's hands.
- *Heightened Hearing:* Hear a pin drop up to 12 m away, gain +2 AP.
- *Hydrolic Strength:* Increase Strength to Level VI.
- *Laser Reflective Exterior:* The Chelonian's armour has been modified to reflect laser light (acts as 30 points of armour vs. laser damage). (counts as two selections)
- *Night Vision:* See in darkness as if it was daylight.
- *Retractable Blade:* A .6 m long blade is hidden in the arm until it is needed in combat. It does 2D6 damage. A Chelonian with this cybernetic enhancement will have skill level V with the weapon.
- *Toxic Filter:* Cybernetic implants in the Chelonian's lungs allow it to filter out most toxic gases (Endurance is considered to be Level VI against toxic gases).
- *X-Ray Vision:* See through 6 m thickness of solid materials.

Name: TYPICAL CHELONIAN GENERAL

Attributes:

STR – Level V	CHA – Level IV
END – Level V	MNT – Level V
DEX – Level III	ITN – Level IV

Special Abilities:

Armour Shell (12 Points)
Sharp Beak (+3 damage in unarmed combat)
Cybernetics (see below)

Combat Statistics:

AP:	6
Armed Combat,	
Laser Pistols	Level V
Unarmed Combat,	
Brawling	Level VI
Grappling	Level V

Significant Skills:

Administration	Level V
Leadership	Level VI
Military Sciences,	
Ordinance Construction/Repair	Level V
Small Unit Tactics	Level VI
Security Procedures,	
Any 3	Level IV
Technology,	
Cybernetics	Level V
Vehicle Operation,	
Any 2	Level IV
Verbal Interaction,	
Bragging	Level VII
Negotiation/Diplomacy	Level V



Notes: Most Chelonian soldiers have cybernetics to enhance their capability for war. Select four of the following cybernetics:

- *Built-in Gigga-kill Lasers:* Use standard laser pistol stats. The weapon replaces one of the Chelonian's hands.
- *Heightened Hearing:* Hear a pin drop up to 12 m away, gain +2 AP.
- *Hydrolic Strength:* Increase Strength to Level VI.
- *Laser Reflective Exterior:* The Chelonian's armour has been modified to reflect laser light (acts as 30 points of armour vs. laser damage). (counts as two selections)
- *Night Vision:* See in darkness as if it was daylight.
- *Retractable Blade:* A .6 m long blade is hidden in the arm until it is needed in combat. It does 2D6 damage. A Chelonian with this cybernetic enhancement will have skill level V with the weapon.
- *Toxic Filter:* Cybernetic implants in the Chelonian's lungs allow it to filter out most toxic gases (Endurance is considered to be Level VI against toxic gases).
- *X-Ray Vision:* See through 6 m thickness of solid materials.