

CHELON

THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY

The Chelons, sometimes also called Chelarians and Rigellians, are a peaceful race that resemble bipedal saber-toothed turtles. They come from Rigel III in the Beta Quadrant, and belong to the Federation. They have only one sex, reproducing by egg-laying. Some may adopt male or female gender roles, but traditionalists scorn the practice. Their fangs are highly effective in combat, though few have been trained in the art. They no longer have shells to support their bodies, but some wear ceremonial armor to compensate. Being the egg-layers the larger Chelon lords have attendants who care for them. The smaller Chelon attendants are the ones with true power in their society.

EXAMPLE VALUE: *Judge By Deed, Not Appearance.*

- **ATTRIBUTES:** +1 Fitness, +1 Presence, +1 Reason
- **TRAIT:** Chelon. Evolved from saber-toothed turtles, the Chelons are highly resistant to ultraviolet radiation. They are skilled swimmers, and prefer warm and humid weather. Some Chelons, in times of stress, may secrete a contact toxin through their skin, often delivered through a claw strike.
- **TALENTS:** The character receives access to the following talents:

CHELARIAN BITE

REQUIREMENT: Chelon.

You have trained to use your fanged bite in combat. The bite counts as: Melee weapon, 1♣, Size 1H, Piercing 1.

CEREMONIAL ARMOR

REQUIREMENT: Chelon.

You own a set of Chelon ceremonial armor that only fits you or another Chelon. When worn, it provides 2 Resistance.

CHELON TOXIN

REQUIREMENT: Chelon.

In times of stress, you secrete a toxin that may be delivered on contact. In combat, if your current Stress is at half your maximum Stress or lower, your Unarmed Strikes become *Intense*.

