Uranlan

2371 and beyond

The Uranlan, native to Uranla VI, are an advanced space-faring species (over 1 millennia) that are a warlike race. They seek purpose & understanding. Their social insecurity has led them to develop a strong sense of religion. Like many religious states, they developed a sense of superiority. Religion & war appea to be indistinct. Violence is a natural consequence of religion. They believe that anyone who does not follow their teachings are "savages". These savages are not deserving of civilized treatment. They have a slightly unusu tactical mindset. When they entered space, they became aware of the various threats around them. From this they formed a tactical doctrine that involved capital ships being built with the sole purpose of fighting capital ships, fighters to fight fighters, etc. After encountering the <<Wonu>> (whom they venerate as prophets), they (despite the passage of 900 years) have still not fully grasped the finer points of the word "compassion". They are rule by a Queen (Ramde).

EXAMPLE VALUE: *"Unlike some others, we are not savages. And to leave then in such a state would be tragic & barbaric.*

Attributes:

TRAIT:
The most distinctive feature of the Uranlan is their skull & chitinous, insectoid features. They have faceted green insect-like eyes, but their bodies are humanoid. They are basically insects, albeit insects who have gained self-awareness. Insects perform one job in a structured society.

Talents:

Uranlan, or with GM's permission.

Chitinous Hide [Required]

Requirement:
The Uranlan have a chitinous outer skin that protects them from harm. They gain 1 Resistance vs all Effects except for Fire & Plasma (which they are especially susceptible to) which deals 2x damage to them.

Ramdela

Requirement:
The Uranlan are religious zealots combined with an ancient warrior code These warrior-priests (reminiscent of Japanese Sohei) gain 1d20 to their Fitness or Security rolls. If successful, they gain 1 bonus Momentum that must be used immediately.

Barrka [Martial Arts]

Requirement:
The Uranlan have developed there own martial art. Practitioners gain 1d20 to tasks using there Daring Attribute & gain the Intense damage Effect to there unarmed attacks. Weapon specialization is a hand-sized collapsible (minor action to ready) metal battle pike [+2CD, 2H, Intense].