

BOARDING ACTION : ALIEN SPECIES

LEMURIANS

Lemurians appear as slightly oversized lemurs from Terra. These creatures are highly intelligent and have achieved a rather advanced society. While they may appear as cute and cuddly, they can be dangerous fighters when cornered.

Lemurians are usually 1 meter tall with soft grey or white fur with black rings along their 1 meter long tail. They originated on a forest covered moon, and have adapted well to life among the trees.

LEMURIANS AS PLAYER CHARACTERS

Restrictions: Lemurians can advance as any class, however due to their unique size and stature they are unable to purchase any EXO powered armor. They also may not use any weapon above pistol size, as they do not have the reach to properly handle these weapons.

Attribute Adjustments: Lemurians must +2 to their Intelligence roll (to a maximum of 18), and must take a -2 to their Physique roll (to a minimum of 5). Lemurians are highly intelligent, however they are not as strong and sturdy as humans.

Bonuses: Lemurians have the ability to “cling” as explained in the creatures section of the main rulebook. Lemurians also get a +2 to Intelligence based saving throws. For any saving throws vs. Physique regarding climbing or jumping, Lemurians also get a +2 bonus and ignore any penalty they may have due to a low Physique score.