

BOARDING ACTION : ALIEN SPECIES

FOMORIANS

Fomorians are large (2 to 3 meters tall) human-like aliens, that have strong powerful limbs and large sloping foreheads with a prominent eyebrow ridge. They could almost pass for neanderthals from human ancestry if not for their immense size.

Formorians were living in archaic tribal societies before they were encountered by humans over 100 years ago. Since then, they have been accepted into the greater galactic society.

These human-like aliens do not have the mental capacity needed to excel in most jobs, however they make excellent body-guards and soldiers.

FOMORIANS AS PLAYER CHARACTERS

Restrictions: Formorians may only advance in the Soldier class, they may not take any other class skills. Due to their stature, any armor or environment suit costs double the listed price for Formorian characters.

Attribute Adjustments: Formorians must add +2 to their Physique roll (to a maximum of 18), and must take a -2 to their Intelligence roll (to a minimum of 5). Fomorians are strong and healthy, however they are not the smartest aliens.

Bonuses: Fomorians receive a +2 to any saving throw involving Physique, this represents their sturdy constitution and impressive physical strength. They also add +1 to any physical damage they deal through unarmed (martial arts) combat. Each time a Formorion rolls his hit dice, he also adds +1 to each die rolled.