

SOLURIALS

NOT ALL ALIEN SPECIES NOURISH themselves by consuming the carcasses of life around them. Plant-based life-forms are often able to convert solar energy directly through the process of photosynthesis. Species such as these often regard the devouring of animals and plants to be abhorrent and barbaric, in much the same way that humans regard cannibalism. Of course, carnivorous plants do exist, but this article takes a look at one particular species, the peaceful Solurials. Solurials may be pacifistic in nature, but beneath their nurturing demeanour resides the potential for great anger.



WRITING RUSS MORRISSEY
ART SAVAGE MOJO

Solurials are tall, plant-based creatures. Patient and slow to act, they are known for their artistic natures; Solurial art fetches a steep price from dealers.

Solurials differ from each other as much as humans do; indeed, there are as many subspecies (or "families") of Solurials as there are trees on Earth. Each family is slightly different in colouring, and shape, but most share similar traits. These extended families form a major part of Solurial society, and a Solurial prides itself on knowing the names of everyone within its extended family, which can extend to hundreds, or thousands of Solurials. Indeed, Solurials have evolved to have a memory for names unlike any other species - to the best of anybody's knowledge, no Solurial has ever forgotten a name.

ABHORRENCE

Solurials are absolutely appalled and revolted by the very concept of consuming animal or vegetable matter for sustenance. Indeed, when they first ventured into space and discovered that most of the universe's species could not survive unless it killed and consumed those around it, the entire species went into a lengthy deliberation about whether the universe really was a place they wanted to be. In typical Solurial fashion, these deliberations took the better part of a century; in the end, the entire species agreed to maintain relations with other races, although most individuals find it near impossible to be around people eating.

TECHNOLOGY

Solurial technology is plant-based. Everything from a starship to a computer is living, organic matter (although not necessarily sentient). Solurials respect and tend to equipment, which they are able to maintain using the *nature* skill rather than the *engineering* skill. Solurial computers are unique organic intelligences, and typically bear names; a Solurial will interact with

Solurials

Size: large

Attributes: STR +1, END +2, AGI -1, WIL +1

Skill Choices: [*outdoor*], [*artistic*]

- ▶ **Plant.** Solurials have the plant creature type. This makes them vulnerable (1d6) to fire, and grants them +5 SOAK. They are immune to the Bleeding and Tiredness status tracks, and ignore natural difficult terrain unless it is fire or heat-based.
- ▶ **Barkskin.** Solurials have a thick bark covering, more so than most plants. This gives them 5 natural SOAK (plus the +5 from their plant creature type, for a total of SOAK 10).
- ▶ **Lashing vines.** Solurials have a natural ranged attack with a range of 20'. Vines whip out to lash a target within range; the vines only have one range increment.
- ▶ **Ponderous.** Solurials suffer a -2 SPEED penalty (this cannot reduce the Solurial's SPEED to less than 2) and -1d6 to INITIATIVE (to a minimum of 1d6).
- ▶ **Pacifists.** Solurials are horrified by the idea of killing, and take 1d6 psychic damage if an ally within sight kills another creature. If the Solurial itself kills another creature, it takes 3d6 psychic damage instead.
- ▶ **Photosynthesis.** Solurials do not eat animal or vegetable matter. Instead, they absorb sunlight directly. A Solurial's requirement for sunlight is similar to a human's requirement for food - it can go a few days without, but if left too long, the Solurial will grow weak before withering to death.
- ▶ **Extended Families.** Solurials will never forget a name.

a computer by connecting tendrils and exchanging information in a complex, organic, chemical language.

Their cumbersome shapes and natural armor has meant that Solurials have never developed armor or personal weapons of their own. Indeed, conflict between Solurials is incredibly rare; most

disagreements results in a lengthy, ponderous debate which can go on for hours or days.

Their terror of fire has led Solurials to develop a fireproof "spray" which they call *Sorramath*. This spray takes 5 minutes to apply, and lasts for one hour, granting the recipient SOAK 10 (fire); however, it is extremely expensive, at 500cr per dose (one dose can treat one large creature, two medium, or four small). The spray has a strong, flowery scent which Solurials find quite pleasant but which many other races find sickly and overpowering.

A Solurial starship looks like a giant, organic mass of vines and bark. Powered by solar energy, with organic computers and sensors, Solurians have learned to utilize the energy of stars for both propulsion and protection. Indeed, the very hull of a Solurial starship can regenerate at a rate of 1d6 SS per hour. The inside of the vessel is a twisting maze of vines and bark-lined tunnels, with the crew's recreational and resting facilities consisting of a single large arboretum.

SOLURIAL SHARMARIN CLASS VI SCOUT

Weight 69,775 tons; **Cargo Units** 800 (409.0 available; capacity 20,450.0 tons)

Hull Class VI (INIT -1d6)

Crew 28 (cost 5600cr/m); **Troops** 0; **Passengers** 0 (0 standard, 0 luxury)

COMMAND & CONTROL SYSTEMS

Computers 1x Solurian Organic Generation 2 Computer (CPU cycles: 16; max FTL: 4; checks: +0d6)

Sensors Solurian Generation 3 Sensor Bud (range 4; check +0d6)

ENGINE & PROPULSION DATA

Subluminal 1x Solurian Generation 3 Spore Rocket (power 35 ; SPEED 5.8; fuel efficiency 0.5)

FTL 1x Solruan Generation 2 Tachyon Sail (power 15 ; FTL 2.5; fuel efficiency 1)

Backup FTL -

Operational Range 216 parsecs

DEFENSIVE DATA

Superstructure 38 (regen 1d6/hour) **DEFENSE** 15 **E-DEFENSE** 22

Armor 18x ablative (SOAK 5 ballistic, 3 energy)

Shields -

Point Defenses -

WEAPONS DATA

1x Solurian Generation 1 Solar Energy Emitter (range 3; damage 4d6 heat; attack +0d6)

FACILITIES

Luxury 214% (Decadent: -1d6)

Facilities Arboretum (30)

Shuttles 0; **Fighters** 0; **Vehicles** 0

Market Value 705 MCr

CAREERS

Solurials usually - although not always - grow up tending to non-sentient plants in a nourishing, peaceful environment. Indeed many Solurials do that their entire life, for it is an activity which brings solace and tranquility to a Solurial. To the right, you will find the Solurial Shepherd origin career.

LIFESPAN

Solurials are long-lived, much like trees. Indeed, a Solurial can live for many hundreds of years. A Solurial reaches adulthood at 120 years, and old age at 820 years.

SOLURIAL SHEPHERD [10D6 YEARS]

Prerequisites: Solurial.

Attributes: INT +1, LOG +1, WIL +1, PSI +1

Skill choices: *philosophy, art, gardening, nature, ecology*

You spent many years tending to plants, flowers, and saplings on your home planet.

Plantspeak. You can talk to non-sentient plants, and gain information from them about recent events they have witnessed. These plants can only communicate basic concepts.

