

SPECIES NAME: *CHAKUUN*

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +3 Vitality, +1 Perception, -4 Presence

PHYSICAL DESCRIPTION

The Chakuun are an humanoid, mammalian species. They walk around on 4 legs kind of like a centaur. They do not wear clothes but will carry a pair of saddle bags over their back like a horse. Their preferred hand weapon is a long 6' metal staff with a hooked axe blade on both ends.

They have a slightly simpler physiology as compared to most intelligent humanoids. However they have a very high tolerance to pain and can continue to fight even after receiving a death wound. Unfortunately they are susceptible to extreme heat and cold.

It is often surprising, given their quadrupedal body-structure to find that Chakuun have a very human-like facial appearance – with dark hair (often worn long), and a series of ridges across their foreheads. This contrastingly different face is not often seen as most Chakuun encountered are wearing their armor, which includes a full-face helmet.

They have two long, thin arms (for a total of six appendages). And they have three fingers and an opposable thumb on each hand.

CULTURE

The Chakuun were originally a minor but warlike race. They were annexed, conquered by the Tholian Assembly some time around 1954 approximately. The Chakuun eventually offered their services as soldiers and eventually became an elite military force within the Assembly. In exchange for their services, the Tholians provided them with weapons and ships such as the infamous Chakuun ghostship.

The Chakuun shared the Tholian understanding of a

dynamic, shifting cosmos. In 2254, when the Tholians realigned their territory to compensate for the shifting of stars, the Chakuun launched an offensive against the Federation, destroying colonies on Jubal and Theta Kalyb that they regarded as invasions. At the Battle of Theta Kalyb, the Chakuun succeeded in destroying the Nelson-class scoutships USS Brazzaville and USS Providence as well as the Miranda-class USS Achilles. In previous encounters, the Chakuun destroyed the colony of New Milan and a starship Claire Thorn was serving on.

New Venice was a Human colony on the planet Mars, in the Sol system. The colony was named for Venice, in Italy, on Earth, presumably by settlers that originated from that region. Gabrielle Carlotti moved to the New Venice colony after her family were killed in a Chakuun attack on her original home in the New Milan colony.

THOLIAN EXPANSIONIST PROGRAMS

The Tholian expansionist programs were a series of conflicts between the Tholian Assembly and the United Federation of Planets in the early to mid-23rd century. Many of the actual battles in the conflict were fought by the Chakuun, considered by the Federation to be a Tholian slave race but who thought of themselves as allies to the Assembly.

The conflict was a result of the differing understanding of territory by both powers. The Federation perceived the Tholians as aggressively claiming territory at a whim, however the Tholians believed they were simply enforcing their territory which they adjusted periodically to take account of stellar drift. It was not until 2254 that both sides came to understand each other and the conflict was brought to an end.

ATTACKS IN THE PROGRAMS

- A Federation colony, New Milan was attacked and destroyed. Out of Gabrielle Carlotti's family who lived there, only she and her brothers survived the attack.
- Christopher Pike and Dermot Cusack were at one time involved in the conflict and on one occasion had "Tholians all over [them]"
- A truce between the two powers came to an end when the Tholians launched an attack at Kakrafoon. Amongst the combatants was the USS Crazy Horse.
- The Chakuun launched attacks on colonies on Jubal and Theta Kalyb.

They had no central government of their own before the arrival of the Tholians. Just a large number of tribes that constantly fought each other. Now they do. They receive orders from the Tholians and the tribal leaders who now make up the planetary council determine the quickest and most effective way to comply with the Tholian orders.

The Chakuun do not have any religious beliefs. However they do tend to look up to the Tholians and treat them with a reverence and respect that many other species consider to be tinged with religious over tones.

Prior to their contact with the Tholians they did not have a written language, nor do they have a tradition of passing on historical facts by any other method. As a result it would be safe to accept the fact that they do not have any form of mythology.

They have a warrior society where every male doubles as a soldier. There is no such thing as a non-combat individual. Everyone including women, children and the elderly are fair game on the battle field.

Since the Chakuun are a warrior culture they do not have any art forms. They do however have a number of athletic events, some of which could almost be considered sports that they all seem to enjoy. The only thing that all these physical events have in common is that they are all full contact and it is not uncommon for a number of participants to be injured.

As a warrior species they have a number of customs that revolve around their ability as a warrior. They have even developed a new one that is used to select those worthy of being members of the Tholian elite military force. It is a series of challenging physical events. Only those who prove they are good enough are selected to serve the Tholians.

Prior to the take over of their world by the Tholians they were at a pre-industrial stage. Now they are warp capable and have access to all the technology that the Tholians are willing to give to them.

They receive a lot of raw resources from other conquered species that are parts of the Tholian Assembly (Holdfast). However trade outside of the Holdfast is very rare.

The Chakuun Ghostship is a type of large starship used by the Chakuun. According to Starfleet Intelligence these ships are of Tholian manufacture. They have proven to be more than a match against Federation starships.

Ghostships are protected by layered shielding and armed with a powerful Fusion caster modified for planetary bombardment. Ghostships also carried aboard them squadrons of fighter craft. In combat, ghostships were superior to anything Starfleet could fight them with. A Constitution class starship could not penetrate the ghostship's shields with its phasers and could barely survive a glancing blow from the Chakuun's fusion caster.

Against a fleet of ghostships, Christopher Pike noted a taskforce consisting of the USS Enterprise (NCC-1701) and four smaller ships was "no match". This data is over 100 years out of date. No Chakuun vessel has been encountered since then.

The Chakuun seem to be totally 100% loyal to the Tholians. Extreme acts of bravery and unusual levels of combat frenzy make them dangerous both on the ground and inside their war ships. Use caution when dealing with them.

The Chakuun hold little regard for humans, believing them to be an arrogant child race that judges other

beings on human values. On the other hand they consider the Tholians to be just about one step below divine. Not only did they stop the many civil wars they were constantly fighting but they provided new technology, weapons and war ships. Most importantly they provide the Chakuun with an unlimited number of enemies for them to test themselves against.

LANGUAGES

The Chakuun have a native language made up of short words with few syllables. Most words in native Chakuun are heavy on short vowel sounds and hard consonants.

All Chakuun will know this language, and most will also be fluent in the language of the Tholians.

COMMON NAMES

Chakuun names are very hard to pronounce for most humanoids. Chakuun names have three "sections" - one denoting the individual, one his or her family line, and one that is earned as more of a title or honorific after the Chakuun has achieved some level of renown in battle.

HOMEWORLD

The Chakuun homeworld, Chak'Uoo, is located in a Beta Quadrant planet in Tholian space. The system it's self is known as Chak Ahh Til'ikk.

Chak'Uoo has slightly higher gravity than Earth-standard, and a tropical to temperate climate. The length of a Chakuu day is very close to Earth-standard, with days on Chak'Uoo being roughly two standard hours longer than a day on Earth.

Chak'Uoo is a Class-M planet, with a population of over 25 billion Chakuu.

FAVORED PROFESSION

Soldier is virtually the only profession a Chakuu will take on. There have been very few instances of Chakuu Rogues, and a few Starship Officers serving aboard Tholian ships.

But, the Chakuu are, first and foremost, warriors. And Soldier is their preferred profession with a Mercenary as an optional elite profession.

SPECIES ABILITIES

The Chakuun are a very unique and unusual race.

They are stronger than most humanoids, and even more tough and durable. They are clever adversaries and practically nothing gets past them on the battle field.

But, in social situation they tend to fall flat. Not only due to their imposing and naturally intimidating appearances, but also because of their aggressive, warlike behavior.

These racial traits result in +1 species-bonuses to both Strength and Perception attributes, and a +3 bonus to a Chakuun's Vitality score. They also suffer a -4 species-penalty to their Presence attributes.

In addition to these adjustments to their attributes, all Chakuun have the following species-traits:

Quadrupedal: Chakuun move about on four thick, strong

legs. This gives them the Speed edge, doubled as a species trait; a Chakuun can move an additional 4 meters per round on the tactical scale (see p. 138 of the *Player's Guidebook*).

Wide-spectrum Vision: Chakuun have very sensitive eyes, spaced a bit farther apart on their heads than on most humanoids. This gives them an improved range of vision. Chakuun receive a +2 to their Initiative rolls, as well as a +2 to any Perception tests to avoid being surprised, or sneaked up on by an opponent.

Born Soldiers: Chakuun are all warriors, on some level. And they are taught combat skills from an early age. All Chakuun will begin the game with +2 skill levels in Armed Combat (Chakuun Weapons), Ranged Weapons (Energy / Chakuun Blasters), and Unarmed Combat.

Enhanced High Pain Threshold: As a warrior race, trained for fighting from an early age, Chakuun learn to handle pain, and injury well. They receive an enhanced version of the High Pain Threshold edge (see p. 135 of the *Player's Guide*) as a species-trait ; doubling the edge's usual benefits.

Thin-blooded: Chakuun are susceptible to extremes of both heat, and cold. They have the *Thin-blooded* trait as a species-flaw; and suffer penalties in both high and low temperatures, rather than suffering from the effects of one or the other. (see p. 143 of the *Player's Guide* for more information)

CHAKUUN ARMOR & WEAPONS

BODY ARMOR:

Specifications; Covers the torso of a full-grown Chakuun. There is also a helmet with a blast-visor.

Description; An artificial exoskeleton. Chakuun body armor consists of a bodysuit of heavy material molded to fit snugly, yet allow maximum maneuverability, and provide a solid protection against all forms of weapons and attacks.

Rules: Chakuun armor can only be worn by a Chakuun, or someone with a similar bodily structure such as a Jaradan. The weapon is exceedingly heavy to wear, and any non-Chakuun trying to use it must first make a Strength attribute test (TN 15) to put the armor on. Anyone trying to wear the armor who does not have the appropriate body type will make all Agility attribute tests, as well as Skill tests based on the Agility attribute, and all Quickness reactions at a -4 penalty.

Protection; Chakuun body armor absorbs 9 points of physical damage and 3 points of damage from energy weapons, and energy based attacks.

WEAPONS:

Chakuun Blaster

Specifications; (pistol) 25cm long, 0.9L in volume, 0.8kg mass. (rifle) 61cm long, 2.3L in volume, 2.8kg mass.

Description; A deadly energy weapon of Tholian

origin. Now being produced on Chak'Uoo. The design is well-suited for humanoid handling, but the weapon can be wielded and fired by most humanoids.

Rules; Can be used by anyone with Ranged Weapons skill in using Chakkun Blasters, or other similar energy weapons (such as disruptor rifles). Rules for setting a Chakuun blaster on overload are the same as those for phasers, and disruptors. (see page 180 of the *Player's Guide* for more information).

Settings; 3, 6, 10, 12, 14

Duration / Energy; (pistol) 1,200 charges (rifle) 1,500

Ranges; (pistol) 5/20/50/100 +20
(rifle) 5/40/80/160 +40

Chakuun Poleaxe

Specifications; 183cm long. 5.4kg mass.

Description; A long, double-bladed axe nearly two meters in length. Featuring a curved hook-like axe-head on either end of the weapon. The weapon of choice among the Chakuun for combat in close.

Parry Modifier; +2

Damage; 2d6+3

Rules; Very hard to wield without the appropriate training. Anyone who does not have Armed Combat (Chakuun Weapons) skill will suffer a -4 penalty to use the weapon regardless of other skills that would normally allow the use of it (such as basic skills with an axe or a polearm). An **Extraordinary Success** when using the weapon to parry provides a double-parry bonus on the next defensive use of the poleaxe (for a total Parry Modifier of +4). **Superior Success** with the weapon, in an attack allows for an immediate follow-up attack. **Extraordinary Success** allows for this follow-up attack at a +2 bonus.



A FEMALE CHAKUUN, WITHOUT HER HELMET.