

Geretil



For as long as their history records, the Geretil have practiced what they consider to be a benign form of infiltration, assuming the forms of other humanoid species and living among them in secret, in order to develop a greater understanding of their motivations. Their legends claim that their home world, located within the boundaries of **the Crimson Imperium**, was also home to several other intelligent species, and that their ancestors developed the ability to change their shapes in order to learn about these other peoples so that they could live in peace with them. The legends also claim that the other peoples of the planet eventually moved their entire populace into off-world colonies, leaving the world entirely to the Geretil.

There are those who view this as a *convenient* set of legends, and note that the Geretil account is studiously silent as to the identities -- and current whereabouts -- of the other species with whom they supposedly shared a world. For this reason, among others, the Geretil reputation for benevolence is questioned in some quarters. However, it has also been noted that the people most paranoid about them tend to be generally intolerant.

Their tendency towards pacifism is also well-known, but even they will admit that their pacifism applies only to direct, personal confrontations -- while they avoid fighting in hand-to-hand or use lethal weaponry at a distance, most of their people have no difficulty in engaging in *vehicular* combat, firing against another vessel. On the other hand, forcing a Geretil into conflict with another of their people will normally result in a brief, silent "conversation" between the two, with one of them then choosing to die at the hands of the other rather than fight. The one who dies is considered to have made the easier choice, as the one who survives must live with their guilt.

Geretil are found in the service of the Crimson Imperium and as members of the Insurgency, with some associated with other factions within the Imperium. The stereotype of their people is that they are more loyal to their fellow Geretil than they are to whatever other associates they might have, but many defy this expectation. They are much rarer in **the Technate**, but some are known to have accompanied the Armada (and claim to have saved the expedition on one occasion, though *all* Armada-descendant communities in the Technate make some form of that claim) or arrived after the rise of **the Crimson King**. As individuals with innate powers, Geretil citizens of the Technate are subject to greater suspicion and prejudice than their cousins in the Imperium, but no official disapproval. They are not, after all, capable of impersonating the artificial intelligences that govern the Technate.

The handful of Geretil on Earth are not agents of the Technate and are in violation of the officially protected status of the planet. Three of them are simple scholars who are studying the native cultures of Earth and how they are responding to alien visitation. (They find the frequency with which reptilian invaders feature in human mythology to be disturbing, but the fact that such depictions are usually coded references to despised human populations just depresses them.) Two others are in the employ of **Vaskhane**, the interstellar crime syndicate, and either work with the organization run by **El Diablo Rojo** or are active in **Bhutan**. They engage in non-violent crime, but do not consider selling drugs of extraterrestrial origin to be an act of violence. The **sixth Geretil operative** on the planet, unbeknownst to the others, has become an agent of one of the factions of Earth.

Geretil Infiltrator -- PL 6 / MR 6

Abilities:

STR 1 | STA 3 | AGL 1 | DEX 1 | FGT 3 | INT 1 | AWE 1 | PRE 1

Powers:

Shapeshifting: Morph 3 [humanoids]; Regeneration 1; Variable 2, Move Action, Limited to Physical Abilities - 30 points

Typical Variable Sets:

Battle Form: Enhanced Strength 5 - 10 points

Void Form: Immunity 10 (life support) - 10 points

Winged Form: Flight 5, Winged; Shrinking 2 (4 feet; +1 Dodge, +1 Parry, +2 Stealth, -1 Intimidation); Senses 3 (extended vision 2, low-light vision) - 10 points

Advantages:

Defensive Roll, Equipment 2, Hide in Plain Sight

Equipment:

Concealed Stunbeam (Ranged Affliction 4 [Fortitude; Dazed, Stunned, Incapacitated], Improved Critical, Subtle)

Skills:

Close Combat: Unarmed 2 (+5), Deception 5 (+6), Expertise: Galactic 4 (+5), Perception 3 (+4), Persuasion 3 (+4), Ranged Combat: Stunbeam 4 (+5), Stealth 4 (+5), Technology 2 (+3), Vehicles 1 (+2)

Offense:

Initiative +1

Concealed Stunbeam +5 (Ranged Fortitude 4, Crit. 19-20)

Unarmed +5 (Close, Damage 6/1)

Defense:

Dodge 7, Parry 7, Fortitude 6, Toughness 5/3, Will 6

Totals:

Abilities 24 + Powers 30 + Advantages 5 + Skills 14 + Defenses 18 = 90 points

Offensive PL: 6

Defensive PL: 6

Resistance PL: 6

Skill PL: 1

Complications:

Curiosity--Motivation. Pacifistic Tendencies. Others as Needed.