

# CHALNOTH

## THE NEXT GENERATION ERA ONLY

The Chalnoth are a species of aggressive warriors from the planet Chalna. Their society does not have a government, preferring total anarchy. Only the strong survive among their people. They are no strangers to violence.

**EXAMPLE VALUE:** *No One Orders Me Around!*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Chalnoth. The Chalnoth must eat raw or living food, and can only go three or four days without food. They are hairy and have sharp, curving teeth, and are carnivores. Their eyes are red and yellow. Many are bad-tempered. They have cranial ridges and lion-mane hair. They are fit and sturdy.
- **TALENTS:** The character receives access to the following talents:

## UNGOVERNABLE

**REQUIREMENT:** Chalnoth, or Gamemaster's permission.

You are quite resistant to being ordered around. Unfortunately, no one may use the Direct action on you. However, once per Combat or Starship Combat when acting unaided, you may assist yourself with the same Attribute and Discipline. (Ship assistance may still be used during Starship Combat.) You must spend a Prepare Minor Action to activate this ability.

## CHALNOTH MIGHT

**REQUIREMENT:** Chalnoth.

You are a powerful warrior trained in aggressive combat techniques, and have earned much experience on Chalna. The cost for the Disarm Momentum Spend is reduced by one for those with this Talent. Also, if you initiated a Melee attack, and you gained one or more d20s by adding to Threat, you may re-roll your dice pool. (You may not use this ability when defending against a Melee attack.)

