MOCLANS

The militaristic and tradition-bound Moclans are native to the planet Moclus. After centuries of constant weapons testing, Moclus is highly polluted and partially irradiated, and the vast majority of the population lives in dense urban area. Moclan culture is focused on tradition and strict adherence to rites and rituals, with events large and small being given ritual significance. Because their world is so desolate, Moclans attribute their survival to their traditions and adherence to their cultural values. This makes Moclans rigid to the point of intolerance, especially towards deviation from societal norms. Moclans are entirely male and reproduce by laying eggs: the species identifies as male rather than asexual or hermaphroditic because there was once a second gender (female) that the Moclans evolved to no longer require. The maturation of Moclans is quite rapid, with their gestation period being only 21 days and after a single year, a Moclan child is as developed as a human six-year-old.

EXAMPLE VALUE: Tradition Guides the Way

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

- **TRAIT:** Moclan. Moclans are closer to reptiles than mammals, but are endothermic. They still retain some reptilian traits, such as laying eggs and scaly skin. As a result of their harsh homeworld and the scarcity of food, Moclan physiology can extract nourishment from any organic substances and even much inorganic matter. Their digestive system virtually indestructible, and they can consume even glass and metals without injury. Very little waste is produced produced as their digestive tract is highly efficient. So efficient in fact, that Moclans only need to urinate only once each year.

- **TALENTS:** The character receives access to the following talent:

TRADITIONAL

REQUIREMENT: Moclan, or Gamemaster's Permission

You are well versed in Moclan's traditions as the expected procedure for performing Tasks. You gain "Moclan Traditions" as bonus Focus. When you attempt a Task where that focus is applicable, you can use your Conn Discipline to determine if a roll scores two successes rather than the Discipline used to set the Target Number of the Task.