

HORTA

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Horta are a silicon-based life form native to Janus VI. Literate and tool-using, Horta are a highly emotional and intelligent species, who appreciate the strengths and differences of others. Family orientated, Horta are social and protective of those they consider kin, especially those younger than themselves. The Hortas' preferred habitat was surrounded by solid rock. While they can survive in a Oxygen-Nitrogen atmosphere, they found it disconcertingly empty to the touch, and required a thin coating of Teflon to avoid damaging structures. The Horta diet consisted of minerals dissolved with a powerful acid secreted from glands across their bodies. This acid permits Horta to tunnel through solid rock as easily as a humanoid can swim through water. When Horta are afraid, they can lose control of their acid glands and express the powerful corrosive all around them. They also have the urge to tunnel to safety, although they can suppress this instinct when needed.

EXAMPLE VALUE: Protect the Future

■ **TRAIT:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Horta. The exterior of a Horta consists of a brown rocky carapace that is highly resistant to damage; anything but the highest phaser settings is just a mild irritation to a Horta. On their underside, Horta have numerous cilia upon which they move. Horta sensory organs can detect the chemical composition of materials around them. This permits them to tell what gases make up the surrounding air, identify species by the chemical composition of their blood, and sense veins of ore. They have poor eyesight but can partially see in the infrared spectrum. Their method of hearing involves detecting atmospheric vibrations, and they have a highly developed sense of smell that is their primary means of communication. To communicate with humanoids Horta are fitted with specialized universal translators and vocalizers, but they can also communicate by etching text into surfaces. Horta can survive exposure to the vacuum of space, though the shock results in a temporary coma.

■ **TALENTS:** The character receives access to the following talents:

ACIDIC TOUCH

REQUIREMENT: Horta

You can use your natural acidic offensively. Your touch counts as a melee weapon with 3 \clubsuit , Intense, Size 1 H. When you use your acid touch, add 2 to the Threat pool.

HARDENED BIOLOGY

REQUIREMENT: Horta

Your cilia act independently and can continue to move even if you have been severely hurt. When you have only 1 injury, you can continue to take the Movement Minor Action.

ROCKY EXTERIOUR

REQUIREMENT: Horta

Your hard stony carapace makes you impervious to minor damage. Your Resistance is increased by +2 against energy attacks.

