Chakuun

TOS era and beyond

The Chakuun, native to Chak'Uoo (Alpha Quadrant), are a humanoid, mammalian species. The star system is known as Chak Ahh Til'ikk. They walk around on 4 legs much like a centaur. It is surprising, given their body structure to find that they have a human-like facial appearance with dark hair (often worn long), & a series of ridges across their foreheads. They do no wear clothes but will carry a pair of saddle bags over their back like a horse. They have 2 long, thin arms (total of 6 appendages). They have 3 fingers & a opposable thumb on each hand. They were originally a minor but warlike race. They were annexed by the Tholian Assembly some time around 1954 approximately. They share the Tholian understanding of a dynamic, shifting cosmos. They are stronger than most humanoids, & even more tough & durable. They are clever adversaries & practically nothing gets past them on the battlefield. Extreme acts of bravery make them dangerous both on the ground & inside their warships. Use caution when dealing with them.

EXAMPLE VALUE: We fight for the Tholians.

Attributes: Control+1, Fitness+3, Insight+1, Presence-2.

TRAIT:
They have a slightly simpler physiology compared to most humanoids. However they have a very high tolerance to pain & can continue to fight even after receiving a death wound. Unfortunately, they are susceptible to extreme heat & cold. Their preferred weapon is a long 6' metal staff with a hooked Axe blade on both ends. Chakuun Poleaxe [Melee, 3CD, Vicious 1]

Talents:

Chakuun, or with GM's permission.

Born Soldiers [Required]

Requirement:
Chakuun are all warriors, on some level & they are taught combat skills from an early age. They gain 1d20 to their rolls while using Armed Comba (Poleaxe), Energy weapons/Chakuun Blaster, or Unarmed attacks. You lower the Difficulty of being ambushed or surprised by 2, minimum of 1.

Chakuun Body Armor/Helmet with Blast-Visor [Bonus]

Requirement:
It is a bodysuit of heavy material molded to fit snugly, yet allows for maximum maneuverability, & provides a solid protection vs all forms of weapons & attacks. Resistance 3 vs Physical, Resistance 1 vs Energy & Energy-based weapons.

Chakuun Blaster [Bonus]

Requirement:
Pistol [2CD]: Medium, 25cm long, 0.8kg mass. Rifle [3CD]: Long, 61cm long 2.8kg mass. A deadly energy weapon of Tholian origin. The design is well-suited for humanoid handling, & the weapon can be wielded & fired by most humanoids. Settings; 3, 6, 10, 12, 14. Can be set to Overload.