Choxlan

2371 or later (Shackleton Expanse)

The Choxlans, native to Choxlatl V, are a sentient species that live at a pre-technological level as nomadic hunters though they once were a nascent space-faring race. Choxlatl is a world that is currently locked in an ice age (4000 years). -Builders- are stocky & their lower set of front limbs have evolved for heavy lifting & carrying, while the upper set are smaller & show great dexterity. Builders are responsible for the manufacturing arm of their economy. -Nesters- are slight & all 4 of their upper limbs are similar, being intermediate between the size of the Builders' upper & lower front limbs. The are the administrators. -Stalkers- front limbs are all for hunting, with elongated digits that are shaped to stab & rend flesh. Their bodies are built for speed & strength, being more graceful than the others. They are the warriors. Their abandoned cities are considered forbidden places, usually bringing only death & ruin from a variety of toxins, diseases & automated defenses. They constantly war with each other.

EXAMPLE VALUE: *Our struggle now is to survive.*

Attributes: Builders: C+1, F+2; Nesters: P+1, R+2; Stalkers: C+1, D+2.

TRAIT:
The Choxlans stand upright on 6 rear limbs & use their front 4 limbs for manipulating their environment. Each of those 4 limbs has a 4-fingered hand, with each digit being mutually opposable. They perceive their environment visually & aurally; they have not developed much their olfactory or savory senses. As hard-shelled creatures, they have a limite sense of touch. They are divided into Builders, Nesters & Stalkers.

Talents:

Choxlan, or with GM's permission.

Hard -Shelled Carapace [Required]

Requirement:
They are covered with a hard exoskeletal layer & this can range the entir visible spectrum of colors. You gain Resistance 2 vs all Effects except fo Blunt weapons where it drops to 1.

Builders, Nesters, Stalker Genetic Function [Required]

Requirement:
Builders: You gain 1d20 whenever using the Engineering Discipline for a task. Nesters: You gain 1d20 whenever using the Command Discipline for a task. Stalkers: You gain 1d20 whenever you use the Security Discipline for a task & [Claws: Melee, 2H, 2CD, Vicious 1, Piercing 2].

Peripheral Vision [Required]

Requirement:
Their sense organs are at the top of the body, with the eyes on independent stalks affording 180-degree vision. You lower the Difficulty of being Surprised or Ambushed by 3, minimum of 1. As long as you can see them.