Gro'aik

2371 and beyond [Shackleton Expanse]

The Gro'aik, native to So'rax II (So'rax System), are reminiscent of Vikings in space. They have been a space-faring race for over 700 years. Their mythology has many ties to a strong warrior culture born from the belief in a final battle in the afterlife. Of course, by the modern era, these stories have become only mythology, though it is a cultural history that they are proud of. They have a strong history in Engineering & Science Disciplines. They roam the stars in Shla'veen Armored Cruisers armed with some advanced tech: th Heavy Repeating Plasma Cannon & Advanced Ablative Armor (absorbs first hit on hull, doing no damage). The word Shla'veen means "armored leader". They are behind the Federation in ship construction methodologies, otherwis they are on par technologically. They are ruled by the Gro'aik Dominion who manages 2 other star systems: Arialax & Zingdoria. Names: Given name, -of-, surname is that of a mythical hero.
Ex: Male: Judetox of Outgania, Female: Gebzulu of Zingiru.

EXAMPLE VALUE: *The battle continues even after death.*

Attributes: Daring +1, Fitness +1, Reason +1.

TRAIT:
The Gro'aik are a burly reptilian race. They have a narrow, triangular hea that makes them look a little strange. They stand at an average of 7ft tal & an average weight of 200lbs. The females are barely smaller in size. Because of their biology, they are highly resistant to Diseases and Poisons (Lower Difficulty by 2).

Talents:

Gro'aik, or with GM's permission.

Warrior Culture [Required]

Requirement:
Gro'aik start from a very young age to learn the art of combat. Whenever you use the Security Discipline, you gain 1d20 to your rolls.

Engineering & Science Prowess

Requirement:
Gro'aik have a long history in Engineering & Science Disciplines. They like to think outside the box & perfect the technologies they develop to their fullest. You gain 1d20 to your rolls. If successful during Extended tasks, you gain Breakthrough 1.

Requirement: