Qarantii

2371 or later [Shackleton Expanse]

The Qarantii are a reptilian race & their appearance has been shaped by their homeworld, Qarantor. Their homeworld is enormous by any standard which makes it unique. It is a rocky world that has the size of a very small gas giant. However, not the only anomaly, for a world of its size, it has an extremely low gravity. While the gravity is lower than most, they are deceptively strong. Their atmosphere is nearly 3x as dense & when operating in less dense worlds, they can move far more freely. For them, a long sleep cycle is unnecessary. They have short down periods where they do sleep & bask to "recharge". These periods usually last for 1-2 hours & occur about 5x/day. They have a more sedate pace of life as they can literally work all day. They are capable of long, sustained, & rapid activity when the need arises though Names: Given names are coarse & elaborate. Surnames are their chosen profession: [Honor=Leaders/Diplomats, Truth=Scientists/Craftsmen, Justice=Warriors, Devotion=Religious].

EXAMPLE VALUE: *May the Sacred Guardian guide me in my journey.*
Male name ex: K'raxs of Justice

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

TRAIT:
The Qarantii are between 5 & 7ft tall depending on their stance. They prefer to travel on all fours. The advantage of this is that it is far safer while climbing. The warm & muggy environment means that they evolved into a cold-blooded race. Off-world they suffer greatly if they do not have an appropriate breathing apparatus [Provided-no cost]. Claw x2: [Melee, 1H, 2CD, Piercing 3, 4+ Effects, allows a bonus attack].

Talents:

Qarantii, or with GM's permission.

Expert Wrestlers [Required]

Requirement:
The typical flexibility & considerable strength of the Qarantii make them fantastic wrestlers. You grapple your opponent & prevent them from any action other than breaking free [Difficulty 3, Fitness+Security] or attack you [+1 Difficulty]. You gain 1 Momentum/melee attack vs your opponent.

Dodge

Requirement:
Combined with an extremely flexible skeleton, Qarantii are remarkably maneuverable. In combat situations, you make an Opposed task [Daring+Security] to dodge an incoming melee or ranged attack (Difficulty is increased by 1), you gain an additional 1d20 to your rolls.

Prehensile Tail

Requirement:
The Qarantii have a prehensile tail, which makes up a third of their overa length. This provides you with the ability to hold & operate an additional piece of equipment, like an additional hand. In addition, you gain 1d20 to any Fitness Test to maintain your balance or to climb.