

HAMALKI

THE ORIGINAL SERIES AND NEXT GENERATION ERA ONLY

Hamal IV is among the most technologically advanced worlds in the Federation; their scientists have notable achievements in fields as diverse as astrophysics, chemistry, and engineering. Hamalki are similar to Terran arachnids with the exceptions of appearing to be made of glass and being about a meter tall. Hamalki resemble spiders in another way -- after mating the female often consumes the male. Because this practice results in more genetically fit offspring the Hamalki have no inclination to abolish it. Despite their fearsome appearance Hamalki are enlightened beings who abhor unnecessary violence. With the typically dry Hamalki sense of humor one might even say it... bugs them. The Hamalki worship an entity they call the Architectrix who embodies their creative ability, and believe that a father's soul is passed on to his offspring.

EXAMPLE VALUE: *Knowledge and Creativity Are One*

◀ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason

TRAIT: Hamalki. Hamalki have the innate ability to spin crystalline fiber "webbing." The retractable claws at the end of each of their 12 legs grant them excellent manual dexterity, and the 12 eyes ringing their shells grant them 360° vision. Those eyes lack eyelids, however, which renders them vulnerable to bright light. Hamalki don't run well and can't really swim, but they are magnificent climbers. Their appearance complicates social interaction with arachnophobes, but their musical voices -- which are often compared to wind chimes -- balance this out somewhat. Hamalki mature quickly and can live for over 200 years. They become intoxicated from ingesting graphite. Female Hamalki have the ability to transfer their memories into newly hatched offspring.

TALENTS: The character receives access to the following talents.
You must take the Skin of Glass talent during character creation.

CRYSTAL SPINNER

REQUIREMENT: Hamalki

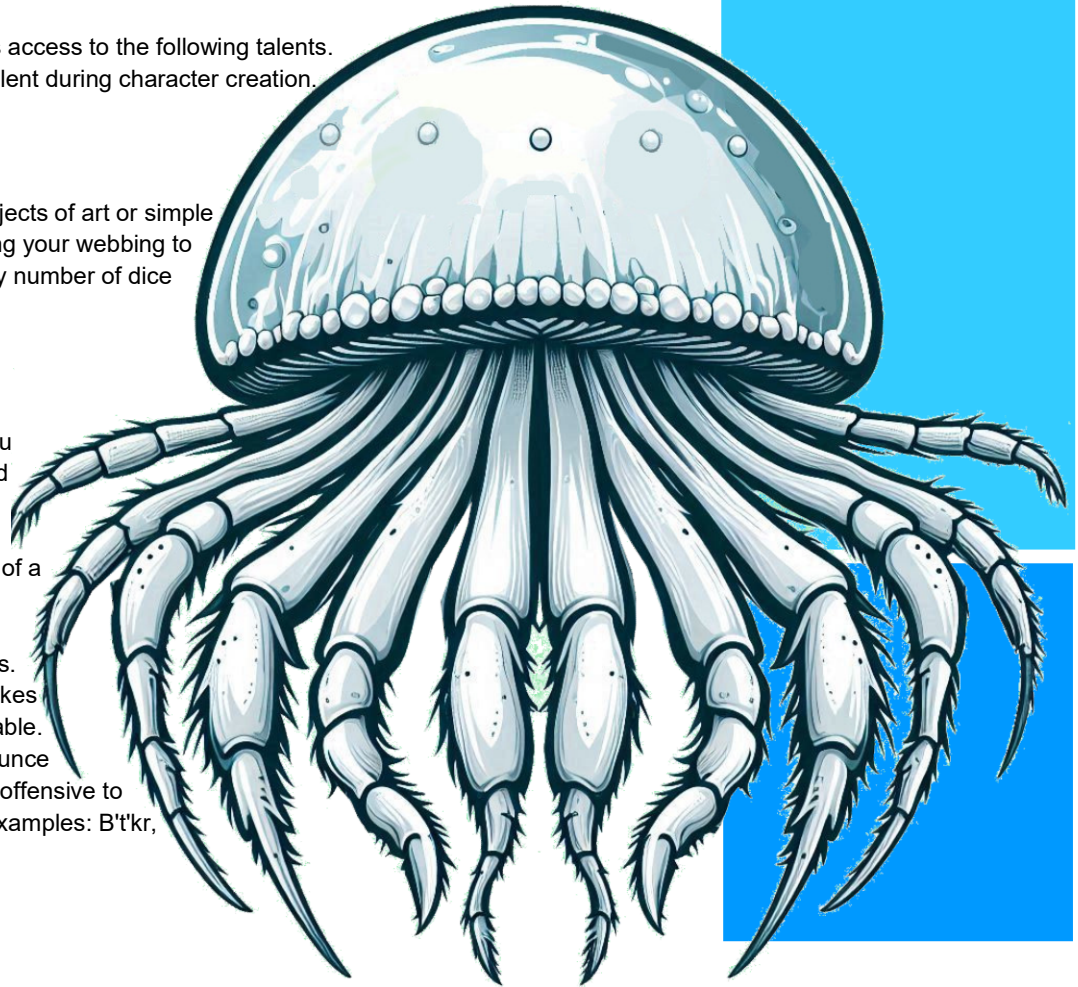
You can spin your webbing into objects of art or simple crystalline components. When using your webbing to craft something you may re-roll any number of dice in your dice pool once.

SKIN OF GLASS

REQUIREMENT: Hamalki

Your refractive carapace grants you Resistance 3 against energy-based damage.

Names: A Hamalki name consists of a series of consonant sounds punctuated by clicks, which are represented in print by apostrophhes. A memory weave clone typically takes the parent's name and adds a syllable. Most humanoids can't really pronounce the clicks, but Hamalki don't find it offensive to pronounce just the consonants. (Examples: B't'kr, K't'lK/K's't'lK, R't'lK, T'k'r't't, Y'tk't)



SPECIES

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Image by Michael Walton (created in Microsoft Designer, modified in GIMP)