Races D6 / Xytono

Xytono

The inhabitants of Xyton IV in the Chronax sector are a cruious people. When colonists found Xyton, the kangaroo-like aliens who lived there were still in a fairly primative state living in treetop dwellings. The colonists tried to set up a 'proper' settlement and this brought the anger of the nature loving Xytonos.

The 'proper' settlement cut down a large swath of forest and began releasing toxins into the air, that, though not immediately hamrful, could seriously hurt the enviroment. This prompted the colony war on Xyton IV.

In the end a peace agreement was reached. The Xytonos and the colonists put their differences aside and agreed to settle the planet witohut hurting the rich enviroment of the planet. In the end, large scale use of repulsors was implemented, creating floating cities over the landscape of the planet.

All the strucutres on Xyton IV were either in the air or naturaly worked into the treetops. That was, until the Star Runner Republic came.

They built factories in the mountian sides as well as military bases, and a large prison complex made of five giant pillar-like buildings that reached up into the clouds. the planet ebcame the secret headquarters of SATAL Arms. SATAL put the technolgoical expertise of the Xytonos to good use, and thoguht there was still some discontent the people remained largely happy. However, a group of Xytonos rebelled and failed and were exiled from their homeworld.

Numbering a few thousand these Xytonos spread out in the galaxy seeking new homes. Some stuck together in groups wandering, but many went their seperate ways.

Homeworld: Xyton IV
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/3D
MECHANICAL 1D+2/4D+2
PERCEPTION 2D/3D+2
STRENGTH 2D/4D
TECHNICAL 2D/4D+2

Special Skills:
Dexterity:Whirlwind Fighting
This is a closely guarded Martial Art of the Xytonos. it stresses primarily sue of their powerful legs and evading atatcks rather than blocking them. The skill may be used to ddoge melee or rbawling attacks at +1D or parry them at -1D. charachters trained in this art, also learn various ways to flip their opponent. a flip is roleld like a normal brawling atatck but does stun damage instead of regular damage and if successful the victim must take an action next round to get back up. Also sutdents of this amrtial art learn how to maximize damage inflcited on their enemies and how best to hit them, because of this, against an opponent who ahs no form of martial arts training the charachter gets +1D to hit and damage. This skill can only be sued for leg base

Special Abilities:
Enhanced Smell; Xytonos have an icnredibly enhaced sense of smell. They get +2D to all perception checks involving their sense of smell. They can smell things many toher species would never pick up.

Legs: Xytonos have incredibly pwoerful haunch-like legs. They gain +2D to all jumping rolls and +1D+2 to all brawling damage with their legs. Their feet are also almost as dexterous as their hands. They may sue a foot like a hand at a -1d dexterity penalty.

Story Factors:
Technology Loving: Xytonos are intrigued by new technology and discovering new things. It's not the technology itslef, but the thrill of making advances that is appealing to them. Most Xytonos do technology related jobs, and cna foten be bribed with 'toys'.

Enviromentalists: Xytonos love technolgoy so long as it is 'clean' they dislike anything that ahrms the enviroment and take great pains to keep from contributing to any damage done to a planet's enviroment.

Move: 9/11
Size: 1.5-1.8 meters tall

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