

Races D6 / Xytono

Xytono

The inhabitants of Xyton IV in the Chronax sector are a curious people. When colonists found Xyton, the kangaroo-like aliens who lived there were still in a fairly primitive 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 harmful, could seriously hurt the environment. 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 without hurting the rich environment of the planet. In the end, large scale use of repulsors was implemented, creating floating cities over the landscape of the planet.

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

They built factories in the mountain 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 became the secret headquarters of SATAL Arms. SATAL put the technological expertise of the Xytonos to good use, and though 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 separate 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 use of their powerful legs and evading attacks rather than blocking them. The skill may be used to dodge melee or brawling attacks at +1D or parry them at -1D. Characters trained in this art, also learn various ways to flip their opponent. A flip is rolled like a normal brawling attack but does stun damage instead of regular damage and if successful the victim must take an action next round to get back up. Also students of this martial art learn how to maximize damage inflicted on their enemies and how best to hit them, because of this, against an opponent who has no form of martial arts training the character gets +1D to hit and damage. This skill can only be used for leg base

Special Abilities:

Enhanced Smell; Xytonos have an incredibly enhanced sense of smell. They get +2D to all perception checks involving their sense of smell. They can smell things many other species would never pick up.

Legs: Xytonos have incredibly powerful 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 use 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 itself, but the thrill of making advances that is appealing to them. Most Xytonos do technology related jobs, and can often be bribed with 'toys'.

Environmentalists: Xytonos love technology so long as it is 'clean' they dislike anything that harms the environment and take great pains to keep from contributing to any damage done to a planet's environment.

Move: 9/11

Size: 1.5-1.8 meters tall

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