Nikto



Stats:
Brawn 3, Presence 1
WT 11+Brawn, ST 10+Willpower
100 XP
5 subspecies available:
Green (Kadas'sa'Nikto):
Claws: Deal +1 Brawl damage as wounds and have a Crit rating of 3. Add boost when climbing surfaces that can be pierced by a claw.
Mountain (Esral'sa'Nikto):
Heat fins: Remove setback for temperature by adjusting fins.
Pale (Gluss'sa'Nikto):
1 rank in Athletics
Island Natives: Remove setback for wet conditions, add setback for dry conditions.
Red (Kajain'sa'Nikto):
1 rank in Resilience
Desert Natives: Remove setback for hot or dry conditions, add setback for cold or wet conditions.
Southern (M'shento'su'Nikto):
1 rank in Perception
Ultrasonic Senses: Remove setback from Perception checks.

Physiology:
Nikto are reptilians that have many races, all of which are humanoid in size and have leathery skin. Their eyes are black and protected by a membrane, and they tend to have a rather blank expression. Despite this, many are more observant and cunning than they would seem at first glance. They have five subspecies, the most common of which are the desert-dwelling Red Nikto. They have red-brown skin, forehead ridges, a flap over their nose, eight facial horns around their eyes, and two on their chin. The Green Nikto, coming from the forests, have scaly olive or brown skin, a multitude of small facial horns around their eyes, and claws used for climbing. The Mountain Nikto have blue-gray skin, facial fins to regulate heat, and a flap over their nose. The Pale Nikto, coming from islands, have white skin, facial horns like the Red and Green Nikto, and smaller facial fins than the Mountain Nikto. The Southern Nikto have white, yellow, or orange skin, a flap over the nose, and tubes on the back of their head that sense ultrasonic waves. All subspecies can interbreed, but a Nikto of mixed parents will typically end up with one race or the other, only being visibly mixed about seven percent of the time. These mixed Nikto are the most outcast.

Society:
The Nikto have had a bloody history of wars between subspecies, but they eventually united to deal with more pressing issues, such as the harsh nature of their homeworld. They have nevertheless developed a culture of fierce warriors, and all are effective in combat. Particularly dangerous is the tradition of the Morgukai, a secret society of warriors known for their cortosis weapons. All Nikto are tenacious and determined, willing to do what it takes to survive, and are almost entirely without humor.

Hutt Servants:
Nikto are one of the many species that are almost entirely enslaved by the Hutts. Few resist it, as the life on their homeworld is even more arduous, and the Hutts helped liberate them from the death cult of M'dweshuu in their ancient history. The Hutts have encouraged the Nikto to become powerful warriors, and they have done little to resist it. A few Nikto have escaped from their Hutt masters, but doing so is very dangerous. They are often captured and brought back into servitude before they can leave Hutt Space.

Homeworld:
The Nikto have been molded by the harsh nature of their world, Kintan. It has a diverse ecosystem, including forests, archipelagos, magma fields, swamps, rocky wastelands, deserts, and mountains. Most eventually are taken off of it to serve on Nal Hutta or other Hutt worlds.

Language:
Nikto learn Nikto as their native language, but all eventually learn Huttese as well.