Gormak



Stats:
Intellect 3, Willpower 3, Cunning 1, Presence 1
WT 11+Brawn, ST 10+Willpower
80 XP
1 rank in Mechanics
Technical Sophistication: Receive the talent "Gearhead."
Claws: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

Physiology:
The Gormak are green-skinned humanoids with no nose or hair. Their most unique visual feature is their frills, which line the sides of their head, just above the ears. They have clawed, three-fingered hands, making them formidable fighters. They have red, orange, or blue eyes, and males have a pattern of small concentric circles between their eyes.

Society:
Gormak are a unique society in that they are culturally very primitive, but they excel with technology. Despite their inability to achieve space travel, the Gormak are among the best in the galaxy at building, modifying, and scavenging technology. They are often miners, taking advantage of the many valuable minerals on their world to build technology. Gormak live in camps of small tribes, typically as nomads. Each clan is ruled by a Shaman, who is chosen based on technical skills. They excel with cybernetics, which they typically test on trapped animals, turning them into cyberbeast. Gormak are extremely competitive and hostile, often resorting to warfare or combat to solve their problems.

Gormak and Voss:
The Gormak are suspicious of all outsiders, but they were especially hateful of the Voss, their distant ancestors. In the time of the Old Republic, the Gormak were at war with the Voss, and they viewed the Voss as an abomination that needed to be destroyed if their species were to prosper. Although they outnumbered the Voss, the Voss have many Force-sensitive prophets, which granted the Voss the edge they needed to survive. Although the Voss defended themselves well, it was prophesied that the Voss would all die if the Gormak became extinct, so the Voss were never too aggressive. Foresight allowed the Voss to fight off the Sith Empire, forcing both the Empire and the Republic to fight against the Gormak in order to earn the Voss's favor. However, when the Eternal Empire took over the Voss system, the only way for the Gormak to survive was to forget their long-standing hatred and ally with the Voss. Both species had heavy losses, but each survived, validating the Voss's prophecy.

Homeworld:
Gormak come from Voss, a mining planet in the Tion Cluster. It has a rocky landscape with a few forests and a hazy, yellow sky. During their war against the Voss, they were mostly found in the Gormak Lands. Their largest settlement of Gorma-Koss, a mountainside city with about 10,000 Gormak ruled by their King, Jokull.

Language:
Gormak have a simple native language called Gormak, and very few of them know Basic.