Races D6 / Tognath



Name: Tognath
Designation: Sentient
Classification: Insecto-mammalian
Average height: 1.8 to 2 meters
Skin color: Tan
Eye color: Black
Distinctions: Primitive nervous system, Sociocultural characteristics
Homeworld: Yar Togna
Language: Tognath

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

Special Abilities:

Dulled Pain Receptors: The Tognath have a very low sensitivity to pain, making the difficulty of surgery performed on them reduced by 1 level, but a +2D bonus to resist pain and torture. Tognath eyes and ears are also less effective than most other species, and Tognath suffer a -1D to all vision and hearing tests unless these senses have been cybernetically replaced or augmented.

Story Factors:

Atmospheric Dependence: Tognath have difficulty surviving without their native atmosphere, and must wear breath masks and protective eye wear, or many replace augment these with cybernetic filters and eyes. Without a breath mask and protective goggles or augmentation, a Tognath will be blind within 10 rounds and must make an Easy Strength check or go unconscious. Each round thereafter, the difficulty increases by +1. Once unconscious, the Tognath will take one level of damage per round unless returned to his native atmosphere.

Language Limitation: Due to their vocal physiology, Tognath cannot speak Basic, but they are fully capable of understanding the language. In order to communicate with species that did not speak their language, Tognath often wore translating vocoders on their mouths to speak other languages besides Tognath.

Move: 10/12
Size: 1.4 to 2 meters tall.

Background: Tognath were a sentient species that were native to the planet Yar Togna. The Tognath had a striking look thanks to their insectoid and mammalian characteristics; another factor was their having both an endo- and exoskeletons. They also possessed a very primitive nervous system, which provided them with immunity to most pain (a helpful trait in combat). The

mercenaries Edrio and Benthic "Two Tubes" were members of this species.

Biology and appearance
An ancient species who evolved on the high-gravity volcano world Yar Togna, the Tognath were humanoid beings with both insectoid and mammalian characteristics. Tall and gaunt, the Tognath were a distant genetic relative of the Kel Dor and Gand species; though scholars could not determine whether this relationship was evolutionary or the result of experimentation. Their skin was fleshy and pallid, with a hairless exoskeleton helping to resist the atmospheric pressure of their homeworld. Their compound eyes had no lids, and their vocal cords helped to produce a deep, low voice that was nearly impossible for other species to hear without assistance.

Tognath larvae were hatched from a clutch of eggs that were nurtured in a suspension jelly. While in that jelly, two or more eggs (not necessarily from the same parent) were sometimes grafted together, thus creating a bond that continued throughout the life of the eggmates. When the parasitic larvae emerged, they latched onto one of their parents to feed directly from the bloodstream of their sire for six months. After attaining the nutrient-support necessary, the larval Tognath were taken to a nursery tree where they would spin a cocoon within which they would undergo metamorphosis. For months, the Tognath youth would grow both an endoskeleton and an exoskeleton within the safety of their cocoon, dulling their already less-sensitive nervous system. When a young Tognath emerged from their cocoon, they looked like a smaller version of their adult form.

Tognath almost universally opted to enhance their biological functions with cybernetic modifications. Because of their dulled pain receptors, grafting metal into their flesh was an easy process. Many opted to augment their poor hearing and balance with tech and add special lenses to their eyes, as well as breathing apparatus to process the oxygen content in a planet's atmosphere.

Society and culture
On the high-gravity world Yar Togna, Tognath dwelled in houses propped up on stilts over the lava channels that covered their homeworld. Coalescing around the main mountain range of their world so as to access the natural springs there, Tognath lived and worked in a tumultuous environment.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.