Chrol

The monstrous Chrol, standing between eight and thirteen feet tall, are an aggressive and fast breeding species from the planet Thord. Because of outside genetic tampering, most Chrol are rendered infertile. A breeding pair of Chrol hold positions of power and are guarded fanatically by their clan. Despite their aggressive nature, Chrol are an incredibly nurturing and protective species that crave companionship. It is very rare to find a Chrol on it’s own.

Strong Build: Most Chrol are massive creatures, even the smallest of them making most humans feel like children by comparison. Chrol PCs gain a +1 bonus to one Physical stat (to a maximum of +3) can wield most heavy weapons without mounting them. Because of their large size any armour made for Chrol costs twice as much as the base price.

Facultative Bipeds: Normally walking on all fours to get around, Chrol have the capability of walking on two legs for short periods of time. Chrol can use their full round of actions to move 30 meters.

Unarmed and Dangerous: Chrol have natural weapons and can make an attack with their horns or claws. This attack uses Strength (Punch) and deals 1d6 + strength modifier in damage.

Information

Chrol have four limbs. The front two "arms" are quite long, ending in clawed hands with four fingers and a thumb. Their rear limbs are a little shorter than their front and have only three clawed toes. The inside claw on both feet is often triple the size of the other foot claws and has a distinct sickle shape. Chrol grow incredibly quickly. It only takes about four years for a Chrol to grow to it's full size. Chrol thrive in the thick jungle like swamps that dot the landscape of Thord. While not technically amphibious, Chrol love to spend time in the water. Chrol are obligate carnivores and can become very sick without this proper diet.

Relationships between Chrol are powerful and varied. If you're not a breeding Chrol no one cares where your heart lies. Chrol are an incredibly social species and when Chrol bond (whether to one or many) it is usually for life. On their home planet, Chrol do not often wear more than decorative jewellery or maybe ceremonial armour on very special occasions. Chrol who journey to the stars usually maintain this minimal lifestyle, preferring to wear sparse armour (if any at all).

The planet of Thord is the subject of an old military experiment. Originally set in place years ago, the intention was the complete genocide of the Chrol, it took a while to get into effect but is now in full swing. The Chrol breed quickly and the people who put the system in place were worried that (without proper control) they would rampage throughout the sector, killing everything in their path and the only option was to wipe them out. Now the few breeding pairs of Chrol that are left are raised up as leaders, other Chrol either dedicate their lives to defending these few members or look to the stars in order to make a life of their own.

On quiet nights around large fires, stories are told of a person who will end the curse killing their species and bring a new age of prosperity to the Chrol.

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