SPECIES PROFILE

HOKMAN
(GHO’NASH)

SPECIES ADJUSTMENTS
+2 Strength, +4 Vitality, -2 Intellect

PHYSICAL DESCRIPTION
A reptilian species native to the planet, Hokma V. Although they are referred to as The Hokmans by most people in the Alpha and Beta quadrants, they prefer the name “Goh’Nash”.

The Gho’Nash are a large, tall species, averaging out to about 195 centimeters in height, and 90kg in weight. They are broad-shouldered and very muscular. They have thick, scaled skin of a dark green, gray, or yellowish color. They have small yellow eyes with slit pupils.

The Gho’Nash have a row of razor-sharp teeth in their upper and lower jaws. They have long necks, and they tend to crane their necks, keeping their heads in a direct line with their shoulders.

Both male, and female Gho’Nash have deep, throaty voices.

They have no hair anywhere on their bodies.

CULTURE
The Hokmans, or Gho’Nash, were once a very peaceful, proud people. They lived in harmony with the Hokmanites of Hokma V; they learned from each other, and prospered.

Then the radiation-bombarment came. Another planet in the solar system was hit by a devastating meteor storm. Because the planet in question was a gas-giant, it was dissipated, and the gas, now radioactive, saturated the nearby planets, including Hokma V.

The humanoid Hokmanites fled underground, in an effort to rebuild their civilization. The reptilian Hokmans managed to save themselves by becoming scavengers, hunters, and even at one point, cannibals.

The Hokmanites offered to share the catacombs beneath the surface with them, but the Hokmans. Instead, they began hunting the Hokmanites for food. Dealing with the harsh lifestyle on Hokma V brought about a change in the Gho’Nash. They became violent, warlike, and unconcerned with the well-being of others. Even, often, their own people.

After 400 years, the Gho’Nash had become a totally different people. Then, the encountered the Klingon, and Romulan empires.

In 2230, the Klingons attempted to conquer the Gho’Nash. But, even the warriors of Kling could not overwhelm these tenacious, redoubtable reptiles. In the early 2240s, the Romulans tried a different approach. They brokered an alliance with the Hokmans, but it was not what the Romulan Empire was hoping for.

After taking technology, and weapons from the Romulans; the Gho’Nash turned the tables on the Empire, and ran the off their planet. Twice, the Gho’Nash proved they were not to be trifled with.

They signed a treaty with the Klingon Empire soon after Praxis exploded. But, the Gho’Nash had ongoing conflict with the Romulans until the Dominion War.

That is their way. They never forget an insult. And to the Gho’Nash, trying to take away their land, and their homes is the worst effrontery a people could commit against them.

LANGUAGES
The language of the Hokmans is known as “Gon”. Or, simply, “words”, in their gruff, guttural tongue. And most Hokmans will speak know other language. A very few Gho’Nash speak Klingon. And ever less speak Federation Standard.

COMMON NAMES
The Gho’Nash have short, rough names; as befits their culture and language. A single name. No surname. The family line is traced through a male ancestor similar to Klingons.

Male names: Eh, Gazz, Ok, Thet, Drotex, Ax
Female names: Sza, Ys, Gnuirth, Ry, Nahgie, Yhn, Rrys

HOMEWORLD
Hokma V, the home of both the Hokmans and Hokmanites, is a small, bare, rocky world. After a century of radiation bombardment, it is hard for much to grow on the surface.

Hokma V is classified as a class-L planet. The Hokmans live on the surface, in large villages scattered across the dry, scorched plains. The Hokmanites live underground, in a network of tunnels; some natural, some the Homanites have built on their own.
The planet has a mean radius of 2,012 km, and a higher surface gravity than a class-M planet like Earth. It’s possible for a human to walk around on the surface, it just requires a bit more effort. Both Hokmanites, and Hokmans are stronger than the average Terran as a result.

There are very few exports from Hokma. Mostly people. The Hokmans are scavengers, and in some cases, thieves.

Both species native to Hokma have warp-drive technology. What the Hokmans have, they "borrowed" from the Romulans.

The few plants that do grow on the surface all seem to have incredible medical value. Once such plant, known colloquially as the Scarlet Crep, presents a possible treatment for long-time sufferers of Bendii Syndrome. Another is the only source of Hyalumycin. A drug used to treat advanced forms of carcinoma not treated by conventional means.

There a billions of Hokmanites beneath the surface of the planet, with a population roughly the size of Betazed. The Hokman people number about one third as many people.

One could say there is a war going on on the planet. The Hokmans still hunt the Hokmanites, for food and sport. For the Homkanites, it is a matter of survival. They will defend themselves, and others on this planet. But will never take an aggressive stance. The Hokmanite community is devoted more to science, medicine, culture, and the arts. But they can be powerful warriors in the cause of peace and prosperity on their planet.

**FAVORED PROFESSION**

Soldier – The Gho’Nash are skilled hunters and warriors.

The few Hokmans that make it to the homeworld will follow the elite professions of Special Forces, Assassin, or Weaponmaster.

**SPECIES ABILITIES**

The Gho’Nash are big, and often brute people. They are very strong, but not overly bright.

The Gho’Nash gain a +2 species bonus to their Strength and a +4 to Vitality, but suffer a -2 penalty to their Intellect scores.

Hokmans also have the following species traits:

1. **Deadly Bite**: The Gho’Nash mouth is teaming with bacteria. A bite-wound from a Hokman is tantamount to poison. To inflict a bite, a Gho’Nash must achieve a Complete Success in an Unarmed Attack at a -5 to the test. The bite-wound will then function like a poison with the following traits – **Type**: Injury. **Onset**: 1d6 rounds after the attack. **Potency**: +8TN. **Treatment**: +4/+16 (diagnose/treat). **Effect**: 1 Wound Level. **Secondary Effect**: 1d6 Vitality. **Stages**: 3.

2. **Bloodyeye**: Gho’Nash also have the ability to shoot a stream of liquid (a mixture of blood and urine) from the glands directly beneath their eye-sockets. To target the Bloodyeye effectively requires a Ranged Combat (Archaic Weapon) test, at a -5 penalty.

   If successful, the stream will hit the target in the eyes. The Bloodyeye stream is another strong toxin that will require medical treatment. **Type**: Contact. **Onset**: 1d6 rounds. **Potency**: +8TN. **Treatment**: +4/+12 TN (diagnose/treat). **Effect**: Blindness (3d6 days). **Secondary Effect**: Nervousness (-4 Willpower). **Stages**: 1.

3. **Thick Epidermis**: Gho’Nash have a very thick, seemingly impenetrable hide. The Gho’Nash epidermis is 7 layers thick, yet very flexible. This provides the Gho’Nash with a potent natural armor. The Gho’Nash hide can deflect up to 6 points of physical damage (1d6).

4. **Natural Weapon (Claws)**: The claws of a Gho’Nash are as sharp as the blade of a d’k tahg. The claws provide a 1d6 damage-bonus to any Unarmed Combat attack.

5. **Incredible Willpower**: The Hokmans are virtually impossible to frighten, or intimidate. Their will is unbreakable. They cannot be bullied or tortured. All Gho’Nash gain a +6 species bonus to all Willpower reactions.

6. **Intolerant (Hokmanites)**: (species flaw) They have shared the same planet for them for over 600 years, but the Hokmans cannot abide Hokmanites. They see them as arrogant, and annoying. A Hokman must spend 1 Courage with no benefit to engage in Social tests with a Hokmanite.