

Skittermander Cities (*Home, 2020*)

EWAGADRAVONA

Appearing more as a vesk settlement than a skittermander one, Ewagadravona is very close to an entrance to the subterranean realm of Gadraveech, home to uncountable horrors. The small city is well-fortified against any dangerous monsters that might emerge from underground, and many of its residents are well-practiced in self-defense.

KORGANISTOR

Nestled in the foothills of the Huelliswetch Mountains, the city of Korganistor is a bustling center of industry, with several arms factories fed by nearby mining camps. Korganistor is approximately half vesk by population, with a large military presence, though skittermander aides help keep the businesses running.

MORANDOMANDRANA

Many non-skittermanders call this ancient city Mandrana, though most skittermanders wouldn't think of shortening its name, especially those who grew up there. The city's foundations sank below sea level following an earthquake shortly after the Gap, but the citizens rebuilt the buildings in the current style around the many canals that were formed in that disaster.

SUTHEONIORA

Sitting several miles south of Morandomandrana along the coast of the Vermilion Sea, Sutioniora is a quaint village with tile-roofed cottages and twisting, meandering streets. Sutioniora holds a long-standing tradition of extinguishing all electric lights on clear evenings so that residents can gaze up at the stars and out across the ocean.

Skittermander Culture (*Crash, 2019*)

Skittermander Medicine

Though most skittermanders tend not to acquire augmentations themselves, skittermander doctors are at the forefront of the cybernetics and biotech industries, producing advanced prosthetics to aid those with life-changing injuries or crippling maladies. Often, the skittermander surgeon who implants an augmentation is also that patient's physical therapist until the patient can function on their own. This intense personal attention usually means that a skittermander physician takes only a few cases each year.

Skittermander Fashion

Unsurprisingly, skittermander fashion revolves around armbands and wrist bracelets. These accoutrements can range from simple and understated to bright and gaudy, depending on the current trends. Ever since the Veskarium and the Pact Worlds allied, skittermander fashion designers have begun incorporating designs and styles from across the galaxy, often with chaotic—and not necessarily profitable—results.

Skittermander Music

Because skittermanders have six arms, their traditional instruments tend to be complicated and difficult for other species to play. The tritacale, which resembles a three-necked guitar, is one of the most popular skittermander instruments, and it can simultaneously produce bass and rhythm elements. Skittermander music generally includes abrupt tempo changes and improvised lyrics.

Skittermander Science

The greatest skittermander minds focus on the theoretical, but always with a mind toward making practical advances. Most skittermander researchers believe they are one step away from a breakthrough that, when applied correctly, will benefit the universe. As such, these scientists tend to overreach and run out of funds before they can produce results. However, this doesn't deter them from altruism.

Skittermander Slang (*Shot, 2018*)

Drift

An adjective describing something fascinating and weird, likely never seen before or unique. “The creature we encountered in the sulfur canyons of that unexplored moon was so drift I could hardly believe it!”

Nufriend

A form of address usually directed toward a stranger whose acquaintance you would like to make. “Greetings, nufriend! We’re here to help!”

Gree

An interrogative, usually inserted at the end of a sentence to inquire whether others concur with the previous sentence or plan of action. “If we sneak around that stack of crates, we can get the jump on those nasties, gree?”

Allsix

An adverb describing maximum effort; it is a reference to using all six arms to perform an action. “I had to work allsix to repair that malfunctioning stealth drone.”

10 Facts About Skittermanders (*Shot, 2018*)

1. Though skittermander fur comes in a variety of colors, an individual skittermander's fur color bears no obvious correlation to her parents' fur colors or the environment in which she was born.
2. Skittermanders use their six arms to gesture a great deal while speaking; the positioning of their arms often changes the implications of their words, from great emphasis to withering sarcasm.
3. A skittermander's name grows as the skittermander ages and passes certain milestones. A name begins very short, usually no more than one syllable. New syllables are added with the passing of time or whenever the skittermander feels like it. Added syllables are often repetitive, and many skittermanders adopt parts of alien names (particularly vesk names) into their own.
4. Skittermanders have a fluid outlook toward leadership, deferring to whomever has the most expertise to tackle the task at hand; the concept of permanent governance seems strange to them.
5. Most skittermanders become fascinated with a particular specific topic, whether it be the religious rites of a small sect of worshipers, the interplay of fundamental particles at a quantum level, or the native cuisine of a tiny ice-covered moon. Skittermanders learn everything they can about their chosen topics, even if the information seems useless to others.
6. An adult skittermander retains a whelp's ability to eat just about anything, and many get the urge to binge on a specific type of cuisine or a certain flavor of food for several days. This typically occurs immediately after getting a taste of a new type of food or flavor.
7. Though skittermanders can talk excitedly and at length about a topic (especially ones they are interested in), seemingly without needing to take a breath, they also fall into long bouts of silence when undertaking particularly challenging tasks.
8. Skittermanders don't understand why other species indulge in diversions and pastimes that give a false sense of fear. Skittermanders don't go on thrill rides (such as rollercoasters) or consume entertainment in the horror genre (such as scary vids).
9. Early skittermanders developed a series of myths and legends centered around the constellations of the night sky. Many skittermanders still hold these partially secular, partially spiritual beliefs; some religious scholars think this is a form of the faith of Ibra the Inscrutable.
10. Skittermanders believe in the equality of all beings, no matter their race, creed, gender, or orientation.