

ZAKDORN

THE NEXT GENERATION ERA ONLY

The Zakdorn are members of the United Federation of Planets, and regarded as the greatest innately strategic minds in the galaxy. As such, none have tested them in combat. As a result of this reputation for tactical supremacy, the Zakdorn have an inflated sense of confidence. They are so self-assured that they maintain absolute authority over others in their jurisdictions. In appearance, the Zakdorn have three prominent skin folds on each cheek.

EXAMPLE VALUE: *I Do Not Make Errors.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Zakdorn. The Zakdorn flaunt their species' reputation for tactical expertise. Their strategic genius makes them experts at games and war games. Their hand-eye coordination is capable of keeping up with their speed of tactical thought, making them formidable opponents in games such as Strategema or dom-jot. They are also skilled at bureaucracy.
- **TALENTS:** The character receives access to the following talents:

STRATEGIC MIND

REQUIREMENT: Zakdorn, or Gamemaster's Permission.

You are able to analyze tactical situations with blinding speed to advise your allies. During Combat or Ship Combat, when you Assist another with Reason, you may re-roll.

UNYIELDING CONFIDENCE

REQUIREMENT: Zakdorn, or Gamemaster's permission.

You are so full of confidence in what you do, you shrug off attempts to intimidate you. You are also expert at putting people in their place. Whenever you attempt a Task to intimidate or resist intimidation, you may add a bonus d20 to your dice pool.

GRANDMASTER

REQUIREMENT: Zakdorn, or Gamemaster's permission.

You play at a grandmaster level with a particular game of strategy and skill. You may have one additional Value and Focus that involve a game or sport where strategy is key, reflecting your mastery and devotion to the game.

