

ARKENITE

THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY

Arkenites are a humanoid species native to Arken II, members of the Federation. They are an aquatic race with the ability to function outside of a marine environment. They have complex sensory organs that are able to detect magnetic fields and changes in pressure and temperature. Their culture is based around a group mentality called the Sia Lenthar. The more diverse their Sia Lenthar group, the more pride an Arkenite pack member feels. Arkenites are gifted in the fields of geology, astronomy, and physics.

EXAMPLE VALUE: *No One Is A Strong Swimmer When Lashed To A Heavy Stone.*

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence
- **TRAIT:** Arkenite. Arkenites are aquatic humanoids that can also breathe air and function out of water. They have three cranial lobes and pointed ears. Their sensory organs permit them to detect changes in pressure, temperature, and magnetic fields. Arkenite eyes are green in hue and lack an iris. When in a non-aquatic environment, Arkenites wear an Anlac'ven device that helps them keep their balance. The repayment of debt is a concept ingrained in Arkenite culture.
- **TALENTS:** The character receives access to the following talents:

SENSORY EXCELLENCE

REQUIREMENT: Arkenite, or Gamemaster's permission.

Your sensory organs allow you to detect more about your environment than other species. When you succeed at a Task to perceive or analyze your immediate environment, you will gain one bonus Momentum, which may only be spent on the *Obtain Information* Momentum Spend.

PRIDE IN DIVERSITY

REQUIREMENT: Arkenite, or Gamemaster's permission.

Your efforts are bolstered by pride when you work in tandem with a diverse group. When attempting or assisting a Task, and two or more other characters are involved in the Task, you may re-roll one d20.

