

BA'KU

THE NEXT GENERATION ERA ONLY (2375 AND LATER)

Once a warp-capable species, the Ba'ku left their war-torn planet and found a planet within the Briar Patch where they could settle and live a life of peace. They abandoned technology and created an agrarian society. The planet's rings gave off metaphasic radiation that allowed them to stay young and live for centuries. A group of their youngsters left the planet and became the Son'a. They refuse to use weapons even in self-defense. They will not use any but the simplest machinery. Some are also able to slow down the passage of time in a small area around them.

EXAMPLE VALUE: *A Single Moment In Time Can Be A Universe In Itself.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Ba'ku. The Ba'ku are physically similar to humans. Due to the metaphasic radiation, they may live for a very long time and resist aging once they reach maturity. They heal quickly and have clarity of the mind. This protection will diminish the longer they are away from their planet. They prefer a slow pace of life. They are genetically identical to the Son'a.
- **TALENTS:** The character receives access to the following talents:

METAPHASIC HEALING

REQUIREMENT: Ba'ku, or Gamemaster's permission.

The cost for you to *Avoid Injury* is reduced by 1, and attempts to heal you reduce in Difficulty by 1. This ability is always active if you are on your home planet, but off-planet it will only work a number of times equal to your Fitness. To regain the ability, you must return to your home planet and spend one week there.

PERFECT MOMENT

REQUIREMENT: Ba'ku, or Gamemaster's permission.

You are able to slow time in an area around you (and allow one other person within Reach to share the benefits of slow time). Spend one Determination to activate this ability. You both regain your ability to *Avoid Injury*. Also, until the end of your next Turn, Swift Tasks (for you and the person in the Perfect Moment) cost one less Momentum.

A SIMPLER LIFE

REQUIREMENT: Ba'ku, or Gamemaster's permission.

When you attempt a Task without using any technology, and receive no assistance from technology (or assistance from someone using tech), gain one bonus Momentum if you succeed. The bonus Momentum may not be saved in the group pool.

