

# PRANIR

## ANY ERA OF PLAY

The Pranir originate from the planet Eprani, and are interstellar traders ruled by six Families. Once servitors to another interstellar species, the Santari, they stole that technology and became a free, spacefaring culture. Profit is their real motive, but they will negotiate in good faith most of the time because cheating your customers is bad for business. They have a complex philosophy which drives their actions in areas unrelated to business. Their names are normally unpronounceable, but they have Starnames that they must earn, and are unique and kept in a careful registry to prevent duplication. In addition to a talent in trading, they are also expert smugglers. Pranir are traders, not tacticians, and tend to be at a loss whenever their technological superiority isn't enough in a battle. In such a case, they throw what they can at an attacker and run as fast and far as they can.

**EXAMPLE VALUE:** *If We Cannot Seize The Stars, We Can Certainly Buy Them.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Pranir. The Pranir have a serpentine body with four arms (one pair on top of the other pair), each with a hand with four mutually-opposed fingers. They have binocular eyes and ears like an owl, and the snout is tipped with a strong beak that functions like a horn. However, the mouth is jawed, with omnivore teeth. A pair of feathery crests runs along the head like parallel Mohawk haircuts. They have brown feathers covering their body. They are egg-layers. Their language includes simultaneous sound and gestures, and only nestlings speak without gesticulation. They are traders by nature, and are adept at smuggling.
- **TALENTS:** The character receives access to the following talents:

## PRANIR DEXTERITY

**REQUIREMENT:** Pranir.

Your multiple arms allow you to do more things at once, dextrously. Suffer one fewer Complication stemming from a Control Task, to a minimum of zero.

## HERITAGE OF TRADE

**REQUIREMENT:** Pranir, or Gamemaster's permission.

When you attempt or oppose a Task that involves business or trade, you may add a bonus d20 to your dice pool.

**SAMPLE NAMES:** Stealthily-Avoids-Patrols, Savagely-Murders-His-Enemies, Clarity-Amidst-Chaos, Tells-Tales-Patiently, Keeps-An-Honest-Bar

