

# IKAARAN

## ANY ERA

Ikaarans are native to the Delphic Expanse. A version of the *Enterprise NX-01* thrown back to 2037 encountered the Ikaarans, and some had joined the crew of the generational ship. They have an instinct for anomalies and can rarely resist learning about them.

**EXAMPLE VALUE:** *We Welcome All Species And Cultures*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Ikaarans. Ikaarans have a ridge that runs from their nose up to their forehead. They are an open people, welcoming other species with open arms. They are intrigued by anomalies and have an instinct and curiosity about them, but sometimes end up in trouble exploring them.
- **TALENTS:** The character receives access to the following talents:

## A FEEL FOR ANOMALIES

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

Your species is intrigued by anomalies, common in the Delphic Expanse, and rarely leave them unexamined. When you encounter any anomaly, add a Directive of "Investigate The Anomaly". However, you have a feel for anomalies. The Complication Range increases by 1 when you investigate or try to navigate anomalies, but if you succeed, you gain an extra Bonus Momentum that cannot be saved.

## A WELCOMING NATURE

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

Your species welcomes other cultures with open arms. You have a -1 Difficulty on Social Tasks with alien species, where you do not use intimidation or deceit.



*Homebrew version by Tony Pi*