

KRILL

ALL ERAS OF PLAY

An aggressively xenophobic and theocratic species, Krill society is centered on their religion. The Krill venerate and all-knowing and all-powerful creator known as Avis, whose tenants are outlined in their holy book, the Anhkana. The teachings of this sacred text declare that all beings apart from the Krill are soulless husks, inherently wicked beings who are unworthy of life. Other humanoid beings are barely considered sentient, merely imitating or feigning intelligence, akin to a sophisticated computer at best or the mimicry of a bird at worst. Because their territory is close to that of the Planetary Union, the Krill have engaged in violent raids for centuries. As the Krill do not view other beings as sentient, they have no formal diplomatic ties with the Union, so there has been no formal declaration of war. But after several generations of constant conflict with their neighbours, Krill society has become increasingly focused on their military and weapons. The Krill homeworld is shrouded by a dense cloud layer at all times, which filters out 96% of their sun's visible light, leaving the planet in a perpetual night.

EXAMPLE VALUE: *For Avis, I Shall Try Harder*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Krill. Having evolved in a dark, lightless world, the Krill have exceptional night vision. Despite their reptilian appearance, Krill can survive in cool temperatures. However being accustomed to very limited light, Krill are very sensitive to ultraviolet light, developing first and even second degree burns after just a few minutes of exposure. Prolonged exposure to light or brief exposure to intense light results in severe radiation burns.
- **TALENTS:** The character receives access to the following talents:

MERCILESS

REQUIREMENT: Romulan, or Gamemaster's Permission

Compassion for soulless beings is against the core of your beliefs. The first time in a scene you choose to make a lethal attack against a non-Krill, you don't add Threat to the Threat Pool. Additionally, for each point of Momentum you generate on a successful attack, you may reroll 1 d20.

RELIGIOUS FERVOUR

REQUIREMENT: Krill, or Gamemaster's Permission

You possess an unwavering devotion to Avis, refusing to let your faith waver despite the situation. When you have no Determination left, you can offer the GM 3 Threat. If they accept the additional Threat, you regain your Determination.



SPECIES