

ACAMARIAN

THE NEXT GENERATION ERA ONLY

The Acamarrians are governed by a representative government, the Acamarian Ruling Council headed by a Sovereign. Since 2266, Acamarian Gatherers have chosen the life of nomadic interstellar raiders, refusing to be part of the peace effort on their homeworld. The Acamarian government has tried to make peace with the Gatherers, succeeding only in 2366 after Federation intervention. Some Gatherers, however, have chosen to remain as nomadic raiders.

EXAMPLE VALUE: *Commit Crimes To Survive If Necessary.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Presence
- **TRAIT:** Acamarian. Acamarrians have a formed indentation in their foreheads. Many have facial tattoos, and their blood is iron and copper based. Clan membership is important, which often leads to clan feuds.
- **TALENTS:** The character receives access to the following talents.

STEAL TO SURVIVE

REQUIREMENT: Acamarian, with a Gatherer background.

Whenever you are using multiple Minor Actions during a Turn, the use of Draw Item has an effective cost of zero.

CLAN LOYALTY

REQUIREMENT: Acamarian.

Acamarians are very loyal to their clans. If you belong to an Acamarian Clan, when you assist another member of your clan, you may re-roll the d20 from the assist.

