

KAREKKI

ALL ERAS OF PLAY

The Karekki originate from the distant Alkali Cluster. A galactic oddity in many ways, they completely lack any sort of unified government. Mainstream Karekki society believes that the exercising of governmental power is immoral and unethical and prefers to structure their society based on corporations and an ethos of personal responsibility.

Most of their interstellar power rests on 'Bazaarworlds.' These planets are completely owned by a single corporation and often operated by a CPO ('Chief Planetary Officer') on behalf of a board of shareholders. The company with ownership in the world invites all comers to do business but otherwise allows unfettered operations under the auspices of hired security corporations.

The Karekki always present themselves in humanoid form via hologram projected by harnesses worn by the true Karekki, a small, four winged bird that hovers in standard atmosphere. They are capable of speech in their native, chirpy language, but usually speak through the hologram which includes a universal translator.

EXAMPLE VALUE: Freedom no matter the cost; The slowest flyer deserves to be eaten

■ **ATTRIBUTES:** +1 Reason, +1 Insight, +1 Presence

■ **TRAITs:** Karekki, Hologram. The true Karekki is a small, four winged bird and does not have much in regards to physical resistances or strength. They are quite fast, small and can fit into tight places, and can fly in most atmospheres. Their hologram harness they wear is able to project a photonic hologram that is able to hold and grasp objects, however it must maintain proximity and line of sight with the physical Karekki. The Karekki is able to speak through this hologram with remarkable fidelity.

■ **TALENTS:** The Karekki player characters must take "Projected Existence" as one of their starting talents:

PROJECTED EXISTENCE

REQUIREMENT: Karekki

Your true body is small and able to fit in in places Humanoids cannot go. However, you are unable to interact with humanoid-shaped equipment without your holographic projection. Upon taking your first injury, your hologram loses consistency and you cannot interact with any equipment and interacting with people is difficult at best. If you choose to avoid the injury, your hologram continues to function. The hologram is incapable of autonomous actions and requires the true Karekki to consume it's actions to perform actions of it's own.

CODE SWITCHING

REQUIREMENT: Karekki and Holographic Projection Harness

Instead of choosing one simple image to project to the world, you are able to instantaneously change your holographic appearance to a randomized version of any humanoid species. You know how to use this ability to put people you speak with at ease and make them believe (if only subconsciously) that you are just like them. Any time you engage in a social interaction, you can spend two momentum to choose one adjective to add to their perception of yourself. These holograms usually (but do not always) match their biological gender.

TRANSACTIONAL

REQUIREMENT: Karekki, or Gamemaster's Discretion

You grew up in a society where every interaction you've had is transactional and altruism and cooperation are shunned. Any time you engage socially with someone, you can make a Insight+Command roll (Difficulty 2) to find out one material object or earthly experience they desire.

