

HAZARI

THE NEXT GENERATION ERA ONLY

Native to the Delta Quadrant, the Hazari known for their dedicated bounty hunters, trackers, and mercenaries. Descended from a species of ambush predators who hunted in packs, the Hazari are relentless and focused but social. Positioned in a highly populated region of space, Hazari territory is bordered by that of the Malon, Devore, Turei, and Hierarchy. Limited in their ability to expand their territory or garner resources through conquest, the Hazari instead offered their skills as trackers to neighbouring powers. This proved advantageous, and the Hazari found ready employment throughout the sector. Known for their cunning, the Hazari prefer to lure their targets into traps, and are highly coordinated. Where there is one Hazari vessel, there is always more, either supporting the first or preparing a surprise attack. The Hazari pride themselves on the completion of their contracts, and many are more concerned with the challenge of the hunt than the size of the bounty. Most outsiders only encounter Hazari freelancers, and believed the entire species to be bounty hunters. Civilian Hazari possess much the same work ethic, valuing their word and the challenge presented by a task over a reward; the few Hazari who become merchants or command freighters have reputations for integrity and honouring their deals.

EXAMPLE VALUE: Until the Contract is Completed, Nothing Else Matters

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

■ **TRAIT:** Hazari. Reptilian in biology, Hazari are cold blooded and have a slow metabolism, requiring limited food and water. Like most reptiles, Hazari dislike the cold, which makes them sluggish, so in space, they use heated suits to maintain a steady body temperature. Hazari are stubborn and bellicose, preferring to remain active and continually progressing towards a goal. They become impatient during periods of prolonged inactivity.

■ **TALENTS:** The character receives access to the following talents:

CONTINGENCY PLAN

REQUIREMENT: Hazari, or Gamemaster's Permission

Through careful planning and natural cunning, you are prepared for multiple outcomes. Once per mission, when the GM spends Threat to increase the complication range of a Task, you can describe how you prepared for the eventuality to re-roll any number of d20s.

