

LUKARI

THE NEXT GENERATION ERA ONLY

Originally members of the wealth obsessed Kentari species, the followers of the scholar Lukar left their homeworld following painful civil war. After the schism with the Kentari Union, the Lukari journey took several years (as their ships had a maximum speed of warp 2) and became known as "the Great Exodus." Settling on a moon orbiting a gas giant, the Lukari named their new home after their teacher and leader. Upon landing, the small fleet of ships was cannibalized for parts to build homes. Most details of the Lukari's past were deleted from their records, including the location of the planet of Kentar and their route from the Huranzi System. The Lukari Concordium is democracy, with day-to-day governing overseen by the Planetary Council, who is limited to routine or time sensitive decisions. The council holds referendums for more important or unusual decisions or changes to policy. Following their exile, the Lukari Concordium were largely reclusive, eschewing contact with other species; while warp capable, the Lukari had limited interest in exploration, using simple probes to survey neighbouring systems. They had limited diplomatic and trade relations with the Denobulans and Ferengi, and tense contact with the Tzenkethi. In 2410, the Lukari homeworld was threatened by an unknown party, prompting them to request outside aid. Following this incident, the Lukari interest in space travel was renewed, and they began work on a warp capable exploratory vessels.

EXAMPLE VALUE: Trust in Yourself and Not Your Possessions

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

■ **TRAIT:** Lukari. Known for their vibrant pink skin, Lukari have subtle cranial ridges that give their brow a "furrowed" look. The special lacks no body hair save dark, narrow eyebrows. Despite their slender frames, the Lukari possess surprising physical strength, being three times stronger than humans.

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

MIGHTY THROW

REQUIREMENT: Lukari, or Gamemaster's Permission

You know how to use your great physical strength to defend yourself while also incapacitating your opponents. When you succeed at a Melee Attack and take the Shove combat option, you deal half your unarmed strike damage rather than none.

TOXIC RESISTANCE

REQUIREMENT: Lukari, or Gamemaster's Permission

The Kentari heavily polluted their world, filling the atmosphere with poisonous gases and dumping radiogenic compounds in the water. Despite generations as a Lukari, the survival traits passed on by your ancestors remain pronounced. You gain 1 Resistance against damage inflicted by poison or radiation. Additionally, when you attempt a Task to resist the effects of toxins or radiation you may re roll a d20.

