

TZENKETHI

THE NEXT GENERATION ERAS ONLY

Aggressive and territorial, the Tzenkethi Coalition is led by a ruler known as the *Autarch*. The Tzenkethi government is a kratocracy, and the Autarch retains their position for as long as they can hold onto power, which transitions via coups. Under the Autarch are a series of appointed ministers, known as *Tzelnira*, whose job is to maintain order during shifts of power. The Tzenkethi have a well-earned reputation for pragmatism and ruthlessness, with mercy only being granted to those who earn it. Tzenkethi have little respect for weakness or frailty, but acknowledge cunning as a variant form of strength. Early in the 24th Century, the Tzenkethi engaged in several skirmishes with the Klingon Empire and even fought a border war against the Federation. Following these defeats, the Tzenkethi withdrew behind their borders, participating in little diplomacy for the better part of a century. The Tzenkethi retain lingering animosity over their war with the Federation, and the Coalition engages in regular propaganda that paints the United Federation of Planets as immoral: a source of chaos, dissidents, and illicit chemicals. The Tzenkethi government considers the Federation's method of government—where all members and people have a voice—as tantamount to anarchy, and view Federation values as subversive. All Tzenkethi who leave their home world heavily armoured, with soldiers wearing defensive body armour with build-in weaponry and equipment. Specialists have additional equipment built into their armour, such as sensors, surgical equipment, or heavy mortars.

EXAMPLE VALUE: Might is the Only Right

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Reason

■ **TRAIT:** Tzenkethi. Large reptilian beings, the Tzenkethi have four arms: two large heavily-muscled arms and two smaller arms with nimble hands. Tzenkethi lack bones and their skeleton is made up of several fluid-filled sacs that can be expanded or contracted, allowing individuals to grow and shrink. Their skin is thick, comparable to a rhino's, while their backs are covered in thick chitinous plates.

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

EXTRA-ARMS

REQUIREMENT: Tzenkethi

You know how to use your twin sets of arms with coordination and efficiency. On your turn, you can take an additional Minor Action, which can only be used for the Draw Item or Interact Minor Actions. Additionally, you add the Vicious 1 effect to your Unarmed Strike.

