Prellarian

2371 or beyond

Prellarians, native to Prellar (Beta quadrant), are a race of squat, well-built humanoids, averaging less than 1.2m in height. They have a have a strong religious nature, & whilst they are highly secretive about the exact nature of their beliefs, it is known that they revere certain metals & minerals, particularly those used in the construction of gravitic devices. In Starfleet & the Federation, they are valued for their technical expertise, but have a reputation for being overly safety conscious. Their martial expertise is also valued, particularly in Starfleet, but other governments & organizations, such as the Orion Syndicate, have been known to employ them as mercenaries. Much to the embarrassment of their government, which is currently petitioning for full membership of the Federation. Males are warriors & the females are the Engineers or Scientists.
Names: Male given names are mono-syllabic & coarse while the female is multi-syllabic & musical. Surnames are names of metals & minerals.

EXAMPLE VALUE: *Move or be moved.*
Engineer/Scientist Attributes: Daring+1, Fitness+1, Reason +1

Attributes: Warrior: Control+1, Daring+1, Fitness+1.

TRAIT:
They have a proud warrior tradition, and a strong cultural love of histories, especially oral ones. Most receive training in Weapons, First Aid or Zero-G during their childhood. One is chosen as a bonus focus upon PC creation. Due to their extremely dense bone structure, they have a Resistance of 3 vs Non-lethal, Blunt, & Energy (not energy weapons) damage & they cannot suffer the Knockdown effect.

Talents:

Prellarians, or with GM's permission.

Athletic [Required]

Requirement:
They are comfortable in environments of up to 5Gs. Gravity does not affect them physically. They are much stronger & have more endurance than most known species. They lower the Difficulty of Fitness tests by 3, minimum of 1, & gain 2d20 for any tasks requiring any form of Athletics.

Gravitic Specialist

Requirement:
They mastered gravitic technologies early in their development. When using the Engineering or Science Discipline, you may add 1D20 to your rolls. When dealing, specifically, with Gravitics, you lower the Difficulty b 3, minimum of 1.

Requirement: