Lolok

2371 and Beyond (Shackleton Expanse)

The Lolok, native to Zerus III, are a primitive, deeply spiritual people & pacifists with one exception. They are violently intolerant of those behaviors they consider Tralle. The Tralle are people who knowingly commit an act that prevents the perfection of the natural world, by defiling nature in some way which there is no commonly accepted definition as to what is or is not Tralle. They will behave aggressively toward people who mark themselves as Tralle They view it as an abomination that must be removed at all costs. Fortunately, they will go out of their way to warn those who seem likely to offend. The Lolok have a strict code of honor in keeping with their religious beliefs. Bystanders are totally innocent & may not be harmed. A Tralle's bodyguards may be harmed but not killed; only the Tralle may be killed, & tha must be merciful.
Names: They have a personal name followed by a family name. & often a cla name as well. In addition, many take a nickname when coming of age.

EXAMPLE VALUE: *We strive to be a part of the perfection of the natural world.*

Attributes: Daring +1, Insight +1, Reason +1.

TRAIT:
The Lolok are bipedal humanoids with darker skin tones. They have highe levels of Melanin to offset the effects of UV radiation. Their respiratory system is very good at filtering out irritants & poisons from the air. The ai of their homeworld is unbreathable to most humanoids due to organic chemicals that taint its atmosphere.

Talents:

Lolok, or with GM's permission.

Resistant to Poison

Requirement:
A Lolok's biochemistry is resistant to organic toxins like those found on their homeworld. They reduce the Difficulty for organic toxins by 4, minimum of 0.

Unusual Biochemistry

Requirement:
Lolok do not react as expected to most drugs. They increase the Difficult by 3, maximum of 5, to have an adverse reaction to an administered drug

Artists

Requirement:
The Lolok are artistic & an average citizen produces some form of fine ar objects as a major part of their daily lifestyle. They gain 1d20 bonus to any Crafting tasks.