Umangalian

2371 and beyond

Umangalians are a race with a short lifespan (mid 30s), with harsh conditions on their homeworld. They are an emotional people & quite capable of violence. They are very generous with their praise & supportive of those who fail. Their nictitating membranes are prominent, giving them a cross-eyed look. They are omnivores. Offspring develop very quickly, acquiring adult features at ~8 years of age, reaching adulthood at 16. They are perfectly cordial to any other species they meet. Most are driven by superstition & the need to earn self-esteem. They have 2 factions: The Impiety: are a suspicious lot & blame all their woes on 'bad luck; whereas, the Essentialists: actively seek out challenges & do their best to excel. They are the most outgoing & risk-loving. These are the ones commonly to be found off-world.
Names: A given name preceding a family name. The family name is inherited from the mother rather than the father, neither partner changes the family name when entering a marriage.

EXAMPLE VALUE: *All risks are worth taking. There is no other way to experience life.*

Attributes: Daring +1, Fitness +2.

TRAIT:
Umangalians have nictitating membranes, retractable nose & mouth filters, massive skeletons, & beefed-up circulatory & respiratory systems. They are short [5ft & 200lbs] & barrel-chested, with limbs like tree trunks, ending in big hands & feet. They have dark skin & no hair whatsoever. Eye color is brown. The overall effect makes them strong, tough, & resistant t radiation. Unarmed Attacks: +3CD instead of +1CD.

Talents:

Umangalian, or with GM's permission.

Environmental Protection]Required]

Requirement:
Umangalians are resistant to all forms of radiation. You reduce the Difficulty of being affected by any form of harmful radiation by 2, minimum of 1. Due to the nose & mouth filters, the same applies to environmental particulates that have harmful effects to air-breathers.

Emboldened

Requirement:
When using Security Discipline for any tasks, you add 1d20 to your rolls. Your Unarmed attack consists of a slap which inflicts +3CD instead of 1. Automatically inflicts a Knockdown (if applicable) & stuns an opponent for the remainder of the scene.

Requirement: