

KIITH MANAAN

Members of Kiith Manaan are carefree and free-spirited. A Manaani is also quick to try new things or volunteer for a new procedure, always eager to have new experiences.

Name: Jariin Manaan **Role:** Pilot

Upbringing: Artistic and Open

Environment: Wandering Settlement

Rank: Lieutenant

Armor Rating: 1

Max Stress: 10

1 2 3 4 5
6 7 8 9 10

Injury

Attributes

Agility 10	Brawn 08
Coordination 10	Insight 10
Reason 08	Will 10

Skills

Combat 02	Command 01
Engineering 02	Exploration 03
Flight 04	Medical 02

Focuses

Historical Art
Navigation
Evasion Techniques
Unfamiliar Flight Crafts
Emergency Medicine
Expert Pilot

Defining Aspects

My Wandering is Often Seen as Indecisiveness.

I've dabbled in many careers before this one.

A creative solution is usually the best one.

Truths

Kiith Manaan. Kiith Manaan are renowned as traders and entertainers, with many having broad skills and an even bolder personality. For those that moved away from trade, the need to broaden their horizons turns them into diplomats, ship engineers, and pilots. They are an adaptable people who thrive on challenge and new experiences.

Weapon	Stress Rating	Range and Type	Effects	Qualities
Combat Knife	4	Reach	Vicious 1	Debilitating
Composite Pistol	5	Close		
Unarmed	2	Reach	Knock-down	

(Additional dice from Combat skill have been added here already for you)

Talents

Truth of the Trade

You receive the Expert Pilot truth. Whenever this truth would affect a skill test and that test generates Momentum, you generate an extra point of Momentum.

Fly-By

Whenever you use the Additional Skill Test Momentum spend to make a test using one of the ship's attributes, you do not increase the difficulty of the second task.

Adaptable

You may always use Flight instead of Engineering when attempting to assess a problem or repair damage to a ship.

Pilot Talent

When operating or repairing technology associated with ships, you may always use your Flight skill instead of Engineering.

Troubleshooting

When you use Engineering as part of a successful test to understand an unfamiliar system or technology, you may ask the gamemaster one free question relating to your assessment, as per the Obtain Information Momentum spend.

Equipment

Goggles: In situations where environmental conditions would effect vision, such as high winds or debris, the difficulty of any tests relating to vision are decreased in difficulty by 1. If you would take damage from such a condition, these goggles give you a single point of armor.

Non-Plated Body Armor: +1 to Armor Rating

Emergency Breach Patch: A small palm-sized stick containing a chemical compound used to temporarily patch small-scale damage in a ships hull or substructure, or any solid object. The stick is snapped, activating a chemical reaction between the two compounds and it is then pushed into the hole. Providing the hole itself is no larger than the size of a fist, the compound will expand within moments to completely fill and seal the breach. This repair is only temporary however, and will become brittle over time.



KIITH NABAAL

It is commonly said of the Naabal that they carry a hidden strength in their poise and attitude. They make excellent and diligent officers, getting the job done no matter the cost for the sake of staying ahead of defeat.

Name: Inann Nabaal **Role:** Technical Operations Manager

Kiithid Background: Naanal
Upbringing: Travel and Trade
Environment: Capital City of Tiir
Rank: Lieutenant

Armor Rating: 1

Max Stress: 8

1 2 3 4
5 6 7 8

Injury

Attributes

Agility 08 **Brawn** 07
Coordination 12 **Insight** 09
Reason 09 **Will** 09

Skills

Combat 01 **Command** 04
Engineering 05 **Exploration** 01
Flight 02 **Medical** 01

Focuses

Composure
 Espionage
 Ship Engineering
 Nabaal History
 Leadership
 Jury Rigging

Defining Aspects

Peace is always preferable to violence.

The details are crucial to making any decision, and I examine them carefully.

I take responsibility for the morale of my crew.

Truths

Kiith Naabal. *Your people have an aversion to violence except in defense of the advancement of kiithid society. Pushing for this advancement is at the core of your kiith, though they prefer to do so away from the spotlight.*

Weapon	Stress Rating	Range and Type	Effects	Qualities
Combat Knife	3	Reach	Vicious 1	Debilitating
Composite Pistol	4	Close		
Unarmed	1	Reach	Knock-down	

(Additional dice from Combat skill have been added here already for you)

Talents

Pacifist at Heart

Your people were self-declared pacifists until intervening to stop the horrors of the Heresy Wars. Now that those days are over, your people still find peace preferable to bloodshed. You gain 1 bonus d20 on tests to persuade those who would resort to violence to find a peaceful solution. If successful, you create an advantage that aids in keeping the peace.

Technical Operations Manager Talent

When making a test to repair, modify, or jury-rig a piece of equipment or a system that you are unfamiliar with, you may reduce the difficulty of the test by 1.

Coordinated Leadership

Once per round you may use the Prepare minor action to grant an ally a minor action of their choice (performed immediately). You must be able to communicate with this ally.

Dedication

You may spend a Fortune point before attempting a skill test where you have an applicable focus. If you do so, you score two successes for each die that rolls equal to or less than twice the character's skill, instead of the skill's normal rating.

Equipment

Goggles: In situations where environmental conditions would effect vision, such as high winds or debris, the difficulty of any tests relating to vision are decreased in difficulty by 1. If you would take damage from such a condition, these goggles give you a single point of armor.

Non-Plated Body Armor: +1 to Armor Rating

Weapon Repair Kit: Use Limit 1, Reduces the difficulty of repairing a broken weapon by 1

Wrist Computer: A small screen strapped to the wrist. Connecting wirelessly to communicate within a ship, and to receive updates from Fleet Command and Intelligence. The wrist computer can also interface with other computers allowing the download and transfer of information.



KIITH PAKTU

Kiith Paktu is a clan full of hope and innovation. Independent and headstrong, a Paktu needs to either be in charge of the situation or have their role clearly defined for them so they can handle their tasks as they see fit.

Name: Daariu Paktu **Role:** Chief Medic

Upbringing: Technology and Science

Environment: The Southern Lands along the Majiirian Sea

Rank: Lieutenant

Armor Rating: 1

Max Stress: 14

1 2 3 4 5 6 7
8 9 10 11 12 13 14

Injury

Attributes

Agility 08 **Brawn** 09
Coordination 09 **Insight** 08
Reason 10 **Will** 10

Skills

Combat 02 **Command** 01
Engineering 01 **Exploration** 04
Flight 01 **Medical** 05

Focuses

Emergency Medicine
Field Surgery
Stealth
Rough Terrain
Survival
Tracking

Defining Aspects

I Prefer the Freedom of Open Spaces
Admire Strong Leaders
I take it as a point of pride that I have never lost a patient

Truths

Kiith Paktu. As Kiith Paktu you are resilient and strong in the face of adversity, always finding a way to overcome what is in your way.

Weapon	Stress Rating	Range and Type	Effects	Qualities
Combat Knife	4	Reach	Vicious 1	Debilitating
Composite Pistol	5	Close		
Unarmed	2	Reach	Knock-down	

(Additional dice from Combat skill have been added here already for you)

Talents

I Can Smell the Sea

The motto of the Paktu is enough to give anyone strength when they need it most. Whenever you assist another character using your Will attribute, the character being assisted may re-roll 1d20.

Survivor

Kiith Paktu have always been hopeful and resilient even in the toughest of times, continuing after others would not. You increase your maximum stress by 3.

First Response

When you attempt the Treatment task during combat, you gain a bonus d20. Further, you may always succeed at cost, with each complication you suffer adding +1 to the difficulty of healing the patient's injury subsequently.

Specialization

When your Survival focus would apply to a test, each die that would generate 2 successes also generates a point of Momentum. This Momentum cannot be saved in the group pool, but instead must be spent immediately on a Momentum spend relevant to the test made, such as (but not limited to) Create Truth, Obtain Information, or Inflict Extra Stress.

Chief Medic Talent

When making tests to heal a character's injury, you gain 1 bonus d20—counting as your first die bought—on the test.

Equipment

Goggles: In situations where environmental conditions would effect vision, such as high winds or debris, the difficulty of any tests relating to vision are decreased in difficulty by 1. If you would take damage from such a condition, these goggles give you a single point of armor.

Non-Plated Body Armor: +1 to Armor Rating

Medics Toolkit. Use Limit 3, Lowers the difficulty of tests by 1 that would benefit from the use of the toolkit



ORA

KIITH S'JET

Many S'jet are thinkers and scientists, preferring to use their skills and attributes in the pursuit and use of knowledge. It is a mistake to characterize the S'jet as meek and humble—on Kharak it is a saying to never underestimate the silence of a S'jet in dire times.

Name: Kajaa S'jet **Role:** Researcher

Upbringing: Technology and Science

Environment: Capital City of Tiir

Rank: Lieutenant

Armor Rating: 1

Max Stress: 8

1 2 3 4
5 6 7 8

Injury

Attributes

Agility 07	Brawn 07
Coordination 10	Insight 10
Reason 11	Will 09

Skills

Combat 01	Command 02
Engineering 03	Exploration 04
Flight 01	Medical 03

Focuses

Kiith History
Computer Systems
Kiith Politics
Triage
Persuasion
Unfamiliar Technology

Defining Aspects

I am determined to make my way into the history books
Preservation of history is key to developing for the future
I love to teach others and introduce them to new ideas

Truths

Kiith S'jet. As a S'jet, you value research and exploration. Your kiith is a well-respected one.

Weapon	Stress Rating	Range and Type	Effects	Qualities
Combat Knife	3	Reach	Vicious 1	Debilitating
Composite Pistol	4	Close		
Unarmed	1	Reach	Knock-down	

(Additional dice from Combat skill have been added here already for you)

Talents

Theoretical Knowledge

Your theoretical knowledge encompasses many subjects, even those you don't have practical experience in.

Once per scene when a test would be made more difficult because you lack understanding of a subject and you succeed on that test, you may ask the gamemaster two free questions, as per the Obtain Information Momentum spend.

Deep Study

The first time you spend one or more Momentum on the Obtain Information spend in a scene, you may ask one additional question of the gamemaster.

Experienced Mind

You may always use Exploration instead of Command to persuade, convince, or deceive as long as your technical, scientific, or exploratory knowledge can be used to create a plausible argument.

Researcher Talent

Once per session, you may declare that you have experience in a specific field of study. Gain this as a temporary focus until the end of the session.

Equipment

Goggles: In situations where environmental conditions would effect vision, such as high winds or debris, the difficulty of any tests relating to vision are decreased in difficulty by 1. If you would take damage from such a condition, these goggles give you a single point of armor.

Non-Plated Body Armor: +1 to Armor Rating

Researchers Kit: Use Limit 3, Lowers the difficulty of tests by 1 that would benefit from the use of the toolkit.



KIITH SOBAN

Few can compete with Kiith Soban in the area of warfare and tactics, as the kiith has honed its trade to perfection. Members of Kiith Soban immediately impress with their professionalism, poise, respect, and strength.

Name: Majiir Soban **Role:** Chief Security Officer

Upbringing: Mercenary

Environment:
Capital City of Tiir

Rank: Lieutenant

Armor Rating: 2

Max Stress: 17

1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17

Injury

Attributes

Agility	09	Brawn	12
Coordination	10	Insight	08
Reason	07	Will	08

Skills

Combat	05	Command	02
Engineering	01	Exploration	02
Flight	02	Medical	02

Focuses

Melee Combat
Tactics
Disguise
Hand Guns
Chain of Command
Gaalsien Tactics

Defining Aspects

Always ready for a fight
Stealth is as important to a fight as being overt
People assume I'm stoic, but I'm very light hearted

Truths

Kiith Soban. *You believe that kiith who ignore the needs or the pain of their people are no true kiith.*

Weapon	Stress Rating	Range and Type	Effects	Qualities
Composite Pistol	8	Close		
Long Blade	8	Reach	Vicious 2	
Unarmed	1	Reach	Knock-down	

(Additional dice from Combat skill have been added here already for you)

Talents

Taking the Red

In order to "take the red" and join Kiith Soban, you had to endure the ceremony of having your previous kiith colors ripped from your body. If you need, or are hired, to pose as a member of another kiith, the difficulty of any tests to keep your deception hidden are reduced by 1 to a minimum of 1.

Formidable

Your people are highly prized warriors and commanders who make formidable opponents. When you succeed at making a melee attack, you inflict an additional point of stress.

Morale Boost

Whenever you assist an ally using Command, the ally you assist may re-roll a single d20 in their dice pool.

Survivalist

You may reduce the difficulty of tests to navigate and overcome dangerous terrain or environmental conditions—such as difficult climbs, unstable flooring, or maneuvering in zero gravity—by 1, to a minimum of 0.

Chief Security Officer Talent

Once per scene you may use the Additional Minor Action Momentum spend at no cost.

Equipment

Goggles: In situations where environmental conditions would effect vision, such as high winds or debris, the difficulty of any tests relating to vision are decreased in difficulty by 1. If you would take damage from such a condition, these goggles give you a single point of armor.

Hard Plated Body Armor: +2 to Armor Rating

Weapon Repair Kit: Use Limit 1, Reduces the difficulty of repairing a broken weapon by 1

