

Dark Colony LRP

K'mar Character Creation

Originally created 22-05-2016

Version 1.1 dated 16-09-2019

Changes to suit new alien races, photos

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Building a K'mar Character:

First the most important thing about playing a K'mar is you need to have read their background information, ideally seen them in play and dress like them. A detailed K'mar Background along costume guidance is can be found towards the end of this document.

Some basic concepts about The K'mar you should know

They are physically inferior to humans, for that reason they have no skills to physically enhance their hit points.

They are mentally tougher than humans and have psionic abilities.

They store their memories and do many other things with crystals.

Because of their psionic and crystal abilities they have never needed to develop complex machines.

They are not pacifist, but their aggression is reduced and hidden by their mental skills and culture.

They may not have built electronic devices but they understand the sciences of world as well as humans.

They may understand genetics but have never genetically modified themselves.

There are many human skills, knacks and pieces of colony equipment the K'mar could use, but that would dilute the way want them portrayed in the game, so these are not offered in this K'mar character creation document. For that reason please only use choices on the document for K'mar character creation and advancement, you should note even some of the skills have less knacks available.



The starting character:

All new K'mar characters have the following abilities as standard:

- 1 Hit points (HP) to the torso, 1 Hit point (HP) to each arm and leg. K'mar are weaker than even an average Human. K'mar have the same 5 minute Deathcount as Humans.
- You do simple arithmetic, but the K'mar do not read or write any language. You can speak K'mar and project simple images into the mind of someone close. Player K'mar can speak disjointed human.
- 200 points of Perks to spend on skills, equipment and Psionics . Spend it all.
- At least six points of character flaws. You can have a few more if you wish but must have at least 6 points worth of flaws. You automatically also have the flaw superstitious on top of your other 6 points of flaws
- A Radiation Score (RADS) of 0, this represents how much harmful radiation you have been exposed to. K'mar are affected more easily than Humans so have a maximum limit of 4 RADS.
- A Vitality Score of 6, this represents your immune system and natural good health. K'mar start with 1 more than humans. As K'mar are not initially infected by the Quick, if you 'die' without ever being bitten or infected through other means you will NOT become one of the Quick
- A K'mar memory facet, which must dangle near where a human heart would be, this is also where their higher brain function and psionics generate from.
- Due to their physiology K'mar are Immune to physical Subdue attacks (from the Incapacitate Skill). Other forms of Subdue (Drugs, Electrical Shock, Psionics etc) work as normal.



Perks

Perks come in several flavours, each costing a different amount of points.

The cost for each Perk is listed in brackets () next to the Skill, Knack, Equipment or Psionic Skill.

Starting characters have 200 points to spend on Perks as they wish.

There is no requirement for a certain archetype to be followed; you are free to purchase any combination of Perks you wish as long as you have the points to afford them.

There is also no restriction on how many Perks you allocate to Skill, Knack, Equipment, or Psionics, you can even spend all your Perks on one area such as Equipment if you wish.

K'mar do not use technology as Humans do, so when taking Skills and Equipment note that there is a slight 'twist' as to how they learn, study and use things.

This is an aesthetic difference only however, for gameplay purposes the Skills work in the same way.

For example:

Technical Skills: K'mar would not use Power Tools to fabricate something, they would use a combination of basic manual tools, crystals and psionics.

Medical Skills: K'mar do not use medical sensors and other tech equipment, they would use a combination of basic tools, herbs, crystals and psionics.

Skills: things your character is an expert at.

Knacks: these are tweaks to Skills, you need to learn the related Skill before you can learn any of the Knacks. It is not compulsory to buy any Knacks for a Skill, spend your perks as you wish, however it is compulsory to have the skill first.

Equipment and Resources: items you possess that give you an advantage in game such as guns.

Psionic Skills: These are only available to K'mar characters. (Humans and most others races do not have physiology to learn these)

Note for more detailed explanations of Skills Knacks etc. please read the main character creation document



Skills:

Technical Skills– Choose one of the following areas as your Technical Skill. You can buy as many technical skills as you have points of Perks to do so. How long it takes to use the skill in play will be advised by the ref you ask, this may also be altered by a bead draw, but if you're not told the default is one hour to repair something and 4 hours to build something. You may also need to take a bead draw to determine how good what you have created is, how long any repair may last, or even if it is possible at all, this is particularly true when trying hack programs or defuse explosives.

Structural Engineering Skill(25) – You have the knowledge of building, repairing and reinforcing buildings and small structures like bridges and the like. You know how force distributes and how to resist it.

Fabrication Skill (25) – Whether through crude blacksmithing or 'or using crystals and psionics, you have the knowledge of manufacturing complex parts or bulk material components. You can also work with repairing armour and melee weapons and similar tools

Carpentry Skill (25) – You have the knowledge and skill to select timber, shape it and use it to perform joinery and construction. With the appropriate Structural Engineering you could even construct buildings. You can also work with repairing bows, crossbows and with the correct equipment and resources you could manufacture more ammunition.

Technical Skills all share the same Knacks but each Knack must be purchased separately for each Skill i.e. if you choose the bodger knack you must allocate it to a technical skill and call it by the skill its applied to e.g Fabrication Bodger knack, if you also have the Carpentry skill this does not mean you have the Carpentry bodger knack, you must buy it again for Carpentry.

Bodger (5) – Bodger Knack : While most serious repair work will take anywhere from a quarter hour to many hours, a skilled jury rigger can bodge together a quick fix. This will only take five minutes and will only run for an hour or so but might just buy you your life. Buy for each technical Skill

Gasher (5) – Gasher Knack: Any idiot can break something, but you know how to stop something working for just long enough to achieve your aims, best of all. You can reverse the damage and make the disabled device live again... Buy for each technical Skill

Maker (5) – Maker Knack : You are a demon worker. Your practiced hands fly around the work so fast that normal people can barely follow your progress. Halve all of your technical skill times i.e. the time quoted by the ref also halve the bodging/gashing times. Buy for each technical Skill

Linguistics Skill (25) – Spend enough time around a spoken language and you will start to understand its basic meanings, you will be able to make yourself understood although very crudely and open to mistakes. Note K'mar do not have the brain function adapted to understand and produce written words of their own or any language.

Fluent in _____ * (5) – Fluent in Knack: You can choose a language that you have encountered, you are able to become fluent in that language provided you dedicate the time and are able to get consistent exposure to it i.e. you cannot learn a language if there is no one about speaking it. Note while you can speak the language, it does not mean you have a full comprehension of the concepts behind things being said, that would require the Archaeology & Anthropology Skill.

Knowledge Skills – You are an expert in a subject area and can carry out craft skills associated with it. You can buy as many knowledge skills as you have points of Perks to do so. If you wish ask a question speak to ref who will give you a bead draw. If you wish to carry out research ask a ref who will advise you how long your research will take, this may be by bead draw, you can then go off roleplay carrying out the research or save it for later time, the ref may give you the result there and then in which case you can't inform others until complete or may decide to advise you later once the time has been spent.

Botany and Ecology Skill (25) – You are an expert in plant biology and the science of ecosystems and interacting organisms.

Forensics Skill (25) – You can investigate the minute evidence left behind at a crime scene and draw conclusions from it. Every contact leaves a trace and you are the one to find it.

Geology and Earth Sciences Skill (25) – The study of the properties of rocks, earths, ores and attendant metals. Knowledge of the processes of tectonics and associated phenomena (earthquakes, volcanos etc.).

Psychology Skill (25) – You understand the processes of the mind, of the breaking points and the tell-tale pathologies that indicate underlying damage. With enough time and effort you can even cure some of these poor afflicted people.

K'mar History Skill (25) – You have the learning and experience to research or even recall historical details of Distant Earth.

Archaeology & Anthropology Skill (25) – You are adept at investigating the long buried past and drawing conclusions from condition and context. You study populations and their cultures and gain knowledge of their practices and beliefs from their remains and stories.

K'mar Theology and Philosophy Skill (25) – While not necessarily being faithful yourself you have made considerable study of faiths and their believers. You are familiar with philosophical principles and can examine new and emergent faiths and philosophies to recognise their founding principles.

K'mar Physiology Skill (25) – You are an expert in the organs and processes of the K'mar torso.

K'mar Crystals (25) - You are expert in K'mar crystals, how they work, what they can potentially do, altering them is beyond you however at present.

(Race Name) Knowledge Skill * (25) – You have studied the basic history, motivations, characteristics, some biology/physiology of the named race. The named race must be one the playable races (unless special agreed with the refs) as a K'mar you will never know as much as a member of the named race. This skill can only be applied to a character that has survived one game. You can buy this skill multiple * times for each race you wish to study.

Knowledge Skills all share the same Knacks but each Knack must be purchased separately for each Skill e.g. if you choose the Nerd Knack you must allocate it to a Knowledge Skill and call it by the skill its applied to i.e K'mar History Nerd knack, if you also have the psychology skill this does not mean you have the psychology nerd knack, you must buy it again for psychology.

Specialist (5) – Specialist Knack: You are genuinely an expert in your field. Anything you are attempting will be faster and more precise than lesser minds could achieve. Halve all research times quoted by a ref.

Nerd (5) – Nerd Knack: You've kinda dedicated your life to this field. No detail escapes your knowledge and you can perform calculations and cogitations in your head that would fox someone with a calculator. Even the bead bag is more forgiving and will allow you to redraw a bad result with another five minutes hard thinking!

Mind Over Matter (10) - Unlike most people you have the option to move and fight normally while on your deathcount. Be sure to act badly wounded and fatigued. You can use no other skills or knacks while using Mind Over Matter. This has no effect on other crippling damage only deathcount. The downside is that every minute you spend using Mind Over Matter will cause you more damage and will be represented in your healing bead draw. If you are still using Mind Over Matter when you hit the end of your death count then you drop unconscious and are in very serious trouble...

Focused mind (20) - Focused mind Knack : Normally with mind over matter you cannot use other skills or knacks, with focused mind you can so tune out what is your dying bodies problems, you can continue to use other abilities.

Pathfinder Skill (30) – You can follow tracks and trails in soft ground in good weather, you know the local area well and can safely lead small groups through the wilderness.

Tracker (10) – Tracker Knack: No matter how bad the conditions you can follow the trail. In good weather you can follow trails over hard ground too.

ID Tracks (5) – ID Tracks Knack: Not only can you follow trails, you can recognise tracks that you have come into contact with before. You can tell the number and laden status of the tracks. In short, you not only know where they went but who they are.

Rad sign (5) – Rad Sign Knack: Identification of 'possible' radiation hot zones by identifying terrain/vegetation damage.

K'mar First Aid Skill (20) – You know the basics of first aid, clearing airways, applying pressure to bleeding wounds and the like. If you are working on someone (pressing a wound for example) then their deathcount is stopped. If you are attacked and have to stop then it starts right back up!

Stabilise (5) – Stabilise Knack: With five minutes quick effort you can patch someone up sufficiently that they can be moved safely. The deathcount still remains stopped while you stabilise.

Resuscitation (5) – Resuscitation Knack: You can safely wake up people knocked out with non-lethal damage (subdue or unarmed combat) and if someone's heart has stopped for whatever reason then you know CPR and can restart it. Using this on someone who has gone over their Deathcount continually until someone can treat them, this can potentially modify the bead draw in the patients favour

Non K'Mar 1st aid (10) _____ 1st aid Knack: You have learned how to apply your K'mar 1st aid skills to a named playable race

Treat K'mar Wound Skill (40) – You can sew most wounds, and treat combat damage. Using appropriate physrep's you can clean injuries, stitch wounds shut and bandage the resultant work to prevent disease. Consider this a battlefield medic level of treatment although a lot of people have had to learn this skill to allow their families to survive in this harsh world. Beyond this level you need a Surgeon! Healing takes 5 minutes per hit point healed. Remember that multiple medics can work on a person at the same time to speed things up. K'mar will focus healing through a crystal as well as sew and bandage.

Doctor (20) – Doctor Knack: Having made careful study of medicine and practiced treatment extensively you have reached the point where you can consider yourself a doctor. You can examine K'mar patients to determine diseases and know the relevant treatment to cure them in time, the disease must be known for you to be able to identify the symptoms. Furthermore, with the months of practice treating wounds you can sew and pack more efficiently and speed people's recovery. You can now treat 1 hit points every 2 minutes, effectively halving the total time for treatment. Field medic can increase this further.

Surgeon (20) – Surgeon Knack: You are the last hope for the most seriously injured. People past their deathcount, with multiple severe injuries and the like really need a surgeon! You can reset bones, relocate dislocations, repair deep wounds and the like. Refs have discretion for when a surgeon is their only hope. Note surgery normally requires taking the patient back to base.

Field Medic (10) – Field Medic Knack: Your skill and dexterity is wondrous to behold. Knots and cuts fly almost faster than observers can follow. The time taken to perform medical actions from the Treat Wound skill and attendant knacks is halved.

Treat Non K'Mar Wound (40) Treat _____ Wound Knack: With this knack you have gained enough understanding of the named races physiology to be able to apply your K'mar treatment skills to a named playable race

Equipment and Resources:

Note for more detailed explanations on equipment please read the main character creation document, however K'mar can only use equipment from this list.

Legal trade goods supply (10) – Provides equivalent of 20 perks worth of trade per game

Illegal trade goods supply (10) – Provides equivalent of 40 perks worth of trade goods per game but cannot be traded for legal goods listed on trade notice boards and may provide other troubles

Torch (5) - A basic, high quality, electronic light source. Using kinetic charging to retain a supply of power forever.

Crystals - Note unless it says otherwise crystals only work in the hands of a K'mar

In order for a crystal to work there must be a K'mar focusing on it. For example a Healing Crystal carried by a K'mar will not automatically Heal them if they are knocked unconscious.

Empathy Crystal (10) This is used by K'mar doctor to help them find parts of the body not working properly, it does not give exact levels of blood oxygen and toxins like a medical sensor or record them for future analysis. but a practised K'mar doctor could interpret the results in a similar fashion.

Healing Crystal (10) This crystal will heal 1 hit point to a location if left on or held over the damaged area by a K'mar for 1 minute. One use per game. If used by a K'mar with the relevant Treat Wounds skill for the patient, this crystal may instead be used to absorb 1 point of Radiation damage (reduce RADS by 1). Note when used like this the Crystal acts like a dose of 1,3-L-HOPAMine, it takes the same time and counts against the limit to losing no more than 2 RAD points per event.

Purity Crystal (5) This crystal will absorb poisons into it when directed by a K'mar with treat wounds skill, it takes about 10 minutes. To use the same crystal on Humans or others races they would need to have the Treat _(insert race)_ wound skill or knowledge of their Physiology. One use per game.

Pain relief Crystal (5) This crystal will act like a pain killer (they gain the skill mind of matter) when directed by any K'mar . To use the same crystal on Humans/other races they would need to have the the Treat _(insert race)_ wound skill or knowledge of Physiology of the patient can be used instead. One use per game.

Clarity Crystal (5) This can be used by K'mar or other playable races to clear thoughts for one encounter. While cleared all mental flaws drop, you are no longer effected by things that cause fear or confusion, however you can still be mentally probed, stunned or controlled. This crystal must be against a K'mar chest or a the brain area of another race such as human forehead head to work. One use per game.

Bonding Crystal (5) A Crystal that can be bound to other Bonding Crystals owned by the other K'mar. Linked Bonding Crystals allow an awareness to the general location/direction of linked K'mar and possibly their state of mind. Each crystal can be part of one 'familial unit', to be a part of more than one such bonded group you would need a separate Crystal for each. Note that there are potential side effects where things affecting someone with a Bonded Crystal could affect those who are linked to them.

Psionics

Being able to focus the mind to the point at which you can affect your reality is the skill of the K'mar.

Using psionic foci – usually crystals – the K'mar channel their thoughts and intents to do their bidding. The following powers can be bought like skills and knacks and should be thought of in the same way.

The K'mar use devices and larger foci to combine their powers for greater effect. There may well be far more to this discipline than meets the eye...

It should be noted that many Psionic abilities will not work against anything without a living biological brain.

Invade Thoughts Skill (30) – The ability to read surface thoughts is one of the more straightforward psionic tricks. Using a psionic focus in contact with the target the user concentrates. The uppermost thoughts of the target are apparent to them. There are tricks such as thinking of songs or images that can disrupt this but if questions are asked by a third party it is often difficult to resist answering in your mind! You can only keep this up for five minutes or so at a time as it is exhausting and it needs a couple of hours rest to refocus the mind to try again. It should be noted none of these abilities work against anything without a living biological brain.

Deep scan Knack* (10) – Deep scan Knack : once per day with some discomfort to both user and target, some Psionic users can strip into deeper thoughts. This allows them to search for the information they need rather than just reading the surface. This also allows them to read the surface thoughts of a target even through practiced resistance.

* May be purchased multiple times to allow you to Deep scan more than once per day.

Compel * (10) – Compel Knack : the psionic places a hand on the target and forces a one word command through their mind (like “Stop!” to halt them in their tracks “Drop!” to force them to release something or “Fall!” to knock them to the ground. The effect is only momentary but can grant an advantage The effects of Compel should only last 2-3 seconds. So a 'Sleep' does not keep someone asleep until woken.

Call is “Compel” followed by the command.

* May be purchased multiple times to allow you compel more than once per encounter

Resist probe Knack * (5) – Resist probe Knack : once you know how to invade a mind it is fairly straightforward to build defences to resist mind probes, once per encounter you can prevent a scan of your surface thoughts or prevent a deep scan from getting anything but surface thoughts. Also resist compel knack

* May be purchased multiple times to allow you resist scans more than once per encounter

Interrogate Memory facet (5) – Interrogate Memory facet : With this skill you can pick up a dead K'mar memory facet and temporally absorb the most recent memories of dead K'mar, take 5 minutes and can reveal brief glimpses of the last hour of the K'mar life.

Neural Disruption Skill (30) – When you know how to focus the power of neural energy, knocking out another is not so hard. Once per encounter you can place a hand on a target and unleash a surge of energy. This acts like a taser for neurons and subdues the target as per the Incapacitate knock Subdue. The only difference is that the target can be aware of you. It should be noted none of these attacks or associated knacks work against the Quick or anything without a living biological brain. Skills that allow you to resist subdue also give immunity to the basic skill. The call is "Subdue"

Psionic bolt* (10) - Psionic Bolt Knack : Once you have learned to focus stunning a mind you can then learn to overload it, causing it to send commands to the body which cause the target damage to themselves. Once per encounter you can unleash a concentrated surge of energy from a crystal focus that has the same effect on the target as if struck in the chest. Call is "Psionic Bolt". This has a range of about five paces and ignores all armour.

* May be purchased multiple times to allow you attack more than once per encounter

Psionic shockwave * (10) – Psionic shockwave Knack : once per encounter you can unleash a burst of energy that throws people back from you. Call “psionic shockwave”. Everyone in a circle within five paces around you is knocked back. Skills that allow you to resist knockback can resist this.

* May be purchased multiple times to allow you attack more than once per encounter.

Psionic Stun * (10) – Psionic Stun Knack : once per encounter you can unleash a mental burst the stuns everyone within 2 paces for 2 seconds. Call “psionic stun”. Whilst stunned the target may either fall to the ground or stagger away 2 paces.

* May be purchased multiple times to allow you attack more than once per encounter.

Resist Psionic Stun * (5) – Resist Psionic stun Knack : once per encounter you can resist a Psionic Stun, Psionic Shockwave attack and the basic Neural Disruption attack.

* May be purchased multiple times to allow you attack more than once per encounter.

Kinetic Shielding Skill (25) – Psionics who have this skill effectively gain 1 point of armour to all locations, this ability is constantly on but only resists the first hit. This armour works against all forms of direct physical damage, explosion damage that hits multiple locations is reduced by the armour in each location. Once hit in any location however, as long as the initial attack would have caused at least one point of damage (attacks that only cause knockdown for example would not affect the Shielding), the shielding in all locations drops completely until you spend 5 minutes doing nothing else other than refocusing your mind through meditation to get it back.

Resilient Shield (20) – Resilient shield Knack : The more the psionic uses the Kinetic Shielding, the more adept they become. Resilient shields increase the protection/armour supplied by Kinetic Shielding by 1 hit point.

Hardened Shield (20) – Hardened shield Knack : The more the psionic uses the Kinetic Shielding, the more adept they become. Hardened shields increase the protection supplied by Kinetic Shielding by further 1 hit point.

NOTE you must have purchased Resilient shield knack first

Shield Reset (10) - Shield reset knack : Instead of the normal 5 minutes refocusing to get your passive shield back, you can do this with 2 minutes of meditation.

Psionic Grounding (20) – While Kinetic Shielding is an “always on” passive protection, experienced psionic warriors can prevent psionic attacks from even hitting them. Through a movement that looks like rapid Tai Chi, they catch the energy, transmit it through their bodies and earth it to the ground with the other hand. Psionic Grounding allows you to absorb and ground the energy that would affect you or those within 2 paces of you from one Neural Disruption Skill attack (Psionic Subdue/Bolt/Shockwave/Stun) per encounter - nullifying its ability to affect ANY targets. So if you ground a Psionic Stun, no one will be affected by it.

Psionic Conduction * (20) - Psionic Conduction Knack : This knack allows you ground a 2nd attack per encounter. * May be purchased multiple times to allow you ground more than once per encounter

Psionic Deflections * (20) - Psionic Deflections Knack: You have learned to absorb and ground some of the kinetic energy from small objects. You can now make a single bullet from a gun, an arrow or a bolt miss you providing you can see the person shooting you and sense the moment they pull the trigger. The bullet, bolt or arrow will fly harmlessly past you or fall short not having the energy to cause damage. You cannot stop bursts, shotguns, bombs or anything bigger with this skill, nor can you use it to deflect melee attacks. This skill also does not work on weapons fired by mindless machines, robots, since timing is important.

* May be purchased multiple times to allow you ground more than once per encounter

Psychoplasty Skill (20) – Those skilled in the art of Psychoplasty can repair and refine simple tools, objects, broken materials. For example a shattered pane of glass can be made whole again or cut cable joined. But they cannot repair a broken circuit board or whole engine or anything with moving parts. You can repair one object per day the time this take is between 5mins and 4 hour depending on the material and its size.

Crystal Repair (10) - Crystal Repair Knack : You have knowledge of how to repair, clean existing K'mar crystals of what is impure or wrong and grow new ones of existing types. Crystals that cost 5 perks take about 2 hours of constant attention to grow, you cannot do this overnight or more than once a day. 10 perk crystals take twice as long to repair or grow. Note that you normally need access to an existing crystal to grow new crystals of the same type.

Psychoplasty Building (5) - Psychoplasty Building Knack : This allows you to instead of using your Psychoplasty Skill to repair a simple item, you can create a new object from raw materials. Again the object are not complex but you can form the perfect lenses for a micro scope, or align the molecules in iron to make a magnet. Once made these objects can be joined manually using a suitable technical skill into much more complex objects. You may require a relevant Tech or Knowledge Skill in order to understand how to create/change some things using this Knack, check with a Ref.

Molecular Excitement* (5) - Molecular Excitement Knack : With this knack, rather than use your own energy to form an object, you agitate the molecules of an item at a fundamental level allowing you to use Psychoplasty more than once a day.

*This skill may be bought multiple times.

Plant Singing (20) - You have knowledge of plants and how to grow things even in harsh environments, you can increase growth rates of an individual plant by singing to it, that plant will attain full growth in 24 hours from its basic seed.

Some larger/rarer plants/trees will require longer than 24 hours to attain full growth and this ability will not always ensure viable crops/seeds for harvest as these often require the collation of nutrients and processing over time.

Note this one single plant not multiple plants

Gardening (5) - Gardening Knack: You can sense when a plant is suffering, not receiving its necessary nutrients, sunlight or water. You can hear in your mind its discomfort, if it infected, attacked by insects, this particularly so when a whole field is blighted or affected. Note you know plants do actually have a nervous system or suffer so do not feel guilt for eating.

Ritualism (25) - The K'mar are able to join forces with other K'mar to resist mental attacks, clear minds or enhance other psionic skills, or work with community crystals . At least 3 K'mar must be available only one needs to have the ritualism skills. Please discuss with the refs how you want to enhance a psionic ability or how you wish to clear minds etc. and they will advise if this is possible or not. At least one person taking part in the ritual should have the psionic skill you are enhancing or a relevant K'mar Knowledge Skill. The better the ritual looks and feels the better the refs will give the chances or effects to the results.

Alien Interface (5) - Alien Interface Knack: This allows the ritual to involve other already familiar races such as human and draw extra strength from them.

Affect Alien Ritual (20) - Affect' Alien Ritual Knack: This allows other familiar races such as humans to be temporarily protected by a K'mar ritual while actively participating in it. While the Ritual is being conducted all those in the ritual gain a 1 use Resist Probe or Resist Psionic Stun/Shockwave.

If an effect of the Ritual would only affect K'mar, the Ritualist has the option of extending this to any who participated as well (check with a Ref that this is viable)

Flaws

Flaws are disadvantageous conditions that your character can take. Please note, flaws are not excuses to behave badly and spoil other's fun. You are in control of how severe the flaw is, curious does not mean that you *have* to open that drum of radioactive waste to see what else may be inside. You'd just really, really want to... Flaws are designed to add to a character's personality, not cripple them or drive you to take actions that make little sense. You are in control of your character's actions, not the rules!

You may, on occasion, find yourself inflicted with one of these flaws during play through extreme bad fortune. Sadly, you don't get any skill bonuses for this. You've just been really, really unlucky. If your flaw needs there to be an external force acting on you then let a ref know. We'll provide the jeopardy...

- Addict (3)** – You have become dependent on a substance. If you do not get this on a regular basis then you will start to feel the effects...
- Ambitious (1)** – You are always looking for the next rung of the ladder. You want to end up at the top of this particular heap and heaven help anyone who stands in your way.
- Animal Pain (2)** - When a animal (non sentient) dies or is injured near you, you feel its pain.
- Bad Habit (1)** – You have a bad habit that causes mild annoyance or revulsion in those around you. Trouble is, you've been doing it so long you rarely know you're doing it.
- Blind (1/3)** – There are two levels to this flaw, the first means you have lost one eye, the second means you are completely blind, however K'mar can use psionic abilities to receive offered images directly into their brains so even without any eyes at all they can with help still see, they do need willing people around them to see.
- Clumsy (2)** – No matter how hard you try you don't seem to ever move with grace. If there is the chance to trip, stumble, knock something over, drop something... it always seems to happen to you.
- Cowardly (3)** – There are those who face danger with courage and heroism. You are not one of them. When the going gets tough, you hide behind the table.
- Crippled (3)** – One of your limbs is unusable. You might have a limp, or an arm in a sling. You can take this flaw up to four times, one for each limb. Your life will be progressively tougher.
- Crystal Pain (2)** - When a K'mar crystal is broken near you it feel like you have been stabbed in the head for 10 seconds.
- Curious (2)** – Say, you see that sealed box over there? That fence with stay out on it? Haven't you ever wondered what was on the other side? Inside the box? Go on, how much harm can it cause?
- Cursed Watched (3/6)** the K'mar Cursed is watching you, you are hiding something, some flaw in your personality, perhaps, you might not know what its, but they sense it. At the higher level the flaw is so bad it risks the colony and if they find out you might be cast out or have your facet removed, you need to find out 1st.
- Deaf (2/4)** – There are two levels to this skill, the first is hard of hearing, you cannot hear anything under a clear speaking voice. The second is a profound deafness. You can hear nothing, even the shouts of warning...
- Death Wish (6)** – For whatever reason this life is already over for you. Nothing remains. You care not whether you die but have no intention of killing yourself. It's a dangerous world, something will get you.
- Delusional (3)** – You have minor paranoia that makes you see things, or believe something crazy
- Dependant (4)** – You have someone who depends on you, this can be anything from providing them blood transfusions, to have to be certain places at certain times for the colony, failure to do the task even once will have bad consequences.
- Deranged (3)** – Your experiences have damaged your sanity leaving permanent psychoses. Choose a psychological malady to suffer from (examples include schizophrenia, claustrophobia, intense anxiety and many more).

Envious (1) – Nothing you have is ever good enough, the others always got the better chance, the better resources, they're thought of better, makes you green with envy.

Fragile (4) – Your body really isn't suited to the rigours of this harsh world. You get sick faster, you heal slower and you can't resist damage as well as others. (Mostly this will negatively affect bead draws)

Gluttonous (1) – Food is your addiction, you just can't understand how others can ever say "I'm full". This can be a problem if resources are scarce...

Hidden Master (3/6) – Your destiny is not your own, unbeknownst to everyone else, you are beholden to another. You serve their desires and are beholden to them. On the second level you may totally under the command mentally linked to your master and have to follow all their instructions to the letter unless those instruction would put you in immediate danger.

Sentient Creature Pain (3) - When a human or other sentient race dies or is injured near you, you feel its pain.

Hunted (2) – Somewhere in your past you really, really upset someone. It may have been a crime you committed, something you were accused of, anything. The result? There are people hunting you and one day they will find you.

Ideology (3) – You believe in an ideology that prevents you doing certain things, eating certain foods, wearing certain cloths, this not a criminal ideology that make you danger to others, just a set of minor issue, you are not a fanatic.

Illness (minor) (2) – You have a minor ailment that affects you in certain circumstances, could be a hacking cough if running any distance, could be a weak stomach, essentially anything minor and contextual.

Illness (major) (4) – You have a debilitating illness that affects your every waking moment.

Innumerate (2) – For whatever reason, maths is a closed book to you, numbers simply do not make sense.

Intolerant (1) – You hold prejudicial views towards a subject or group, you may be uncomfortable simply to be in the same room or it may be that you simply dismiss them as lesser than you.

Loose Lips (1) – You are a gossip, secrets might be important but isn't a problem shared a problem halved? Privileged information just is not safe with you.

Loyal (2) – You are absolutely loyal to another person, group or concept. You will never. Ever. Betray that person, to the death if necessary.

Mean Spirited (1) – Sharing just isn't something you are set up to do. Your creed is "what have you done for me lately?" Essentially you are curmudgeonly and grumbling.

Mentally Contained (2) – You do not have the normal K'mar ability to mentally share simple images.

Oath-sworn (3) – You have made an unbreakable commitment to a cause or philosophy. Determine your oath and stick to it!

Old (4) – You are elderly, not late middle aged, properly elderly with everything that comes with that.

Over Cautious (3) – It's a dangerous world out there, some might call it cowardice but they are fools, this is self-preservation and anyone who says otherwise is not long for this world.

Over Confident (3) – Yep, the world is dangerous but bold action will save the day! A good offence is the best defence, surely? After all, you know what you are doing. Right?

Overactive Empathy (2) - when another sentient creature is suffering emotional distress or is extremely happy you suffer it also.

Overactive Superstition (1-6) all K'mar have the flaw superstitious, however in you it can be totally disabling and actually stop you doing certain things, such as walking near a flowering tree, or touching the colour red on sunday, pick 1 item per point of the flaw, pick things that could have a chance of encountering.

Pacifist (3) – Violence is not the answer, you will seek the path of peace, of negotiation, of compromise. You will defend yourself if attacked of course but to be the aggressor is anathema to you.

Prideful (1) – You are bound by your pride. You are fantastic and you know it, if anyone challenges you then you'll just have to prove them wrong won't you?

Phobia (4) – You have a phobia of something, don't choose something that will make it impossible to act in the game.

Plant Pain - (2) When a plant dies, burns, or is cut down you feel pain. Eating a already dead plant is not a problem

Self-Righteous (1) – You know best, your way is the right way, your personal morality is the true way and you don't care who knows it.

Shameful Sibling (2) – There is a family member out there, one of those who give truth to the "choose your friends but not your family". Who knows what they will need next or what awful favour could be asked.

Slothful (1) – Frankly, you are lazy, if there is an easy way to achieve your aims then that is the way. Path of least resistance, who cares right?

Stubborn (1) – Once your mind is made up then there is no changing it. You dig your heels in, set your sails and bludgeon others into seeing your point of view.

Squeamish (2) – Eww, that's blood over there isn't it? And that's his head? Excuse me, I'll be over behind this bush throwing up...

Unable to Lie (2) – The truth is generally the best way. Liars get tied up in knots and are eventually found out. Isn't it better to know a painful truth than to live in ignorance of information that could save you?

Unforgiving (1) – You hold a grudge like no-one else, no second chances. That's your motto. Someone crosses you? They'd better not expect help next time.

Unlucky (4) – For whatever reason, your stars just seem cursed. Things just don't ever seem to work out for you, things like bead draws for example... Be sure to mention it to the ref when you make one.



Character Advancement

After each game, all those taking part will be awarded points of 'perks'. These may be spent in any new skills, knacks, equipment, or resources you can afford. They can also be saved up for future advancement.

Any new perk costs the same as it would have at start up, and any new knack still needs you to have the skill to apply it to before purchase.

Equipment buyback, unlike skills, knacks, and Psionics, it is possible between events. However, the process will lose you 20% off the original cost in perks, so this is not something we encourage you to do on a regular basis. For example, if you wish to upgrade from pistol to rifle, the pistol will give you 60 perks minus the 20%, so 48 perks towards the rifle.

A weekend game will typically provide a player (note the player and not a specific character) between 10 to 20 Perks, which can be spent on an existing or new character.

Equipment and Perks spent on Skills, Knacks, Equipment or Resources for a character that dies in game cannot be claimed back, as they are permanently lost.

No player may create more than two characters that they wish to play. To create another character when two are available to play, the player will be required to retire an existing one.

K'mar Background

Costume:

The K'mar dress in light-coloured tones of cream, white, pale grey, pale grey/blue, silver, ash, ivory. They prefer woven clothes over animal skins, and it is rare to be seen wearing leather (bar shoes and boots). There is no such thing as armour to the K'mar. The key to K'mar clothing is layers, and draping. Undergarments are more often made of wool or other such cloths to keep warm, and thus layered with lighter layers over the top. This look is the same for the male and females.

- ❖ Undergarments: Undergarments can consist of a shift, under robe, tunic, trousers, short tunic, long skirt. These are sometimes seen, so maintain modesty in design.
- ❖ Robe: Over the undergarments, a K'mar will wear their main robe or long tunic. The robes are long, to the tops of the feet, or even longer and pinned up at the belt. They can be decorated, and although the decoration is subtle in colour, it can be highly intricate. They can also be trimmed in differing fabric of another hue or design. The sleeves on these are always long, and can either be form fitting, or draped in shape.
- ❖ Belt: Wide belts are used around the main robe. These are often six inches in width, with tails at the front that can reach the ground. These can also be highly decorated, though the same rules apply with the colours and detailing.
- ❖ Waistcoats, overcoats: A long waistcoat or overcoat can worn over the main robe. These are usually more detailed, or of a more detailed fabric than the robe. They can have long, billowing sleeves (or no sleeves if the robe sleeves are long), or clasped lengths of fabric at the shoulders.
- ❖ Over robe: Over robes can be worn, usually open at the front and tied/buttoned. These can remain without detail if they protect the clothes underneath and are more susceptible to wear. They also have more ornate over robes which can be made of lighter fabric, even gauzy, and these types often mimic the colour of the caste gemstone with subtle decorations.
- ❖ Cloaks: Cloaks are long and usually made of a heavier fabric. These are specifically to deal with the elements.
- ❖ Shawls and scarves: Shawls and scarves are also worn, ranging from fine, gauzy fabric to heavier wearing. These display a more personal touch to the K'mar wearing them, and are often used to cover their hair/faces when required.
- ❖ Gloves: The K'mar prefer fingerless gloves, if at all.
- ❖ Footwear: Sturdy shoes and boots are worn, usually the only piece of clothing that is made from an animal skin. They are often left in the colour that the skin of the animal is, and weatherproofed with wax or oil. Decorative slippers are also worn, highly detailed and decorated to match the caste gemstone.
- ❖ Styles: The K'mar use embroidery, appliqué, quilting, and any form of intricate sewing and decoration. Designs are subtle, and more often than not can only be seen through closer inspection.
- ❖ Adornments: The K'mar often adorn themselves with earrings (multiples), nose rings/studs, bangles and bracelets, long weighted necklaces, circlets, diadems, wrist cuffs, ankle chains. Usually silver in colour, decorated with gemstones of any colour (though usually to match their crystal/family crystal). They prefer delicate jewellery, and will not wear leather as jewellery (no leather cuffs, collars, headbands, etc).

The K'mar Memory Facet:

All K'mar have crystal, clear or slightly tinted (the crystal should not be opaque) that dangles next to their chest. This crystal carries a copy of all the memories of the K'mar it belongs to. The crystal is removed upon death and taken to home/masters crystal of the village and the dead K'mar memories are transferred from the memory facet into it.

Physiology:

Physiology and Ideals

The K'mar, just like humans, come in many shapes and sizes, though all have the same following traits:

- ❖ White hair: Their hair is worn long, and usually straight. It is pure white, or a touch of grey/silver white. They do not dye their hair. It is usually (and preferably) worn loose, though it is known to be worn pulled back, or partially pulled back. When so, it is usually intricately braided or decorated with the use of precious metals, gemstones, or even coloured (maintaining the palette) thread. This effect can be obtained through the use of wigs.
- ❖ Pale skin: The skin of the K'mar set the apart form other races. It can range from an obvious all white, to more subtler tones and hues of pale yellow, pale pink, and pale blue. Their skin never has any green tones. This effect can be obtained through the use of blending lighter hues over the skin, making sure that the ears, neck/throat, ears, and backs of hands if visible are coloured.
- ❖ Pale eyes: Many of the K'mar boast pale eyes, often matching their skin tone. Although this is a genetic trait chosen at birth, and thus all ranges of colours are possible. The pupil is normal. This effect can be obtained through the use of contact lenses.
- ❖ Hair wrapping: Hair can be completely covered by a veil, often involving wrapping the hair on top of the head and encasing it in scarves (can be decorated, but keeping with the race's colour palette).
- ❖ Facial hair: Facial hair is unusual but since moving in with humans as become trendy.
- ❖ Full veils: Both sexes regularly wear full veils (a shift of gauzy fabric over the head and shoulders, even longer). This can be worn over wrapped hair, and also pulled across the lower half of the face.
- ❖ Embedded gemstones: Family members adorn their face with a cut gem embedded within the skin (usually found upon the forehead between the brows, under an eye, or high upon the cheek). A family will have the same coloured gemstone. Any colour is permissible, bar black.
- ❖ Short hair: Short hair is only worn by the young, or those that have had their hair shaved through punishment (rare and highly undesired).

What the K'mar are not

- ❖ Elves. They have no pointed ears
- ❖ Dead, undead, sickly. the pallor of their skin is genetic, and normal for their race.

Under the Skin

- ❖ While most things are similar to humans what is listed are the main differences, they have lungs, eyes, ears, digestive system, musculature that works in same way as humans. They see, hear, breath oxygen, feel, suffer no better or worse etc.
- ❖ The food they eat is generally incompatible with the human diet, though they may have few things in common. They are vegetarian, and they do seem to like alcohol, though it has similar effects on them.
- ❖ The K'mar blood is pale. Its colouration comes under the fact it uses chromium in lieu of iron to carry the oxygen it needs.
- ❖ They have no heart pumping blood, instead they have multiple organs around the body doing similar functions.
- ❖ One of the other main differences is the brain. The brain's lower functions all occur in the head, but all higher functions and psionics occur in the chest, roughly where a heart would be. This is protected by cartilage like plates which also go up the back of the neck protecting a very dense set of nerves in the spine which join the two halves of the brain. The K'mar are resistant to physical subdue attacks due to the way they built.
- ❖ K'mar skeletons are much lighter and weaker than humans, they weigh on average 2/3rds the weight of similar sized human.
- ❖ The K'mar have many organs that produce hormones, filter blood etc. Whilst these may not look the same or be in the same place as a human, they serve similar functions.

History:

The K'mar history of has been lost, goes back a few generations approximately 200 years. The K'mar know this is not their home world, they have no idea how they got to this planet or what is beyond the valleys they live in. They have survived and prospered from when 598 of them awoke with a blank master crystal of their village of Kelsilo. They have stayed in balance since with the resources they have only recently suffering a reduction in population due to the human Quick plague.

Recent History:

The K'mar you will play has joined the Human community called Unity for mutual protection when it was discovered Humans did not know how to protect their minds with the master crystal in their area. Meanwhile the K'mar themselves were under attack from this new human threat of the Quick in which crazy Humans that resisted all their mental controls killed them.

Culture:

A settlement contains many families, and each family has system or caste. These castes each have their own colour or cut of gem that is embedded within the skin either between the brows, or just under the eye. If they are without family, then it remains clear until chosen or graduated into a higher caste/elder. They deeply respect elders, and the elders of other casts and settlements.

Maturity is slower than a normal human timespan. A K'mar is considered a child until they reach the human standard of eighteen years (27 spans) and have refined their first facet from a master crystal.

Females become impregnated through the use of a master crystal. Both a male and female would refine a facet from the master crystal with the choices they desire within a child. This is implanted within the female and nurtured to growth and then born much like a human birth.

Sex is seen between consenting adults or elders only, it is a bond between those involved and should not be wasted frivolously. Partners are chosen through compatibility over desire, involving an almost ritualistic state with the pairings facets. Sex is not required to obtain a child, and thus they cannot reproduce like the human race. Couples are freely same or opposite sex.

Bonding sometimes does occur, though there is no rite or 'marriage' in the K'mar community. If a couple wish to bond, they will discuss which caste to live under and with the authority of the elders. A set of perfectly matched crystal is used to bond couple groups together

Punishment:

Upon the rare occurrence that a K'mar is punished, they are taken before the elders of their caste/settlement and judged. If proven guilty, their hair will be cut short from their head, and their memory facet removed for a period or even life. A K'mar without a facet becomes almost useless. If they have caused a grievous crime (murder, for example), then the punishment would be death, and their facet destroyed so that the memories are not given back to the master crystal.

Rituals:

There are many rituals, they are very superstitious race, so if they see water coming out of tap they may bless the blue moon or thank the master crystal or before they eat they may hold hands or may hold call on a different moon when in danger, there are too many situation to mention so you will need to invent your own or copy those of other K'mar. Other examples A leaf falling? Clearly a sign of changes. Wind changing direction? Obviously an omen that things are going to go wrong, etc. Just play the superstitious flaw to the max.



Religion :

Moons: Although the K'mar followed the five moons in their home sky, and brought this with them. This is roughly translated into what humans call the 'seasons'.

The Five Sisters. Life, Guide, Dance, Change, Death. (translated)

- ❖ Life: Spring season. Life is the turn from death (life follows death). Many children are often chosen during the Life season.
- ❖ Guide: Leading from spring into summer. Time of planting, learning, mentally growing
- ❖ Dance: Dance is the height of the 'summer'
- ❖ Change: Change is 'autumn' when crops are near due. It is also a political stance, where councils/families/etc are shuffled for the coming Death/Winter season.
- ❖ Death: Utmost 'winter'. Temperatures create the planet almost inhospitable.

The K'mar have religious leaders and these are very important.



The Kmar Greeting:

The traditional K'mar greeting similar to handshake or bow is when you hold your hands up level with your head, just either side your shoulders with palms forwards. This can be done at any time its less formal than handshake and does not indicate rank like a bow, it's just like saying hello or greetings.

Naming Conventions:

The K'mar name themselves after celestial, weather related, calendar related and physical objects, names such as Grey Moon, Fallen Star, Lost Rock, Crystal Cloud, Bright Day, Lost Winter are the norm.

Its best to use the human translation of K'mar name it makes life easier in Unity.
If you wish to just use a K'mar name see the language section.

Language:

Using English in game is perfectly acceptable, however a splattering of K'mar words can add to the characterisation if you wish.

K'mar (Pronounced k (short kicking k, not kay) marr), meaning 'higher in knowledge'.

Elder female: il'k'mar (pronounced eel'k'marr) (female of high knowledge)

Elder male: el'k'mar (pronounced ell'k'marr) (male of high knowledge)

Normal female: il'mar (eel'mar) (female of knowledge)

Normal male: el'mar (pronounced ell'mar) (male of knowledge)

Youth: l'mar (pronounce lu (like from 'love) marr)

Religious Specialists: hir'k'mar (pronounced hur'k'marr) (order of higher knowledge)

Settlements: Solid sounds, Kax'k'mar (moon of knowledge), Tarr'k'mar (star of knowledge)

 Tar – star (pronounced 'tarr')

 Tar'sas - stars/all stars - night sky (pronounced 'tarr-sas' sas being short clipped)

 Kax – moon (pronounced as seen)

Female not of K'mar: a female, il'e (pronounced 'eel-ay')

Male not of K'mar: a male, el'e (pronounced 'ell-ay')

Child not of K'mar: l'e (pronounced 'lu-ay')

One – Darm

Two – Nue (Nu (as in you), ey (as in hey) – nouey)

Three – Les (s pronounced z – lez)

Four – Karm

Five – Luay (looay)

Six – Darm'uay (one and five)

Seven – Nue'uay (two and five)

Eight – Les'uay (three and five)

Nine – Karm'uay (four and five)

Ten – Da'rra (dar-rah).

Eleven Darm'rra (one and ten)

etc.

Twenty – N'rra (n-rah)

Thirty – Le'rra (lee-rah)

Forty – Kar'rra (car-rah)

Fifty – Lu'rra (loo-rah)

Sixty – Da'lu'rra (ten and fifty)

Seventy – N'lu'rra (twenty and fifty)

Eighty – Le'lu'rra (thirty and fifty)

Ninety – Kar'lu'rra (fourty and fifty)

Hundred – Batru (bah-true)

One hundred and one – batru'darm (one hundred and one)

One hundred and ten – batru'da'rra (hundred and ten)

Life – drao (dray-oh)

Guide – kalo (kah-low)

Dance – shi'ih (shee)

Change – hu'veyr (hu as in who, veyr as in veyer)

Death – dimru (dim-rue)

Demon – Dia'mai'ann (de-ah-may-ann)

Night/dark – olira (oh-lera)

Day/light – lira (lera)

Stone – inn'ul (tiny mountain) ul-ool as in cool

Rock – sit'ul (small mountain)

Mountain – Ul (as in cool)

Earth – grax (grahx)

Water – jarnn (jarrn)

Fire – kh'ath (ki'arth)

Tree – bh'ir (be-ire)

Air – Ta'ar (t-arr)

animal – tal'ta'ar (tal -animal – ta'ar air = animal that breathes)

Red/blood – si'quel – si' = colour of – Quel = blood

Yellow/sun – si'ran – Ran (rahn) Sun

Blue/water – si'ilo – Ilo (illoh) – water

Black/Death/Winter – si'dimru – dimru (dim-rue) – death/winter

White/Snow – si'dae – dae (day) – snow

Green/Life – si'jarnn – jarnn (ja-aahrn) – life

Grey/Unknown – si'ku'ru – ku'ru (ku-roue) – the unknown (unexplored)

Brown – gra (grah) – taken from earth (grax)

Lost – Mrae – M-ray (Gone, vanished, wandering)

Fallen – ala'ha (ala-har) (night has fallen, sun has fallen, good things)

Fallen – daj'ha (Daje-har) (fallen from grace, tree has fallen over, bad things)

