

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

**SPECIES NAME: BRIKAR (aka Brikarian)**

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+4 Strength, -3 Agility, +4 Vitality, -2 Presence

### PHYSICAL DESCRIPTION

Brikar are a humanoid species with such thick, coarse skin they appear to be made of stone. Their eyes, nose, and mouths appear as slits in their faces, and their ears are tiny holes on the sides of their heads. Their eyes are deep-set and almost seem to have a sort of light about them.

They have thick limbs, with broad, three-fingered hands. They also only have two toes on each foot.

Their skin is usually a deep bronze, or almost copper-like tone. This, along with the sharp, angular structure of the face (which resembles the facets of a cut stone) serve to enhance the rock-like appearance of the Brikar.

### CULTURE

Brikar culture is a warrior culture. They are a proud and stoic people. Their border disputes with the Klingons have put the two races at odds for years, and yet their cultures are very similar. The Brikar are members of the Federation, in good standing.

Kolker is a known deity or cultural hero to some or all Brikar.

### LANGUAGES

Brikar speak Brikarian, and most of those encountered in Federation society will speak

Federation Standard. Due to their close borders, many Brikar soldiers also speak some Klingon.

### COMMON NAMES

Brikar have short, gruff sounding names that befit their appearance. They use both a surname and a proper name. Some Brikar names include Zak Kebron, Tan Xabat, and Dak Nukar.

### HOMEWORLD

Brikar – the homeworld of the Brikarians is a large world with very low gravity, resulting in the dense molecular structure of the Brikars, as well as their superior strength and durability.

On their homeworld, Brikarians do not wear clothing. Their skin protects them, enough, from the planets harsh, arid environment.

### FAVORED PROFESSION

Brikar who become starship officers (usually in Starfleet) will most often serve as security officers. Brikar make good soldiers and mercenaries. There are few Brikar scientists.

Brikar Mystics will teach the ways of Kolker, and the value of honor and courage in battle.

### SPECIES ABILITIES

*Thick Skinned:* A Brikar can absorb damage equal to 3+ Strength and Vitality modifiers before taking any actual damage or suffering wound penalties.

*Durable:* A Brikar receives a +2 to all Stamina tests.

*Gravity Intolerance:* (species flaw) all Brikar must wear a gravity compensation harness in normal to high gravity or suffer a -5 to -10 (depending on gravity level) penalty to all tests involving movement.

**Bonus Edges:** High Pain Threshold, Rapid Healing, Iron Fist (*APOTA*, p.13 | +2 damage bonus to Unarmed attacks)

**Species Flaws:** Proud (optional), Ferocious (effect as per Klingon Ferocity; *Aliens*, p. 99), Intolerant (Klingons) (optional).