**LOMPAC**

**SPECIES ADJUSTMENTS**

+1 Strength, +2 Vitality

**PHYSICAL DESCRIPTION**

The Lompac are a humanoid species with several similarities to the Klingons of Qo’noS. They are sturdy and muscular. They have a series of ridges on their foreheads. And the hair-line of both males and females is pulled back to completely reveal these ridges.

Not as tall as most Klingons, with an average height of 167.64 centimeters for a full-grown male. The females tend to be slightly taller, with an average height of 170 centimeters. The Lompac are a stocky people, averaging between 63kg among females to 81kg for the males.

They have a burgundy red skin-tone, and lavender eyes.

They speak in thick, deep voices.

**CULTURE**

The Lompac culture is, in many ways, very similar to the Imperial Klingon Culture of the late 23rd century. They are a warlike people. But they hold honor, loyalty, and family dear to their hearts.

In it’s earliest form, Lompac culture strongly resembled the Viking culture of Earth. They were rough-mannered warriors. They enjoyed battle and ritual combat. And Lompac tribes would often feud and battle against each other.

By the 22nd century the Lompac had developed warp drive. Most likely due to contact with the Klingon Empire of that time.

Rather than conquer other worlds, the Lompac were content to protect their own. They even managed to devise a peace treaty with the Klingon Empire due to their tenacity with way that defended their homeworld. The Klingons believed the Lompac could not be conquered. That every last Lompac would be slaughtered by the Klingons, rather than even one of them surrender to Klingon rule.

In this way, the Lompac gained the respect of their neighbors. The Lompac homeworld became a Klingon protectorate rather than a colony, or an occupied world.

Though warlike, the Lompac devoted much effort to both scientific and artistic pursuits. In many ways, they are more advanced than the Klingons. Especially in the areas of science, and technology. But, they still prefer a standard Klingon design in their starships' spaceframes; and in their architecture.

The Lompac are actually a very civilized people. But, they tend to maintain their historic warlike ways as a type of deterrent to people that might want to overwhelm them.

They do maintain several rituals, that involve personal combat. And one is the Lompac Divorce Ritual. Any Lompac woman can obtain a divorce from a man with virtually no trouble at all. But, if a man contests the divorce, then he has no recourse but to face the woman in ritual combat with a heavy two-headed axe.

The man may designate an alternate to fight in his place, but that alternate must also be a man.

The woman must accept the challenge herself.

Given that Lompac women tend to be larger, and stronger than the men, this ritual often seems unfair to outsiders. In fact, to some other species such as humans, the Lompac culture, on the whole, seems somewhat sexist, and bias toward Lompac women.

This is stark contrast to most humanoid culture, where the male of the species are dominant, with all the laws and cultural rituals tend to favor the male.

**LANGUAGES**

The Lompac speak their own native language, Oubic. It is a guttural language. A Lompac speaking Standard will sound like a person speaking with a Russian accent to the untrained ear.

Most Lompac also speak Klingon. And those who often interact with Humans, or Starfleet personnel will speak at least some amount of the Federation Standard language of Terran English.

**COMMON NAMES**

The Lompac use two names. The traditional “first name” and “last name”. The last name, or surname, in traced back to the family from the mother. And when a Lompac marries he adds his wife’s name on to his own.

Male Names: Guban, Ife, Kiro, Oba, Nabil, Bakano, Ruzna
Female Names: Mardea, Colee, Sadio, Okimma, Gzifa, Sarda, Pangi
Common Surnames: Sigelac, Rodmar, Hallkel, Bram, Thorgest, Bodalf
HOMEWORLD

The Lompac homeworld is referred to as Lompac Prime, or Leohiri as the Lompac people call their own home planet.

The world consists of two large continents, Vrofoth and Egruin, several small collections of islands, and two giant oceans that surround those land-masses.

The Lompac people travel across the oceans using anti-gravity vehicles; some of which are as large as a small starship. They use heavy tank-like vehicles to travel on land, or mounted animals similar to a Terran yak.

The weather tends to be warm to hot. The climate is dry, and it is often windy.

There is little, to know water on the surface of the two continents. And fresh water found on Vrofoth or Egruin will be found in underground lakes. At least one of these lakes is a large as Lake Superior on Earth, covering an area of some 125,000km. And having a depth of roughly 150m.

The seat of planetary government is on Vrofoth, in the city of Froec Scana.

The primary imports shipped to Lompac Prime are foodstuffs, medical supplies, and technological devices. All of which are usually supplied by the Klingon Empire or the Ferengi Alliance.

The primary exports from Lompac Prime are metals, and minerals. The Lompac are expert miners, and cultivators of mineral deposits. They have also devised a smelting process with virtually no harmful side-effects to the environment of Lompac Prime.

There is a wealth of pergium, and dilithium beneath the surface of Lompac Prime; as well as many other ores and precious metals.

FAVORED PROFESSION

Starship Officer — Many Lompac serve aboard starships, either in their own space navy, the Klingon Imperial fleet, or Starfleet. They usually serve as engineers, or security personnel. The Lompac also, often serve aboard freighters and merchant craft.

Soldier — The Lompac, especially the females, make excellent soldiers and mercenaries. Again, often serving in an engineering corps.

SPECIES ABILITIES

The Lompac are a sturdy, hardy people. Their muscular density is 10% higher that that of humans. And, due to the rough climate on their homeworld, the Lompac have a natural resistance to disease and fatigue.

They gain a +1 species-bonus to their Strength attributes, and a +2 to their overall Vitality.

The Lompac also have the following species-based abilities.

Attentive: The Lompac watch what is going on around them. It is very hard to surprise a Lompac, or get the drop on them. They enjoy a +2 species-bonus to all Initiative tests.

Great Vitality: (bonus edge) All Lompac have an unusually hearty constitution. Reduce the difficulty of tests made to stabilize a Lompac by -5TN. In addition, all Lompac gain a +4 bonus to their rolls when making weekly or twice-weekly Stamina tests to regain lost wound points.

Night Vision: (bonus edge) The Lompac have a naturally ability to see in near-darkness. They can see in dim lighting conditions as well as most people can see in a normally lit room. And a Lompac can naturally reduce penalties for darkness by 2.

Strong Back: The Lompac are stronger than the look. A normal Lompac can carry a much heavier load than one would assume. For their purposes of calculation encumbrance and carrying capacity a Lompac’s normal load is up to Strength x8 or less in kg. A heavy load for a Lompac would be x8 - x13 kg. And a very heavy load would be Strength x13 or better.

Obdurate: (species flaw) Once a Lompac sets her mind, she rarely changes it. A Lompac who enters an argument most spend 1 Courage point to back down from her position. Most Lompac can compromise, but will almost never abandon a particular approach.

Lompac Traditional Weapons: (bonus skill) Every Lompac learns to use their ancient cultural weapons at some point in their early lives. All Lompac possess the skill Armed Combat (Lompac Traditional Weapons) at level 1 and may treat this skill as a professional skill for the purpose of character advancement.