

# Brikar

## Personality

Brikar are a stoic, powerful people of few words but concrete action. Loyal friends and dangerous foes, Brikar generally keep to their homeworld and to themselves. Brikar have been likened to mountain ranges, walking avalanches, and other geologic similes due to their large, solid countenances and silicon physiology.

## Physical Description

Brikar are large creatures, standing in excess of two to three meters tall. Brikar have a thick, rock-like epidermis, and generally have small eyes and chiseled, angular features. Brikar skin tones are generally dusty brown to a rocky grey with dark eyes. Brikar are hairless.

Brikar have resilient metabolisms and slow respiration, which allow them to both resist toxins and hold their breath for considerable periods.

Brikar evolved on a low-gravity world, which means they require a gravitic compensator to operate in normal gravity. Despite their low-gravity origins, the Brikar physiology grants them powerful builds and considerable strength.

## Culture

Brikar culture tends to be somewhat aggressive, as they ended their first contacts with both the Federation and the Klingon Empire by declaring war. After a cessation of hostilities, the Brikar declared that they had “conquered” the Federation and promptly petitioned for membership. Brikar relations with the Klingons amounted to a rough standoff, which ended with Federation membership.

Since their admission to the Federation, the Brikar have adjusted well to membership, and are slowly joining intergalactic society.

## Language

Brikar Common

## Homeworld

Brikar (Homeworld) or any of eleven colony worlds.

## Favored Profession

Starship officer. Brikar be found in most any profession, but their curiosity drives increasing numbers to explore the galaxy.

## Species Adjustment

+4 Strength, -2 Agility, -1 Intellect -1, +2 Vitality

## Species Abilities

**Bonus Edge: High Pain Threshold** Brikar have extremely sturdy constitutions and learn stoicism from an early age.

**Grav Compensator** Brikar require a specially constructed gravitic compensator to function off the Brikar homeworld (or worlds with similar gravity). Functioning in a normal Class M/1.0G environment without a Grav Compensator imposes a -10 penalty to all *Physical* tests.

**Molten Healing** Because of the unique Brikar physiology, most Starfleet issue (and indeed, most non-Fleet issue) medical treatments are of little use for Brikar. This is offset to a degree by the limited regenerative ability of the Brikar physiology. Minor wounds are covered with a patch of molten epidermis and heal within 48 hours. A Brikar reduced to Incapacitated or below enters a trance-like state until all wounds are healed. A DC 15 *Stamina* check is required to leave the trance state prior to complete healing.

**Silicon Physiology** Brikar have an unusual silicon physiology, granting them a +2 bonus to *Stamina*, and a basic hand to hand damage of d6+STR modifier.

The density of the Brikar physiology also acts as armor, granting Brikar characters a base Damage Reduction of 5.

Brikar have comparatively slow metabolisms, which render them resistant to most

toxins, and allow them to hold their breath for considerable periods. Brikar are able to hold their breath for up to 5 min per point of *Stamina* without penalty.

**Notes**

*The Brikar first appeared in the New Frontier novels by Peter David. These stats were revised in October 2004, in concert with Brian Bailey.*