

Background:

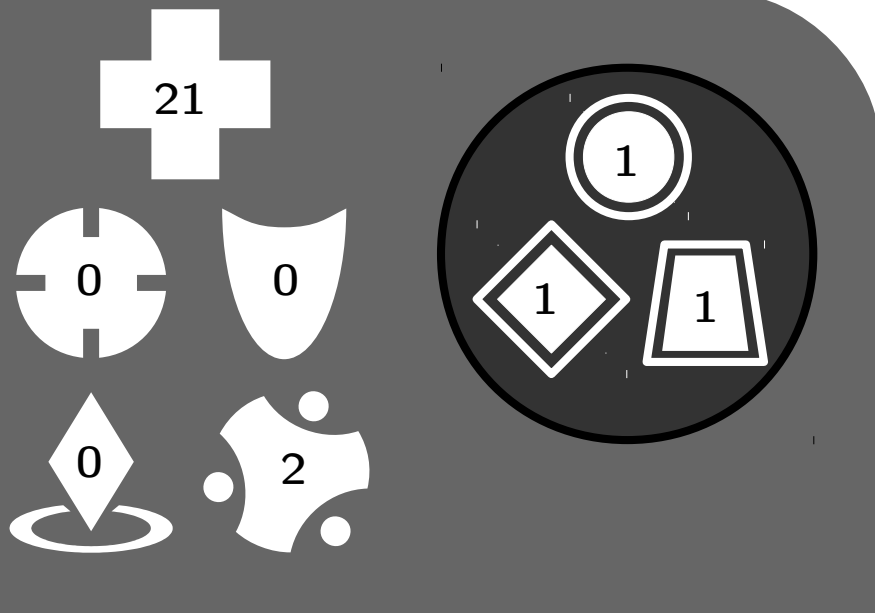
Though long forgotten, the cradle world was an ocean planet, and oceans are the fundamental engines which drive the atmosphere and ecology of any world. Knowing that they would need caretakers to manage and construct the oceans of the second world, the Geneticists created the nix long ago. Amphibious, calm and long lived, the nix serve the geneticists even now, acting as shepards and terraformers throughout the system.

Description:

The nix are tall, hairless and blue skinned. They possess gills and webbed feet suitable for efficient underwater motion, as well as perfectly functional lungs and legs suitable for travel over land.

Starting Bonuses:

- ☐ Nix can breathe and swim underwater, and need roll no skill checks to do so (unless particularly swift or powerful swimming is needed)
- ☐ Nix begin the game with +2 ranks in Squirm, People Reading, Sooth, Biotech, History, Perception and Craft.
- ☐ Whenever aiding an ally on a skill check, you grant a +3 rather than +2. Whenever being aided you receive an additional +1.
- ☐ **Equipment:** Ancestor's favour: this bitter fruit, when eaten, will purge a single character of all poisons, toxins, and disease.



Ethos:

Nix live in tight nit clans, with a focus on community, cooperation, and ones place in an ongoing multi-generational story. While the fae, jotunn and vesp have broken from the Geneticists long ago, the nix remain loosely aligned, seeing the Geneticists as powerful allies in their efforts to spread life and terraform new worlds. Each clan is associated with a particular Geneticist matriarch. The clan is expected to manage its own sustenance and internal politics, and provide service to the Matriarch, in exchange for medicine, protection, and the Matriarch's political clout. Marriages within a clan are strictly forbidden, and instead, marriages are arranged in tandem with treaties and trade deals between matriarchs, binding the success of the queen and the clan together.

Finally, there are a few dishonoured Nix who manage to end up "Clanless"- whether these Nix embrace their new found freedom, or strive to earn a place amongst some other clan depends on the individual.

Naming:

No Nix is complete without their community and role within it. Nix names will generally reflect this: "Lyvera, Heartmender of Neverlight", "Bajnan, Youngling of Saltdeep", "Morn, Queengaurd of Kass", "Velm, Clanfree"

Character details:

Some questions to consider in developing your character:

- ☐ Were you born into a clan, and if so, why are you not there now? Did you leave willingly? Under what circumstances? Will you return?
- ☐ What is your role within your Clan? Are you fulfilling that role?
- ☐ Describe your parents. During which trade deal did they marry? Or did something else occur?
- ☐ If you are Clanless, why? What do you plan to do about it?

Notespace:
