Kikri

The short and adorable Kikri are native to the planet Oni Nafarri in the Barride system. The Kikri’s small bodies are adapted to the incredibly strong gravity of their planet. So much so that when off their planet, Kikri move very quickly, especially in low gravity environments. Kikri are able to breath in thick and regular atmospheres but are much more susceptible to thinner atmospheres and pass out more quickly when deprived of oxygen.

Quick Bodies: Kikri can move 20 meters as their move action instead of 10, unless they are on their home planet Oni Nafarri. In addition, they are able to use their main action at any point during their move action and still use the remainder of their move action.

Keen Senses: A Kikri’s large eyes and ears allow it to see in the dark and hear exceptionally well, they take Notice as a bonus skill at first level.

Small Lungs: Kikri can only hold their breath for a number of rounds equal to half their constitution score. In a Hard Vaccum, Kikri immediately begin taking damage and making Physical saves.

Information

Kikri are somewhat humanoid, though much shorter, have large eyes and ears, and six digits on their hands (a thumb on each side of their fingers). Kikri subsist on a native diet of fruits, berries, and plants high in starch. Due to this, offworld Kikri tend to have an incredible sweet tooth and can often be seen visiting sweet shops and bakeries wherever they can find them.

Kikri have always been curious and those who don't jump on a starship the first chance they get spend their lives building and expanding their knowledge and skills. When humans first arrived in the sector they made fast friends with the Kikri and are considered one of the oldest human allies. Most anywhere you find humans, you find Kikri.

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