

Koliko



While the conventional historical view is that **the Technate** became the Technate with the Declaration of Foundation, a few weeks* after the first landing on **Muraddin**, some have argued that the many stages that the state has passed through since then have changed it dramatically enough that what could be called *the current* Technate came into existence much later. Dates proposed have ranged from the first activation of the Minds (23 AF) to the conclusion of the Technate-Hazlan Wars (118 AF). The argument that enjoys the most popular acceptance, though, is that the Technate underwent its greatest change following its incorporation of the planet Walgelli, home world of the Koliko, in 57 AF.

Roughly three hundred years before that, the Koliko had been a thriving technological culture right on the verge of developing hyperdrive. And then a disaster, still not fully explained, struck them, devastating their world and decimating their population. Their entire computer network was wiped out by some form of electromagnetic pulse, and a lingering side effect of the disaster filled their atmosphere with particles that interfered destructively with most forms of gravitic thrusters. (The similarities to the situation that pertains in the atmosphere of the planet **Peshkera**, in the **Imperium**, have been noted.)

The Koliko had essentially been knocked back to a pre-spacefaring level. Their assembled leadership chose to focus on repairing the environmental damage that the disaster had caused rather than working to rebuild their technology. Recognizing that they had come perilously close to rendering themselves extinct, they resolved that there could be no further conflicts among

themselves, and so became a people who would always choose diplomacy first.¹

That diplomatic approach served the Koliko in good stead over the following centuries* as Walgelli attracted many visitors from other star systems who tended to become permanent residents of the planet when their ships crashed there. The survivors of these crashes were helped and gently incorporated into the Koliko government whenever possible, generally forming small subcommunities within the larger communities of the majority. Just as the Koliko recognized that they could not suffer further conflicts among themselves, they had no wish to harm others who had been stranded among them.

By the time that a private survey ship from the Technate discovered Walgelli, there were more than twenty species resident on the planet, making it almost as diverse a planetary civilization as Muraddin itself. Fortunately, that private survey ship sent a small contingent of explorers on a shuttle to the planet, rather than entering the atmosphere itself. Most of the shuttle team survived the crash and were able to restore contact with their ship, which was in turn equipped with teleportation gear intended for just such emergencies.

Before they could be retrieved, however, the shuttle team were "rescued" by a group of Koliko first responders, which led to the explorers being interviewed by the Walgelli Assembly. That in its turn led to the explorers learning about the strange properties of Walgelli. Supposedly out of sheer indignation at this hazard to exploration, their commander decided to correct this situation before they moved on, using the sensors of their ship to identify the source of these particles. It worked, and a joint Technate-Koliko team were able to travel to that source and put matters to rights.

The Walgelli Assembly, as the largest government on the planet, promptly voted to join the Technate. This is considered something of an irony, given that the survey ship was in the employ of a group seeking to *secede* from the Technate. Nevertheless, the Koliko have become mainstays of the Technate Diplomatic Corps (with many employed by the Cosmic Intelligence Agency) and considered responsible for many of its triumphs of negotiation. Some also serve with the **Technate Space Agency**, thrilled to no longer be bound to a single world. The Technate might be a different place entirely if not for their perspective.

¹ This historical narrative has come into question in recent decades, as archaeologists uncover evidence suggesting that the Koliko favored diplomatic solutions to their problems even before the disaster, and that their "conflicts among themselves" were generally brief. However, many Koliko regard these claims as faintly blasphemous.

Koliko Explorer -- PL 4/MR 4

Abilities:

STR 0 | STA 1 | AGL 3 | DEX 2 | FGT 2 | INT 3 | AWE 2 | PRE 2

Powers:

Adaptation: Movement 1 (environmental adaptation-aquatic); Senses 1 (low-light vision);
Swimming 2 (2 MPH) - 5 points

Advantages:

Animal Empathy, Equipment 4, Evasion, Great Endurance, Improvised Tools.

Equipment:

Protective Uniform (Protection 4, Subtle), Stunbeamer (Ranged Affliction 5 [Fortitude; Dazed, Stunned, Incapacitated]) and 5 points of equipment as needed.

Skills:

Athletics 3 (+3), Deception 1 (+3), Expertise: Galactic 3 (+6), Insight 4 (+6), Investigation 2 (+5), Perception 4 (+6), Persuasion 5 (+7), Ranged Combat: Stunbeam 1 (+3), Technology 1 (+4).

Offense:

Initiative +3

Unarmed +2 (Close Damage 0)

Stunbeamer +3 (Ranged Fortitude 5)

Defense:

Dodge 3, Parry 3, Fortitude 3, Toughness 5/1, Will 4.

Totals:

Abilities 30 + Powers 5 + Advantages 8 + Skills 12 + Defenses 5 = 60

Offensive PL: 4

Defensive PL: 4

Resistance PL: 4

Skill PL: 2

Complications:

Discovery--Motivation. Reluctant Combatant. Others As Needed.