

EDOSIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Hailing from the planet Edos, Edosians are a tripedal species, possessing three arms, three legs, and three fingers on each hand. Due to their sensitive hands and great manual dexterity they are among the best toolmakers in the Federation. Meticulous about detail, Edosians make superb scientists and technicians, employing their tetartosphered brain to simultaneously perform two or three tasks. They are also renowned musicians, playing unique instruments that require additional limbs. Naturally reserved, Edosians prize their privacy and tend to be shy and introverted, forming few social bonds or close attachments. As a long-lived species, Edosians form large blended families that produce many children. Despite being an advanced species, retain their spirituality and religion, and many continue to worship a pantheon with many gods.

EXAMPLE VALUE: *Anything Worth Doing is Worth Doing Well*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Edosian. All Edosians are agile with long flexible digits capable of fine manipulation of objects. Because of their exceptional coordination, Edosians are adept at using all of their limbs at once, rapidly alternating between tasks.
- **TALENTS:** The character receives access to the following talents. An Edosian character must select one of the Edosian talents at some point during character creation, to reflect their non-humanoid anatomy.

ANCILLARY APPENDAGES

REQUIREMENT: Edosian.

Your balance is exceptional, owing to your extra leg, making you much more stable. You reduce the cost to resist being knocked prone by the Knockdown damage effect by two, to a minimum of 0. If the cost would be reduced below 0, you instead gain one Momentum.

MULTITASKING

REQUIREMENT: Edosian.

You are skilled at using all three of your hands simultaneously. On your turn, you can take an additional Minor Action, which can only be used for the Draw Item, Interact, or Aim Minor Actions.

SWIFT MOVEMENT

REQUIREMENT: Edosian.

Your extra leg allow you to dash with surprising speed. When you succeed on a Sprint Task, you move two zone (to any point in Long range) rather than one.

