

## HUPYRIAN SERVANT [MINOR NPC]

Famed for their devotion, Hupyrian servants take a vow of silence that allow them to speak only to their masters. They serve in many capacities, often on Ferenginar.

**TRAITS:** Hupyrian. Hupyrians are taller than most species, and their size alone can be intimidating. They are loyal especially when working in the employ of another, and take vows seriously.

### ATTRIBUTES

<b>CONTROL</b> 08	<b>FITNESS</b> 10	<b>PRESENCE</b> 08
<b>DARING</b> 08	<b>INSIGHT</b> 09	<b>REASON</b> 07

### DISCIPLINES

<b>COMMAND</b> 02	<b>SECURITY</b> 01	<b>SCIENCE</b> 00
<b>CONN</b> 00	<b>ENGINEERING</b> 01	<b>MEDICINE</b> 02

**STRESS:** 11

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser type-1 (Ranged, 3▲, Size 1H, Charge, Hidden 1)

### SPECIAL RULES:

- **Vow of Silence:** A Hupyrian servant is intensely loyal and has taken a vow of silence and will only speak to his direct superior. Whenever a Hupyrian servant attempts to resist efforts to make them speak or betray their employer's trust, reduce the Difficulty of the Task by 2.

**HUPYRIAN ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence

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## HUPYRIAN BODYGUARD [NOTABLE NPC]

The capable Hupyrian Bodyguard is in much demand. In addition to their vow of silence, they also serve as flight controllers and food tasters, and know rare techniques. They are imposing physically, usually over 2m tall.

**TRAITS:** Hupyrian

**VALUE:** Loyalty Is Everything

### ATTRIBUTES

<b>CONTROL</b> 08	<b>FITNESS</b> 10	<b>PRESENCE</b> 08
<b>DARING</b> 11	<b>INSIGHT</b> 10	<b>REASON</b> 07

### DISCIPLINES

<b>COMMAND</b> 01	<b>SECURITY</b> 03	<b>SCIENCE</b> 00
<b>CONN</b> 02	<b>ENGINEERING</b> 01	<b>MEDICINE</b> 02

**FOCUSES:** Food Tasting, Close Protection

**STRESS:** 13

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Bludgeon (Melee, 5▲ Knockdown, Size 1H)
- **Escalation** Phaser type-2 (Ranged, 6▲, Size 1H, Charge)

### SPECIAL RULES:

- **Vow of Silence:** The bodyguard is intensely loyal and has taken a vow of silence and will only speak to his direct superior. Whenever the bodyguard attempts to resist efforts to make them speak or betray their employer's trust, reduce the Difficulty of the Task by 2.
- **Dolbargy Healing Trance:** The bodyguard has learned the technique of inducing a voluntary deep coma that simulates death. Entering the trance is a **Control + Medicine** Task. Choose a Difficulty of 1, 2, or 3. Success means that any attempt to detect his vital signs must increase the Difficulty of that task by an amount equal to the chosen Difficulty. While in this trance, the bodyguard may listen but do nothing else. He gains a temporary Trait: **Appears Dead** that lasts until he wakes up. To wake from the trance is a **Control + Medicine** Task at Difficulty 1.

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