

# HUPYRIAN

## THE NEXT GENERATION ERA ONLY

The Hupyrians are physically imposing, often over two meters tall. They have wrinkly skin and large ears and noses. The Hupyrians are closely allied with the Ferengi, and their homeworld is the source of Hupyrian beetle snuff. They have tight skin with wrinkles around their eyes and mouths that give them a constant frowning expression. They are known for their devotion in service, and some will take a vow of silence where they are only permitted to speak to their masters. They are often found as bodyguards and food tasters.

**EXAMPLE VALUE:** *I Obey Only One Master.*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** 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.
- **TALENTS:** The character receives access to the following talents:

## VOW OF SILENCE

**REQUIREMENT:** Hupyrian, or Gamemaster's permission.

You are intensely loyal and have taken a vow of silence and will only speak to your direct superior. Whenever you attempt to resist efforts to make you speak or betray your employer's trust, reduce the Difficulty of the Task by two.

## DOLBARGY HEALING TRANCE

**REQUIREMENT:** Hupyrian, Ferengi, or Gamemaster's permission.

You have 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 your vital signs must increase the Difficulty of that task by an amount equal to the Difficulty you chose. While in this trance, you may listen but do nothing else. Gain a temporary Trait: Appears Dead that lasts until you wake up. To wake from the trance is a Control+Medicine Task at Difficulty 1.

