

SULIBAN NOMAD [MINOR NPC]

The Suliban are warp-capable nomads. In the mid-twenty-second century, some among their species were given genetic enhancements to fight in the Temporal Cold War, but the remaining population mostly kept to their nomadic life, assimilating into local cultures. The actions of the Suliban of the Cabal reflected badly on all their people. Centuries later, after the Cabal's end, the Suliban nomads are scattered and seldom seen.

TRAITS: Suliban. Unmodified Suliban are similar to humans in terms of physical capabilities and tolerance. They are green-skinned, bald, and their skin complexion has a strange, dappled complexion.

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	09
DARING	07	INSIGHT	10	REASON	08

DISCIPLINES

COMMAND	01	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	01

STRESS: 10 **RESISTANCE:** 0

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- **Escalation** Suliban Pistol (Ranged, 3▲ Piercing 1, Size 1H)

SPECIAL RULES:

- **Genetic Adaptability:** Suliban are excellent candidates for genetic engineering, and do not suffer ill effects often. When Medicine or Science Tasks are performed on a Suliban, reduce the number of Complications by one (to a minimum of zero).
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SULIBAN ATTRIBUTES: +1 Control, +1 Fitness, +1 Insight

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GENETICALLY-ENHANCED SULIBAN [NOTABLE NPC]

The Suliban of the Cabal received 28th-century technology and genetic enhancements from an ally in the Temporal Cold War. After the Cabal's end, some surviving genetically-enhanced Suliban passed down their enhancements to their descendants.

TRAITS: Suliban

VALUE: No Patience For Natural Selection

ATTRIBUTES

CONTROL	10	FITNESS	10	PRESENCE	08
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	00
CONN	01	ENGINEERING	01	MEDICINE	02

FOCUSES: Infiltration, Escape

STRESS: 13 **RESISTANCE:** 2

ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Suliban Pistol (Ranged, 5▲ Piercing 1, Size 1H)
- **Escalation** Suliban Rifle (Ranged, 6▲ Piercing 1, Size 2H, Debilitating)

SPECIAL RULES:

- **Genetic Adaptability:** When Medicine or Science Tasks are performed on a Suliban, reduce the number of Complications by one (to a minimum of zero).
- **Suliban Flexibility:** A genetically-enhanced Suliban has Resistance 2, and limited shapeshifting (self-compression, cling to walls, etc.)
- **Cabal Modifications:** When introduced, the enhanced Suliban may spend up to 3 Threat to activate up to 3 of these abilities. Cabal technology is required to change these choices later.
 - **Impersonate:** Use **Control + Medicine**. Chose Difficulty from 1 to 3; that's the Difficulty to penetrate the disguise.
 - **Subcutaneous Pigment Sacs:** Minor Action to camouflage or reveal self. Difficulty of Tasks to see or target the Suliban is at +2.
 - **Measure Trust By Touch:** Use **Insight + Medicine** at Difficulty 1, opposed by **Presence + Command**.
 - **Bronchial Lobes** (Trait): Endure other atmospheres and vacuum.
 - **Compound Eyes** (Trait): Detect things even ship sensors miss.

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