

SON'A

THE NEXT GENERATION ERA ONLY

Exiled from their home planet in the late-23rd century, the Son'a are a nomadic people who maintained some outposts. They are a narcissistic species, with a love of jewels and precious metals. The once-subjugated Tarlac and Ellora species serve the Son'a as a labor class. Their secret relationship to the Ba'ku is discovered in 2375.

EXAMPLE VALUE: *Take What We Need.*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Son'a. The Son'a desperately seek to prolong their lives, using genetic manipulation and surgery to look younger, and to purge toxins from their bodies. They use techniques such as skin-stretching. However, many are suffering from fatal diseases due to bacteria in their systems. Their experiments to prolong life have made them infertile. They are genetically identical to the Ba'ku.
- **TALENTS:** The character receives access to the following talents:

SO'NA DESPERATION

REQUIREMENT: Son'a, or Gamemaster's permission.

Whenever you are below your maximum Stress, and buy an additional d20 by adding to the Threat pool, you may re-roll a single d20.

EPICUREAN

REQUIREMENT: Son'a, or Gamemaster's permission.

You have a love of pleasure, and are an expert in fine art, fine food and wine, and culture. When you engage in a Task that involves such things, you gain a point of bonus Momentum to spend on Obtain Information. The bonus Momentum may not be added to the group pool.

EXTENDED LIFE EXPERIENCE

REQUIREMENT: Son'a, or Gamemaster's permission.

You have lived a very long time, seen many things and learned much. Once per mission, you may use Extended Life Experience as a Focus for any Task, but the Complication Range for that Task is increased by one.

