

SULIBAN

ALL ERAS OF PLAY

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. 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.

EXAMPLE VALUE: *No Patience For Natural Selection*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight
- **TRAIT:** 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.
- **TALENTS:** The character receives access to the following talents. Suliban must take Genetic Adaptability at some point in character creation.

GENETIC ADAPTABILITY

REQUIREMENT: Suliban, or Gamemaster's permission.

When Medicine or Science Tasks are performed on you, reduce the number of Complications by one (to a minimum of zero).

SULIBAN FLEXIBILITY

REQUIREMENT: Suliban, Genetically-Enhanced. Requires Gamemaster's permission.

You have Resistance 2, and limited shapeshifting (self-compression, cling to walls, etc.)

CABAL MODIFICATIONS

REQUIREMENT: Suliban, Genetically-Enhanced. Requires Gamemaster's permission. Character creation only.

Choose three options below. Cabal technology is required to change these choices later. Add 1 Threat the first time you use one of these abilities or traits in a Scene. Using different abilities or traits in the same scene requires additional Threat.

- **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.

