

TIBURONIAN

ALL ERAS OF PLAY

Tiburonians or Tiburons are from the planet Tiburon, and are members of the Federation. They are from a vastly technological culture, which makes heavy use of robots even for the simplest tasks. They are easy-going and charming, but can also be driven to pursue a single cause. They enjoy scientific research and exploration, and do not turn a blind eye to authoritarianism. They may mark themselves with blue tribal tattoo markings. Their culture is devoted to the pursuit of joy.

EXAMPLE VALUE: *Life Is Nothing Without the Pursuit of Joy.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Tiburonian. Tiburonians have very large, intricately-shaped ears. Males tend to be bald. Some males have a row of tiny protrusions that run from their foreheads to the back of their heads, and also down the front of their necks. Females may have greenish skin and long hair, with prominent eyebrows. When they die, they decompose quickly even in the cold, and Tiburonian cremation should take place within 32 hours. Their reliance on technology has weakened the immune systems of some Tiburonians, making it difficult for the afflicted to live without modern medicine and technology.
- **TALENTS:** The character receives access to the following talents:

TECHNOLOGICAL SAVVY

REQUIREMENT: Tiburonian, or Gamemaster's permission.

You were taught at a young age about robotics and machinery. When you perform or assist with a Task where knowledge of robotics or machines would help, you may re-roll a d20.

TIBURONIAN CHARM

REQUIREMENT: Tiburonian, or Gamemaster's permission.

You are able to bring out the best in people with your natural charisma. If you assist someone with your Presence Attribute, if they succeed at the assisted Task, add an extra point of Momentum.

