

XYRILLIAN

ALL ERAS OF PLAY

The peaceful Xyrillians were one of the first alien species encountered by the *U.S.S. Enterprise NX-01*. A scaly and unusual Federation species, Xyrillians do not have a water-based or oxygen-based metabolism, and survive in a high-pressure atmosphere (which other species may breathe after a six-hour decompression process, but with potentially hallucinogenic effects; mirazine may cut down the time to three). They are experts in holographic and stealth technology. Xyrillians have a tendency to do things stealthily without asking permission first (such as using the plasma exhausts of other starships to replenish their teraphasic coils).

EXAMPLE VALUE: *Act Now, Ask Forgiveness Later.*

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Reason
- **TRAIT:** Xyrillian. Xyrillians do not have a metabolism based on water. They breathe a high-pressure, non-oxygen-based atmosphere that has a hallucinogenic effect on most other species, unless they are weaned onto and off their atmosphere. They eat vegetation grown in their ships, which also generate gases that help their metabolism. They can pass electricity via touch, creating a pleasant and painless sensation. They have dermal plating used for detecting Xyrillian moods. Xyrillians have smooth, scaly and hairless brown skin, and they often have large green eyes. Xyrillian females pass genetic materials to males (not necessarily of their own species) through physical contact, and Xyrillian males have a pouch on the upper chest to bring offspring to term.
- **TALENTS:** The character receives access to the following talents:



XYRILLIAN TECHNOLOGY

REQUIREMENT: Xyrillian.

After contact with the Federation, Xyrillians have used their advanced technological knowledge to make it easier for them to interact with other interstellar species. You own a **Xyrillian pressure suit** that provides you with the atmosphere that Xyrillians require, equivalent to an environmental suit (Resistance 1). You also own a **Xyrillian holographic imager**. Lastly, you have a **Xyrillian telepathic granule game** that permits person-to-person telepathy between a Xyrillian and another consenting player (Opportunity 1 cost per telepathic contact; as Betazoid Telepath, but only with the person playing the game with you, who does not need to be Xyrillian but must consent to the telepathic contact).

XYRILLIAN HOLOGRAPHIC EXPERTISE

REQUIREMENT: Xyrillian, or Gamemaster's permission.

Xyrillians are experts in holo-technology. When you attempt a Task that involves holographic technology (including programming), you may reroll your dice pool.