

YRIDIAN

THE NEXT GENERATION ERA ONLY

Yridians are often free agents working with those who share their personal goals, or as hired hands for other species. They are known to be traders, smugglers and information merchants, and are unwilling to part with information without payment. They were believed to be extinct until the mid-2360s until the Federation made first contact. They use disruptor weaponry.

EXAMPLE VALUE: *Willing To Do Your Dirty Work For The Right Price*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Yridian. The Yridians are usually bald, but some have dark, curly hair. They have a wrinkly appearance, with rodent-like ears and small eyes and noses. They have a ridge running from their nose, up and over their heads. Most are thumbless and have only four fingers on each hand, but some have thumbs. They are often devious and untrustworthy.
- **TALENTS:** The character receives access to the following talents:

MIND FOR INFORMATION

REQUIREMENT: Yridian, or Gamemaster's permission.

You have a gift for processing information and retaining it. When you attempt a Task to organize information or recall it, you may add a bonus d20 to your dice pool.

SCAVENGER INSTINCT

REQUIREMENT: Yridian.

Your Yridian evolutionary ancestors were scavengers, which gives you an instinct for searching, as well as furtive skills such as spying, burglary, and smuggling. When you attempt a Task where non-detection or searching is an asset, and you add a d20 to your dice pool by adding to Threat, you may re-roll two d20s.

