

BARBARIC T!RIR [MINOR NPC]

Barbaric T!rir are descended from the remnants of the ancient T!rir star empire, but regressed to a barbaric level. Some of them may have the odd trace of high technology, left over from abandoned T!rir holdings. They rarely appear by themselves, preferring to travel in groups.

TRAITS: Regressed, T!rir. Approximately 2m tall, they possess exoskeletons but have a more efficient method of respiration and circulation than insects do. T!rir lifespans can reach over 300 years, more if the individual enters hibernation. However, fertility of the species has apparently dropped dramatically, and perhaps as few as a million now live. Despite their small numbers and lack of cultural vibrancy, the T!rir wield great power due to their technical knowledge and scientific skills. Horrible cloning experiments have caused the T!rir to abandon that method as a way to increase their numbers.

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	08
DARING	09	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	02	SECURITY	02	SCIENCE	00
CONN	00	ENGINEERING	00	MEDICINE	02

STRESS: 10 **RESISTANCE:** 2

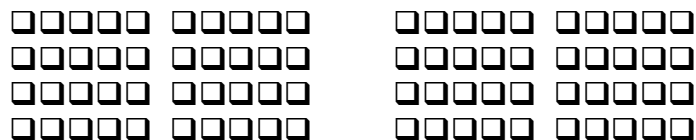
ATTACKS:

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H)

SPECIAL RULES:

- **T!rir Chitin:** The T!rir have unusually resilient chitin, Resistance 2.
- **Regressed T!rir:** The T!rir's Unarmed Strike loses Non-lethal.

T!RIR ATTRIBUTES: +1 Control, +1 Insight, +1 Reason



T!RIR CITIZEN [NOTABLE NPC]

T!rir citizens travel the stars, providing advice to younger species but rarely taking a direct role in events. They are uncommon sights anywhere, but seek out crowds instinctively.

TRAITS: T!rir. See previous entry.

ATTRIBUTES

CONTROL	08	FITNESS	07	PRESENCE	10
DARING	08	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	02	SECURITY	01	SCIENCE	03
CONN	02	ENGINEERING	01	MEDICINE	00

FOCUSES: Smuggling, Bribery, Deception

STRESS: 8 **RESISTANCE:** 2

ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Tsaran Laser Pistol (Ranged, 4▲, Size 1H)
- **Escalation** Tsaran Laser Rifle (Ranged, 5▲, Size 2H)

SPECIAL RULES:

- **T!rir Chitin:** The T!rir have unusually resilient chitin, Resistance 2.
- **T!rir Consensus:** Once per mission, when a T!rir citizen assists an ally on a single Task using the same Attribute and the same Discipline as they are using, the T!rir and that ally may ignore up to two Complications generated by that Task.pool.

T!RIR ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

