

ELAYSIAN

THE NEXT GENERATION ERA ONLY

Elaysians come from a low-gravity planet, where they were able to 'fly'. However, their physiology was designed for low gravity, and in higher-gravity environments, they require special equipment to adapt and work. As a result, few Elaysians leave their planet. Ensign Melora Pazlar was the first Elaysian to enter Starfleet. Doctor Julian Bashir has developed a medical treatment that involves elevating neural output to the brain's motor cortex via neural analeptic transmitters, which would allow them to move as a normal humanoid in Earth gravity, but as yet no Elaysian has undergone this irreversible procedure.

EXAMPLE VALUE: *I Have To Fly Amongst The Stars.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Elaysian. Elaysian physiology and neurology are adapted to a low-gravity environment on their homeworld, where they were able to 'fly'. However, in Earthlike-gravity, they require physical support in order to cope. This could be in the form of an exo-skeleton, an anti-grav unit, or a wheelchair. Due to their familiarity with low gravity, zero-gravity and low gravity environments enhance their mobility.
- **TALENTS:** The character receives access to the following talent. The character must take **Low-Gravity Mobility** at some point of character creation:

LOW-GRAVITY MOBILITY

REQUIREMENT: Elaysian, or GM's permission.

Your unique physiology gives you a natural advantage in low or zero gravity environments, enhancing your mobility. When you are able to freely move in such an environment, you gain the following effects:

- You are unaffected by Knockdown;
- You may take the Movement Minor Action even if an enemy is within Reach;
- When you use the Sprint Task, ignore Difficulty increases due to terrain.

