

DOPTERIAN

ANY ERA

The Dopterians are native to the Alpha Quadrant, from Dopteria (Kappa Coronae Borealis), which was a binary system with two K-class stars. They are physiologically similar to Ferengi, and like them, cannot be read by telepathy. Some Dopterians are unscrupulous (like pickpockets and thieves), but there have also been luminaries such as Dopterian gymnasts and ambassadors. They are known for hovering automated attack weapons known as Dopterian interceptors. They are an independent system, and have been known in the Federation much longer than the Ferengi, and have been on Earth as early as 2245.

EXAMPLE VALUE: *My Personal Code of Conduct Prohibits Sharing.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Insight
- **TRAIT:** Dopterians. Dopterians are physiologically similar to Ferengi. They cannot be read by telepathy or empathy.
- **TALENTS:** The character receives access to the following talents:

KNACK FOR THIEVERY

REQUIREMENT: Dopterian, or GM's permission.

Whenever you attempt to steal something undetected (anything from data to objects) and buy dice with either Momentum or Threat, you may re-roll 1d20. If your attempt is detected or observed by the target, you can no longer use this bonus.

KNACK FOR DECEPTION

REQUIREMENT: Dopterian, or GM's permission.

Whenever you attempt to deceive another in a Social Conflict, ignore the first Complication you or your assistants roll for the Task. In a Timed or Extended Task, you may apply this to each set of rolls.

