

UYRROR

ANY ERA

The way of the Uyrror is that they are subtle people with a very orderly view of the universe, though they prefer to operate behind the scenes and to manipulate others to achieve this order. Their homeworld of Uyrr III has over a dozen visible moons and is the source of the dominant religion which emphasizes cooperation and subtlety. The resource-rich, low gravity world was at peace for a century before contact with the Federation and the Uyrror feel their approach to life is by far the best philosophy.

EXAMPLE VALUE: *The Ends Justify The Means.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Uyrror. Coming from a planet with plenty of natural resources, the Uyrror have not known open warfare for some time. Instead, they're cultural focus is on diplomacy and negotiation and they are expert manipulators to get their way. Slightly shorter than Humans, the Uyrror are bald humanoid with a cranial ridge running up from their heavy brows. They have other complex ridges at their temples related to light reception and prominent ears (though their hearing is no better than Humans or Tellarites). They dress in complicated textures but with light designs to match the balmy climate of Uyrr III
- **TALENTS:** The character receives access to the following talents.

SUBTLE MANIPULATION

REQUIREMENT: Uyrror.

Whenever you add Threat to add dice to a Social Task roll, and you succeed, you gain a bonus Momentum that may only be used as part of an immediate Momentum Spend to create an Advantage, representing subtle manipulation.

UYRROR CO-OPERATION

REQUIREMENT: Uyrror.

The Uyrror have a philosophy of co-operation. Once per session, when assisting another character, the Uyrror may re-roll his or her d20 from the assist.

