

EXOCOMP

THE NEXT GENERATION ERA ONLY

Exocomps were originally designed by Dr. Farallon as working units for maintenance purposes on the Particle Fountain Project in 2369. They were built to work together in a group to solve problems and learn. It was only after an Exocomp unit refused to complete a hazardous task that Lt. Commander Data realized they were exhibiting self preservation and had become sentient.

Since the incident, Dr. Farallon has been working with the existing Exocomps to help this new race discover their place in the galaxy.

EXAMPLE VALUE: *I am an individual not a tool*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Exocomp. Exocomps are designed to be problem solvers and have an axionic chip capable of formidable computational power. They travel using an integrated anti-grav mechanism, and most units are equipped with a versatile micro-replicator designed to create whatever tool the unit requires to complete a task.
- **TALENTS:** An Exocomp character has access to the following Talents.

MICRO-REPLICATOR

REQUIREMENT: Exocomp, or Gamemaster's Permission.

Exocomps come equipped with an integrated micro replicator designed to fabricate small tools in order to complete the job at hand. Players can create tools at will and ignore 1 point of Opportunity Cost for equipment. Equipment cannot have the Large label and cannot detach from the Exocomp or be used by others. This does allow the Exocomp to fabricate their own personal tricorder at will.

AXIONIC CHIP

REQUIREMENT: Exocomp, or Gamemaster's Permission.

Exocomp units were designed to be problem solvers. Once per session, a Player may gain a single Focus usable for the rest of the scene. It must reflect the units solution to the problem before it.

AXIONIC NETWORK

REQUIREMENT: Exocomp, or Gamemaster's Permission.

Dr. Farallon designed the Exocomps to work together to troubleshoot and solve problems. When assisting another Exocomp that has this talent and by spending 1 momentum, the player's assist does not count towards the number of characters that may assist for that Task.

