

ICONIAN

ALL ERAS OF PLAY

Known as "demons of air and darkness" to their conquered vassals, the Iconians forged a great empire 200 centuries ago, during a time when the Neanderthals were still the dominant hominid on Earth. Ruthless and brilliant, the Iconians used teleportation Gateways to maintain their vast territory, which stretched into the Gamma Quadrant. The Iconians have always had a small population, possessing a lifespan that exceeded that of even the El Aurians, which was only increased through technology; by the height of their civilization, procreation had ceased and it had been a century since the last birth. 200,000 years ago, an alliance of rebellious species fought back, and bombarded the planet of Iconia from orbit. The nature of this rebellion is dispute, as only the records of the usurpers remain, and they describe the Iconians as cruel and merciless. Some Federation historians dispute this, believing the Iconians withheld their technology from less developed species, much like Federation itself does. Following the devastation of their homeworld, the surviving Iconians were forced into hiding. Traumatized by events, many grew paranoid and xenophobic, focusing on survival and personal defence. These Iconians withdrew to another reality, working in physical space through proxies. Others settled down to live out their lives in peace, or sought to flee the present hostility to their species.

EXAMPLE VALUE: With Age Comes Wisdom and Patience

■ **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason

■ **TRAIT:** Iconian. Prior to the fall of their empire Iconians were organic beings. All Iconians were biologically female, and produced offspring via parthenogenesis. They possessed a life spans measured in millennia, which was further augmented through medicine and rejuvenating treatments.

■ **TALENTS:** The character receives access to the following talents:

TECHNOLOGICALLY DEPENDANT

REQUIREMENT: Iconian, or Gamemaster's Permission

You are accustomed to relying on advanced technology rather than your own skills. When you are assisted by a ship, you can roll one fewer d20 to allow the ship to roll an additional d20 in your place. Additionally, if the ship rolls one or more a complication from this Task, you can re-roll one of its d20s.



SPECIES