

# SAURIAN

## THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Saurians are a humanoid reptilian species from the planet Sauria, best known for Saurian brandy, one of the most popular and infamous alcoholic drinks in Federation space. While they were capable of space travel for decades prior to other nearby planets, such as Earth, the Saurians established no colonies beyond their home system. Hailing from a system with planets rich in natural resources, including dilithium, other species were always so eager to trade with Sauria. Because of this, the Saurians seldom ventured far out into space, instead letting others come to them. Contact between Saurians and Humans took place in the mid-22nd Century, shortly before the original NX-1 Enterprise was decommissioned. As first contact occurred with an Earth cargo ship, Starfleet had to dispatch a second starship to initiate more formal relations. Since that date, the Saurians have joined the Federation and have numerous members serving in Starfleet.

*EXAMPLE VALUE: Quality is the Best Buisness Practice*

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

■ **TRAIT:** Saurian. A humanoid reptilian species adapted to rainforests and wetlands, Saurians were semi-aquatic and comfortable moving underwater. They could breath a wide variety of gasses and possess an immunity to many forms of toxins. As the gravity of Sauria was a 20% higher than Earth's, they were stronger than humans. Saurians posses a second set of eyelids that confers infrared vision, but their nocturnal lifestyle means they have a weakness to bright light, and often have to wear goggles in brightly illuminated areas.

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

### RAPID RECOVERY

**REQUIREMENT:** Saurian, or Gamemaster's Permission

You heal quickly from lesser wounds and are quick to catch your breath. When you attempt the Recover Task, add a bonus d20 to the task.

### RESILIENT FRAME

**REQUIREMENT:** Saurian, or Gamemaster's Permission

Your scaly skin makes you particularly durable and hardy. Whenever you successfully Avoid an Injury, roll 1 ♣. If an Effect is rolled, you immediately regain the ability to Avoid Injury

### TENACIOUS WILL

**REQUIREMENT:** Saurian, or Gamemaster's Permission

When driven by what you believe most, you stubbornly refuse to yield and strive to succeed at all costs. When you spend a point of Determination to attempt a second Task, you may re-roll a d20 if you have an applicable Focus for this Task or re-roll up to two d20s if you have no applicable Focus.

