

SKORR

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Official version found as the Aurelian in the Alpha Quadrant Sourcebook

The Skorr are a bipedal avian species whose feathered wings allowed them to fly. Hailing from the planet Aurelia, the Skorr were accepted into the Federation in the mid-22nd century. This induction was hotly debated as the Skorr had a fearsome reputation as a predatory warriors people. For years they had used their advanced military technology to battle across the stars. Paired with their swift maturation and high birth rate, the Skorr were able to rapidly form armies. However, in the mid-21st century, a religious leader named Alar led the Skorr into an era of peace. Alar is credited for civilizing the Skorr and permitting their entry into the Federation. Even now, many Skorr are reluctant to take violent actions, viewing it as surrendering to baser instincts. To ensure his teachings and philosophies were not corrupted, Alar preserved his thought patterns in an indurite sculpture known as the Soul of Skorr, which is the most prized relic of the Skorr. The Soul of Skorr is but one example of the Skorr's famed stoneworking, which was used to carve their ancestral aeries. Owing in part to their warlike past, which is a lengthy series of conflicts, the Skorr have a fascination for history. They have collected an extensive historical database that has proven useful to scholars across the quadrant

EXAMPLE VALUE: We Don't Make History, We are Made by History

■ **TRAIT:** Skorr. Loosely humanoid, Skorr stand taller than most Humans with bright yellow feathers and taloned limbs. Stretching out from their backs are wings that can span three meters when fully extended. Despite their height, Skorr are lighter than Humans due to their hollow bones. As a predatory species, Skorr have an excellent sense of sight with visual acuity many times that of a Human. However, they have a poor sense of smell and taste.

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

NIMBLE FLYING

REQUIREMENT: Skorr, or Gamemaster's Permission

With a sudden flap of your wings you can bound quickly from place to place. When you take the Movement Minor Action, you can move through or out of an enemy's Reach, provided there is room to move over and around them.

SWIFT FLIGHT

REQUIREMENT: Skorr, or Gamemaster's Permission

Your wings allow you to fly with speed and surprising grace. When you succeed on a Sprint Task, you generate 1 bonus Momentum

