

BREEN

THE NEXT GENERATION ERA ONLY

Few powers in the Alpha Quadrant are as secretive and reclusive as the Breen. Shrouded in mystery, even the true appearance of the Breen is unknown, and it is rumoured that no one has seen what they look like beneath their sealed environment suits and lived. It's believed these refrigerating suits are necessary as the Breen hailed from a frigid homeworld, but the truth of this is unknown. The Breen have always displayed hostility towards other species and powers, and had a well earned reputation as one of the most warlike species in known space. Breen mercenaries rivalled Nausicaans and Klingons in toughness, but were more reliable and loyal... so long as they were paid. While the Breen responded harshly to any infringement of their territory, they declined to respect others' borders: Breen privateers freely operated in neighbouring territories, indiscriminately capturing foreign vessels and using the crew as forced labour. Small bands of Breen marauders have been known to travel to such distant reaches as the far side of Romulan and Klingon territory. Despite their bellicose nature, until the mid-2370s the Breen remained content with their empire's current borders. This changed 2375 when the Breen allied with the Dominion, demonstrating expansionist desire and a willingness to openly engage the Federation.

EXAMPLE VALUE: Never Give out All the Information

■ **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness

■ **TRAIT:** Breen. Hailing from a planet with a surface temperature far below the freezing point of water, Breen are adapted to the severe cold. They lack a liquid circulatory system and do not bleed. This absence of blood also renders Breen immune to most injected toxins. They cannot survive in an above 0 environment, which causes their skin to boil. Because of their incompatible physiology, their minds cannot be read by Betzoid or Vulcan telepathy.

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

ICY FORTITUDE

REQUIREMENT: Breen, or Gamemaster's Permission

You are surprisingly hard to knock unconscious and kill. When you spend your Determination to ignore the effects of an injury, you also regain your ability to *Avoid an Injury*.

