

MARVOSTIAN

ANY ERA

The Marvostians are two-headed humanoids, who are very intelligent, if a bit talkative. The two heads can share thoughts naturally, but they also like to vocalize thoughts to the other head. It's difficult for people to follow their speech when they talk both heads at once, even with a universal translator, but that is their natural mode of communication. They like to sing, usually duets with themselves, and have great choirs on their homeworld. Music is important to their culture. They always have redundancies built into their devices and ships, so that if something breaks down, there is a second system ready to kick in. When off-world, they live almost entirely within their EVA suits, which are self-contained ecosystems that can last them for years if needed. Their ships have two Conn Officers, backing up each other.

EXAMPLE VALUE: *Two Heads Are Better Than One.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Marvostian. A Marvostian can focus on two things at once, and is brilliant at multitasking. They are difficult to surprise as one head usually keeps watch. They can turn each of their heads 360 degrees. They have great lung capacity, and have good hearing and a knack for music. They are very careful about off-world travel.
- **TALENTS:** The character receives access to the following talents.

MARVOSTIAN ENVIRONMENT SUIT

REQUIREMENT: Marvostian.

You have a self-contained environment suit that can sustain you for years. Normally fits two-headed Marvostians only, it provides life support and sustenance as well as protection against the elements. It provides **Resistance 2**.

TWO-HEADED MULTITASKING

REQUIREMENT: Marvostian.

You are very good at multitasking due to your two heads. You can perform one Swift Task in a Scene and have it cost no Momentum.

