

AQUAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Aquans are a piscine humanoid species native to of the planet Argo. Centuries ago, the Aquans were a highly developed people known for their engineering and biological sciences. Aquan medicine remains particularly refined, and they are capable of altering memories and physiology. The residents of Argo lived on the surface of their world until a cataclysmic seismic disturbances shifted the majority of landmasses to lie beneath their planet's oceans. To survive, the majority of the Argo people converted their biology to be aquatic. This unfortunately led to conflict with the few who did not become water breathers, and after many years of warfare the remaining land dwellers died out. Following an encounter with a Starfleet exploratory vessel in 2270, the Aquans returned to the surface, reclaiming and restoring their ancestral cities. Following this, Aquans chose to be water breathing, air breathing, or amphibious ambassadors between the two groups. Currently, the Aquans are governed by a Ruling Tribunal of the Aquans, which was made up of a Water Tribune and a Surface Tribune. After centuries of peace, Aquans are adverse to killing, even when confronted by presumed enemies and favoured non-lethal weaponry such as nets.

EXAMPLE VALUE: Ordainments are Useless in Times of Turbulence

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

■ **TRAIT:** Aquan. Accustomed to extreme pressures, Aquans are stronger than Humans, and possess excellent night vision. After centuries underwater, Aquan physiology has adapted to oceanic life and their skin is prone to becoming uncomfortably dry in arid conditions. Through surgo-ops, Aquans can choose to breath air, water, or both. Because of the added flexibility, Aquans typically choose to be amphibious.

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

3-DIMENSIONAL THINKING

REQUIREMENT: Aquan, or Gamemaster's Permission

You are adept at maneuvering and shifting in multiple dimensions. When you succeed on the Evasive Action Task, you can spend 1 Momentum to increase the Difficulty of attacks against you by 1.

PACIFISTIC

REQUIREMENT: Aquan, or Gamemaster's Permission

You have received specialized training in Aquan forms of combat, allowing you to effectively use weapons designed for killing in a non-lethal manner. When you attack with a Deadly weapon, the Difficulty does not increase when using it to make non-lethal attacks.

