

AUGMENT

ALL ERAS OF PLAY

An Augment talent is found in the Science Division Supplemental Rulebook

"Augment" is a term used to describe genetically engineered Humans that were first created by advances in DNA re-sequencing in the mid-20th century. This led to the Eugenics Wars, following which genetic engineering on Earth was banned. This ban was also commonly adopted by Human colonies, and continued after the founding of the Federation. However, several generations after the Eugenics Wars, some colonies outside the Federation began permitting genetic engineering or were even established to research manipulation of the genome. The original Human Augments possess enhanced intelligence beyond that of all but the most intelligent Humans, and they were also designed with superhuman strength and reflexes. Along with these superior abilities there was a defect in the genome of the first Augments: they were aggressive, arrogant and ambitious with a diminished sense of morality. Since that era, future attempts at genetic modification have corrected this flaw. This led to the eventual loosening of the ban on genetic engineering in the Federation, allowing the correction of medical conditions, such as genetic illnesses. However, altering Humans beyond certain mental and physical thresholds was discouraged, and such genetically enhanced individuals were banned from service in Starfleet.

EXAMPLE VALUE: That Which Does Not Kill Me Makes Me Stronger.

■ **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add+ 1 to each of them.

■ **TRAIT:** Human, Augment. The Augments were designed to be remarkably agile, being up to five times as strong and twice as intelligent as a normal Human. They were also resistant to illness, had enhanced senses, possessed heart muscles twice as strong, and their lung efficiency fifty percent better than even a Human in peak condition. Their blood also contained platelets capable of regenerating from most diseases or toxins.

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

DURABLE

REQUIREMENT: Human augment, or Gamemaster's Permission

Your genetic augmentation allows you to shrug off minor wounds. The first time in a scene you are reduced to 0 Stress, you do not gain an Injury. Additionally, on your first turn after gaining an Injury, you can perform a single Minor Action (but still can't attempt any Tasks).

HEALING BLOOD

REQUIREMENT: Human augment, or Gamemaster's Permission, may only be taken at Character Creation.

Your blood has restorative properties for other Humans, combating disease and suspending some debilitating conditions. Once per mission, if a creature is injected with your blood during a Task to remove an Injury, any dice in that Task can be re-rolled.

