

THE ORIGINAL SERIES AND NEXT GENERATION ERAS ONLY

Conquered by the Terran Empire early in the 23rd Century, the subjugation of Betazed resulted in surprisingly few casualties, but instead the Betazoids paid a heavy cultural price, becoming corrupted by power. A largely peaceful species unaccustomed to conflict and duplicity, the Betazoids surrendered quickly to the initial Terran invasion. As the occupation unfolded, the Betazoids used their psychic powers to wage a silent campaign of sabotage and assassination. Rather than employing the usual tactics of public executions as reprisals for rebellion, the Terran governor began employing Betazoid collaborators to counter the insurgents, offering prestige and great wealth to those willing to work with the Empire. The usefulness of telepaths was not lost on the Emperor and Starfleet's admiralty, and Betazoids who volunteered to serve in the Imperial Starfleet were richly rewarded. Slowly, over a generation, Betazoids ceased their resistance and embraced the values of their occupiers, seizing chances for power and an escape from poverty and oppression. Flush with their new prestige in the Empire, Betazoid culture rapidly shifted from one of openness to a secretive police state that produced some of the most feared spies and interrogators in the Empire. Because of its remote location and important position in the empire, Betazed was one of the first worlds targeted by Cardassian forces. The planet was "liberated" by Alliance forces who occupied the system until a new government could be formed, which was conveniently subservient to the Alliance. But to civilian Betazoids, the shift in leadership has led to few changes to daily life.

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

MENTAL FORTITUDE

REQUIREMENT: Betazoid, or Gamemaster's Permission

Through intense mental training, you can erect psychic barriers that shield your thoughts from being read or your mind from being influenced or controlled. When you attempt a Task to resist unwanted telepathy, psychic attacks, or mental influence, you reduce the Difficulty by 2.

INDUCE DISTRESS

REQUIREMENT: Betazoid, or Gamemaster's Permission

Instead of merely emphatically reading emotions, you have learned to induce them, instilling a creature with feelings of stress, panic, and anxiety. This is typically an Insight + Control Task with a Difficulty of 2 that can be performed at Medium range. Until your next Task, all Tasks made by the target increase in Difficulty by 1.

