

BOLIAN

THE NEXT GENERATION ERA ONLY

Official version found in the Beta Quadrant Sourcebook

Typically Bolians are gregarious, hardworking, and meticulous. They enjoy cooperation and working in groups; one can always rely on a Bolian, as their selflessness is legendary. Individual Bolians tend to be highly outspoken, even when their opinions are not requested. Owing to their "good natured" personality types, Bolians often find employment in service professions: Bolian barbers and wait-staff are commonly employed aboard Federation starships and starbases. As Bolians excel in professions that encourage teamwork and reward group effort, most branches of starship service fulfill their desire for cooperation and structure. A noteworthy institution is the Bank of Bolias, which is the primary financial institution of the Bolians and has become well-used by many off-worlders, holding their funds and storing valuables. Fluctuations in Bolian currency played an important role in Alpha Quadrant markets, even those that no longer use hard currency.

EXAMPLE VALUE: Together We Are Stronger

■ **TRAIT:** Bolian. Bolians are typically bald and have skin in shades of blue. They have a corrosive internal chemistry that allows them to ingest many things that would be unpleasant or even deadly to other species, including decaying meat and strong corrosives such as acid. Because of this, intimate relations with non-Bolians can be challenging.

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

GREGARIOUS

REQUIREMENT: Bolian, or Gamemaster's Permission

You selflessly support the actions of your fellow crew members. Whenever you assist another character with a Task outside of combat, the character you assisted gains 1 bonus Momentum if they succeed.

OFFER ADVICE

REQUIREMENT: Bolian, or Gamemaster's Permission

You are happy to make suggestions for how to best execute a course of action and quick to work as part of the team. Whenever you spend the last Momentum in the group's Momentum pool, roll 1 ♠ when you transfer initiative. If you roll an Effect, add 1 Momentum back into the group's Momentum pool.

MARKET SAVVY

REQUIREMENT: Bolian, or Gamemaster's Permission

You have learned the basics of economics and trade, possibly with a connection to the Bank of Bolias. Increase the Difficulty of all rolls in a Social Conflict made to persuade you by 2. This Difficulty increase is removed as soon as a fair and equitable deal is offered.

