

CARDASSIAN

THE NEXT GENERATION ERA ONLY

Official version found in the Alpha Quadrant Sourcebook

Cardassian culture is hierarchical, with the State ruling public life and parents leading the household. A Cardassian's family is considered one of their greatest assets, with two or three generations living together within the same home. This emphasis on hierarchy generates intense rivalries between families and individuals as the Cardassians compete for a higher position. This also causes conflict between the independently minded and the government. As a result, Cardassians are generally suspicious and regard those who are not paranoid as somewhat foolish or naive. Despite their inclination to follow their superiors, Cardassians enjoy a good debate and many play the role of "Devil's advocate." Cardassian males lead a life focused on military and political service, being the only gender to be drafted; while women can volunteer to serve, most instead focus on the sciences and engineering. Cardassians do not fear old age and respect the wisdom and dignity of their elders; as Cardassians respect authority and age, they usually equate the two.

EXAMPLE VALUE: For My Children, For All Our Children

■ **TRAIT:** Cardassian. Cardassians possess extraordinary mental discipline, and as the result of intense training during childhood they commonly have eidetic memories. They are somewhat intolerant of cold environments, being comfortable in higher temperature bands. Cardassian hearing is slightly less acute than that of Humans, and they are uncomfortable in bright light. Cardassians have a negative reputation amongst many Alpha Quadrant cultures, particularly Bajorans, whose homeworld they occupied for decades.

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

CULTURED

REQUIREMENT: Cardassian, or Gamemaster's Permission

You enjoy a good argument, be it for five minutes or an entire half-hour. When engaged in Social Conflict, and given an opportunity to speak at length on a subject, you may re-roll your dice pool if you purchases any bonusd 20s.

LOYAL AND DISCIPLINED

REQUIREMENT: Cardassian, or Gamemaster's Permission

You are quick to obey orders and follow commands. Whenever you receive assistance from a superior on a Task, you may re-roll a single 20.

RUTHLESS

REQUIREMENT: Cardassian, or Gamemaster's Permission

You are merciless and have few compunctions about shooting an enemy in the back. You may re-roll any number of d20s in your dice pool when making an attack against an enemy that is defenceless, is not aware of your presence, or is unprepared for an attack.

