

DENOBULAN

ALL ERAS OF PLAY

In the first decades of the 22nd Century, the Terran Empire reached Denobula and found the populace surprisingly willing to serve. Having seen the Empire growing closer and closer, the Denobulans opted to surrender and welcomed the Terrans rather than resist and risk extinction. Lacking a large fleet of ships and with only a single continent housing their entire population, the Denobulans were vulnerable and stood no chance against the Imperial Starfleet. While other vassal planets occasionally rebelled, the Denobulans were noted for their passivity and seeming loyalty to the Empire. From a young age, Denobulan with skills useful to the Imperial Starfleet were identified and sent off-world. These "volunteers" effectively surrendered to Terran servitude. This regular sacrifice of skilled individuals allowed Denobula to largely maintaining its independence and preserve the traditional tight knit community-based lifestyle Denobula had maintained for generations. Those Denobulans who offer their services to the Empire worked diligently to be exemplary officers—loyal and fully committed to the ideals of the Empire—so their planet and family would be left in peace. With their low opinion of aliens, few Terrans recognize this deception, and believe Denobulans to be inherently subservient. This worked to the advantage of the Klingon-Cardassian Alliance: when Alliance forces neared that sector, Denobula betrayed the Empire in exchange for freedom. The Alliance accepted and Denobula won its independence.

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

CLOSE QUARTERS

REQUIREMENT: Denobulan, or Gamemaster's Permission

With billions of inhabitants on its single continent, Denobula has a high population density. You were raised in these crowded spaces and feel most comfortable in groups. When you make a Task in the same zone as two or more friends or trusted colleges you can re-roll a d20.

SUPPORTIVE

REQUIREMENT: Denobulan, or Gamemaster's Permission

You respond quickly to orders and work well with others. When you are given an order by a commander performing the Direct Task, you can re-roll a d20 on the commanded task.



SPECIES