

# SULIBAN

## ALL ERAS OF PLAY

In the 1850s, the Suliban homeworld became uninhabitable, and the species was forced to make a rapid exodus to the stars. The species largely became nomadic, with those who could settling in the territory of other species, such as Tandar, Betazed, and Kantare. Others made a living as scavengers, looking for salvage or mineral rich asteroids. During the 22nd Century, a terrorist faction of Suliban known as "the Cabal" were foot soldiers in the Temporal Cold War: an unknown individual from the 28th Century armed The Cabal with advanced technology such as cloaking devices and genetic resequencers. Their attempts to destabilize the region caused Suliban refugees on many worlds to be imprisoned, sent to detention camps, or exiled off-world. By the 2260s, the Temporal Cold War had quieted and the Cabal lost their backer. Without their support from the future, the Cabal splintered and eventually disbanded. Despite this, it was decades before much of the Quadrant saw the Suliban as more than terrorists.

*EXAMPLE VALUE: There is Never a Need for Hostility*

■ **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason

■ **TRAIT:** Suliban. The baseline physical strength, fortitude and intelligence of a Suliban is comparable to a Human's. Suliban genetics are particularly adaptable and easy to manipulate, allowing their bodies to be augmented in a number of different ways

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

## SNEAKY

**REQUIREMENT:** Suliban, or Gamemaster's Permission  
You have learned to keep your head down and avoid attention. When attempting to remain unnoticed, hide, or move quietly, you add an additional d20 to your dice pool.

