

ALL ERAS OF PLAY

Among the first alien species conquered by the nascent Terran Empire was the Tellarites. Employing ships designed to resemble Vulcan craft, the Terrans penetrated deeply into Tellarite space before attacking, seizing a foothold that allowed them to launch repeated offensives against several Tellarite outposts. Unprepared for the brutality of Terran conquest, the Tellarites watched in horror as the Terrans pushed disabled ships out of orbit around their homeworld and into the atmosphere, aiming the vessels at military targets as makeshift bombs. Following the Tellarite surrender, the Empire made them an offer that would be repeated on many worlds over the centuries: freely provide their talents for the good of the empire and be allowed to live. The Tellarites shared their technology and engineering skills with the Terrans, greatly expanding the Imperial Starfleet that would eventually bring Andor and Vulcan to their knees. Tellar continued to serve as a primary shipyards of the Empire, their entire homeworld focused on manufacturing war machines for the empire. Unlike Andorians, Vulcans, and Denobulans, few Tellarites were permitted off-world. Their bellicose natures and greater skill at deception made them unpopular on Starfleet vessels. While Tellar Prime remained in the Empire following the assaults from the Klingon-Cardassian Alliance, the world suffered greatly. As one of the primary imperial shipyards, it was frequently targeted by invasion fleets and the surface was heavily bombarded with biological and radiological weapons.

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

ARGUMENTATIVE

REQUIREMENT: Tellarite, or Gamemaster's Permission

You enjoy a spirited debate, often following an introduction with complaints or insults to initiate an argument. When you make an Opposed Task in Social Conflict you gain 1 bonus Momentum. This bonus Momentum cannot be saved.

RELIABLE EXPERTISE

REQUIREMENT: Tellarite, or Gamemaster's Permission

You are loathe to make mistakes, which also makes you reluctant to take risks. When you gain an additional success from rolling below an applicable Focus, you can ignore that extra success to instead cancel a Complication rolled on the same Task.

