

ALL ERAS OF PLAY

Terrans once believed in liberty, freedom, and equality. By after the nuclear fires of the 21 st Century, these ideas were dismissed as weaknesses that led the species to the brink of annihilation. On April 5th, 2063, a group of Terrans encountered a Vulcan scout ship: first contact with extraterrestrials. Gripped with suspicion and fear, they attacked and killed the aliens, then stole their technology. With this humble beginning, the Terrans began a campaign of piracy that grew into an empire, as the Terrans conquered planet after planet, enslaving the Orions, Tellarites, and Vulcans. Other systems swore fealty to the empire, such as Denobula. The Machiavellian Terran Empire was based on personal strength, with individuals wielding whatever power they could maintain through fear or intimidation. The Empire lasted centuries until 2267, when a Vulcan named Spock determined the Empire was not logically sustainable and decided to seize leadership. Spock instituted widespread reforms across the Empire, curbing its military and working towards equality. Ironically, these policies, which were meant to extend the longevity of the empire, led to its downfall. The remains of the Klingon Empire, seeking vengeance for the destruction of their homeworld, allied with the Cardassian Union. This alliance invaded the Empire, conquering much of its territory and enslaving its citizens. The war splintered the Terran Empire, with the few surviving pockets arguing over who is the true inheritor of the Empire's glory, fighting with each other as much as the Klingon-Cardassian Alliance.

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

COMMANDING PRESENCE

REQUIREMENT: Human/ Terran, or Gamemaster's Permission

You are natural leader, and accustomed to your orders being quickly obeyed without question. When you perform the Direct Task, you can take an additional Minor Action immediately afterwards.

DIPLOMATIC SAVVY

REQUIREMENT: Human/ Terran, or Gamemaster's Permission

Humans have a talents for making impassioned speeches and building bridges between nations and disparate species. When you succeed on a Social Conflict Task using negotiation or presenting evidence but roll 1 or more Complications, you can choose to instead fail the Task and ignore the Complications.

