

## ALL ERAS OF PLAY

In 2063, a Vulcan survey ship detected the warp signature of the Zefram Cochrane's ship, the Phoenix, and followed it back to Earth. There they initiated first contact with the inhabitants, greeting them in peace. They were slaughtered. Following this disastrous first contact, Vulcan avoided that region of space and shifted its attention elsewhere. During a period of hostilities with the Andorians, Vulcan was attacked by ships from the Terran Empire, that were equipped with technology stolen from Vulcans and other species. Unprepared for the attack, Vulcan suffered heavy losses; they calculated they would eventually win the war with their superior number of ships, but this would likely result in the destruction of Vulcan, either to the Terrans or Andorians. It was decided the most logical choice was surrender, offering themselves as vassals and servants of the Terrans. Following their conquest, Vulcans remained reluctant servants for two centuries until the half-Vulcan, Spock, became Commander-in-Chief of the Imperial Starfleet and initiated a series of reforms.

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

### PSYCHIC INTERROGATION

**REQUIREMENT:** Vulcan, or Gamemaster's Permission

You can telepathically prise information from the minds of unwilling subjects. When you succeed at a Task to force or deceive someone into revealing information, every time you use the Obtain Information Momentum Spend you may ask two questions rather than one.

### YEARS OF EXPERIENCE

**REQUIREMENT:** Vulcan, or Gamemaster's Permission

Healthy Vulcans can live over two centuries, providing decades of life experiences to draw upon. You might have had multiple careers or major life events before joining Starfleet or moving to your current post. Roll twice on the Career Events table. Pick one additional Focus and Value based on these events.

