

# INSECTOID

## THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

*Official version found in the Beta Quadrant Sourcebook*

The Xindi are an union of five divergent but genetically related species who all evolved on the same planet, Xindus. The five species are the Aboreals, Primates, Reptilians, Insectoids, and Aquatics. A sixth species, the Avians, used to exist but were all slain. In the 2030s their planet was destroyed by a civil war, the result of a Reptilian and Insectoid plot, forcing the entire species to relocate. In the early 2150s, beings from another dimension deceived the Xindi into attacking Earth, which was repelled by a military alliance between Earth and Andoria. This incident helped establish the United Earth as a major interstellar power.

Xindi-Insectoids are loosely humanoid, with two arms and legs and a small abdomen. They grow and mature quickly, being fully grown in a couple years and considered elderly after a decade. Even with advances in medicine, few live beyond twelve or thirteen years. The Insectoids are asexual, reproducing once or twice during their lives in tandem with other Insectoids. Their ships included shielded hatcheries, so their young could be born, mature, and then serve on a single familial starship. These hatcheries were guarded and defended, even at the expense of the survival of the rest of the crew. The Insectoids have long been allies with the Xindi-Reptilians, with their alliance dating back to when they were oppressed by the Xindi-Primates. The two subspecies trade technology, equipment, and even starships.

*EXAMPLE VALUE: Our World May be Lost but We Will Survive*

■ **TRAIT:** Xindi, Insectoid. All subspecies of Xindi share 99% the same DNA and are largely susceptible to many of the same toxins and contagions. Xindi Insectoids have large compound eyes that provide 360-degree vision. They have excellent hearing but are sensitive to loud noises, and equate raised voices with aggression. Their bodies are covered in semi-rigid carapace over their entire body. The species is asexual and lays eggs in clusters, which have an innate biological defense: a non-insectoid approaching the eggs induces a chemical spray that causes an obsessive nurturing instinct in the intruder.

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

### PROTECTIVE LOYALTY

**REQUIREMENT:** Xindi-Insectoid, or Gamemaster's Permission

You are instinctively defensive of kin and allies, driving you to defend them at any cost. When you take the Guard Task to defend an ally, they gains 3 Resistance Dice against the first successful attack before the start of your next turn.

