

THOLIAN

ALL ERAS OF PLAY

Official version found in the IDW Year 5 PDF

Territorial to the point of xenophobia, Tholians have a reputation for stubbornness, being inflexible in both behaviour and attitude. Tholian punctuality is particularly renowned and refuse to renegotiate a deadline. Their homeworld of Tholia has a methane atmosphere with temperatures over 200 degrees Celsius (480 Kelvin), which is past the melting point of tin. Despite their non-humanoid appearance, Tholians still breathe oxygen, but do not exhale gas. Instead, their waste product from respiration is solid silica, extruded as thin strands that can be woven into fibers used to make Tholian Silk, a soft and flexible fabric that is extremely heat resistant. The overwhelming majority of the species lives within the borders of Tholian Assembly, which has been slowly expanding for several centuries. Foreign species are not allowed within the borders of the Assembly and the Tholians are defensive of any incursion into their space. Similarly, Tholians care little of galactic politics and the Federation: the Vulcan High Command has had loose relations with the Assembly in the 22nd Century and first contact with humanity occurred in 2151, but diplomatic relations have been limited in subsequent centuries.

EXAMPLE VALUE: Now Is the Only Time that Matters

■ **TRAIT:** Tholian. A silicon-based hermaphroditic life-form adapted to extreme heat. Roughly the same size as a Human, Tholians have two arms and six insectoid legs. Their crystalline frames render them immune to most conventional poisons and diseases, as well as most forms of radiation. Tholians were extremely vulnerable to the cold. Temperatures below 100 degrees Celsius (380 Kelvin) caused their carapaces to fracture and rapid temperature shifts could cause their bodies to freeze and then shatter. Because of their crystalline carapace, Tholians have 2 Resistance.

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

DISCIPLINED

REQUIREMENT: Tholian, or Gamemaster's Permission
You are exceptionally focused, refusing to accept failure. When you fail at a Task and did not buy any additional dice, you can spend 2 Momentum to re-roll one d20.

THOLIAN ANATOMY

REQUIREMENT: Tholian
Your anatomy is decidedly non-humanoid. Your six legs allows you to move in any direction and confers exceptional balance. You reduce the cost to avoid being knocked prone by 1. Additionally, the first time in a scene you suffer an injury from non-lethal damage you automatically ignore the injury.

