Artemisian

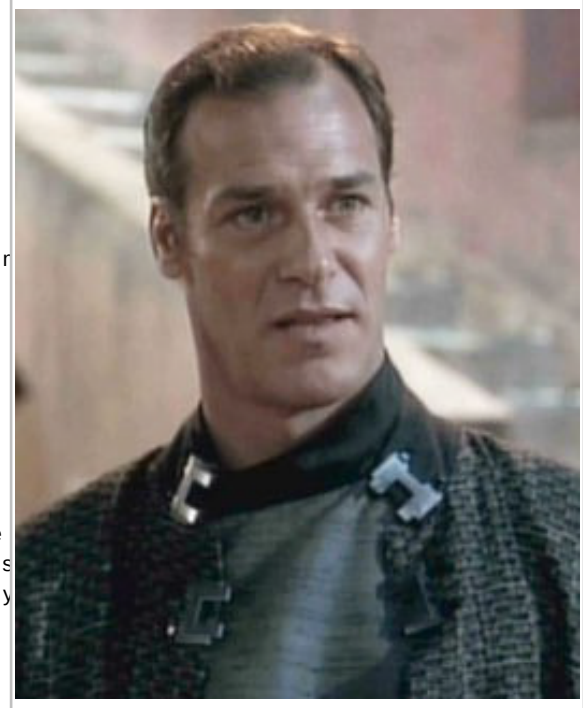
TNG era or beyond

There have been a number of side effects from their alterations. One of them is that they seem to be completely immune to any known form of cancer, most likely due to the repair capabilities of the gene sequences they added. Their cells are also more resistant to mutation, also probably for the same reason. It has had the effect of also repairing their DNA so well that they hea genetic damage and degradation much more quickly than normal, & that it seems to have a similar effect on their degradation as they age.

Because of their higher radiation resistance, they are slightly more resistant to phasers & similar weapons on lower settings. They are still affected by them, but they recover more quickly.

Artemisian names come from a variety of Earth cultures. Some have both personal name & surname, and some only have one name.

EXAMPLE VALUE: *Necessity is the mother of invention.*



Attributes: Daring +2, Fitness +1, Insight +1, Presence -1.

TRAIT:
The Artemisians are physically human, the descendants of a human colony from Earth. They have the exact same anatomical proportions as Earth humans; including the same range of hair, eye, & skin colors. Without a tricorder scan, capable of detecting their unique genetic structure & resistance to radiation, it is impossible to tell them apart fror a standard Terran.

Talents:

Artemisian only or with GM's Permission only.

Radiation Resistance

Requirement:
Artemisians are highly resistant to all forms of radiation. They are immune to hyperonic radiation, as well as most radiation forms that are less potent. For types of radiation with a more potent effect, Artemisians receive 2d20 to their rolls to resist the effects. 1 Resistance vs N-L energy

Curious

Requirement:
Artemisians are insatiably curious, whether it be about a person they have just met, or a new planet they have just discovered. They gain 1d20 to rolls relating to new discoveries &, if successful, gain 1 momentum tha can only be used for Obtain Information spend.

Skilled

Requirement:
Artemisians have a broad range of experiences in their personal & family histories to draw upon. When creating an Artemisian PC, they gain 1 extra focus.