Nupiri

2371 or beyond [Shackleton Expanse]

A territorial, defensive race with a theological government, the Nupiri (native to Nupira II) gained space flight ~1850. In 2160, they encountered there first alien race. Though this race was pre-space flight, their religion hadn't prepared them for the thought of another intelligent species, & were puzzled by how intelligence could have evolved. They have colonized 7 neighboring star systems & are highly protective of them. Their technology is comparable to the Federation, except in their hull-tight gravitic shielding & weapons technology where they are more advanced. Their colonies are protected by orbiting weapons platforms, starbases, & outposts. They have several shipbuilding facilities spread amongst their colony worlds. They launch most of their starships (which are atmospheric-capable) into the water as the majority of their starship-building facilities are planet-based. They are long-lived with an average lifespan of 675 years old. The choose nicknames for those who are not telepathic.

EXAMPLE VALUE: There is so much to discover, its unfathomable.

Attributes: Insight +2, Reason +1.

TRAIT:
The Nupiri resemble a bulbous flying squid that is 2m across and its tentacles hang down a little longer than its width. The majority of the bulk is brain matter covered by extremely hard & dense cartilage that offers Resistance of 2 vs Non-lethal, Blunt, & Piercing damage. The underside offers no such protection as this is where its oral aperture is located. Knockdowns do not apply to them.

Talents:

Nupiri, or with GM's permission.

Telepathy [Required] [T20]

Requirement:
See Betazoid talent. You use it to communicate (no vocal chords) & use Telekinesis to levitate, fly to move, & manipulate objects. Weight limit: Insight x 100kg. Because you use your brain for just about everything, yo lower the Difficulty of tasks by 2, min. 0, due to a quicker response time.

Prehensile Tentacles

Requirement:
This talent provides a Nupiri with the ability to hold & operate pieces of equipment, like hands. Whenever you succeed at any Task as part of an Extended Task, you score 1 additional Work/Effect rolled. In addition, you gain an Advantage that can be used to counter complications.

Visual Spectrum (Required)

Requirement:
Their visual spectrum can only be described as an ultravision/infrared x-ray that encompasses them. You can see through most anything & therefore you cannot be surprised or ambushed. Light/darkness means nothing to you. You cannot be Blinded.