

NUMORI*

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ORIGINAL SERIES AND NEXT GENERATION ERAS ONLY

Native to an obscure system near the border between the Beta and Delta Quadrants, the Numori share several traits characteristic of both insects and mammals. Ravaged by internal warfare and external threats, the Numori abandoned their homeworld for isolated and hidden colonies far from prying eyes. Numori tend to be pragmatic, analytical, and cautious, knowing both the need for isolation and the need to deal with others from a position of strength.

Paradoxically, the Numori are both highly individualistic and strongly collectivist- jealously guarding their personal liberties while selflessly willing to sacrifice for their “hive” as a whole.

EXAMPLE VALUE: "Our Children Are Our Strength"

ATTRIBUTES +1 Daring, +1 Insight, +1 Control

TRAIT: Numori. Inquisitive, wary, and somewhat hyperactive, the Numori find security in seclusion and isolation and are more than willing to fight and die to protect themselves and what is theirs. Numori possess a chitinous skin which provides limited resistance to physical damage.

TALENTS: The character receives access to the following Talents:

Multi-Limbed

REQUIREMENTS: Numori or Gamemaster's Permission.

Numori may use their “lesser” arms, to take one additional Minor action per turn without penalty.

Hibernation:

REQUIREMENTS: Numori or Gamemaster's Permission.

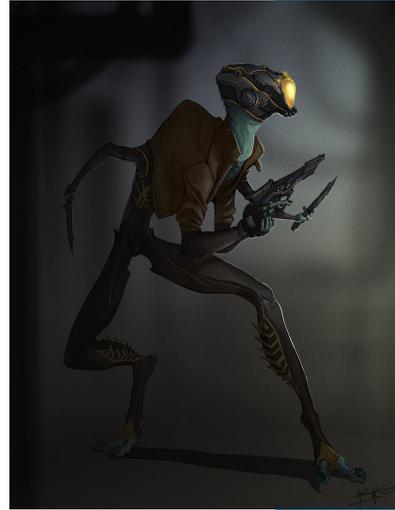
When needed, the Numori may induce a state of diapause, slowing their metabolic functions almost to the point of death. This hibernation state helps them to sleep through adverse conditions, but does not provide immunity- a hibernating Numori can still freeze to death, suffocate, or literally boil in their own juices unless appropriate shelter is arranged.

Entering, maintaining, or awakening from this hibernation state requires a Difficulty 2 (**Control** or **Daring**) + (**Command** or **Security**) test. Competent medical care may reduce the Difficulty by 1. Success allows the character to enter a two-week period of hibernation.

At the end of each period, the character must make an identical test to either awaken or remain in hibernation. Each subsequent (two-week) period adds +1 to the Difficulty. Failure means the character remains in hibernation but suffers 1▲ Stress damage. If a character receives enough Stress to cause an Injury, the character may attempt to awaken. If successfully, the character avoids the Injury, but must recover normally (ie, eat, rehydrate, and rest) before attempting to return to diapause). If the test is refused or failed, the Injury occurs as normal, and the character will die at the end of the next hibernation period. Stress cannot be recovered nor Injuries treated while in hibernation. Once awoken from the hibernation state, the Numori suffers a “Fatigued” Trait (increasing the Complication range of all Tasks by +2 until rested and fed (GM's discretion).

Manic Burn

Through a combination of physiology and cellular energy storage, the Numori may “burn” once per day for a number of rounds equal to the character's **Daring** score. While in this manic state, the Numori adds 2d20 to any tests using **Control** or **Daring** but adds +3 to the Complication range of all tasks the character attempts. The character also enjoys the effects of the Avoid Injury Momentum Spend once. At the end of the “manic” state, however, the character automatically suffers an Injury (which cannot be avoided) and is incapacitated for the rest of the scene as per the usual rules.



Homeworld

The Numori are native to Delta Pi Librae II, a Class M world on border between the Beta and Delta Quadrants- and one frequently inflicted with turmoil, struggle, and armed conflict. Because of the ceaseless attacks (including by rival hives), the Numori have all but abandoned their world in favor of small, scattered colonies located within a roughly one hundred light year radius of the Delta Pi Librae system.

Governmental/Societal Structure

Following the Numori Diaspora, the species has no central or standardized government. Each “hive” is self-organized along tribal or dynastic lines and “local” leadership takes the form either of elected officials or revered elders. Individual hives cooperate infrequently to preserve the Numori people and their culture in the face of alien predation, raids by rival hives, and the dislocation of war and pirate attacks.

The most revered individuals in Numori society are Lore-tellers; scholars, historians, and theologians who record, preserve, and transmit Numori culture, law, and religion to their people. By tradition, Lore-tellers are forbidden to hold public office or property, but remain extremely powerful and influential.

Technological Summary

The Numori are a Tech Level 6/7 society- comparable in most ways to the Federation in the late 23rd century. Though hindered by the lack of a solid industrial base, basic transwarp technology allows their ships to move swiftly and securely through subspace corridors.

Numori starships in particular, are swift, robust, and well-armed, though their weaponry lacks the versatility of Federation equivalents, relying on a more “brute force” approach.

Physiology

The Numori are a tall species (averaging nearly 2.5 meters in height), with thin and elongated physiques. Two legs extend much of their body length, with thin hips and a narrow torso. They have three-toed feet and five fingered hands, each finger capped with a short, blunt claw.

The Numori torso is distinctly humped, with two large and two small arms. The larger arms (and hands) operate conventionally, while the smaller arms are shorter, weaker, and of limited function.

The Numori possess a single multi-faceted eye which still provides (effective) binocular vision.

Numori do not possess lungs (as such), but breathe through twelve (six pairs of two) tracheae crowned with a valved spiracle lining their torsos. This arrangement allows for the Numori to “burn” - using stored metabolic fuel and rapid oxygenation of their tissues to radically (but temporarily) increase their activity and physical capacity. The process is debilitating, however, leaving the Numori physically disabled and emotionally drained.

Numori are oviparous (laying chitinous eggs containing live offspring). Females become fertile roughly once every six months, laying a single egg which the male fertilizes. The egg is then clutched with others in a central nursery and incubates for roughly five months before hatching. Newborn Numori are genetically imprinted to their parents, recognizing and bonding to their parents immediately upon contact/hatching. Despite the regularity and short period of their reproductive cycles, actual birthrates are low- only one-in-five fertilized eggs will survive to hatch. As a result, Numori tend to be fanatically protective of their young (and to their credit, the young of others, as well).

The female Numori maintain their nursery clutches through the production of a hemolymph fluid which saturates the cell walls and which feeds and sustains the clutched eggs. This fluid is also believed to pass on some cultural and genetic knowledge to the unborn Numori, but additional study is required.

This hemolymph fluid is also widely (and correctly) rumored to have has remarkable healing and restorative properties, and is sold and abused as a “youth drug”¹ by many of the species familiar with it- the direct cause of the long history of raids suffered by the Numori.

¹ The precise rejuvenating effects (and side effects) of the fluid are left to the Narrator's discretion, but are the prime motive in the colonist's raids on Numori hives.

NUMORI CRUISER*

ENTERED SERVICE: 2250

OVERVIEW: One of the largest vessels fielded by the Numori Confederacy, the Type 7 Light cruiser is a modular vessel designed to be rapidly reconfigured for whatever her mission requires.

Fast, lightly armed, and heavily armored, the 7 is used primarily as a scout and survey vessel, and is equipped with both a transwarp coil and a conventional warp drive.

The Type 7's primary tactical strength is its ability to jump into and out of trouble quickly due to its transwarp drive.



Ship Statistics:

Comms	8	Command	2	SCALE:	3
Computers	9	Conn	3	Resistance:	5
Engines	7	Security	2	Shields:	9
Sensors	9	Engineering	2	Power:	7
Structure	8	Science	4	Crew Support:	3
Weapons	7	Medicine	2		

Crew Complement:	70
Maximum Speed:	Warp 4
Emergency Speed:	Warp 5
Refits:	0

WEAPONRY:

Disruptor Banks (Medium, 6:)
Vicious 1
Photon Torpedoes (Long, 5:)
High Yield
Tractor Beam (Strength: 2)

TALENTS

Ablative Armor- The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. This plating is replaced periodically. The ship's Resistance is increased by 2.

Improved Warp Drive- Whenever the ship spends power to go to warp, roll 1▲ for each Power spent; for each Effect rolled, that point of Power is not spent.

Redundant Systems (Engines)- The ship has multiple redundancies to her engines that allow them to withstand severe damage more easily. If/when the Engines becomes Damaged or Disabled, the crew may choose to activate the backups as a Minor Action; if the System was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A System's backups may only be activated once per adventure, so subsequent damage will have the normal effect.

TRAITS Numori Starship.

*Artwork shamelessly stolen from Bryce Homick (zombat@DeviantArt)