

# NUMORI\*

\* Artwork shamelessly stolen from guthrieartwork at DeviantArt.com

## 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.

