

# Wraith

A hive species that requires bioelectrical energy to survive, the Wraith are humanoids whose hands contain a highly specialized organ that drains the energy from other living organisms. This energy is manipulated by Wraith physiology to allow for both rapid healing and advanced telepathy.

Once they've fed and stored enough bioelectrical energy, Wraith are capable of entering a form of biostasis for centuries at a time while on board their hive ships. Because of this, there are still entire hives that haven't revealed themselves.

After their last biostasis cycle, a small group of Wraith splintered off from their hive and began their own while attempting to find a new source of sustenance. Living away from the prying eyes of their original hive, this group was eventually discovered by a Federation scientific survey team and allied with the Federation, warning them about the intergalactic threat that the Wraith would pose if they found their way to the Milky Way from the Pegasus galaxy.

**EXAMPLE VALUE:** *There must be a better way to survive than consuming others*

**ATTRIBUTES:** +1 Daring, +1 Insight, +1 Presence

**TRAITS:** Telepathic, Wraith

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

## Bioenergy Drain

**REQUIREMENT:** Wraith or gamemaster's permission

You are able to observe to drain the bioelectrical energy from a living organism by placing your hand on their chest. Whenever you hit with an unarmed attack, the target suffers Fatigue instead of a loss of Stress.

## Rapid Regeneration

**REQUIREMENT:** Wraith or gamemaster's permission

Your body uses excess bioelectrical energy to rapidly heal wounds and fight off disease. The Difficulty of tasks to heal an injury and fight off disease are reduced by 1 to a minimum of 1.

