

IOTIANS

THE NEXT GENERATION ERA ONLY

A humanoid species from Sigma Iotia II, the Iotians are often used as a cautionary tale about the dangers of cultural contamination, even now that they've joined the Federation as a protectorate.

All of two generations back, Iotians were firm religious believers in "The Book". The problem of course was that the Book was "Chicago Gangs of the 1920s" and the highest form of government on the planet was the criminal syndicate.

Even today, Iotians talk like Earth gangsters of that period, or at least what they think Earth gangsters of that period talked like.

Highly imitative and clever when it comes to figuring out advanced technology if given a sample, the Iotians are externally nearly identical to humanity.

■ **ATTRIBUTES:** +1 Daring | +1 Fitness | +1 Reason

■ **TRAIT:** Iotian. This trait may reduce difficulties when trying to understand a piece of advanced technology that they've never encountered before. While they appear externally identical to humanity, there are significant internal differences, which may cause problems with medical treatment or allow them to resist attacks that'd normally affect human anatomy. Their use of archaic slang may cause confusion for those relying on translators.

■ TALENTS

GANGSTER

REQUIREMENTS: Iotian or Gamemaster's permission.

When you lean on some mook to explain carefully to him why he should just roll on out of the joint instead of putting up a fight, roll a bonus d20 to help make the palooka see the error of his ways.

A PIECE OF THE ACTION

REQUIREMENTS: Iotian or Gamemaster's approval.

When you sidddown at the negotiation table and succeed on your roll, get a bonus momentum that can be used to create an advantage that'll encourage them to give up the goods.

