

TRIBBLE (PLAYABLE RACE)

SPECIES NAME: *POLYGEMINUS GREX*. ORIGIN WORLD: IOTA GEMINORIUM IV

ALL ERAS OF PLAY

Tribbles are small furry life-forms, often regarded as unintelligent, and are native to the planet Iota Geminorium IV. They make soft, calming, purring sounds when touched, and breed at an alarming rate outside of their native world. When in close proximity to Klingons, tribbles emit a high-pitched shriek. It is suggested that due to both species having a keen sense of smell, they find each other repulsive, the main reason for their mortal rivalry.

EXAMPLE VALUE: *Hunger is a Constant State of Being*

ATTRIBUTES: +1 to Presence, +1 to Fitness, +1 to Insight

TRAITS: Tribble, Hungry

TALENTS: The character gains all of the following Talents:

DUPLICATE

Requirement: Constantly eating from a large stash of food (such as your entire group's gaming snacks, a grain store or the contents of a food replicator system), a photocopier.

As long as you, the Player, are constantly eating from a large stash of food, once per Scene you may duplicate yourself. Photocopy your character sheet and hand it to another Player at the table. They too are now a tribble. Once everyone at the table, including the Gamemaster becomes a tribble, the session ends.

SOOTHE

Requirement: The ability to make calming cooing noises that even Vulcans are susceptible to.

You may attempt to help a character recover Stress. To do this you must attempt to replicate the calming purr of a tribble for at least 30 seconds. If successful, the target character recovers 1 point of Stress, plus an additional point per Momentum spent.

KLINGONS

Requirement: A dislike towards Klingons and the ability to shriek loudly enough to scare the other Players.

Your Gamemaster must tell you if a Klingon character enters into Close range with you. Upon being told this, you must shriek loudly and shudder until you are told the character has backed away out of Close range. A Klingon character must attempt a **Control + Command** Task with a Difficulty of 3 when hearing this shriek, or you inflict 2A of damage. You may attempt an **Insight + Command** Task to detect Klingons at further ranges.



ENVIRONMENT

As a tribble, you may choose between three environments:

IOTA GEMINORIUM IV

You were born and lived on your homeworld of Iota Geminorium IV. You enjoyed a lush planet within the Klingon sphere of influence, and your species was stable, though you feared the reptilian predators that hunted you.

EXAMPLE VALUE: *No More Klingons, No More Reptiles*

ATTRIBUTE: +1 Fitness

DISCIPLINE: +1 Security

QUARK'S BAR

You found yourself living for a while in a strange place, full of bottles of odd liquids and a number of people coming and going at all hours. You've happily fed on leftovers, spillages, and nearly eaten Quark out of house and home but the patrons seem to love you.

EXAMPLE VALUE: *Rule of Acquisition #207 – A Tribble Always Means Customer Satisfaction*

ATTRIBUTE: +1 Presence

DISCIPLINE: +1 Command

DEEP SPACE STATION K7

You were one of the tribbles that was born, and removed, from Deep Space Station K7. It took Cyrano Jones 17.9 years but he finally succeeded in evicting you from your home, no matter how well you hid yourself in the stores.

EXAMPLE VALUE: *If I Can Fit, I Can Hide. If I Hide, I Can Eat.*

ATTRIBUTE: +1 Daring

DISCIPLINE: +1 Engineering

UPBRINGING

As a tribble you may choose between two upbringings:

BELOVED PET

You once belonged to someone who took care of you as a pet. You were fed each day, petted, and given a comfortable place to eat and sleep. This might have been onboard a ship, space station, or on some distant planet.

ATTRIBUTES: +2 Presence, +1 Control

DISCIPLINE: +1 Medicine

FOCUS: You gain a Focus based on your upbringing. Examples include: Comfort, Empathy, Defusing Tension

TALENT: You gain the Talent Good Tribble:

Good Tribble

Select one of the Player Characters; you are now their beloved pet. Once per Scene if you make the calming cooing noise of your species for 30 seconds, you grant your owner 1 bonus Momentum for the purchase of a d20 on tests to convince or persuade another character to act in their favor.

WILD CREATURE

You are a wild creature, you did not have the luxury of being fed by someone else, instead needing to survive on your own. You're able to find food easily even in the harshest environments and know where to find food away from predators.

ATTRIBUTES: +2 Insight, +1 Daring

DISCIPLINE: +1 Security

EXAMPLE FOCUSES: Foraging, Going Unnoticed, Awareness

TALENT: You gain the Talent Stealth Tribble:

Stealth Tribble

Once per Scene you may hide away, making your presence unnoticeable by anyone who isn't a Klingon. This can be anywhere from a pocket large enough for you to fit in, to the inside of a food replicator system. When doing this, you must remove yourself from the table and hide from view until you decide to make your presence known again. If the location you or your tribble character hides in contains food that you can safely eat, you must do so.

STARFLEET

Tribbles are unable to enlist in Starfleet, but you have somehow found yourself a part of a Starfleet crew. Choose one of the following options to explain this circumstance:

BOUGHT BY A COMMUNICATIONS OFFICER AS A PET

You found yourself aboard a starship or starbase after being purchased by a member of Starfleet.

EXAMPLE VALUE: *It is a Characteristic to Love Little Animals*

ATTRIBUTE: +2 Presence, +1 Insight

DISCIPLINE: +2 Command, +1 Conn, +1 Engineering

SCIENCE EXPERIMENT

You ended up with Starfleet because you were studied for science. It may have been to investigate your ability to eat more than your weight in food, the rapid breeding of your species, to study your behavior, or any other number of reasons.

EXAMPLE VALUE: *There is More than Meets the Eye*

ATTRIBUTE: +2 Insight, +1 Reason

DISCIPLINE: +2 Science, +1 Medicine, +1 Conn

Stowaway

How you got to where you are is your business, but you managed to hide away somewhere on board a starship, space station, or within some equipment and were discovered at a later date by the crew.

EXAMPLE VALUE: *No Tribble At All*

ATTRIBUTE: +2 Fitness, +1 Daring,

DISCIPLINE: +2 Security, +1 Command, +1 Security

LENGTH OF SERVICE

You can't enlist in Starfleet on account of you being a tribble, but the crew might view you differently depending on how long you've been around. Choose one of the two following lengths of service:

NEWLY DISCOVERED

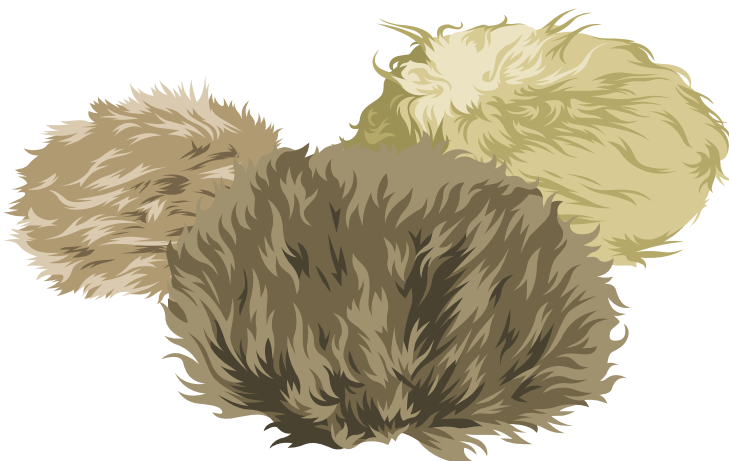
You have only just been discovered by the crew; this ranges anywhere from a few days to a week. You've seen a few things in the time between you getting here and being discovered and adapted well.

EXAMPLE VALUE: *I'm an Unexpected Surprise*

TALENT: You gain the Talent Tribble of All Trades:

Tribble of All Trades

The crew are interested in what you're capable of, always sure to be putting you in new situations. When you are accompanying other Player Characters, one character may always assist you when attempting a Task and you may use their Discipline score on the Task as long as you move to sit next to them at the table.



BASICALLY A CREWMAN NOW

You've been with this crew for a while now, maybe a few months, even a few years. They might as well make you a uniform and give you a field promotion.

EXAMPLE VALUE: *An Officer in Spirit*

TALENT: You gain the Talent Field Promotion:

Field Promotion

Although the officer in charge might disagree, you've been around long enough for the crew to joke that you are one of them. Select a single Discipline. When attempting a Task that uses this Discipline, you may state a fact relevant to the Task while talking like a tribble. If you do so, you may roll an addition 1d20. This d20 counts towards your first dice bought.

CHARACTER EVENTS

Though some believe you are a small, fluffy, unintelligent creature, you've seen much in your life while foraging for food and making your way across the Galaxy. Choose two of the following events:

ESCAPED THE GREAT TRIBBLE HUNT

You were there when it all went down. You remember the Great Tribble Hunt of the 23rd Century. You barely escaped with your life.

ATTRIBUTES: +1 Fitness

DISCIPLINES: +1 Security

FOCUS: You gain a Focus representing how you survived or escaped this great event. Examples include: Stealth, Avoiding Klingons, Quiet Shrieking

CYRANO JONES'S POCKET

You were bred and sold by Cyrano Jones, this meant you spent a lot of time within one of the many pockets of his coat, crammed in with other tribbles and trinkets that he planned to sell and listening to the same sales pitch over and over again.

BORG TRIBBLE [NOTABLE NPC]

The Borg have assimilated many life forms in order to extract the strongest of a species' unique traits and add them to their own. One particular Borg sphere however, made the mistake of assimilating tribbles, thinking that the species' unique ability to rapidly breed and dominate an area would be of use to them. What happened instead was the Borg sphere began to fill with a mass of the small furry creatures. Without the need for traditional food for sustenance, the Borg tribbles slowly took over the ship, gaining a base level of intelligence and understanding, able to communicate and control the ship through Borg technology.

While the Borg tribbles possess the same abilities as the average tribble, they assimilate by arriving at a planet, tricking its inhabitants to take them in, being seen as friendly, adorable creatures before breeding quickly and assimilating the world. Who would suspect a small friendly creature that makes such a calming noise?

TRAITS: Borg, Tribble

VALUE: brrg brrg brrg brrg brrg

ATTRIBUTES

CONTROL 08 FITNESS 09 PRESENCE 11

DARING 09 INSIGHT 08 REASON 09

DISCIPLINES

COMMAND 00 SECURITY 02 SCIENCE 01

CONN 01 ENGINEERING 03 MEDICINE 02

FOCUSES: Stealth, Subterfuge

STRESS: 11

RESISTANCE: 1 (Hidden Exploding)

ATTACKS:

► **Escalation:** Assimilation Tubules, (Melee, 4▲ Intense, Deadly, Debilitating)

SPECIAL RULES:

► **Assimilation:** If a character receives an Injury from a Borg tribble, they are injected with Borg nanoprobes, beginning the process of assimilation. This process is extremely difficult to reverse—If the character dies from that Injury they become a nascent drone. If the character's Injury is stabilized they must add one Threat to the pool at the start of each scene in order to not succumb to the nanoprobes until they can be removed and their injury healed (a Control + Medicine Task with a Difficulty of 4)

► **Klingons:** If it smells a Klingon, a tribble emits a distressed shrieking sound; similarly, Klingons have an instinctive dislike of tribbles. A tribble's reaction is strong enough to automatically detect the presence of a Klingon—even one disguised or surgically altered—within Close range, while a disguised Klingon must attempt a **Control + Command** Task with a Difficulty of 2 to mask their disgust at the presence of a tribble.

ATTRIBUTES: +1 Presence

DISCIPLINES: +1 Command

FOCUS: You gain a Focus representing your time spent within the confines of a pocket. Examples include: Being Comfortable, Spatial Awareness, Eavesdropping

REINTRODUCTION

Your species was wiped out during the Great Tribble Hunt but was reintroduced to the universe thanks to time travel. Pulled from one timeline to another wasn't too stressful; there's still plenty of food here.

ATTRIBUTES: +1 Daring

DISCIPLINES: +1 Engineering

FOCUS: You gain a Focus representing how you coped with your new timeline. Examples include: Adaptation, Trying New Foods, Scavenging

EXPERIMENT

You were once experimented on. It may not have been harsh, but you've seen the inside of many labs where many scientists have been interested in your species' unique capabilities.

ATTRIBUTES: +1 Reason

DISCIPLINES: +1 Science

FOCUS: You gain a Focus representing the experiments that you were part of. Examples include: Humanoid Behavior, Science Experiments, Confusing Scientists

FINISHING TOUCHES

At this stage your tribble character is almost complete and needs a few final adjustments.

VALUE: You gain one final Value reflecting your life as a tribble.

ATTRIBUTES: You may not have any Attributes above 12, and may not have more than one Attribute at 12. For any Attribute which has a rating beyond those limits, reduce it until it is within the limit. For each point reduced on an Attribute, increase another by one, though the limits above still apply.

Then increase two Attributes by 1. The character's Attributes, added together, should add up to 56.

DISCIPLINES: A character may not have any Disciplines above 5, and may not have more than one Discipline at 5. For any Discipline which has a rating beyond those limits reduce it until it is within the limit. For each point reduced on an Attribute, increase another by one, though the limits above apply. Then increase two Attributes by 1. The character's Disciplines, added together should add up to 16.

STRESS: Your Stress is equal to your Fitness + Security.

FOCUSES, TALENTS AND VALUES: You should have 3 Focuses, 5 Talent, and 5 Values.



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