

I'IGLI (NOTABLE NPC)

SPECIES

I'igli

TRAITS:

I'igli



ATTRIBUTES

CONTROL 8

FITNESS 11

PRESENCE 9

DARING 11

INSIGHT 5

REASON 7

DISCIPLINES

COMMAND 2

SECURITY 3

SCIENCE -

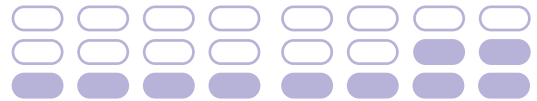
CONN -

ENGINEERING -

MEDICINE -

STRESS

RESISTANCE 4



ATTACKS

NAME/TYPE PSEUDOPOD STRIKE  4

QUALITIES KNOCKDOWN, NON-LETHAL

NAME/TYPE 

QUALITIES

The I'igli are an intelligent space-faring species that has come aboard Federation Deep Space Research Facility 39.

Intelligence: The I'igli are intelligent beings, with high-level animal intelligence, comparable to octopi or gorillas. They are capable of problem solving and adapting to new situations. However, their intelligence is extremely alien to Federation species. In particular, the I'igli don't really have a conception of alien species. To them, the universe can be divided into three categories: food (basically, anything organic), non-food (non-organic), and I'igli.

They are able to reason: for example, if they are hurt with a phaser, they'll understand that phasers are dangerous.

Motivations: The I'igli are very food-motivated. They understand that some food is "difficult" but also believe that difficult food is usually more tasty. When they encounter the characters, the I'igli are likely to think, "I bet that's delicious!"

I'igli are communal creatures, and travel in packs of about ten to twenty.

Physiology: The I'igli are made up of an unusual energy form that takes on aspects of organic matter. They are able to reshape their bodies at will. They can, for example, squeeze through very small openings, and can form pseudopods for attack purposes. Because of their unusual physiology, they don't show up as standard life sensors. (At best, they appear a bit like holographical characters in a holodeck.) Attempts to scan for them fail.

Because their bodies are made up of energy, they're able to use that energy to propel themselves through space at faster-than-light speeds.

The I'igli do not require air and can tolerate extremely cold weather, but they don't handle heat well. They'll actively leave areas that are above 35°C, and heat-based attacks bypass their resistance.