

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

**SPECIES NAME:** *BANDI*

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

Vitality -1, Presence -1, Perception +1

### PHYSICAL DESCRIPTION

The Bandi are a humanoid race who strongly resemble Terran humans. They tend to be of average human height, with males growing to between 167-195cm, with females slightly smaller.

Most Bandi are of slightly leaner build than the average human, causing them to appear taller and more gaunt. A tall Bandi male can even have a deceptively intimidating appearance, by appearing to be taller or more imposing than their actual size.

Bandi have tanned skin, of the human Caucasian tone. And they usually have dark hair that turns silver, to gray or white in old age.

Bandi usually have dark eyes, although some will have gray, or even blue eyes.

In civilian Bandi society, most males wear their hair long, but will often bind it into a “pony-tail”, or tuck it under an elaborate head-dress that looks, ironically, like a wig made of a type of coarse fabric designed to resemble long, unkempt hair.

### CULTURE

The Bandi have a very artistic and intellectual culture. They enjoy learning, but do not readily embrace all forms of technology. This has caused their own technological development to be somewhat slow in catching up to that of their neighbors.

Not yet a part of the Federation, the Bandi government has made at least applications for membership. The first, in 2363, was rejected after an incident in which the Bandi head of state – one Groppler Zorn – tried to convince Enterprise Captain Jean-Luc Picard the Bandi had constructed a massive space-station for Federation use.

This station was actually an abducted alien known, colloquially, as a “space-jelly” because of its physical resemblance to a Terran jelly-fish.

The creature had the ability to transmute matter, but was being held captive by the Bandi and used to create not only the station, but almost any form of matter, including food-stuffs, with which Zorn felt he could impress Picard and gain membership in the Federation for his world.

The second request for Federation membership came within two years. And when that application was put on a status of “pending approval” it was withdrawn.

The third application for Federation membership came in 2377, after the hostilities of the Dominion War had faded from the Quadrant. And the Bandi, who had remained relatively uninvolved in the War, suddenly took an interest in a more active role in the social, and economic development of their region of the quadrant.

The Bandi are a generally easygoing people. They can be ambitious, but are usually very competent at any task they set about trying to accomplish. They are a generally friendly people. And they get along well with most other intelligent species.

The Bandi have not been involved in any stellar conflicts. And they do not have any space-faring vessels of their own construction. Some Bandi do undertake interplanetary travel for the sake of exploration, commerce, or scientific curiosity. And these journeys are usually made using spacecraft constructed by other peoples.

The Bandi have a steady trade agreement with both the Talarians, and the member-worlds of the Coalition of Madena.

## *FARPOINT STATION*

Farpoint Station was a station built in extremely short time on Deneb IV. The Bandi, a species inhabiting Deneb IV, offered this station to Starfleet. The Bandi were not a very advanced civilization and Starfleet was intrigued by this engineering performance.

Groppler Zorn kept a model of Farpoint Station in his office in the old Bandi City.

In 2364, the crew of the USS Enterprise-D investigated this station and found out that it was, in fact, a spaceborne entity enslaved by the Bandi. Following its liberation by the Enterprise, Captain Jean-Luc Picard worked with the Bandi to schedule the reconstruction of the station.

## LANGUAGES

The Bandi have their own native language – Bandish – and most Bandi encountered will also know at least a functional amount of Federation Standard. Well-traveled Bandi will normally be able to communicate in Talarian, Stralebic, and Atlecish.

## COMMON NAMES

Bandi have short, monosyllabic names. The Bandi leader at the time of the Farpoint mission – *Groppler Zorn* – has a very standard and actually quite common Bandi name.

Groppler is a title, roughly translating to “president”, or “governor”. Not part of a proper name.

## HOMEWORLD

Deneb IV was the fourth planet in the Deneb star system. This M-class planet was the homeworld of the Bandi.

Deneb IV was visited by Starfleet personnel as early as the 2260s, but in 2364, it was still at the edge of “the great unexplored mass of the galaxy”.

Deneb IV is a planet located in the Alpha Quadrant, and is the fourth planet in the Alpha Cygni (Deneb) system. This system is 3,230 light years from Sol, in the Alpha Quadrant. This planet, with a population of 450 million Bandi in 2378, signed a treaty with the United Federation of Planets in 2364. This treaty stipulated that Starfleet would operate Starbase Farpoint Station. Another attraction was the Old City, adjacent to the station.

Aside from the Old City, and the Farpoint station, the planet is unremarkable in its features. It is a largely barren planet with a low level of surface water. Despite this, the Bandi have managed to develop a functional agriculture, and have also developed several industries that thrive in the planet’s limited resources.

The climate of Deneb IV is generally mild, to warm; and dry.

## FAVORED PROFESSION

Bandi are most comfortable in the Merchant profession, and also make excellent Starship Officers – several Bandi serve in Starfleet by the mid 2380s, a decade after the end of the Dominion War.

Bandi Merchants will usually be skilled craftsmen; and ply their trade selling their wares – clothing, or other goods that are easy to manufacture and to transport.

## SPECIES ABILITIES

The Bandi are, in most respects, a very average people and very similar to humans on both a physical and intellectual level.

They are considered primitive by some standards, as their technology is not as advanced as that of most of their neighbors in the quadrant.

Bandi also tend to be slightly more frail than a human of the same size, age, and apparent health.

The commonly gaunt, and often disheveled appearance of most Bandi tends to hamper them to some degree, as far as socializing with other species is concerned.

But, Bandi are very astute and observant.

While they suffer a -1 penalty to both their Presence and Vitality attributes, all Bandi receive a +1 species bonus to their Perception scores.

Other abilities common to members of the Bandi species include:

*Psionic:* Some Bandi can develop powerful Psionic abilities, even to the level of a Betazoid. A Bandi who takes the Psionic edge at character creation will begin with 1 free level of Empathy skill, and 2 levels of Telepathy. A Bandi will also receive a +1 to their Psionic attribute. And Psionic Bandi may advance this attribute as a Favored Attribute, and one of their Psionic skills as a Professional Skill – *but the Bandi may only chose one Psionic skill to advance in this way.*

*Curious:* All Bandi receive this Edge as a Species Trait.

*Gullible:* Bandi will also have this Flaw as a Species Trait. A Bandi may “buy off” the Gullible flaw, but only if they intend on working, and traveling off-world. *If a Bandi intended to join Starfleet, for example.* And normal rules for buying off Flaws do apply.

*Ambitious:* A Bandi species-trait; although not definable as a Flaw, or an Edge. Whether an individual Bandi’s tendency to be ambitious is a good thing, or a bad will depend on the personality of that individual. Some Bandi may simply be driven to succeed; a good quality for a Starfleet officer. Others might be inclined to self-advancement, or selfish benefits regardless of the consequences.

When a Bandi character is created he must chose whether his interpretation of the ambitious nature of the species is selfish, or laudable. If the former, the Bandi suffers a -1 penalty to either Savvy or Willpower reactions. The latter conveys a +1 bonus to either (but not both) reaction scores.