

Edoan

Personality

Edoans (not to be confused with the Edo) are among the best toolmakers in the Federation, due to their sensitive hands, and high manual dexterity. Edoans tend to be meticulous about detail, and make good scientists and technicians.

Physical Description

Edoans are humanoid, but enjoy an unusual tri-pedal physiology, having three arms and three legs. Edoans have round yellow eyes, and a concave, structured, head. Their skin tones range from a bright orange to a dusky orange-brown, and are completely hairless. Edoans are a long-lived species, with lifespans stretching centuries. Elder Edoans will lapse into a death-like state every twenty-five years, then molt their skins and re-emerge in what is called the Rebirth

Culture

The Edoan Curia is the legislature of the Federation Member State of Edos. It is chaired by Supreme Magisterial Authority of Edos.

Language

Triexian (Edoan Common) and Federation Standard

Homeworld

Edos III, a class-M planet in the Federation

Common Names:

Artrin, Yel, Arex, and Eth

Favored Profession

Starship Officer (Engineer), Craftsman, Merchant, or Administrator. Edoans prize hard work and technical challenges.

Species Adjustment

+1 Agility, - 1 Vitality

Species Abilities

Bonus Flaw: Extreme Shyness: Edoans are reserved, and extremely shy by human standards. Edoans cannot spend courage points on Social tests.

Bonus Edge: Three Armed: Edoans get an extra action each turn.

Notable Individuals:

Lieutenant Arex Na Eth served as a Navigator aboard the USS *Enterprise* from the late 2360's to the late 2370's.

Notes:

The Edoans first appeared in *Star Trek The Animated Series*. Stat author unknown.