

Jyn Faisha

Personality

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Physical Description

A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has it's own unique eye color, which is adopted as more or less the clan tartan.

Culture

A nomadic, relatively peaceful people, the Jyn Faisha are a species of nomadic traders who wander the star lanes in search of goods and opportunities. The Jyn Faisha trade extensively among themselves, and with others who will meet their standards of honor. For the most part, they despise the Ferengi, and refuse to trade with them. They will trade with the Orions, considering them a necessary evil.

While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritualistic and etiquette motivated, and honor is of paramount concern. Loyalty to one's clan is a driving force for the Jyn, but once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders, the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed.

Language

Jyn Faisha Common

Homeworld

The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, (generally ancient) warp capable city ships. These space-going leviathans are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are for the most part self-contained, with extensive manufacturing and *Repair* capabilities. Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

Favored Profession

Merchant, Rogue, or Starship officer. Although the Jyn Faisha can take up most any profession, space-borne trade is a central facet of their society. Their independence and impulsiveness lead many toward less than above board trades.

Species Adjustment

None.

Species Abilities

Agoraphobic Born and raised in the vast expanses of deep space, most Jyn Faisha are used to the confined space and discrete dimensions of starships. Jyn suffer a -1 penalty when operating in vast open spaces outside the confines of their spacecraft or EVA suit.

Astrogation: Jyn Faisha have a talent for navigating by the stars, and gain a +2 species bonus to *System Operations (Navigation)* and *Space Science (Stellar Cartography)* tests.

Bonus Edge: Suit Trained: Jyn Faisha are born in space, and spend their lives between the stars. The artificial nature of their space going homes requires that they know the ins and outs of space suit operation.

Bonus Edge: Zero G Trained: Jyn Faisha vessels are massive, and zero-g is a feature of many of their passages and companionways. Jyn Faisha children learn to maneuver in zero-g as readily as they learn to walk.

The Jyn Faisha first appeared in Beyond the Final Frontier Edition Issue #10 and in the Star Trek: Shattered Stars adventure "Conflict of Interest".