

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: K'NORMIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Intellect, -1 Vitality, +2 Perception

PHYSICAL DESCRIPTION

K'normians are a humanoid race that bears a very strong resemblance to Terran humans, with one obvious exception. The K'normian forehead is noticeably enlarged, in comparison to humans, and features a pattern of ridges and deeply pigmented raised areas that cover a thick skull made up of layers of dense bone that serves as a type of armor – almost a natural helmet – to protect the K'normians' enlarged brains.

Aside from their skulls, and foreheads, K'normians are very similar to humans, and can even interbreed. K'Normian skin pigmentation runs the gamut, as does hair-coloring.

K'normians tend to wear their hair long, in the back. Perhaps to off-set the lacking of hair over their foreheads.

K'normians are a very attractive race of humanoids. And they are also a very gregarious and friendly race.

CULTURE

K'normians have a very open, liberal culture. They are a gentle, and passive species who seem to have no natural enemies.

Needless to say, they are not a warlike culture nor do they produce very many soldiers, or people who follow a more violent stripe of military life.

K'normian society is based around learning, and intellect. Not only from a scientific point of view but all forms of learning – art, history, and the study of alien cultures.

K'normian fascination with outside cultures, and alien societies results in a species-wide lack of prejudices. K'normians will be civil and accommodating to most anyone. They make friends easily, and keep them.

There is no such thing as sexism in K'normian society. And, there is no real class distinction to speak of. K'normians were among some of the earliest societies to abolish a monetary driven culture. And while, like most members of the Federation, K'normians do trade in latinum and Federation credits, they do not structure their society to force their citizens to devote their lives, and most of their efforts to expanding their credit-base.

LANGUAGES

The native K'normian language of K'normic is a simple language designed to impart ideas easily and quickly. Words consist of as few syllables as possible, and are dominated by short vowels and soft consonants.

Most K'normians will know at least some important phrases in three or four languages. And most, if not all K'normians encountered will be functionally fluent in Federation Standard.

COMMON NAMES

Short, functional names. No surnames. And very little gender distinction in K'normian nomenclature.

Some common K'normian names are Borzac, Shoak, Zacaz, and Doric (all male), or Shizic, Tria, Druz, or Floic (female).

HOMEWORLD

The K'normian homeworld of K'norm is a very Earth-like planet. It is larger than Earth, but has a similar land-to-water ratio.

The environment is very stable, and despite some industrialized areas, natural resources are strictly maintained so that there is a healthy balance to the natural world and the technological world.

K'normians live in domed cities, designed to keep any pollutants produced by industrial activity away from the planet's natural atmosphere and ecology.

K'norm is a popular vacation spot among people in neighboring sectors. And the K'normian people enjoy playing host to off-worlders.

FAVORED PROFESSION

Several K'normians serve in Starfleet. And they tend to fill positions in Science, Engineering, or Operations. It is rare if not unheard-of to find a K'normian in the Security or Tactical departments.

Civilian K'normians are, most often, Scientists; and just as often will have the elite profession of Explorer. K'normian Merchants are also common, usually in positions that allow a K'normian to interact with a wide variety of different people, of different species.

The service industry is a common choice. And many K'normians find work as restaurant owners, bartenders, or other similar occupations.

SPECIES ABILITIES

Although not known for their physical brawn, or toughness, K'normians are well regarded for their keen powers of deduction, reasoning skills, and overall advanced intellect.

K'normians receive a +1 bonus to their Intellect score, and +2 to their Perception, but suffer a -1 penalty to their Vitality score.

K'normians also have some very distinctive species traits.

Spacetime Attunement: Functioning similar to the same ability had by El-Aurians, the K'normian brain-structure gives them a greater appreciation of subtle disruptions in the space-time continuum. Like El-Aurians, K'normians can detect even the slightest alteration of a timeline. For more information regarding the function of this ability see p. 66, of *Aliens*.

Cultural Flexibility: (bonus edge) All K'normians possess the Cultural Flexibility edge as a species trait. (see p. 133, of the *Player's Guide*)

Pacifism 2: (species flaw) K'normians are non-violent, and will not commit violent acts unless absolutely necessary. K'normians possess the Pacifism flaw, at level 2, as a species trait. (see p. 142, of the *Player's Guide*)