

SPECIES NAME: MINBARI

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +1 Vitality, -2 Presence

PHYSICAL DESCRIPTION

Minbari are bipedal humanoids in appearance with a distinctive boney antler-like head ridges that grow from the temples, wrapping back around to the nape of the neck and up to the crown.

Minbari are completely bald, possessing very little body hair beyond eyelashes, though in a slight oddity some males have been known to be able to grow beards. Minbari earlobes are small compared to those of humans or Centauri and are located and at the base of the neck, just below the mandibular angle.

Minbari do not perspire the way humans do and instead secrete a kind of fluid while they sleep that serves a similar function. As a result, Minbari do not bathe to maintain personal hygiene but instead ritually use a chemical that strips away the outer layers of their skin each day, as a symbol of being constantly reborn. Though Minbari reproductive organs as essentially similar to that of humans, their internal anatomy is significantly different. One of the more notable differences is that Minbari females do not menstruate, at least not in the same way as human women.

The Minbari's distinctive head bones are actually two separate and distinct ridges. At birth, Minbari infants posses two very small, soft ridges that sprout from the temple and grow and close at the back of the skull, forming the appearance of a single structure. The ridges grow in stages, each stage advancing another

few millimeters and do not fully develop until child is approximately one cycle old. By that time the two soft ridges should join at the back of the head and harden into a firm exoskeletal structure.

In it's natural state the boney structure is smooth, interrupted only with subtly layered ridges in a pattern that resembles the growth rings of trees or antlers. Minbari however choose to style and sculpt the ridges into certain styles, a process achieved through laborious carving and ritualized binding. This practice of body modification is broadly similar to the ancient Chinese foot binding or Mayan head shaping once practiced on Earth, but is by no means as crude or damaging. From a cultural standpoint, it's more akin to the Human and Centauri practices of cutting and styling hair and nails or the Narn practice of buffing their spots.

The binding itself is done with strong molds (sometimes made from native Minbar crystal) applied to the bone at a key developmental phase and kept under continuous pressure, though care must be taken to keep pressure away from brain and neck. By tradition the molding process takes place during adolescence, in a developmental period when the bones undergo rapid growth. The final binding ritual is considered something akin to coming of age ritual that marks a passage into adulthood. Once the bone is set, it will essentially hold it's basic shape for the rest of it's life, though adult Minbari with continue to carve to keep it looking neat and symmetrical.

Within the ridge structure itself is a veiny layer of very raw and tender flesh, akin to the quick under fingernail. Carving too deeply or carelessly will cause a substantial amount of discomfort and bleeding which is why carving is kept to the outer edges only. Members of the Warrior Caste almost exclusively favor a rough, jagged look, that they like to think makes them appear ominous. Some males of the other castes also adopt this more rough-hewn style, but not for the same desired effect. Non-warrior females, especially those of the Religious Caste tend to favor smoother, much more rounded and elegant styles. Female warriors on the other hand tend to adopt the same style as male warriors.

CULTURE

The Minbari are a deeply spiritual, highly ritualistic and highly disciplined people. They seek conformity and enlightenment above all. Honor is everything and they generally do not lie, except to save another or to help another save face. From birth to adulthood, they are taught to be selfless and learn the importance of service to all aspects of life. Working for generations, they create a legacy for themselves and are ready to sacrifice their lives, their blood, or their honor for others.

Since spirituality and discipline are their way, Minbari are less likely to act on their passions. They have a ritual for everything and usually listen very carefully to words of wisdom. This is unlike Earth culture which is much more free-spirited and impassioned, where people default on their passions and sometimes forget the lessons of the past. Their sacred law forbids the killing of Minbari by Minbari, a rule which has held since the time of Valen. Before Valen, it was common for the castes and clans to war amongst each other. The sacred law was briefly abandoned during the Minbari Civil War of 2261.

Minbari society is segregated into a caste system. The three castes are the Worker Caste, Warrior Caste and Religious Caste. Each Minbari is born into a particular caste but may join another if they feel strongly that their calling in life lies there. The castes are divided into clans which have their own leaders and family houses, or "Fanes". Since the time of Valen, the three castes lived in peace with one another, though at times there has been friction, particularly between the religious and warrior castes. The workers, although given equal representation in the government, were often caught in between these rivalries and forgotten until Ambassador Delenn reorganized the Grey Council in favor of them.

Minbari Castes

The Religious Caste

They pray. They have been the most important of the Minbari castes in contemporary history, so much so that the religious and spiritual matters that they stand for take precedence over all others. Their policies even after the time of Valen usually clash with those of the Warrior Caste.

They believe that the universe is alive and conscious and has broken itself into many different forms of sentient life in order to better understand itself. They also believe that when a fellow Minbari dies, his spirit joins the souls of all the others until it is reborn into the next generation.

Members are likely to shape their head bones carving them into a single crest with elaborate indentations.

Members usually wear plain robes in one color according to their clan.

The Warrior Caste

Warrior Caste members generally shape their headbones into a rigid spike-like crown with high crests.

Minbari warriors are generally more aggressive than most other Minbari, fiercely loyal, patriotic, nationalistic, and usually less friendly with other races. They are often seen as stubborn and ruthless by other castes. But like all Minbari, the warriors are trained to serve and are ready give their lives for their clan or their people if called upon to do so at once. Just as other castes are fully committed to their paths, so are they fully committed to theirs. Thus they are fierce in war and heedless of their own lives.

As with all things wholly Minbari, the warrior caste are highly ritualistic in all their affairs. One such is the funerary customs and burial rites of important leaders. Warriors consider the vessel of their leaders soul (the body),

possibly them all, to be of extreme importance and reverence. When such a figure dies, their body is generally displayed with honors throughout the Minbari Federation and sometimes elsewhere. When going abroad with the ceremony, the body is carried aboard a war cruiser with all weapons on display. The ceremony itself involves the carrying of the deceased's casket alongside the chiming of bells, the strumming of harps, the beating of small drums and the bearing of flags. Then, a comrade, a friend or a relative venerates their name with honor.

On missions of peaceful contact, the custom is to display all available weapons to the other side showing that they can see all of what they have. This is meant as a gesture of friendship and trust and a display of respect and strength. The Human commander panicked, misinterpreting this as a threat and opened fire, leading to outbreak of the Earth-Minbari War. Also, a Minbari warrior would never carry a weapon of alien make; it would be an affront to their warrior pride.

Although Minbari warriors are not the sole bears of arms amongst their people, they are given a more extensive military training program than the other castes. For centauries since the time of Valen, the government has been appropriating the warriors and helping them learn to fight. Aside from the standard training (strategy, tactics, logistics, piloting, hand to hand combat, etc...), Minbari warriors put a great emphasize on the fighting pike which most are seen carrying. Many are taught exclusively by the contemporary grand master of the Warrior Caste.

The Worker Caste

They are the commercial pilots, engineers, construction workers, mapmakers, miners and manufacturers of the Minbari Federation.

The language of the Worker Caste has simple, unadorned style when compared to the dialects of the other castes.

Throughout most of Minbari history, the Worker Caste has always been caught in the middle and/or taken a back end in the struggles within their society. While Religious and Warrior castes struggle over authority and issues of defense, the Worker Caste does the building or rebuilding in service of their policies.

Despite this, some have said that Valen did not consider the idea of Workers serving in the Anla'shok to be "unacceptable" and that towards the end of the Shadow war he did indeed allow members of the Worker Caste to serve as Rangers and it was only after he went beyond that the Workers were again forbidden from being Anla'shok. Many scholars and warriors contend that there is no proof to support that belief and dismissed it as pure myth. However, with the installment of Jeffrey Sinclair as Entil'Zha in 2259, membership in the

Anla'shok was again finally open to Minbari of all castes, including the Workers.

After the Minbari Civil War, they were given more representation in the government with five spots on the Grey Council instead of just three.

- Lying is absolutely forbidden among Minbari except to save face for another person. An accusation of lying is a deadly insult.
- Minbari consider sleeping in the horizontal to be tempting death, which is why Minbari beds are tilted at a 45° angle which, while uncomfortable, can be mastered with practice and proper mediation.[21]
- Among Minbari, the number three is considered sacred.

Religion

The Minbari believe that the universe is both alive and conscious and that it manifests in all forms of sentient life giving all individuals a piece of itself. They also believe in a collective soul and collective reincarnation.

Thus each generation of Minbari are reborn into the next. While the Minbari do not worship individual gods, they do have a Minbari representation of a higher being known as Valeria. This is probably another example of Vorlon influence. Valen founded the Grey Council and is also thought of as divine by the Minbari.

True Seekers are held in very high regard by the Religious Caste.

Valeria

An ancient Minbari deity, Valeria is said to be the incarnation of light and order. Though few modern Minbari worship gods as they once did, believing that all life is a manifestation of the universe attempting to understand itself, orders such as the Sisters of Valeria are still greatly honored.

Valen

A Minbari not born of Minbari was the most significant figure in Minbari history. Appearing mysteriously in the midst the First Shadow War, aboard a powerful new battle station, he is credited with uniting the fractured Minbari Castes and leading them to victory against the Shadows. Valen is often revered on the level of a deity.

Customs

- When a Minbari introduces him or herself, they bow with their hands in the shape of a triangle. One hand is curled inside the other, while the thumbs point to each other forming the apex of the triangle.
- Minbari fashion is usually an external expression of one's own caste. A warrior would be seen wearing an elaborate black uniform with many buttons or badges, while the religious and worker caste outfits are much plainer but varying in color depending on their purposes.

LANGUAGES

The Minbari have three basic languages one for each caste; Feek, Lenn'a and Adronato, the language of the religious caste. Every Minbari understands the languages of the other castes, at least in their pure official forms, if not some of the regional dialects, however it is considered a taboo if the warriors or the religious castes speak the language of the workers.

COMMON NAMES

To other races Minbari names tend to seem very informal for such a sophisticated race, as most Minbari only go by their first names. In the rare instance of a Minbari attaining a title within their caste, this may actually be used in lieu of their true name.

However, all Minbari belong to a family, and clan as well as a caste and on formal occasions title, name, family, and clan will all be used to announce an individual.

Male Names: Draal, Dukhat, Kadroni, Lennier, Lennon, Nerdi, Neroon, Rathenn

Female Names: Akel, Delenn, Mayal, Shaal, Sihnon, Yeyani

Family Names: Chu'domo, Koloni, Mayan, Mir, Zen

Clan Names:

Religious Caste: Brili, Orfirio, Paren, Voleen

Warrior Caste: Free Wings, Moon Shields, Night Walkers, Star Riders, Wind Swords

Worker Caste: Crystal Shapers, Crystal Whisperers, Star Crafters, Valen's Footsteps

HOMEWORLD

Located in the Chi Draconis system, a binary star system, Minbar is the seventh planet in it's system and is just over 25 light years from Earth. Like Earth, Minbar has an oxygen/nitrogen heavy atmosphere that produces a blue sky. Nearly one quarter of the planet is covered by the northern ice cap and as a result the overall climate is markedly colder than that of Earth. Minbar is noted for it's vast crystalline deposits with many of it's cities carved directly from the crystalline. The planet is orbited by two moons, has an orbital period of 1.5 Earth years, and a rotational period of 20 hours and 47 minutes.

FAVORED PROFESSION

The Professions favored by a Minbari will often be determined by his or her Caste, as is most other things in the Minbari social structure.

Religious Caste: Diplomat, Soldier*, Mystic, Adept
Warrior Caste: Starship Officer, Soldier*, Mercenary, Weapons Master
Worker Caste: Scientist, Merchant, Free Trader, Explorer

* - In most cases a Minbari Soldier who is not also an officer on a Minbari, or Federation Starship will be a member of the Anla'shok; an elite group of rangers detailed below.

SPECIES ABILITIES

Minbari are very strong, and also very durable. They receive a +1 to both Strength and Vitality. However, they receive a -2 penalty to their Presence. Despite the fact that many species find Minbari physically appealing, Other races sometimes perceive the Minbari as humorless and dispassionate.

Alert (bonus edge): All Minbari have the Alert edge and can react very quickly in almost any situation, receiving a +2 to Quickness tests to determine initiative.

Great Stamina (bonus edge): Minbari are very hardy and physically durable, and will stick to a task as long as they can still draw breath. As a result they receive a +4 to all Stamina tests made to resist fatigue.

Social Castes: All Minbari belong to one of three Castes; Religious, Warrior, or Worker, as detailed above. Members of each caste receive specific bonuses.

Religious Caste; +2 bonus to all Knowledge skills, +1 bonus to Willpower reactions.

Warrior Caste; Weapon Mastery (bonus edge).

Worker Caste; +2 to Computer Use skills, +1 to Systems Operations skills, and +1 to either Construct or Repair.

Absolute Truth: Minbari are known not to lie under normal circumstances, and in fact will only lie if they see it as the only way to preserve the life of another. Minbari are seen as paragons of honesty, and as a result they are usually regarded as utterly trustworthy. This honesty gives the Minbari a unique insight that provides a +4 bonus to any attempt to resist being conned, tricked, or deceived. If a Minbari is known to have lied for unjustifiable reasons, however, they lose this bonus, permanently.

Psionics: The Minbari are one of the many races known to have been altered by a species called the Vorlons to breed telepaths. In typical Minbari fashion those with psionic ability are highly trained, extremely disciplined and easily capable of working in harmonious groups.

Culturally, psi ability is considered to be as a gift and a calling and by tradition, telepaths are freely trained, fed, clothes and otherwise provided for so that they are able to openly offer their services to those in need.

And these Minbari psions can acquire the Psionic edge, with a +1 to their Psionic attribute score.



The Anla'shok

The Anla'Shok are an elite fighting force, originally founded by Valen during the First Shadow War to stand apart from the feuding Warrior Clans of the age. In Valen's words, they were to be "a military group dedicated to nothing less than preserving the future and all life. Even our enemy's life, if possible." The word "Anla'Shok", is loosely translated into Federation Standard as *Rangers*.

The Anla'Shok were originally a purely Minbari organization, with its members made up of only those born into or called to the Warrior Caste. When Jeffrey Sinclair became the new Entil'Zha in 2259, he did so on the condition that along with allowing humans to join that members from all three Minbari castes also be allowed to join. This was a condition that many Warriors refused to accept, causing many long serving Rangers to resign under orders from their military clans. Over time this was overcome and Minbari Warriors would again join the ranks of the Rangers. Following the founding of the Interstellar Alliance, membership became open to all Alliance Members and within a year there were Ranger trainees from Abbai, Drazi, Yolu, and even Pak'ma. Unlike the early Human recruits, it took some years before the new alien recruits were fully assimilated into the Anla'Shok and it wasn't until 2265 that Anla'Shok Tirk and Anla'Shok Na' Feel - each the first recruits from Zhabar and Narn respectively - were given a shipboard assignment and then only at the insistence of Shok-na Martel.

The Anla'Shok were founded on Minbar by Valen during the First Shadow War, shortly after the formation of the Grey Council. As the council was formed to unify the Minbari government, the Anla'Shok was formed to unify the Minbari military. Until that point each of the military clans had its own fighting force and they would constantly argue over tactics, strategy and leadership causing as much harm to the war effort as the technological superiority of the enemy. Tensions even escalated to the point where fighting broke

out between some of the clans.

When Valen formed the Rangers, he ensured it was made up of warriors from all the clans of the Warrior Caste and all were trained in the customs and tradition drawn from all clans, but made into a new form, unique to the Anla'Shok. Most importantly of all, each Anla'shok would no longer swear allegiance to fight for their clan but to the Entil'Zha and fight only on his behalf.

For the next several years, Valen personally led the Anla'Shok and all of the allied worlds against the Shadows until their defeat. In the process, the Rangers became the most efficient and deadly fighting force the galaxy has ever seen. However Valen saw the danger in this and knew that once their enemy was defeated, the Anla'Shok could grow dissatisfied and restless and in the event that the wrong person might become Entil'Zha, the Rangers could turn into a force for conquest and power.

With the end of the Shadow War, Valen, not wanting the Minbari Warriors to lose the unifying symbol that the Anla'Shok had become and revert to their old ways of disharmony and infighting, re-tasked the Rangers with a new mission; to become sentries and watchers, looking for the signs and collecting information quietly on Minbar, from returning travelers and friendly sources on other worlds, watching and waiting for the day when the Shadows would return. With that Valen left the Rangers and Minbar with his family, never to be seen again and for the next thousand years, the Rangers did as Valen instructed and kept the tradition of the Rangers alive.

Over the centuries, their numbers, resources and influence would dwindle until they were little more than a few old men, dealing in whispers and rumors. When the time that Valen said the Shadows would begin moving again was upon them, the Grey Council had become complacent after a millennium of peace and stability and few of its members truly believed in the prophecies of Valen, some even going so far as mocking the Anla'Shok and secretly considered them to be an obsolete embarrassment and were carried only out of a sense of tradition and their debt to Valen.

With the formation of the Interstellar Alliance at the end of 2261, which led to Minbari membership in the Federation, the Anla'Shok became a means to create the peace in that region; patrolling the borders of member worlds and making sure that if one race planned to attack the other, all would know about it. The Anla'shok operate freely from Federation authority, but still abide by Starfleet directives.

When using Minbari as a species in the STAR TREK Roleplaying game, the Anla'shok should be treated as an Elite Profession similar to Mercenary, or Weapons Master, but with an original set of prerequisites, skills, and professional abilities.

Prerequisites: Devotion (Anla'shok) flaw, Stamina 3+, one Ranged Combat skill 4+, one Unarmed Combat skill 3+, Armed Combat (*Denn'bok*) 2+, Athletics 3+, Observe 1+, Gymnastics (Tumbling) 2+

Professional Skills

Unarmed Combat	AGL
Ranged Combat	AGL
Armed Combat	AGL
Tactics (Small Unit)	INT
Survival	PER
First Aid	INT
Observe	PER

Professional Abilities

The following abilities are characteristic of the Rangers. A character automatically gains one Tier 1 professional ability upon entering the Anla'shok. Additional abilities can be chosen through advancement (see p 152 of the Player's Guide), provided the character meets the ability requirements.

Tier 1 Professional Abilities

Weapon Proficiency: A Ranger gains +1 to all Armed Combat skill rolls. This Ability may be taken up to three times for a total of +3 to Armed Combat skills.

Discipline of the Rangers: A Ranger must spend at least two hours a day meditating and practicing his combat techniques. This gives the Ranger a +1 to his Defense. Failure to meditate, and practice for at least the required time will result in a -2 Defense penalty, however.

Fearless: Rangers are broken of their fear by their intense training. They are also incredibly resistant to mental coercion, torture, pain, and deprivation. Rangers with this ability receive a +2 to all Stamina and Willpower rolls.

Garb of Honor: To mark the end of their training, Rangers receive their *Denn'bok*, the weapon of the Anla'shok, the pin they wear that identifies them as a Ranger, and the traditional black robes of the Rangers.

These robes are made of a Minbari material called Crystalweave. And they provide the Ranger with a +2 to all Stealth tests. The robes also absorb 4 points of damage from all weapons, including energy weapons at setting 5 or lower.

Tier 2 Professional Abilities

Places Unseen: As they gain experience in their new life, Rangers become excellent spies. They gain +2 to Observe skills, and +2 to Investigate (Deduce).

Prerequisites; *Discipline of the Rangers*, or *Perception* 6+.

Between the Darkness and the Light: A Ranger is trained in every technique possible in order to combat the darkness and preserve the light. When acquiring this ability, the Ranger automatically receives the edges Alert, Deliberate Attack (+/-1), Defensive Attack (+/-1), and Lightning Reflexes. Further levels of this edge may be used to upgrade Deliberate Attack and Defensive Attack, simultaneously, up to +/-3.

Prerequisites; *Discipline of the Rangers*, *Weapon*

Proficiency, and Agility 6+

The Application of Terror: Rangers are trained to turn an opponent's fear against him. A Ranger must make intricate preparations to use this ability, and have complete control over the area in which the encounter is to take place. The Application of Terror is therefore only used for ambushes, duels, etc.

If all preparation are made correctly, then the victim suffers a penalty to all attack tests, skill tests, and quickness reactions equal to the Ranger's Savvy, or Willpower reaction modifier (whichever is higher). The Ranger may also apply his Savvy modifier to all Influence (Intimidate) tests.

Prerequisites; Discipline of the Rangers, Presence 6+, Savvy, or Willpower 3+, Renown 5+

Die for the One: Rangers are ready to die for their cause. Upon losing their last wound level a Ranger may chose to Die For the One. When this decision is made it cannot be revoked. While Dying for the One the Ranger need not make any Stamina or Vitality tests to resist unconsciousness, etc. A Ranger Dying for the One is not disabled, and may move and act normally. However the Ranger will not stabilize naturally. He will continue to stand and fight until he takes the equivalent of two more wound levels in damage. (eg.: if a Ranger has a health of 12 and his wound levels are reduced to 0, he must take 24 more points of damage to actually die, while Dying for the One).

Prerequisites; Discipline of the Rangers, Fearless, Vitality 6+, at least 1 level of Health earned through advancement

Tier 3 Professional Abilities

Standing on the Bridge: A Ranger is trained to endure terrible hardship and pass through it without fear or weakness. Once per game session a Ranger gains automatic success in one reaction test without rolling. The Ranger may roll the test anyway, and if he does, the result is applied above the requirements for success. (eg.: if a Ranger rolls a Stamina test after declaring to use this ability, and the TN for the test is 12, if the Ranger rolls a 4, which would normally be a failure, he can apply 4 to the automatic success of 12 for a total of 16, and take any bonuses conferred by that level of success.).

This ability to can be upgraded once, to allow two automatic successes in reaction tests in one day.

Prerequisites; Discipline of the Rangers, Fearless, and either Vitality or Presence 6+

Live for the One: The Ranger learns to live for the cause as well as to die for it, and to preserve his own life so that it can be spent in service to the Anla'shok. A Ranger with this ability can stabilize normally, while using Die for the One, and will respond to medical treatment.

Prerequisites; Die for the One, plus at least one

additional level of Health earned through advancement (for a total minimum of 2)

Heart of Izil'zha: This Ranger's reputation is such that the Anla'shok will refuse him very little. He may roll 3d6 on all Influence or Enterprise tests when dealing with other Rangers, and keep the result of all three dice. He may also double his Renown modifier when dealing with any Minbari faction, or when making an Influence (Intimidate) test against any Minbari.

Prerequisites; Discipline of the Rangers, Fearless, Standing on the Bridge, Presence 6+, Renown 10+



Emblem of the Anla'shok

The Denn'bok

Specifications: 10.16cm (collapsed), up to 1.52meters (extended) in length. 0.9kg.

Description: A Denn'bok, or a Fighting Pike is a traditional Minbari weapon carried by members of the Minbari warrior caste as well as the Anla'Shok. Consisting of a retractable metal-alloy staff, about five feet at full extension the Denn'bok became something of a signature symbol for the Anla'Shok. By tradition only those deemed worthy by the F'hursna may train with or own a Denn'bok. During Ranger training and sparring sessions, a wooden analogue is used in lieu of an actual pike.

Parry Modifier: +1

Damage: 1d6+2

Rules: When a character performs a parry action in excess of his allowance, reduce the multiple action penalty by half.

Triluminaries

Specifications: Triangular. 3.8cm per side. 0.045kg

Description: A Triluminary was a triangular artifact with religious significance used by the Minbari Grey Council. They were given to the Grey Council by Valen and were programmed to respond to Valen's DNA by glowing. There were three triluminaries in existence. These devices seem to have multiple functions but the full extent of thier abilities has never been disclosed. A triluminary is used in the ceremony to induct a new member of the Minbari Grey Council. A Triluminary was also the key

component used to activate a device called a Chrysalis Device, capable of altering a living being's DNA to the point of being able to merge that DNA seamlessly with that of another species.

Rules: A triluminary can be activated by a Minbari with Religion (Minbari) 4+, System Operations 3+, Computer Use 3+, and Presence 6+. The TN to activate is 15, made as a Presence test with affinities for the three prerequisite skills. A triluminary must be activated to use a Chrysalis Device. Non-Minbari with a Presence 8+ can use the triluminary if they have the other prerequisites as well.

Duration/Energy: Unknown, but will work for at least three consecutive activations in one day.

Range: Touch / physical contact



Chrysalis Device

Specifications: Triangular. 11.4cm (or larger) per side. 0.135+ kg mass. A Chrysalis Device can be constructed larger than standard. The measurements here are the standard measurements for a basic device.

Description: The Chrysalis device was a piece of technology that, once activated by a triluminary, could genetically splice an individual's DNA with that of another species, making them a hybrid of the two. The process envelops the subject in a cocoon or chrysalis (hence the name) and can take several weeks to complete. At the end of which the subject "hatches" out of the chrysalis, typically in great pain and still covered by a brittle exo-epidermal skin that must be shed manually.

Rules: A Chrysalis Device can be programmed to blend virtually any combination of DNA (TN 15, Computer Use (Programming) 4+, Medicine (Bioengineering) affinity). Surviving the DNA blending process requires a Vitality attribute test, TN 15, at a -3 penalty. If the process is survived then the individual has successfully blended his or her DNA with that of another species and become a hybrid of their own species and the one they blended with. This allows the character to acquire Species Abilities from the DNA with which they blended, using the rules for mixed species characters (Player's Guide, p. 29)

Duration/Energy: Most Chrysalis Devices have a power-charge capable of sustaining one individual through a blending process before it must be deactivated. When reactivated, the Chrysalis Device automatically recharges itself from the energy of the triluminary.

Range: The Chrysalis Device envelops one individual in a cocoon to conduct a DNA blending per activation.