

## **SPECIES NAME: SEBACEAN**

### **VISUAL REPRESENTATION**



### **SPECIES ADJUSTMENTS**

+1 to any one attribute (plus genetic enhancements  
– see *Species Abilities*, below)

### **PHYSICAL DESCRIPTION**

Sebaceans are a bipedal species that largely resemble humans to the untrained eye.

Indeed, there are very few differences. One appears to be eyesight, which is seemingly an improvement on human eyesight. However, one detracting factor is that Sebaceans seem to have an intense intolerance for heat. When exposed to extreme heat, the Sebacean falls into a state commonly known as Heat Delirium. Left untreated, a comatose state called the Living Death sets in, reducing the Sebacean to a catatonic-like state. Once this Living Death takes over, Sebaceans will kill their own out of mercy.

Human and Sebacean genetics are compatible. Indeed, the two species are compatible for sexual intercourse, and seemingly compatible enough to produce offspring.

It also seems that Sebacean genetics may be more willing to accept human genetics where it comes to producing offspring. It is unsure whether this is due to the genetic altering or due to the Human DNA.

It has been documented as a possible theory for the close similarities between Humans and Sebaceans, that the ancient Eidelons went to Earth thousands of years ago and picked up several humans to use as the genetic base to create a guardian race to help them keep the peace throughout their territory. This race is the Sebaceans.

### **CULTURE**

Sebaceans have somehow thrived and become one of the dominant races in their region.

They have a strong militaristic background and a large military force known as the Peacekeepers - soldiers who can be hired out to defend a planet or a cause, for a price of course. It seems that the Hynerian Empire uses Peacekeepers to enforce their edict, and the Peacekeepers have made dealings with the Luxans.

Also, the Peacekeepers have helped to take over Delvia.

The Peacekeeper force currently commands huge fleets of spaceships, including Prowlers, Marauders, and Command Carriers among others, though several Sebaceans have broken off to form their own colonies, such as the Breakaway Colonies deep in the Uncharted Territories.

Sebaceans are a strict, heavily regulated military society. Their lives are centered around careers in the Peacekeeper force.

Sebaceans are warlike, and value honor in battle. But they value, even more, devotion to duty, and soldiers who are able to follow orders and follow their leaders unquestioningly.

Rewards for Peacekeepers who do their duty can be lavish, while punishment for even the slightest infraction can be terribly severe.

The Peacekeepers are held in high esteem by some in their region, but are often viewed with contempt by non-Sebaceans. Civilian Sebaceans will even find cause to revolt against Peacekeeper authority.

And it will be these individuals who are most often encountered in Federation space, and the other, more inhabited regions of the Alpha and Beta quadrants.

### **LANGUAGES**

The Sebacean spoken language resembles the human language English spoken backwards. Most Sebaceans will have a reasonably fluent grasp of Standard, as well as knowing a few phrases in one or two of the native languages of their region of space, such as Luxan, Nebari, or Delvian languages.

### **COMMON NAMES**

Sebaceans will have a surname, and a first name. Surnames are usually short – one or two syllables – and this serves to make it easier for a commander to bark out a subordinate's name in the heat of battle and the name be easily heard and distinguished.

Female first names tend to sound more human, or Earth-like than males.

*Sebacean surnames:* Charto, Sun, Lyczac, Crais

*Male names:* Talyn, Bialar

*Female names:* Jenavian, Aeryn, Xhalax

### **HOMEWORLD**

Sebaceans do not have a true homeworld. Their civilization began in the Uncharted Territories as a series of colonies on various worlds. But, by the late 20th century their

military culture had evolved to such a point that most Sebaceans made their homes aboard the massive warships, called Command Carriers, that made up the primary vessels of the Peacekeeper's stellar navy.

Sebacean communities can be found on most heavily inhabited planets in the Uncharted Territories. And Delvia, the homeworld of the Delvians, is dominated more, now, by Sebaceans than by the original native inhabitants.

### **FAVORED PROFESSION**

Sebaceans are Soldiers. And most of them will have the Law Enforcement development package. Some Sebaceans are able to achieve enough skill and renown as Peacekeepers to become Special Forces, or even Weaponmasters.

One or two Sebaceans have made it to Federation space, and become officers aboard Starfleet vessels. Inevitably in security positions.

### **SPECIES ABILITIES**

Sebaceans are physiologically human, with very few and yet very significant differences. And each Sebacean has his own individual strengths and weaknesses.

All Sebaceans receive a +1 bonus to anyone attribute to represent their ability to concentrate on one area of physical, or mental training in their youth and develop this ability to a consummate level.

Sebaceans also have several other abilities inherent to their species.

*Genetically Enhanced:* Regardless of what personal development package a Sebacean takes during character creation, they will receive the benefits of the Genetic Resequencing package (*Player's Guide*, p. 88) as a species trait. A Sebacean cannot chose Genetic Resequencing as their personal development package, however. It is a natural aspect of Sebaceans as a race.

*Skilled:* This functions as the Human species trait, skilled, described in the *Player's Guide* (p. 39), or *Aliens* (p. 86).

*Focus Under Fire:* Sebaceans have a singular ability to maintain their concentration in a combat situation. When a Sebacean spends a courage point in any combat, whether in attack or defense, he gains a +5 bonus to his skill tests instead of the usual +3.

*Heat Delirium:* (species flaw) All Sebaceans suffer from the Thin Blooded (Heat) flaw, with doubled effects (see p. 143 of the *Player's Guide*). If exposed to temperatures over 35 degrees Celsius, a Sebacean begins to take damage at a rate of 1 point per turn. After losing 1 Wound Level, a Sebacean begins experiencing Heat Delirium and acting irrationally (-1 Perception rolls, and Perception based skill tests, per Wound Level lost).

If a Sebacean loses all their Wound Levels to heat-

induced damage, they will slip into unconsciousness. A further 10 points of damage inflicted by heat, and the Sebacean will slip into a comatose state known as *The Living Death*.

There is no recovery from this condition for a Sebacean. A Sebacean would rather die than suffer the Living Death, and other Sebaceans will usually perform a mercy killing on one of their own, rather than allow them to succumb to the Living Death.

A Sebacean cannot recover from damage suffered from heat until their surrounding temperature is lowered to 30 degrees Celsius or lower.