

AENAR

ENTERPRISE AND THE ORIGINAL SERIES ERAS ONLY

The Aenar subspecies of the Andorians native to the Northern Wastes of Andoria. Their population seldom rose above a few thousand. Physiologically, Aenar are almost identical to Andorians save an absence of skin and hair pigmentation and their highly evolved telepathic abilities. Prior to the 23rd-Century, Aenar lived in an underground compound shielded by a dampening field, and were considered a myth by other Andorians. They have a communal society with no formal leader, but when the situation calls for a single voice they appoint a delegate known as "The Speaker". Aenar possess a strictly pacifist ideology and deplore violence of all forms, both physical and mental. The Aenar had a strict law against reading the minds of other people without prior consent. Aenar and Andorians were genetically compatible, and following their discovery in 2140, there were increasing marriages between the subspecies. By the early 24th-Century, few Aenar remained, having become fully integrated into Andorian society. However, it was not unknown for families with many Aenar progenitors to produce children with empathy talents.

EXAMPLE VALUE: *There is Never a Need for Hostility*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Andorian, Aenar. These traits may reduce the Difficulty of Tasks to resist extreme cold, or Tasks impacted by extremely low temperatures. Many Aenar are born blind yet have the ability to "see" people and objects via their innate telepathy. However, operating terminals or using view screens is more challenging. Their antennae aids in both balance and spatial awareness, and a lost or injured antenna causes dizziness until it regrows. Andorians have a high metabolism that means they tire quickly and are more vulnerable to infection from certain types of injury.
- **TALENTS:** The character receives access to the following talents. In addition, you have access to the Empath and Telepath Betazoid talents.

TELEPATHIC INTERFERENCE

REQUIREMENT: Aenar, or Gamemaster's Permission

Your skills at telepathy can interfere with the ability of others to read minds, sense thoughts and emotions, or send telepathic signals. As a Minor Action, you can shield the minds of others, preventing the detection of surface thoughts and emotions, as well as blocking telepathic communication. Attempts to push past your block is an Opposed Task. Additionally, you can assist other creatures in resisting having their mind read.



SPECIES

ANDROID

ALL ERAS OF PLAY

An Android is an advanced form of robot designed to imitate humanoids, typically Humans. Most Androids are self-aware and possess artificial intelligence. Numerous alien species created Androids in the galaxy, such as the species of planet Exo 111 and several who originated in the Andromeda Galaxy before being discovered by Harry Mudd in the 23rd Century. The probe, V'Ger, was also able to create a highly advanced construct mimicking the Deltan officer, Lt. Illia, which proved capable of replicating both memories and emotions. Any number of other advanced aliens were also likely capable of designing and creating advanced humanoid robotics. The first successful Androids created by Federation scientists were the creations of Noonien Soong in the 24th-Century. Soong-type Androids make use of a positronic brain, which is complex enough for sentient thought. Soong's first few androids proved imperfect, but his later models were less flawed and fully capable of being mistaken for Human.

EXAMPLE VALUE: *Be Self Aware Rather than a Repetitious Robot*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Android. While Androids mimic the Human form they are stronger than Humans, and immune to virtually all diseases and toxins, including many forms of radiation. Androids are functionally immortal, being unaging, but do require regular maintenance to maintain their parts. Furthermore, as an artificial being, treating you with either the First Aid task or removing Injuries requires the Engineering Discipline rather than Medicine.
- **TALENTS:** The character receives access to the following talents:

INTERNAL DATABASE

REQUIREMENT: Android

Your internal memory contains a wealth of knowledge of a variety of subjects, When you succeed at a Task using Insight or Reason, you gain one bonus Momentum, which may only be used for the Obtain Information Momentum Spend.

LIMITED EMOTIONS

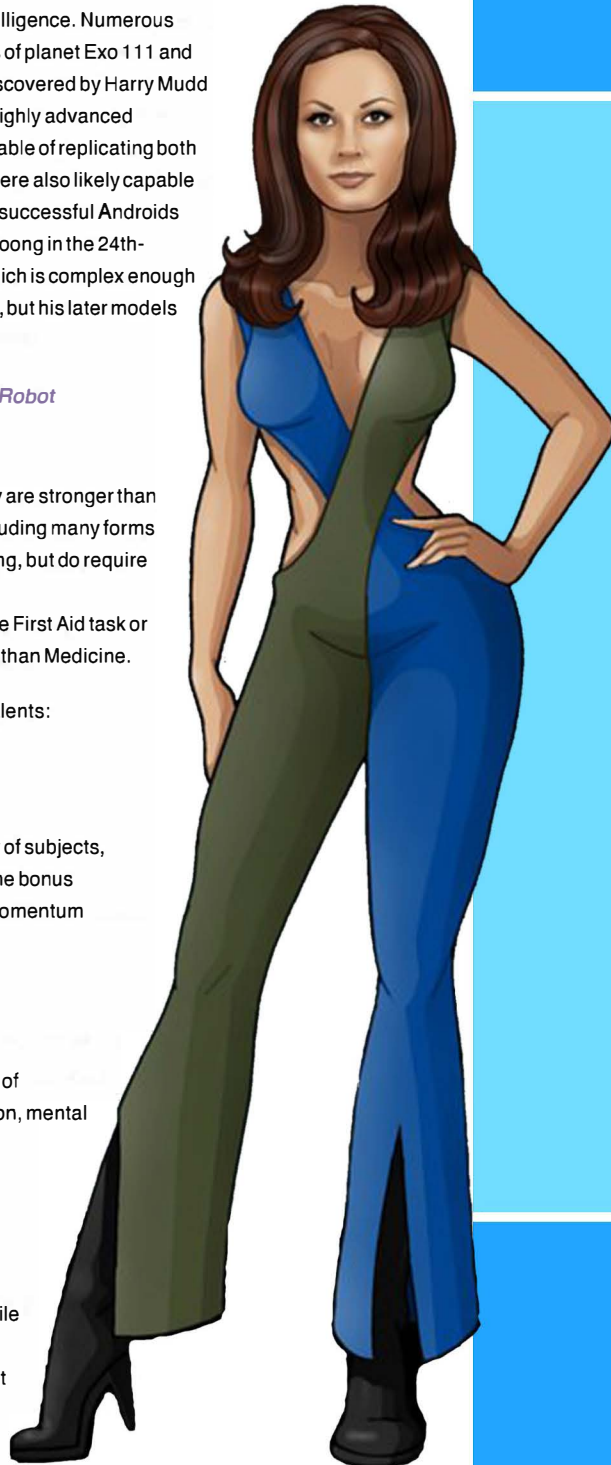
REQUIREMENT: Android, or Gamemaster's Permission

You either lack emotions, or your emotions are an imperfect copy of humanities'. You reduce the Difficulty of all Tasks to resist coercion, mental intrusion, pain, and other mental attacks by two.

REROUTE SYSTEMS

REQUIREMENT: Android

You have automated repair protocols that can reactivate your systems after you have received damage. Once per mission, while Injured you can attempt a Control+ Engineering Task, with a Difficulty of 2. On a success, you recover, removing that Injury, but must still undergo repairs to fully remove the damage. You can perform this Task despite being Injured.



SPECIES

AQUAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Aquans are a piscine humanoid species native to of the planet Argo. Centuries ago, the Aquans were a highly developed people known for their engineering and biological sciences. Aquan medicine remains particularly refined, and they are capable of altering memories and physiology. Once, the residents of Argo lived on the surface of their world until cataclysmic seismic disturbances shifted the landmasses beneath the planet's oceans. To survive, the majority of the Argo people converted their biology to be aquatic. This unfortunately led to conflict with the few who did not become water breathers, and after many years of warfare the remaining land dwellers died out. Following an encounter with a Starfleet exploratory vessel in 2270, the Aquans returned to the surface, reclaiming and restoring their ancestral cities. Following this, Aquans chose to be water breathing, air breathing, or amphibious ambassadors between the two groups. Currently, the Aquans are governed by a Ruling Tribunal of the Aquans, which was made up of a Water Tribune and a Surface Tribunes. After centuries of peace, Aquans are adverse to killing, even when confronted by presumed enemies and favoured non-lethal weaponry such as nets.

EXAMPLE VALUE: *Ordainments are useless in times of turbulence.*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Aquan. Through surgo-ops, Aquans can choose to breath air, water, or both. Because of the added flexibility, Aquans are typically amphibious. After centuries underwater, Aquan physiology has adapted to oceanic life and their skin is prone to becoming uncomfortably dry in arid conditions. Used to extreme pressures, Aquans are stronger than Humans, and possess excellent night vision.
- **TALENTS:** The character receives access to the following talents:

3-DIMENSIONAL THINKING

REQUIREMENT: Aquan, or Gamemaster's Permission

You are adept at maneuvering and shifting in multiple dimensions. When you succeed on the Evasive Action Task, you can spend 1 Momentum to increase the Difficulty of attacks against you by 1.

PACIFISTIC

REQUIREMENT: Aquan, or Gamemaster's Permission

You have received specialized training in Aquan forms of combat, allowing you to effectively use weapons designed for killing in a non-lethal manner. When you attack with a Deadly weapon, the Difficulty does not increase when using it to make non-lethal attacks.



SPECIES

AUGMENT

ALL ERAS OF PLAY

"Augment" is a term used to describe genetically engineered Humans that were first created by advances in DNA resequencing in the mid-20th century. This led to the Eugenics Wars, following which genetic engineering on Earth was banned. This ban was typically adopted by Human colonies. However, several generations after the Eugenics Wars, some planets began permitting genetic engineering or were even established to research manipulation of the genome. Human augments possess an enhanced intelligence beyond that of all but the most intelligent Humans, and they were typically also designed with superhuman strength and reflexes. Along with their superior abilities, there was a defect in the genome of the first Augments: they were aggressive, arrogant and ambitious with a diminished sense of morality. Since that era, future attempts at genetic modification have corrected this flaw. This led to the eventual loosening of the ban on genetic engineering to allow the correction of medical conditions, but genetically enhanced individuals were still banned from service in Starfleet.

EXAMPLE VALUE: *That Which Does Not Kill Me Makes Me Stronger.*

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Human Augment. The Augments were designed to be remarkably agile, being up to five times as strong and twice as intelligent as a normal Human. They were also resistant to illness, had enhanced senses, possessing heart muscles twice as strong and lung efficiency fifty percent better. Their blood contained platelets capable of regenerating from most diseases or toxins.
- **TALENTS:** The character receives access to all Human talents and the following talents:

DURABLE

REQUIREMENT: Human augment, or Gamemaster's Permission.

Your genetic augmentation allows you to shrug off minor wounds. The first time in a scene you are reduced to 0 Stress, you do not gain an Injury. Additionally, on your first turn after gaining an Injury, you can perform a single Minor Action (but still can't attempt any Tasks).

HEALING BLOOD

REQUIREMENT: Human augment, or Gamemaster's Permission, may only be taken at Character Creation.

Your blood has restorative properties for other humans, combating disease and suspending some debilitating conditions. Once per mission, if a creature is injected with your blood during a Task to remove an Injury, any dice in that Task can be re-rolled.



SPECIES

BENZITE

THE NEXT GENERATION ERA ONLY

Benzites are highly meticulous but competitive, preferring to work alone in order to claim credit when an objective is achieved. They find failure deeply and personally shameful, and may conceal the results of preliminary work until they are positive they have the correct hypothesis. Reporting a problem without a solution is especially frowned upon in Benzite society, as they prefer to act rather than react. Most Benzites are followers of *The Doctrine of Andragov*, a doctrine that is equally a philosophy and statistical calculus. Using these teachings, they list their personal objectives – both long and short term – and rate themselves with a scoring system that calculates their percentages and degrees of success. Benzites respond to contests with zeal and enthusiasm, focusing all their energies into victory, even in friendly competition; they tend to do well with games that require the mathematical precision with which they calculate their Andragov scores, but are less interested in physical sports. As a general rule, Benzite Starfleet officers crave medals, commendations, and positive performance reviews. Successful Benzites have learned to balance these personal ambitions with the social realities of serving in Starfleet, where many species are critical of personal ambition and glory.

EXAMPLE VALUE: *To Be Exceptional, You Must Focus on the Smallest Details*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Benzite. Benzites have distinctive tendrils near their mouths and skin that comes in shades of blue or teal. They have two opposable thumbs on each hand. Benzites are unable to comfortably breathe oxygen/nitrogen atmospheres and require a respiration device to provide additional necessary gases, moistures, and salts. As they breathe substances fatal to many other species, Benzites have an innate resistance to many toxins. Similarly, they are capable of digesting a wide range of substances inedible to most species, but when off-world most limit themselves to the menus of the non-Benzites out of politeness.
- **TALENTS:** The character receives access to the following talents:

COMPETITIVE DRIVE

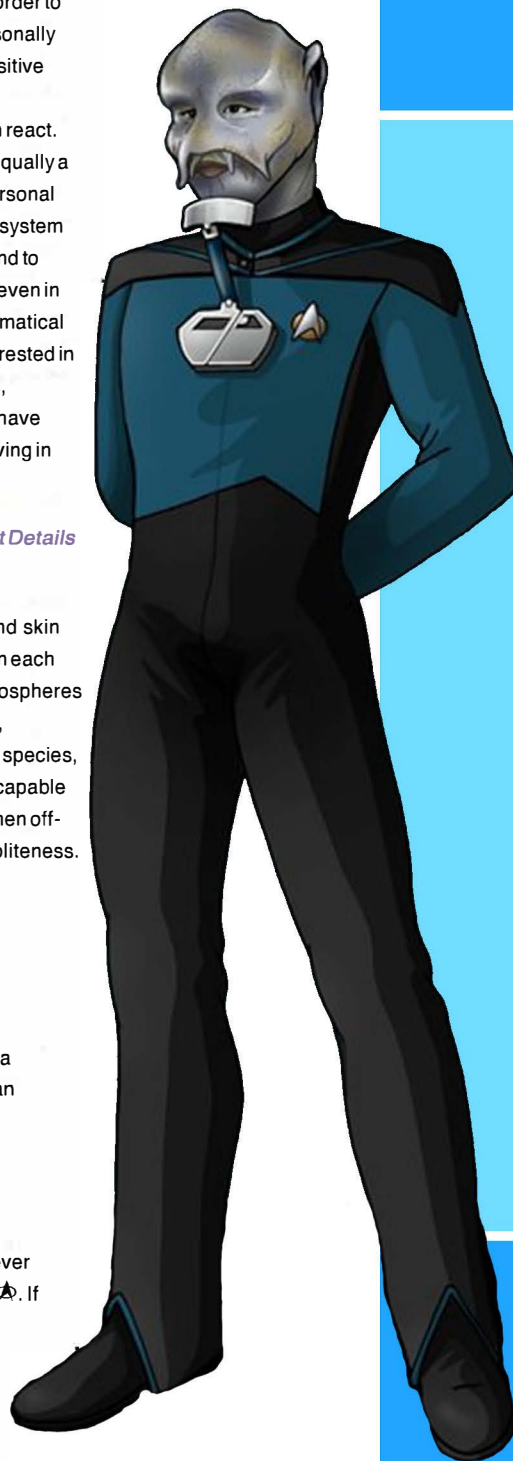
REQUIREMENT: Benzite, or Gamemaster's Permission

You do your best work alone and without assistance. When you succeed on a Reason, or Control Task without another character assisting you, you gain an additional Momentum that must be spent on that Task.

THOROUGH

REQUIREMENT: Benzite, or Gamemaster's Permission

You work slowly but methodically, careful to avoid making mistakes. Whenever you roll one or more complications on a Science, or Engineering Task, roll 1 ⚡. If an Effect is rolled, you cancel out one complication.



BOLIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Typically Bolians are gregarious, hardworking, and meticulous. They enjoy cooperation and working in groups; one can always rely on a Bolian, as their selflessness is legendary. Individual Bolians tend to be highly outspoken, even when their opinions are not requested. Owing to their "good natured" personality types, Bolians often found employment in service professions: Bolian barbers and wait-staff were commonly employed aboard Federation starships. As Bolians excel in professions that encourage teamwork and reward group effort, most branches of starship service fulfill their desire for cooperation and structure. Additionally, the Bank of Bolias is the primary financial institution of the Bolians and many off-worlders, holding funds and storing valuables. Fluctuations in Bolian currency played an important role in Alpha Quadrant markets.

EXAMPLE VALUE: Together We Are Stronger

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Bolian. Bolians are typically bald and have skin in shades of blue. They have a corrosive internal chemistry that allows them to ingest many things that would be unpleasant or even deadly to other species, including decaying meat and strong corrosives such as acid. Because of this, intimate relations with non-Bolians can be challenging.
- **TALENTS:** The character receives access to the following talents:

GREGARIOUS

REQUIREMENT: Bolian, or Gamemaster's Permission

You selflessly support the actions of your fellow crew members. Whenever you assist another character with a Task outside of combat, the character you assisted gains one bonus Momentum if they succeed.

OFFER ADVICE

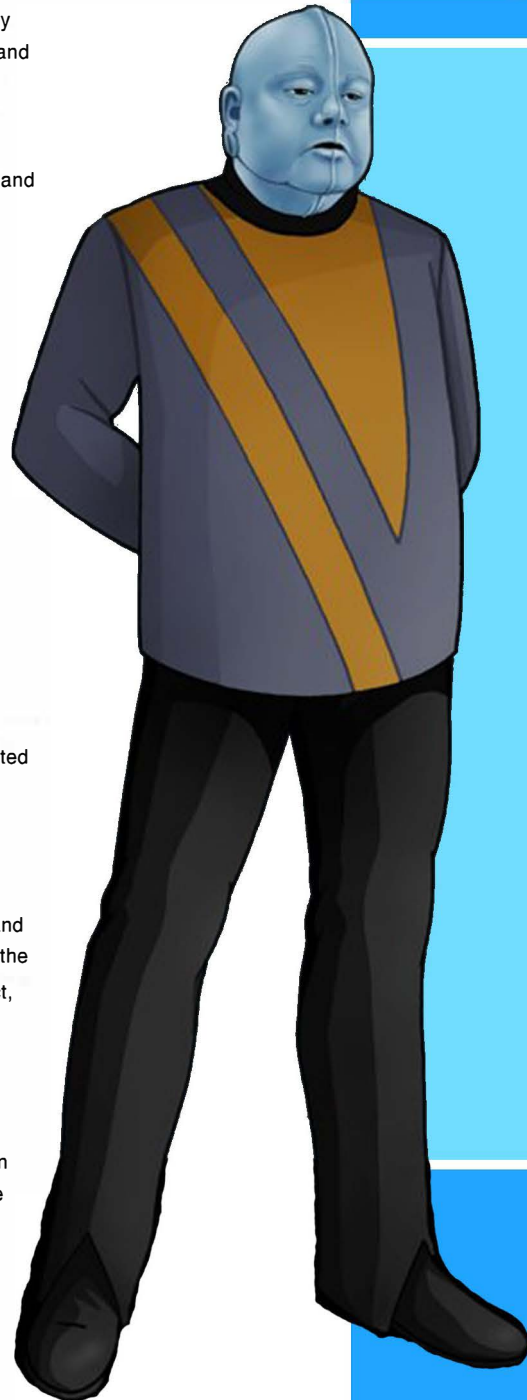
REQUIREMENT: Bolian, or Gamemaster's Permission

You are happy to make suggestions for how to best execute a course of action and quick to work as part of the team. Whenever you spend the last Momentum in the group's Momentum pool, roll 1d20 when you transfer initiative. If you roll an Effect, add 1 Momentum back into the group's Momentum pool.

MARKET SAVVY

REQUIREMENT: Bolian, or Gamemaster's Permission

You have learned the basics of economics and trade, possibly with a connection to the Bank of Bolias. Increase the Difficulty of all rolls in a Social Conflict made to persuade you by 2. This Difficulty increase is removed as soon as a fair and equitable deal is offered.



SPECIES

BYNAR

THE ORIGINAL SERIES AND NEXT GENERATION ERAS

Bynars are native to the planet Bynaus, in the Beta Magellan system. Shorter than Humans, Bynars have lilac-coloured skin, enlarged skulls, and asymmetrical ears. Their defining characteristic is that the entire Bynar race is cyborgs connected to their master computer on their homeworld, allowing them to near-instantaneously share information. Bynars work and live in pairs, being genetically bonded to another for life. Pairs of Bynars communicate using complex binary code. When they do speak other languages, they alternate phrases and finishing each other's sentences. If one of the pair dies, it's traditional for the survivor to return to Bynaus to be paired with a new Bynar. Bynar that choose not to return are seen to have rejected Bynar society and have their personal identification code removed from the computer network. The Bynars' constant exposure to computers makes them quick to learn new operating systems and programs, and their ability to recall data and process new information makes them highly valued to organizations such as the Starfleet Corps of Engineers and the Daystrom Institute. Bynars have practiced their cybernetic augmentation for centuries. As early as the 2150s, they began replacing the parietal lobes of newborns with a synaptic processor. Bynar workers and security forces once employed supplementary physical augmentations, but these have become rare since Bynaus allied with the Federation. Initially, Bynars seldom traveled far from their homeworld, as the range of their network was limited. By the late 2200s, subspace communication had improved enough that they could travel throughout much of the Federation.

EXAMPLE VALUE: *There are only every two choices.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason
- **TRAIT:** Bynar. Despite their small size, Bynars are physical robust and durable. Their augmentations allow them to communicate instantaneously with their twin while in the same system, sharing all sensory input. However, they are vulnerable to electromagnetic pulses, which can disable or destroy their implants, leaving them disoriented or even disabled.
- **TALENTS:** The character receives access to the following talents. You must select either the Paired or Unpaired talent at some point during character creation.

NETWORKED

REQUIREMENT: Bynar, or Gamemaster's Permission

You are connected to either the Bynar master system or your ship's mainframe. Provided the computer is in communication range and there is no interference, that computer can assist you on Tasks where its Communication, Computer, or Sensor Systems would apply to the Task.

PAIRED

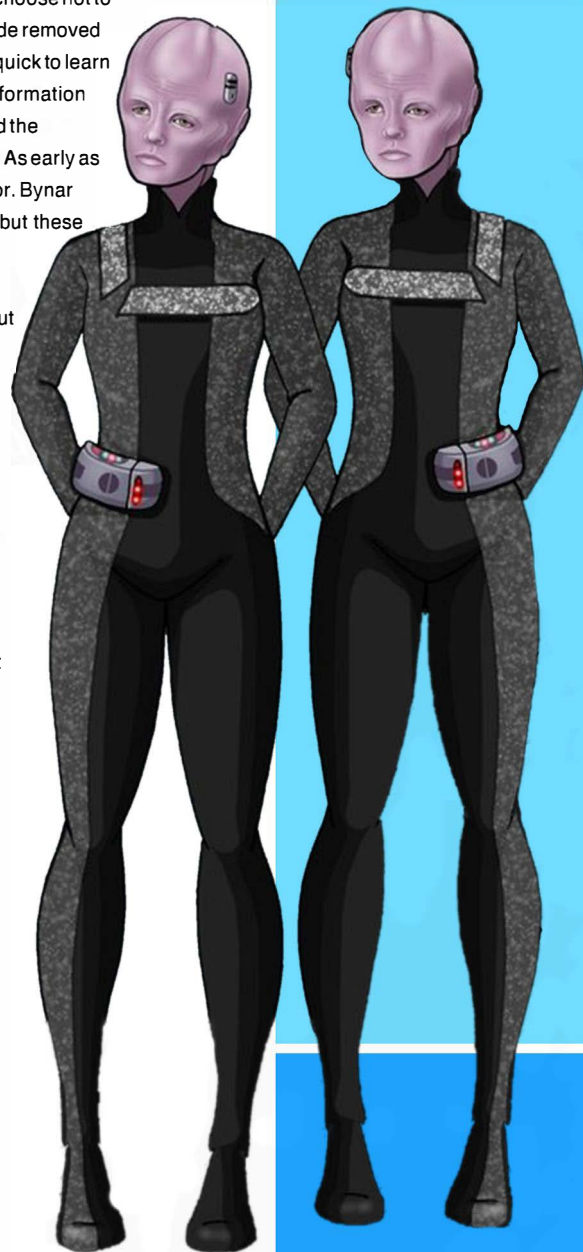
REQUIREMENT: Bynar

You are genetically paired to another Bynar on the crew. This Bynar is a support character but does not count against your Crew Support for the mission. Once per scene, you can use their Disciplines on a Reason or Insight roll in place of your own.

UNPAIRED

REQUIREMENT: Bynar

Your genetic pair is dead or is otherwise unavailable, and can't be replaced during your current mission or deployment. Mentally alone, you are compulsively driven to aid others. When you assist another character with a Task, one d20 related to that Task can be re-rolled.



CAITIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Descending from creatures similar to Earth felines, Caitians possess long tails and taloned limbs. Their sleek bodies are covered with soft fur and longer hair frames their faces like a mane. This fur ranges greatly in hue, from light reddish tan to dark black. As their ancestors were pack hunters, Caitians retain a sense of cooperation and respect for authority. Loyalty is highly valued. A Caitian's clan is considered family, be that an actual Caitian clan of the crew of a starship. Despite their origins as hunters, the species has moved away from its predatory instincts, and a large percentage of Caitians are vegetarian. Passionate and affectionate by nature, Caitians are caring and flirtatious but can be fiercely protective of their clanmates, capable of sudden bursts of violence when provoked. Caitians appreciate beauty, especially in natural forms, but also enjoy poetry and music. The species practices total equality of genders, and their names have no assumed gender.

EXAMPLE VALUE: *I Reward Loyalty with Loyalty*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness
- **TRAIT:** Caitian. Owing to their origins as alpha predators, Caitians have quick reflexes and acute senses of sight, smell, and hearing. They also possess great dexterity. They can detect noises in a frequency range beyond most humanoid races and have excellent night vision. The firm pads of their feet allow them to eschew boots or other footwear, but allow them to move with surprising silence.
- **TALENTS:** The character receives access to the following talents:


CAT-LIKE REFLEXES

REQUIREMENT: Caitian, or Gamemaster's Permission.

During the first round of any combat, if you have not acted, you can take a Minor Action on another character's turn by spending one Momentum (immediate).

COORDINATED HUNT

REQUIREMENT: Caitian, or Gamemaster's Permission.

You have skill at felling large prey with a pack. Whenever you assist another character making a Melee Attack, the character you assisted gains 2  if that attack hits.

KEEN HEARING

REQUIREMENT: Caitian, or Gamemaster's Permission.

Whenever you attempt to detect faint sounds, listen in on conversations, distinguish tones, recognize voices, notice patterns or background noises in recordings, or other tasks that involve your sense of hearing you gain a bonus d20.



CARDASSIAN

THE NEXT GENERATION ERA ONLY

Cardassian culture is hierarchical, with the State ruling public life and parents leading the household. A Cardassian's family is considered one of their greatest assets, with two or three generations living together within the same home. This emphasis on hierarchy generates intense rivalries between families and individuals as the Cardassians compete for a higher position. This also causes conflict between the independently minded and the government. As a result, Cardassians are generally suspicious and regarded those who are not paranoid as somewhat foolish or naive. Despite their inclination to follow their superiors, Cardassians enjoy a good debate and many play the role of "Devil's advocate". Cardassian males lead a life focused on military and political service, being the only gender to be drafted; while women can volunteer to serve, most instead focus on the sciences and engineering. Cardassians did not fear old age and in respected the wisdom and dignity such a position granted to the Cardassian in question: Cardassians respect authority and age, usually equating the two.

EXAMPLE VALUE: *For My Children, For All Our Children*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Cardassian. Cardassians possess extraordinary mental discipline, and as the result of intense training during childhood they commonly have eidetic memories. They are somewhat intolerant of cold environments, being comfortable in higher temperatures. Cardassian hearing is slightly less acute than that of Humans, and they are uncomfortable in bright light. Cardassians have a negative reputation amongst many Alpha Quadrant cultures, particularly Bajorans, whose homeworld they occupied for decades.
- **TALENTS:** The character receives access to the following talents:

CULTURED

REQUIREMENT: Cardassian, or Gamemaster's Permission
You enjoy a good argument, be it for five minutes or an entire half-hour. When engaged in Social Conflict, and given an opportunity to speak at length on a subject, you may re-roll your dice pool if you purchases any bonusd20s.

LOYAL AND DISCIPLINED

REQUIREMENT: Cardassian, or Gamemaster's Permission
You are quick to obey orders and follow their commands. Whenever you receive assistance from a superior on a Task, you may re-roll a single 20.

RUTHLESS

REQUIREMENT: Cardassian, or Gamemaster's Permission
You are merciless and have few compunctions about shooting an enemy in the back. You may re-roll any number of d20s in your dice pool when making an attack against an enemy that is defenseless, is not aware of your presence, or is unprepared for an attack.



SPECIES

CHANGELING

THE NEXT GENERATION ERA ONLY

The natural form of a Changeling was a viscous orange liquid. Changelings could take virtually any corporeal form, ranging from humanoid aliens to fog to reflective surfaces. They did not seem to be able to exist as or change to forms of energy. Changelings are biologically immortal and therefore never die of old age. Changeling culture revolved around the Great Link and shapeshifting. While in the Link, a Changeling had little sense of time or its individual self, and saw itself as a part in a larger whole. Changelings hated to be separated from their people, and would seek out the company of other Changelings with whom they had personal conflicts rather than remain alone. Throughout their entire history, no Changeling had ever harmed another. Above all else, the Changelings wanted their people to all be united in the Great Link, and renegades such as Odo were given ample opportunities to return home with all transgressions forgiven.

EXAMPLE VALUE: *To Become a Thing is to Know a Thing*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight
- **TRAIT:** Changeling. As their name suggests, Changelings can shift into the form of objects and creatures at will. As they only mimic humanoid form, they are immune to most diseases and poisons, and don't require food, sleep, or air. Changelings have no sense of smell or taste. Maintaining a solid form is taxing and Changelings had to periodically revert to their natural gelatinous state to regenerate, roughly every eighteen hours.
- **TALENTS:** The character receives access to the following talents. Changeling character must select the Shapeshifting talent at some point during character creation.

FORM WEAPON

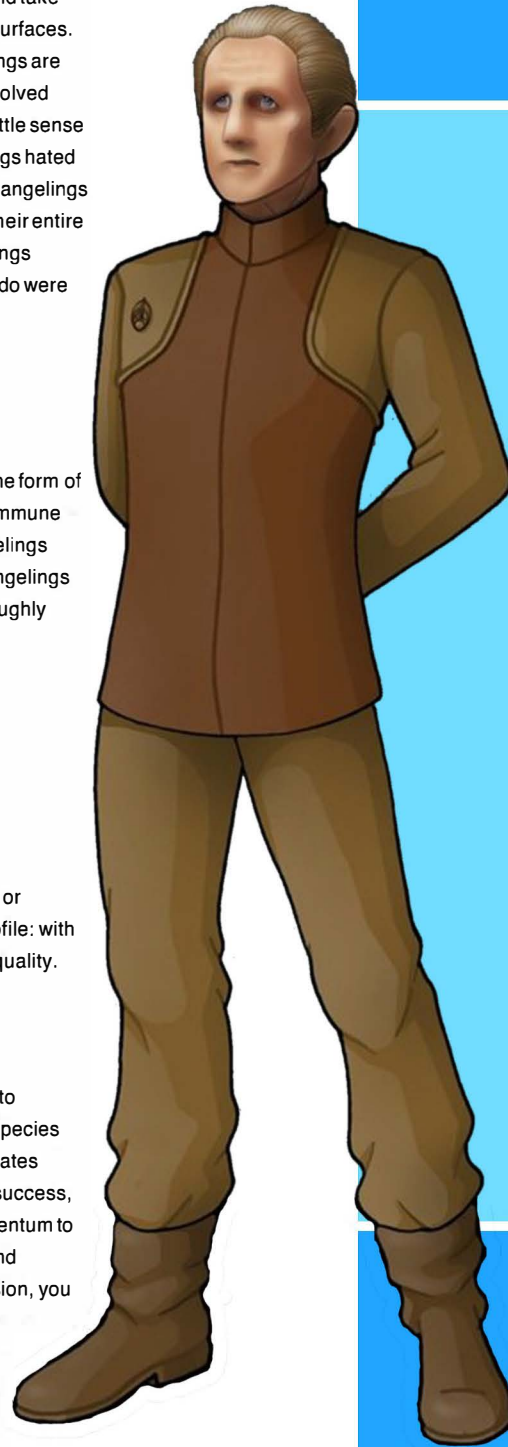
REQUIREMENT: Changeling, or Gamemaster's Permission

You can transform a digit or an entire limb into a simple weapon, such as a whip or dagger. The chosen body part becomes a melee weapon with the following profile: with 1 ⚔ Vicious 1, Size 1H. You can choose to add either the Deadly or non-lethal quality.

SHAPESHIFTING

REQUIREMENT: Changeling

You can transform into other objects and creatures at will. When you change into another form you gain an additional Trait related to your new form, such as its Species Trait. During combat and other periods of stress, rapidly transforming necessitates skill and focus, requiring a Control + Medicine Task with a Difficulty of 0. On a success, you transform into a simple inanimate object. You can choose to spend 1 Momentum to instead become a complex object with many moving parts or an animal, or spend 2 Momentum to become a generic humanoid. With the Gamemaster's permission, you can choose to spend 3 Momentum to copy the form of a particular individual.



SPECIES

DELTAN

ALL ERAS OF PLAY

While Deltans have a reputation for being distant and aloof, often being compared to Vulcans, they actually have a well-developed sense of humor beneath their poised and dignified exterior. A deeply sensual race, Deltans savour physical sensations of all varieties: the pangs of hunger and its satiation with exquisite foods; the caress of a warm breeze or the bite of a cold wind. Their strong sexual attraction can prove to be a distraction for other species, which prompts most Deltans to swear an oath of celibacy when working off-world or alongside non-Deltans, such as when serving on Starfleet vessels. Their home-world, Delta IV, had unpredictable tides and an inhospitable ecology that created a polyglot and unified culture: while micro-cultures developed throughout their home world's expansive chains of archipelagos, they never remain isolated long enough for the Deltans to develop pronounced cultural differences or xenophobia, and the species is accepting of differing opinions and beliefs. Deltans resemble Humans but are identified by an absence of bodyhair save eyebrows. Renowned for their fashion and jewelry, Deltans are known to wear elaborate head dresses, and their accessories are sold throughout the Federation and neighboring territories.

EXAMPLE VALUE: *There are Limits to Self Indulgence, but None to Restraint*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Deltan. Due to their strong pheromones, Deltans are exceptionally alluring to most humanoid species. Deltan senses are highly acute and sensitive far beyond the Human norm, especially their sense of touch, sight, and taste.
- **TALENTS:** The character receives access to the following talents. A Deltan character must select one of the Deltan talents at some point during character creation, to reflect their training in the use of their pheromones.

ANALGESIC TOUCH

REQUIREMENT: Deltan

You can carefully release your pheromones to induce a surge of endorphins, relieving physical pain. After a successful *First Aid Task*, you can permit the character to ignore the injury for the remainder of the scene, allowing them to act normally. A character can benefit from this only once per mission.

INDUCE AGONY

REQUIREMENT: Deltan.

You have learned to use your pheromones offensively, triggering random pain impulses. Your touch counts as a melee weapon with 1 Δ , Vicious 1, Size 1H, and the Nonlethal quality. You may use Command or Medicine instead of Security when attempting an induce agony Attack, and may increase damage by your Command or Medicine Discipline instead of Security.

POTENT PHEROMONES

REQUIREMENT: Deltan

Whenever attempting a Task to negotiate, persuade, or seduce a humanoid creature that could be physically attracted to you in and is Close range, you add a bonus d20 to the roll.



EDOSIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Hailing from the planet Edos, Edosians are a tripedal species, possessing three arms, three legs, and three fingers on each hand. Due to their sensitive hands and great manual dexterity they are among the best toolmakers in the Federation. Meticulous about detail, Edosians make superb scientists and technicians, employing their tetartosphered brain to simultaneously perform two or three tasks. They are also renowned musicians, playing unique instruments that require additional limbs. Naturally reserved, Edosians prize their privacy and tend to be shy and introverted, forming few social bonds or close attachments. As a long-lived species, Edosians form large blended families that produce many children. Despite being an advanced species, retain their spirituality and religion, and many continue to worship a pantheon with many gods.

EXAMPLE VALUE: *Anything Worth Doing is Worth Doing Well*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Edosian. All Edosians are agile with long flexible digits capable of fine manipulation of objects. Because of their exceptional coordination, Edosians are adept at using all of their limbs at once, rapidly alternating between tasks.
- **TALENTS:** The character receives access to the following talents. An Edosian character must select one of the Edosian talents at some point during character creation, to reflect their non-humanoid anatomy.

ANCILLARY APPENDAGES

REQUIREMENT: Edosian.

Your balance is exceptional, owing to your extra leg, making you much more stable. You reduce the cost to resist being knocked prone by the Knockdown damage effect by two, to a minimum of 0. If the cost would be reduced below 0, you instead gain one Momentum.

MULTITASKING

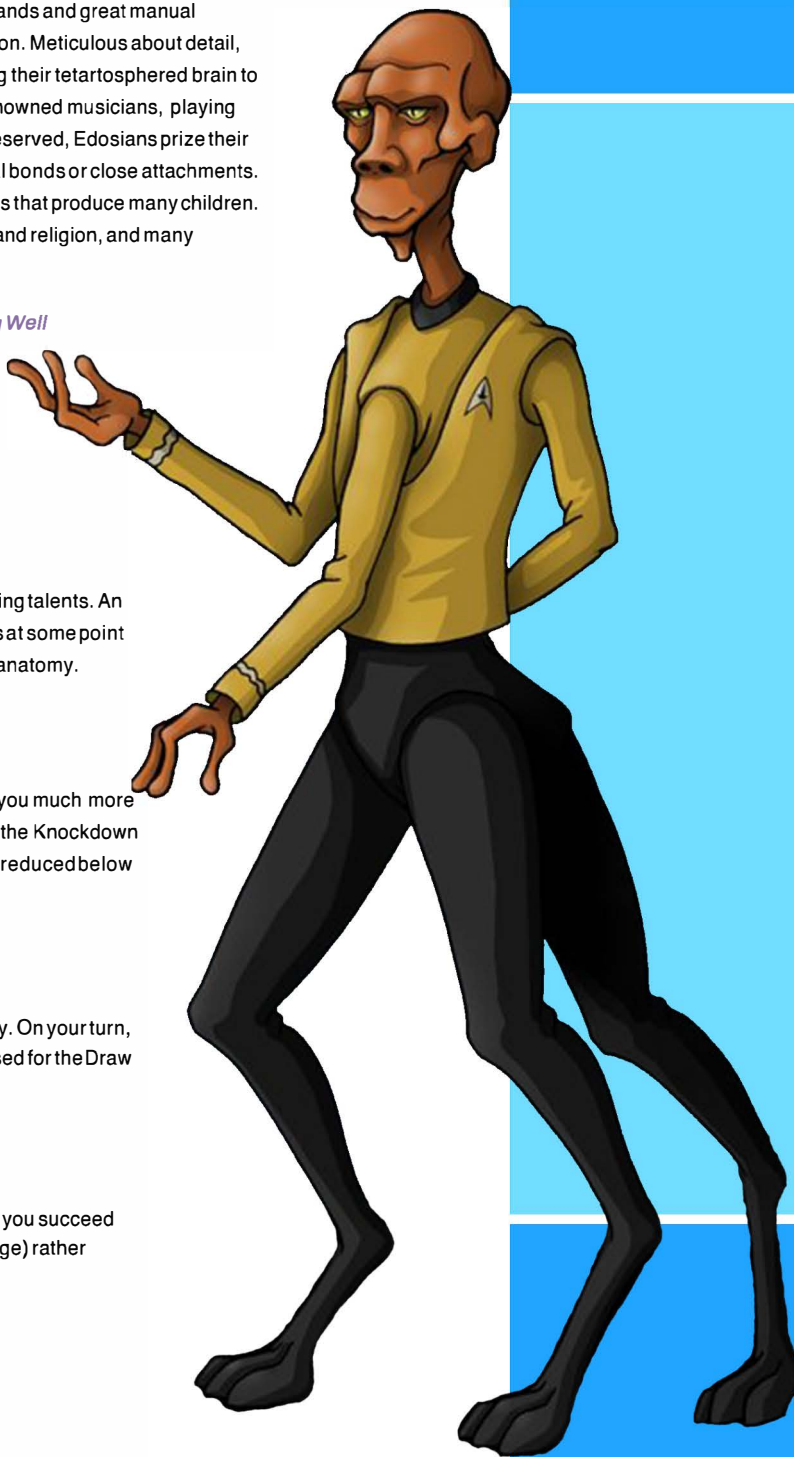
REQUIREMENT: Edosian.

You are skilled at using all three of your hands simultaneously. On your turn, you can take an additional Minor Action, which can only be used for the Draw Item, Interact, or Aim Minor Actions.

SWIFT MOVEMENT

REQUIREMENT: Edosian.

Your extra leg allow you to dash with surprising speed. When you succeed on a Sprint Task, you move two zone (to any point in Long range) rather than one.



EFROSIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Efrosians are a gentele and dignified species native to the planet Efos Delta in the Flarset System. Cosmetically similar in appearance to Klingons, Efrosian faces contain fatty deposits inherited from their ancestors due to the harsh cold of their homeworld. They are notable for their patience, reserved behaviour, musical language, and oral history. Efrosians lack a native written language; while introduced to the concept of writing by other civilizations, Efrosian culture is still based on the memorization of spoken history, with libraries resembling other worlds' music archives. Males tend to have white or blonde hair while females usually have black, red, or dark brown hair. Efrosians prefer to specialize in one area of expertise, devoting themselves to a single profession with few outside interests. A deeply spiritual people, Efrosian religion features a binary morality: their heaven is known as "Endless Sky" opposed against a fiery underworld. Efrosians lack the concept of monogamy found in many other humanoid cultures and place no emotional value with sexual intercourse. They consider sexual relations a useful way to establish a rapport, allowing one to work better with their colleagues. It is actually considered somewhat rude not to flirt with someone of your preferred sex.

EXAMPLE VALUE: The More You Know of the Past, the More Prepared You Are for the Future

- **ATTRIBUTES:** +1 Daring, +1 Insight, +1 Reason
- **TRAIT:** Efrosian. Most Efrosians have weak eyes but compensate with a heightened sense of smell. Some Efrosians who are functionally blind correct this disability with a type of special mechanical glasses. Efrosians have two stomachs and require the oils found in Levithi nuts in order to remain healthy.
- **TALENTS:** The character receives access to the following talents:

INTUIT DIRECTION

REQUIREMENT: Efrosian, or Gamemaster's Permission

You have an innate ability to orientate yourself, owing to your people's need to navigate across the glaciers and tundral deserts of your homeworld. When you attempt a Task to plot a course, find your position, navigate overland, or determine which direction you're facing, you may re-roll one d20.

RECALL INFORMATION

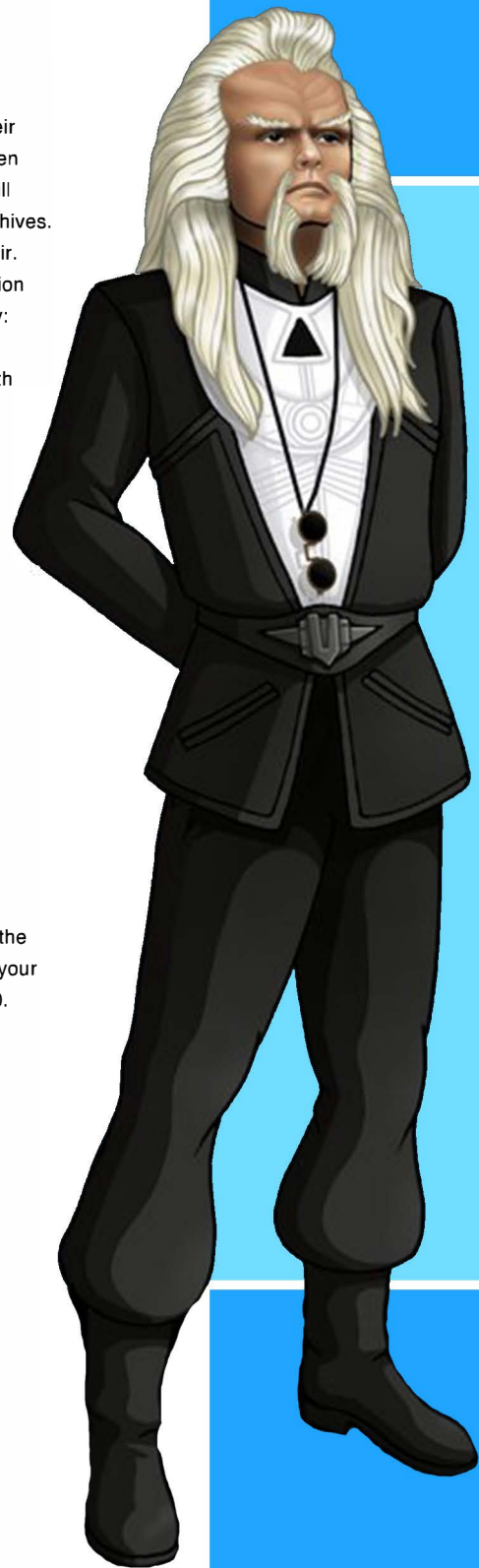
REQUIREMENT: Efrosian, or Gamemaster's Permission

You've learned to apply the techniques needed to memorize the oral history of your people to other types of facts. When you succeed at a Task using Insight or Reason, you gain one bonus Momentum, which may only be used for the Obtain Information Momentum Spend.

TEAM ORIENTATED

REQUIREMENT: Efrosian, or Gamemaster's Permission

You are focused on the success of the group and work well with colleagues. When you assist another character, you may buy 1 additional d20 with either Momentum or Threat.



SPECIES

EL-AURIAN

ALL ERAS OF PLAY

Also known as “listeners”, the El-Aurians are an ancient race that developed warp technology millennia ago. While they were highly advanced, they established few colonies and never established empires. They were a widely traveled people who traveled across many parts of the galaxy, and far away from their home. A few traveled as distantly as Earth, reaching that world late in the 19th Century. In the early parts of the 23rd Century, the El-Aurians were the victim of a major attack by the Borg, with all but a handful of El-Aurians being assimilated or killed. All their cities were destroyed, and all their worlds claimed. The El-Aurian species was scattered throughout the universe, surviving but nevertheless prevailing.

EXAMPLE VALUE: *Truth is in the Eye of the Beholder.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** El-Aurian. While structurally the same as humans, El-Aurians are extremely long lived, with a lifespan measured in centuries. El-Aurians prided themselves on being a race of listeners, and something about them encourages honesty. Many act as advisers, diplomats, or confidants while others turn their talent to dubious pursuits as con artists and tricksters. El-Aurians had the notable ability to sense changes in the time stream resulting from time travel, as well as disturbance events that occurred outside normal time.
- **TALENTS:** The character receives access to the following talents. In addition, you have access to the Empath Betazoid talent.

LISTENER

REQUIREMENT: El-Aurian, or Gamemaster's Permission

You know how to subtly use your empathic skills to discern not only what is being said but also what is being unsaid. This allows you to tell someone exactly what they needs to hear. When you attempt a Task to advise or convince someone into taking or refraining from a specific course of action, you may add a bonus d20.

WISDOM OF YEARS

REQUIREMENT: El-Aurian, or Gamemaster's Permission

You have many decades if not several centuries of experiences to draw upon. You may have one additional Value and Focus, reflecting the insights you received from your long life.



SPECIES

FERENGI

THE NEXT GENERATION ERA ONLY

Ferengi civilization was built upon free enterprise, with earning financial profit being the primary motivation in life, superseding all other endeavors and accomplishments. Much of Ferengi society was based on a list of rules for business ventures (and thus life in general) known as "The Rules of Acquisition", which were equal parts law and proverb. At its most lengthy, the Rules encompassed 285 guidelines that males Ferengi were expected to memorize and follow as part of business dealings, principally with other Ferengi. When observed to an extreme degree, the Rules of Acquisition were closer to religious tenets than guidelines. As other species define ethics, most Ferengi have limited or non-existent morals, with no compunctions or taboos against war profiteering, smuggling, or cultural exploitation. Despite their unscrupulous natures, the Ferengi history is notably absent of such atrocities as slavery or genocide, a distinction the Ferengi feel makes them morally superior. However, Ferengi society was incredibly misogynistic, with women being prohibited from earning profit or even wearing clothing. Although, by the year 2375 this was beginning to change.

EXAMPLE VALUE: *The Justification for Profit is Profit*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Ferengi. The Ferengi's most distinguishing feature is their large ears (called "lobes"), which gives them extremely acute hearing, sensitive enough to tell a person's species even through most forms of electronic distortion. However, they are sensitive to loud noises, which are painful and debilitating. The nerves of their ears are also sensitive to touch. They are slight in build, being shorter than Humans, but possess comparable physical strength. Ferengi have an unusual four-lobed brain that prevents their thoughts from being read by telepathic species such as Betazoids or Vulcans.
- **TALENTS:** The character receives access to the following talents:

FLEXIBLE MORALITY

REQUIREMENT: Ferengi, or Gamemaster's Permission

Your values shift depending on the expectations of profits and needs of business deals. Once per mission, you can change a Value for that mission. The replaced Value is restored at the end of the mission, and you can't spend Determination using Value in the same scene where you change it.

HOARDING IMPULSE

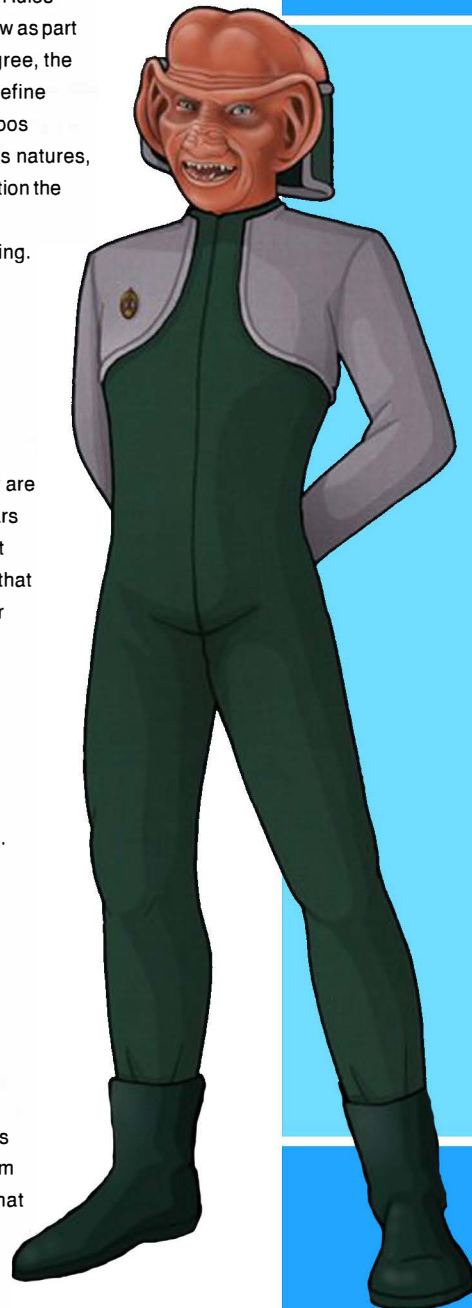
REQUIREMENT: Ferengi, or Gamemaster's Permission

You have a strong impulse to collect information and objects of value, if only valuable to you. When you save Momentum, you can save it to a personal Momentum pool, that function's like the group's Momentum pool, except only you can use its Momentum. This pool can't contain more than 2 points of Momentum. However, you can't save Momentum to the group's Momentum pool until you add at least one Momentum to your pool from that Task unless your personal pool is already full.

SEEK ADVANTAGE

REQUIREMENT: Ferengi, or Gamemaster's Permission

You are continually looking for ways to advance your agenda and personal goals. When you spend a point of Determination for a bonus d20, you can also re-roll a d20.



FREED BORG

THE NEXT GENERATION ERA ONLY

Freed or "liberated" Borg are not a true species, but members of another species—such as Human, Klingon, or Romulan—who were assimilated but have regained their individuality. They have been removed from the Borg Collective: the gestalt consciousness of all Borg drones. Freed Borg typically have had most of their cybernetic implants laboriously removed, but some components are so integrated with their bodies that removal would mean death. Similarly, many are missing organs or limbs and are forced to make due with the Borg replacements. Freed Borg do not have a society or culture of their own, but rather a shared trauma that unites them with other freed Borg. Many identify them as members of the species they were prior to assimilation, especially if they try to rejoin that culture. Sadly, many societies and people reject freed Borg, being unable to shake their fear of the cyborg race. The vast majority of the trillions of Borg drones remain a part of the Collective, but there are a few small groups of freed Borg who have developed their own organizations or sub-cultures, such as the Independent Nation of Borg, the Wardens, and the Borg resistance movement of Unimatrix Zero.

EXAMPLE VALUE: *Resistance is Not Futile*

- **ATTRIBUTES:** +1 Fitness, +1 Reason, and +1 to one Attribute from your pre-assimilation species that receives a bonus (your choice).
- **TRAITS:** Freed Borg and your pre-assimilation species. Borg are extremely strong and resilient due to their technologically-enhanced physiology. You partially retain the augmented metabolism of a Borg drone, giving your biologic systems increased efficiency. However, you may need to regenerate in an alcove, like a Borg drone. While you have been removed from the Collective, but may still share a mental connection with the Borg.
- **TALENTS:** The character receives access to the traits of the species prior to assimilation as well as the following talents:

COMBAT MODIFICATION

REQUIREMENT: Freed Borg

One of your limbs has a dangerous tool that can be used as a weapon, perhaps including a circular saw, drill, or sharpened blade. You add the Intense effect to your Unarmed Strike and it no longer has the non-lethal quality.

REGENERATIVE NANITES

REQUIREMENT: Freed Borg

Reprogrammed Borg molecular machines remain in your bloodstream, healing your wounds and curing your illnesses, but continually attempting to reactivate dormant Borg implants. When you avoid an Injury by adding Threat, you also regain 3 Stress.

SENSOR IMPLANT

REQUIREMENT: Freed Borg

You have a multi-spectrum sensory array built into your body, that you can use to scan an area as if you were using a tricorder. Using this implant is a Control + Science Task with a Difficulty of 0. Success generates one bonus Momentum, which must be used on the Obtain Information Momentum spend.



SPECIES

GORN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Gorn are a cold-blooded, reptilian species with green, rubbery skin and red blood. Curiously, the species actually hails from three separate planets, with each genetically identical. Archeology has determined that none of these worlds were their true homeworld, which remains unknown. Individual Gorn exhibit aggressive and assertive behavior: once set upon a course of action, it is difficult for them to deviate from the plan. This is especially difficult if they believe they are on the right course. Some humanoids underestimate the Gorn, working under the impression that reptiles are somehow less evolved than mammals. However, the Gorn are as intelligent as Humans, and were technologically comparable to the Federation during the mid-23rd Century. After several disastrous first contact experiences, the Gorn have become xenophobic, typically remaining in their own small space—the Gorn Hegemony—which is a monarchy led by the Gorn Emperor.

EXAMPLE VALUE: Don't Act Until You're Sure You're Right, Then Let Nothing Stop You

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness
- **TRAIT:** Gorn. The reptilian Gorn are many times stronger than Humans and possess great stamina, but are slower and less agile. Like most cold-blooded species, they preferred warmer temperatures. They heal quickly, with their cells regenerating at an impressive rate.
- **TALENTS:** The character receives access to the following talents:

BRUTE FORCE

REQUIREMENT: Gorn, or Gamemaster's Permission

You are strong and can hit with surprising force. You add the Vicious 1 effect to your Unarmed Strike.

DELIBERATE STRIKE

REQUIREMENT: Gorn, or Gamemaster's Permission

Gorn are patient and deliberate in their actions. Whenever you use the Ready Task to ready an attack, you may re-roll one d20.

THICK HIDE

REQUIREMENT: Gorn or Gamemaster's Permission

Your thick hide defend you against lesser wounds. Your Resistance is increased by +1 against all non-lethal attacks. Furthermore, when you succeed at the Recover Task, you regain 3 Stress per Momentum spent rather than 2.



SPECIES

HOLOGRAM

THE NEXT GENERATION ERA ONLY

Hologram are three-dimensional projections of light contained in forcefields, generated by holo-emitters. Advanced holo-programs can create complex simulacrum of living beings, virtual intelligences that behave as sentient beings. Most Holograms are not aware of their artificial nature, simply mimicking sentience. However, a number of Holograms have gained sentience and self-awareness through accidents or prolonged activation. A court hearing in 2365 ruled that artificial entities, such as the Android Data, are afforded the rights and freedoms of all sentient beings under Federation law and are not the property of Starfleet, which can apply to self-aware Holograms. Holograms are confined to areas with a holo-emitter, such as a holodeck, but later classes of starship are equipped with holo-emitters in certain rooms or on multiple decks. Portable holo-emitters and holo-platforms are also in use, and some work has been done in replicating a mobile holographic emitter salvaged from a 29th Century vessel.

EXAMPLE VALUE: *I am More Than the Sum of My Code*

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Hologram. You are an artificial construct comprised of photons held together with forcefields. Lacking a biology, you are immune to disease, fatigue, and physical damage. Your physical form can be disrupted, it will reforming after your program restarts. However, your body is dependent on holo-emitters, which can be damaged or affected by radiation or harmful energies. The emitters also require constant power to maintain your program. Damage to either your program or emitter is considered an Injury. Fixing damage to your software is a First Aid Task that requires the Science Discipline rather than Medicine, while repairing an emitter requires Engineering.
- **TALENTS:** The character receives access to the following talents:

ALTERNATE SUBROUTINES

REQUIREMENT: Hologram, or Gamemaster's Permission

Your programming includes contingency features and code that you can turn on to react to a crisis. When you gain this talent, pick three alternate Focuses. Once per mission, as a Minor Action you can swap out one of your normal Focuses for one of the three alternate Focuses. The replaced Focus is restored automatically at the end of the mission, or you can restore your Focus early with a Minor Action.

LIMITED GROWTH

REQUIREMENT: Hologram, or Gamemaster's Permission

Your personal growth is limited by the computer storage allotted to your program and any restrictions built into your code, forcing you to rely on your crew rather than personal experiences. You can cross out a saved Milestone to add three points to the group's Momentum pool.

PURPOSEFUL

REQUIREMENT: Hologram, or Gamemaster's Permission

You were created to perform a single Task and are particularly adept at executing that function. When you attempt a Task and could apply two or more Focuses, you may add a bonus d20 to your dice pool.



SPECIES

HORTA

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Horta are a silicon-based lifeform native to Janus VI. Literate and tool-using, Horta are a highly emotional and intelligent species, who appreciate the strengths and differences of others. Family orientated, Horta are social and protective of those they consider kin, especially those younger than themselves. The Hortas' preferred habitat was surrounded by solid rock. While they can survive in a Oxygen-Nitrogen atmosphere, they found it disconcertingly empty to the touch, and required a thin coating of Teflon to avoid damaging structures. The Horta diet consisted of minerals dissolved with a powerful acid secreted from glands across their bodies. This acid permits Horta to tunnel through solid rock as easily as a humanoid can swim through water. When Horta are afraid, they can lose control of their acid glands and express the powerful corrosive all around them. They also have the urge to tunnel to safety, although they can suppress this instinct when needed.

EXAMPLE VALUE: *Protect the Future*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Horta. The exterior of a Horta consists of a brown rocky carapace that is highly resistant to damage; anything but the highest phaser settings was just a mild irritation to a Horta. On their underside, Horta had numerous cilia upon which they moved. Horta sensory organs can detect the chemical composition of materials around them. This permits them to tell what gases make up the surrounding air, identify species by the chemical composition of their blood, and sense veins of ore. They have poor eyesight but can partially see in the infrared spectrum. Their method of hearing involves detecting atmospheric vibrations, and they had a highly developed sense of smell that is their primary means of communication. To communicate with humanoids Horta are fitted with specialized universal translators, but they can also communicate by etching text into surfaces. Horta can survive exposure to the vacuum of space, though the shock results in a temporary coma.

■ **TALENTS:** The character receives access to the following talents. A Horta character must select one of the Horta talents at some point during character creation, to reflect their non-humanoid anatomy and unusual physical abilities.

ACIDIC TOUCH

REQUIREMENT: Horta

You can use your natural acidic offensively. Your touch counts as a melee weapon with 3d6, Intense, Size 1 H. When you use your acid touch, add 2 to the Threat pool.

HARDENED BIOLOGY

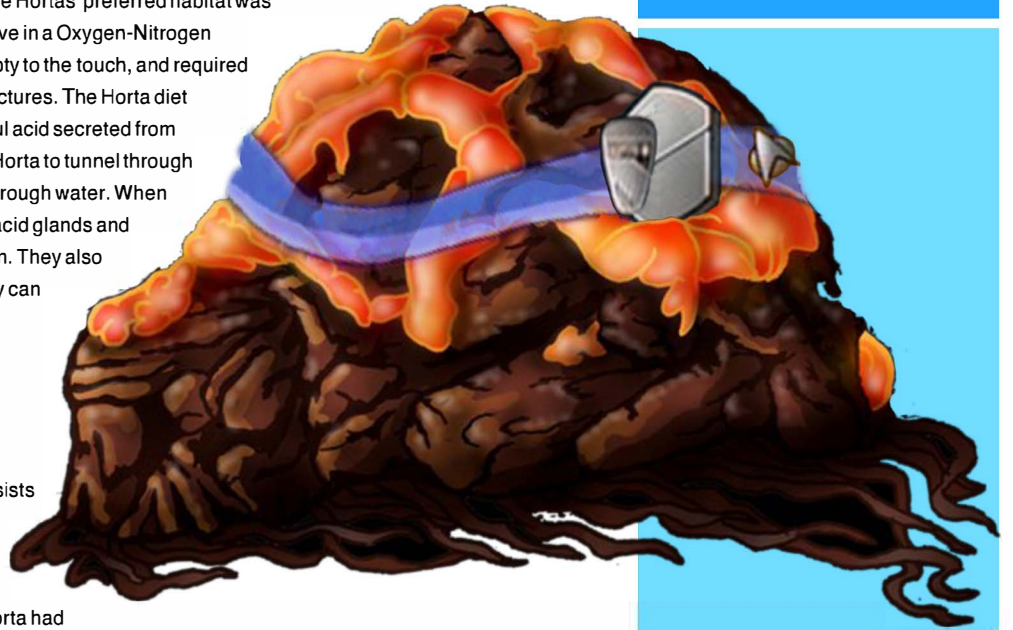
REQUIREMENT: Horta

Your cilia act independently and can continue to move even if you have been severely hurt. When you have only 1 injury, you can continue to take the Movement Minor Action.

ROCKY EXTERIOUR

REQUIREMENT: Horta

Your hard stony carapace makes you impervious to minor damage. Your Resistance is increased by +2 against energy attacks.



KELPIEN

THE ORIGINAL SERIES OR NEXT GENERATION ERAS ONLY

Hailing from a world lacking a complex food web, Kelpiens are an intelligent humanoid species that evolved as the prey animals to a savage predatory race. Owing to their origins, Kelpiens have a caution that borders on paranoia; they avoid personal risk and hazardous situations, while assuming danger or hostile intent until there is evidence to the contrary. Despite this strong fight-or-flight instinct, Kelpiens remain calm when confronted with danger, are not prone to panic or impulsive action. However, fear is their default emotion, and most Kelpiens live in a state of near constant fright. Possessing a binary world view, Kelpiens label creatures and individuals as either predator (those who pose a threat, imminent or otherwise) or prey (those who are nonthreatening). As drawing attention risks becoming hunted, Kelpiens tend to be unaggressive and meek, eschewing social conflict and typically being quiet or unassertive. Successful off-world Kelpiens tend to excel in either diplomacy or subterfuge, or are just uncharacteristically bold. As they value cooperation over competition, some mistakenly believe Kelpiens lack ambition. This is false, however, and Kelpiens are just as prone to personal aspirations as Humans, and just as likely to feel resentment over being passed over for an assignment or promotion. Like most prey species, Kelpies mature quickly and have a high birth rate, which the species has worked to control since developing sentience to limit overpopulation. Owing to their evolutionary high mortality rate, many Kelpiens find it difficult forming close emotional bonds with others out of fear of losing that individual.

EXAMPLE VALUE: *Live life like you're being hunted*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Kelpien. Kelpiens possess a tall, lanky frame with mottled pink-orange skin and no hair on their face or head. At the bottom of the short food chain, Kelpiens are herbivores and typically strict vegetarians or vegans. Kelpien senses, including auditory and tactile, are superior to that of a Human, and provide continual warning of potential threats, giving Kelpiens an innate danger sense: when they consciously or subconsciously detect danger, thin extrasensory organs known as "threat ganglia" emerge from the back of their head to provide additional sensory input.
- **TALENTS:** The character receives access to the following talents.

ADVANTAGEOUS REVERSAL

REQUIREMENT: Kelpien, or Gamemaster's permission

Adversity has taught you how to not only work around hazards, but how to turn them to your advantage. On your turn, you can spend 1 Determination to reduce the Threatpool by 1 and add 1 to the group's Momentum pool.

SWIFT MOVEMENT

REQUIREMENT: Kelpien, or Gamemaster's permission

You have the speed of a hunted prey animal. When you succeed on a Sprint Task, you move two zones (to any point in Long range) rather than one.

THREAT MANAGEMENT

REQUIREMENT: Kelpien, or Gamemaster's permission

You are skilled at avoiding danger and minimizing problems. When you buy one or more d20s by adding to Threat, the cost is reduced by 1 (to a minimum of 1).



KLINGON

ALL ERAS OF PLAY

Klingons are a humanoid warrior species originating from the planet Qo'noS. A proud, tradition-bound species, they value personal and familial honour as well as victory in battle. This aggressive drive has led the species to form a large interstellar empire of conquered worlds. The warrior ethos has been an important aspect of Klingon society since the time of the first Emperor, Kahless, but became predominant early in the 22nd century, as the warrior caste gained greater status. For large stretches of its history, Klingon society was based on a feudal system organized around the noble 24 Great Houses represented in the Klingon High Council, which was led by the Chancellor. Klingon society functions through a system of family reputation and honor; tradition is an integral part of Klingon daily life and breaking from observances is considered a grievous insult to society, a slight not easily forgotten. To outsiders, Klingon society seems patriarchal, with males dominating public life. Klingon women are the equals of men, even in combat and blood-lust, but their sphere of influence is traditionally the home and family's affairs.

EXAMPLE VALUE: A Sharp Knife is Nothing Without a Sharp Eye.

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Klingon. Klingon physiology is hardy, with many redundant internal organs allowing them to withstand harm and a number of poisons, which would be deadly for many other species. They are significantly stronger and more resilient than Humans, though they have less tolerance for the cold.
- **TALENTS:** The character receives access to the following talents. Klingons are encouraged take the Brak'lul talent at some point during character creation:

BRAK'LUL

REQUIREMENT: Klingon, or Gamemaster's Permission

You possess a number of secondary organs allowing you to survive grievous wounds. When you suffer a non-lethal injury, on your turn you have a chance to recover without assistance. This is **Difficulty 2 Fitness + Command** Task, which you can attempt even when you are Injured, removing the Injury on a success. Furthermore, when another character tries to heal you of an Injury or a related Complication, you can add a bonus d20 to their dice pool.

HONOUR BOUND

REQUIREMENT: Klingon, or Gamemaster's Permission

Your personal honour and that of your house is more important to you than your life. Whenever you attempt a Task to resist being coerced into breaking an oath, betraying a superior, or otherwise acting dishonourably, you reduce the Difficulty by 1.

WARRIOR SPIRIT

REQUIREMENT: Klingon, or Gamemaster's Permission

You have been trained in combat since a young age. When you attempt a Melee attack and purchase one or more additional dice with Momentum or Threat, you may re-roll any number of d20s.



SPECIES

NAUSICAAN

ALL ERAS OF PLAY

Bullies by nature, Nausicaans place value in personal strength and little else. Nausicaan society is anarchic, with the weak dominated by the strong. Known for their tempers and lack of subtlety, Nausicaans enjoy inflicting pain. They possess no allegiance to state or homeworld, and their strongest bond tends to be familial. The Nausicaan homeworld has few permanent cities, where the weaker individuals are forced to work. Most of the population dwells in the wilds, facing its harsh wintery environment and numerous large predators. Driven to survive at any cost, Nausicaans have no compunctions against cheating, seizing upon any advantage to claim victory. Nausicaans did not develop their technology, but stole it from the Andorians who made the mistake of trying to raid the Nausicaan homeworld. Replicating the technology was beyond their capabilities, but the captured ships enabled the Nausicaans to leave their world and seize more spaceships and prisoners, whom they forced to develop new ships and weaponry, which was in turn used to launch raids upon freighters and shipping lanes. This led to the golden age of Nausicaan piracy, which lasted for much of the late 21st and early 22nd Century. It was not until the founding of the United Federation of Planets and growth of Starfleet that Nausicaan piracy was finally curtailed. With their raids ended, most Nausicaans earn a living as mercenaries, allying with various criminal organizations or those willing to pay. A few Nausicaans have also found work as merchants or traders, buying and selling goods with few concerns over the source or ownership.

EXAMPLE VALUE: When Pushed, You Must Push Back.

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Nausicaan. Large and heavily muscled, Nausicaans stand two meters in height and possess great physical strength. They are highly resistant to pain, having fewer nerve receptors, which also diminishes their sense of touch.
- **TALENTS:** The character receives access to the following talent.

NATURAL BULLY

REQUIREMENT: Nausicaan, or Gamemaster's Permission

When you attempt a Task to intimidate or frighten a creature you consider weaker than you and buy one or more d20s by adding to Threat, you ignore any complication.



ORION

ALL ERAS OF PLAY

Orions have a well-earned reputation for finding advantages, and as a people they are skilled at assessing risks or evaluating odds. Somewhat arrogant by nature, their egocentricity makes them confident and proud of themselves and their skills. Officially, Orion systems are ruled by a single government that has long maintained neutrality in galactic politics. However, members of the species are infamous for their involvement in many criminal endeavors, including piracy, slavery, and the notorious Orion Syndicate. Materialism is the predominant force in Orion culture, driven by their principle philosophy that value given has to equal the value received. As a result of this philosophy, Orions are hedonistic, living as well as they can within their means and aiming to enjoy life as much as they can afford. They are driven to seize opportunities that lead to increased profit, comfort, or pleasure. While they value physical objects, Orions have little sentimentality: everything gained has to serve some purpose, whether for personal enrichment, the sake of one's leader, or just simple revenge. Orions society is matriarchal, with the women controlling the male via pheromones.

EXAMPLE VALUE: *You Cannot Get Something for Nothing*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Presence
- **TRAIT:** Orion. The copper-based blood chemistry of Orions is superficially similar to Vulcans, and they are physically stronger than many other humanoid races. Orions have a pronounced sexual dimorphism, with males being significantly larger and well muscled. Orions are often considered highly physically desirable, owing to the species limited retention of body fat; female Orions are especially alluring due to their pheromones, which make them highly desirable to males of many species while also stimulating the subject's adrenal gland. Conversely, females of other species typically experience headaches.
- **TALENTS:** The character receives access to the following talents:

ASSESS ODDS

REQUIREMENT: Orion, or Gamemaster's Permission

You know when and where to apply your efforts for maximum payoff, and how to best utilize your skills. Pick either Insight or Presence; when you attempt at a Task using that Attribute, if you don't have an applicable Focus, each die that rolls a "2" scores two successes.

POTENT PHEROMONES

REQUIREMENT: Female Orion

Whenever attempting a Task to negotiate, persuade, or seduce a humanoid creature that could be physically attracted to you and is in Close range, you add a bonus d20 to the roll.

SUBSERVIENT

REQUIREMENT: Male Orion, or Gamemaster's Permission

Used to supplicating yourself to a higher authority (typically a female Orion slave master) you will not willingly act against your superiors. Whenever you attempt a Task to resist being coerced into disobeying an order, betraying your allies, or otherwise acting against a directive you reduce the Difficulty by 1.



PAKLED

THE NEXT GENERATION ERA ONLY

A heavy-set humanoid species with bushy eyebrows and saggy features, Pakleds are nomads that scavenge and trade for technology. Goods from myriad species and planets can be found in their traveling markets. Pakled salvage scows often travel between hazardous spatial anomalies, hoping to recover components from damaged ships; while most Pakleds are content to simply scavenge, a few have been known to sabotage warning buoys. A few have also been known to steal from other species: conducting illegal salvage operations or even taking hostages to extort technology. Not generally amoral, Pakleds are lazy, seeking the quickest and easiest route to success. This cultural indolence is demonstrated in their language, which is exceedingly simple and lacks nuance. When their speech is translated, it can give the impression the Pakled are intellectually challenged. However, this seeming simplicity belies the Pakled's natural cunning. While Pakleds as a people are unaligned, owing to their lack of a central government and wide dispersal throughout the Alpha Quadrant, a few have opted to join Starfleet. These Pakled often struggle to move past their inherent idleness in order to perform the duties expected of them. Most settle into positions as enlisted personnel, lacking the ambition to become officers or seek promotion. However, when properly motivated, the Pakled have a flair for engineering and find novel ways of keeping systems operational with limited supplies.

EXAMPLE VALUE: *The Quickest Way is the Best Way.*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Insight
- **TRAIT:** Pakled. Deceptively cunning and quick witted, Pakleds are frequently underestimated and dismissed. Frequently raised in slovenly or unhygienic conditions, Pakleds are highly resistant to both disease and radiation. While not particularly stronger than Humans, their stocky frames allows them move while carrying heavy loads (if they can be motivated to do so).
- **TALENTS:** The character receives access to the following talents.

COBBLE TOGETHER

REQUIREMENT: Pakled, or Gamemaster's Permission

You can build things out of parts others would call trash. When you would fail at a Task to perform repairs or build a device, you can choose to gain 2 additional successes by creating a Complication that cannot be removed until the Task is repeated.

DEVIUS

REQUIREMENT: Pakled, or Gamemaster's Permission

When you attempt an opposed Task to deceive a creature or hide your intentions, you always have at least 1 success, and win ties even if you are not the active character.



ROMULAN

ALL ERAS OF PLAY

The Romulans are a Vulcanoid race from the planet Romulus. Romulans are biological cousins of Vulcans, descended from those who rejected Surak's reforms during the Time of Awakening. Like the Vulcans, Romulans reject casual violence, but in place of logic they practice duplicity and prize cunning. Their distrust of others is frequently reciprocated, as Romulans have a well-earned reputation for manipulation, deception, and betrayal. Romulans tend to be suspicious and xenophobic, engaging in extended periods of isolationism. The Romulan Star Empire has been one of the major powers in the Beta Quadrants since the early 23rd Century. In Romulan society, military service and rank influences social standing and eminence. While the military plays an important role in Romulan society, the Romulan Senate controls the government, presided over by the Praetor. Romulan society also has a highly structured caste system. Their strong nationalist tendencies led many Romulans to believe themselves to be superior to other races. Because of this superiority complex, Romulans practiced slavery, using the Remans and other conquered species as slave labor and as shock troops.

EXAMPLE VALUE: *I Am a Creature of Duty.*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Romulan. Romulan physiology is not meaningfully different to that of Vulcans, and they retain the heightened physical strength of their cousins. A large percentage of Romulans exhibits a v-shaped forehead ridge not evident in Vulcans. The largest difference between the two species is that that Romulans lack the telepathic discipline common to Vulcans.
- **TALENTS:** The character receives access to the following talents:

GUILE AND CUNNING

REQUIREMENT: Romulan, or Gamemaster's Permission

When attempting to remain hidden, go unnoticed, or pass as a Vulcan you may spend one Momentum to increase the Difficulty of enemy Tasks to detect you by one.

SWIFT RESPONSE

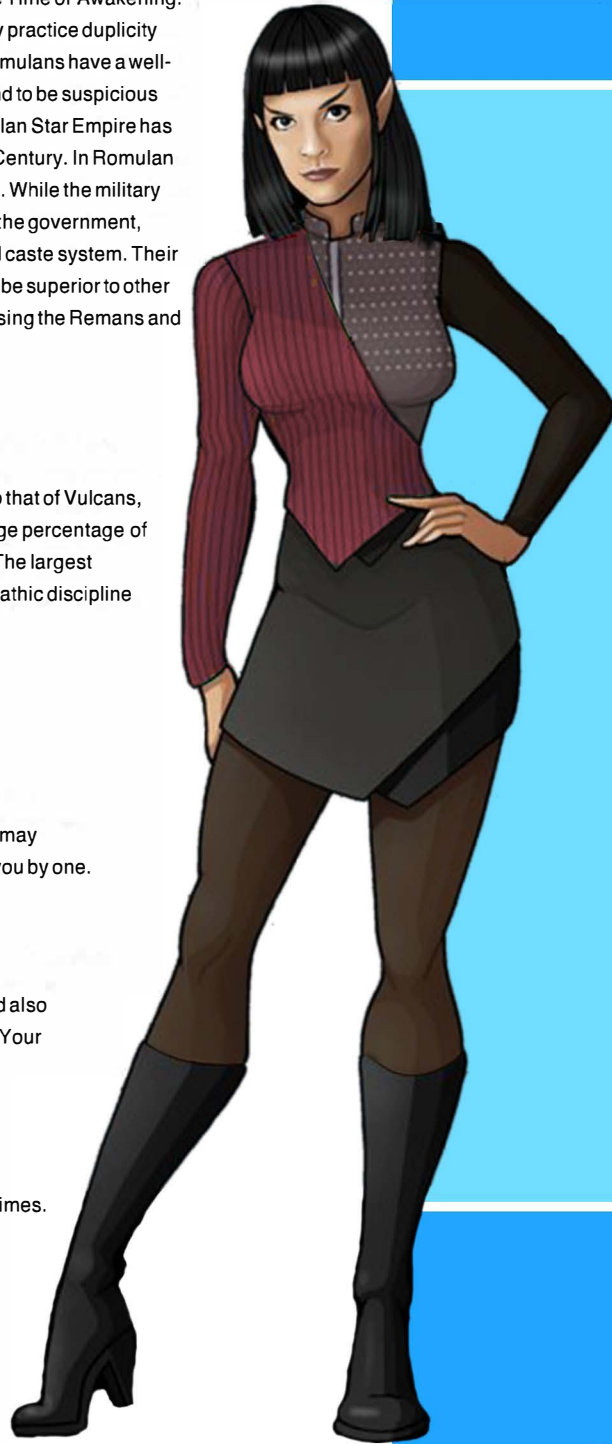
REQUIREMENT: Romulan, or Gamemaster's Permission

Years of paranoia have encouraged you to always have a back-up plan and also heightened your responses, enabling you to swiftly enact contingencies. Your Momentum cost for taking an additional Minor Action is always 1.

WARY

REQUIREMENT: Romulan, or Gamemaster's Permission

You are conditioned to espionage and treachery, expecting betrayal at all times. Whenever you attempt a Task to notice or detect an enemy or hazard, you may re-roll one d20.



SPECIES

SAURIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Saurians are a humanoid reptilian species from the planet Sauria, best known for Saurian brandy, one of the most popular and infamous alcoholic drinks in Federation space. While they were capable of space travel for decades prior to other nearby planets, such as Earth, the Saurians established no colonies beyond their home system. Hailing from a system with planets rich in natural resources, including dilithium, other species were always so eager to trade with Sauria. Because of this, the Saurians seldom ventured far out into space, instead letting others come to them. Contact between Saurians and Humans took place in the mid-22nd Century, shortly before the original NX-1 Enterprise was decommissioned. As first contact occurred with an Earth cargo ship, Starfleet had to dispatched a second starship to initiate more formal relations. Since that date, the Saurians have joined the Federation and have numerous members serving in Starfleet.

EXAMPLE VALUE: *Quality is the Best Business Practice*

■ **ATTRIBUTES:** +1 Fitness, +1 Presence, +1 Reason

■ **TRAIT:** Saurian. A humanoid reptilian species adapted to rainforests and wetlands, Saurians were semi-aquatic and comfortable moving underwater. They could breath a wide variety of gasses and possess an immunity to many forms of toxins. As the gravity of Sauria was a 20% higher than Earth's, they were stronger than humans. Saurians posses a second set of eyelids that confers infrared vision, but their nocturnal lifestyle means they have a weakness to bright light, and often have to wear goggles in brightly illuminated areas.

■ **TALENTS:** The character receives access to the following talents:


RAPID RECOVERY

REQUIREMENT: Saurian, or Gamemaster's Permission

You heal quickly from lesser wounds and are quick to catch your breath. When you attempt the Recover Task, add a bonus d20 to the task.

RESILIENT FRAME

REQUIREMENT: Saurian, or Gamemaster's Permission

Your scaly skin makes you particularly durable and hardy. Whenever you successfully Avoid an Injury, roll 1  If an Effect is rolled, you immediately regain the ability to Avoid Injury.

TENACIOUS WILL

REQUIREMENT: Saurian, or Gamemaster's Permission

When driven by what you believe most, you stubbornly refuse to yield and strive to succeed at all costs. When you spend a point of Determination to attempt a second Task, you make re-roll a d20 if you have an applicable Focus or re-roll up to two d20s if you have no applicable Focus.



SPECIES

SKORR

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Skorr are a bipedal avian species whose feathered wings allowed them to fly. Hailing from the planet Aurelia, the Skorr were accepted into the Federation in the mid-22nd century. This induction was hotly debated as the Skorr had a fearsome reputation as a predatory warriors people. For years they had used their advanced military technology to battle across the stars. Paired with their swift maturation and high birth rate, the Skorr were able to rapidly form armies. However, in the mid-21st century, a religious leader named Alar led the Skorr into an era of peace. Alar is credited for civilizing the Skorr and permitting their entry into the Federation. Even now, many Skorr are reluctant to take violent actions, viewing it as surrendering to baser instincts. To ensure his teachings and philosophies were not corrupted, Alar preserved his thought patterns in an indurite sculpture known as the *Soul of Skorr*, which is the most prized relic of the Skorr. The *Soul of Skorr* is but one example of the Skorr's famed stoneworking, which was used to carve their ancestral aeries. Owing in part to their warlike past, which is a lengthy series of conflicts, the Skorr have a fascination for history. They have collected an extensive historical database that has proven useful to scholars across the quadrant.

EXAMPLE VALUE: *We don't make history, we are made by history.*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Reason
- **TRAIT:** Skorr. Loosely humanoid, Skorr stand taller than most Humans with bright yellow feathers and taloned limbs. Stretching out from their backs are wings that can span three meters when fully extended. Despite their height, Skorr are lighter than Humans due to their hollow bones. As a predatory species, Skorr have an excellent sense of sight with visual acuity many times that of a Human. However, they have a poor sense of smell and taste.
- **TALENTS:** The character receives access to the following talents:

NIMBLE FLYING

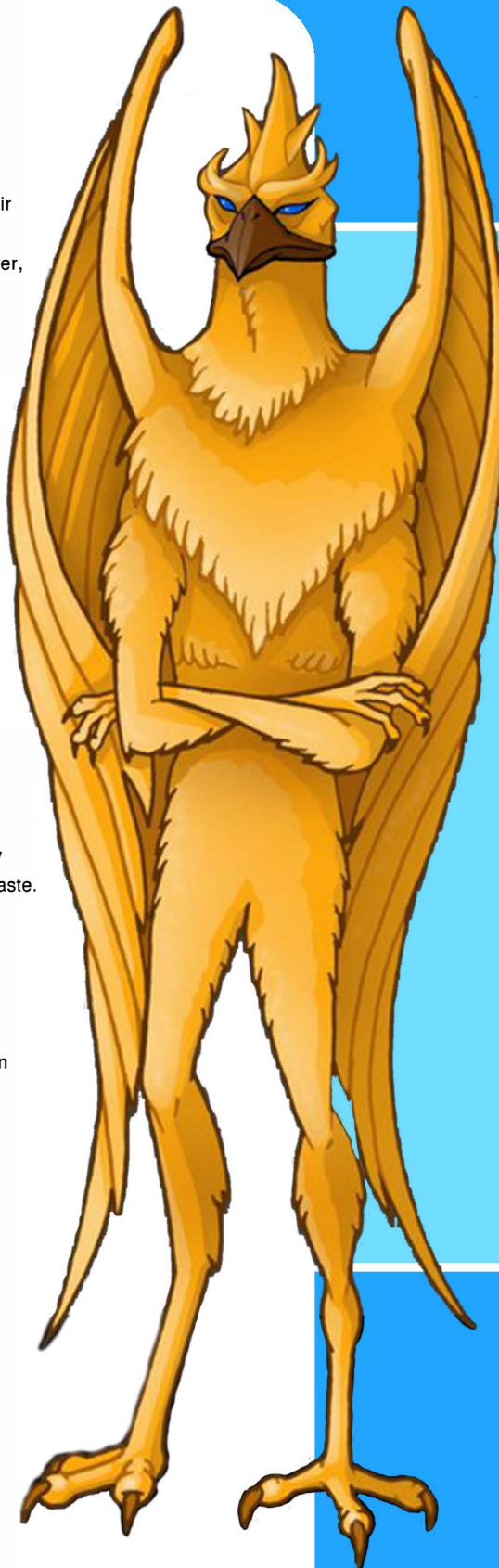
REQUIREMENT: Skorr, or Gamemaster's Permission

With a sudden flap of your wings you can bound quickly from place to place. When you take the Movement Minor Action, you can move through or out of an enemy's Reach, provided there is room to move over and around them.

SWIFT FLIGHT

REQUIREMENT: Skorr, or Gamemaster's Permission

Your wings allow you to fly with speed and surprising grace. When you succeed on a Sprint Task, you generate 1 bonus Momentum.



SPECIES