

Memory ★ ICON

Brikar Species Template 1

A species that hails from a high-gravity world, Brikar are massive beings with dark-bronze skin, three fingered hands and tough hide. They are so massive they have to wear personal gravity compensators to function properly in Earth-normal gravities. They are very resilient.

Attributes

Fitness 4 [6]

 Strength +1

 Vitality +1

Coordination 2 [5]

Intellect 2 [5]

Presence 3 [5]

Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)

Culture (Brikar) 2 (3)

History (Brikar) 1 (2)

Language

 Brikar 2

World Knowledge (Brikar homeworld) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2

Submitted by [Allen Shock](#)

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Brikar Species Template 2

As introduced in the Star Trek 'New Frontier' and 'Starfleet Academy' series of books with the character of Zak Kebron. The work here is an amalgamation of information and images found on Kurt Danhausers New Frontier encyclopaedia web pages and an adjustment of the Brikar species template by Alan Shock and previewed on the Trekrpg website, bringing the species more in line with the beings as I see them.

Brikarians. The Brikarians are a technologically sophisticated, roughly humanoid civilisation from the low- gravity world of Brikar. They are a proud, warrior race and are members of the Federation. Though not unemotional actually, the Brikar have a renowned stoicism and a chauvinism that is equally famous. The Brikar have traditionally harboured a dislike for Klingons stemming from intense border disputes that occurred before the Klingon Federation Alliance of 2293. In 2358, the Brikar attempted to form an alliance of races hostile to the Federation and made a bid to take over the Federation. The few skirmishes that were fought over a number of weeks were later called the Brikar-Federation War.

Physically Brikarians are bipedal, roughly humanoid beings possessed of very tough hides and dense physiques making them appear like living rock statues. Unlike most other species that come from low-gravity worlds, the Brikar are immensely strong and heavy. Other low-gravity species such as the Elasians are lithe, relatively frail beings who can hardly stand in gravity's such as Earth normal. Yet the Brikar are powerfully built and quite dense. This apparent disparity lends credence to the common belief that the Brikar have genetically altered their physical make-up over the centuries, and have in effect bred themselves for physical strength. In the relatively higher Earth gravity, Brikarians appear more flattened vertically than on their home-world, and they experience some difficulty in moving. However, they retain their incredible strength. The average Brikarian is capable of lifting several tons, even in Earth gravity. Although fairly rigid in physique Brikarians can be capable of unexpected quickness. They have large lung capacities, slow metabolisms and airtight mouths, allowing them to hold their breath for 20 minutes at a stretch. They have the well- deserved reputation for being hard to scare, owing to their size, strength, and tough hides which can withstand phaser blasts that would kill ten humans. In appearance, Brikarians have chiselled features and the surface of their bodies are covered in facets like rough crystals. They have small all-black eyes, two vertical slits for a nose, a simple slit for a mouth, and have two small circular ear holes on either side of their proportionally small and compact heads. They have three-fingered hands featuring two fingers in a V-shape and an opposable thumb.

Attributes

Fitness 4 [6]

Strength +1

Vitality +1

Co-ordination 2 [4]

Intellect 2 [5]

Presence 2 [5]

Empathy -1

Psi 0 [5]

Skills

Culture (Brikar) 2 (3)

History (Brikar) 1 (2)

Language

Brikar 2

Unarmed Combat (Wrestling) 2 (3)

World Knowledge (Brikar homeworld) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2,

Toughness +2,

Medical Problem: Gravity Intolerance -2,

Rapid Healing +1

Treatment: Gravity Harness +2.

Gravity Compensation Harness. A small device worn over the Zak Kebrons uniform that allows him to function within normal gravity conditions. Created by Lt. Robin Lefler, specifically for Lt. Kebron although a similar device would be easy to construct. If the harness breaks down however the wearer is left floundering unable to move in a strong gravity field. It should be noted that this device would be able to work in reverse lessening the inherent strength and speed of individuals from a higher gravity world or increasing the strength of standard gravity dwellers, as long as their internal bone structure would be able to withstand the enhanced strength.

Based around the character of Zak Kebron from the 'New Frontier' series of novels. And using information found on Kurt Danhauser's New Frontier web pages.

Submitted by [Dan Gurden](#)

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Deian Species Template

Attributes

Fitness 2 [5]

Strength -1

Coordination 3 [5]

Intellect 2 [5]

Logic +1

Presence 2 [5]

Empathy +1

Psi 0 [5]

Skills

Culture (Deian) 2 (3)

Engineering (Choose Specialization) 1 (2)

History (Deian) 1 (2)

Language

Deian 2

Science, Any (Choose Specialization) 1 (2)

World Knowledge (Deia) 1 (2)

Typical Advantages Disadvantages

Sexy +2

Background

The Deians are humanoids with pale blue skin and very little, or no facial hair. Indeed, they have a cultural taboo against exposing any body hair except their head hair. Their appearance is considered almost god-like in its beauty by humans, hence their name, such that those races that find the human form attractive, often also find the slender, coolly, pristine and ethereally angelic looks of an average Deian a distraction.

First contacted in 2213, the Deians, or True Nerillar as they call themselves (they term each race according to the order in which they were encountered, so Humans are Second Nerillar, Vulcans are Fourth Nerillar and so on), had already laid colonies on three planets within their own Paktar system and were on the verge of making contact with other races. These were in addition to their homeworld, the third planet in the Paktar system, known as "Kal"Tyar Seterra Nerillar", or "First and True Home".

Though they value their privacy - their monotheistic religion remains a secret to this day, many Deians choose to serve in Starfleet. This tends to be in the science or engineering branches, although others do serve as Federation diplomats.

Notes

The Deians are a conversion of the race that appears and is described in *Prime Adventures 1*, a supplement for *Prime Directive*, the role-playing game for the *Star Fleet Battles* universe published by Task Force Games For further information, see page 21 of *Prime Adventures 1*. They were originally created by Christopher Allen and given statistics by Timothy Oleson.

Submitted by [Matthew Pook](#) & William F. Hostman

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Edoan Species Template

Orange-skinned humanoids with three arms and ridged brows, the Edoans are shy, reclusive creatures but some have joined Starfleet where their abilities are well appreciated.

Attributes

Fitness 2 [5]

Strength -1

Coordination 2 [5]

Dexterity +1

Intellect 2 [5]

Presence 2 [5]

Psi 0 [4]

Skills

Any Science (choose Specialization) 2 (3)

Artistic Expression (choose Specialization) 2 (3)

Culture (Edoan) 2 (3)

History (Edoan) 1 (2)

Language

Edoan 2

World Knowledge (Edo) 1 (2)

Typical Advantages/Disadvantages

Ambidexterity +2, Multitasking +2

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Efrosian Species Template 1

Attributes

Fitness 2 [6]

 Vitality +1

Coordination 2 [5]

Intellect 2 [5]

 Perception +1

Presence 2 [5]

 Willpower +1

Psi 0 [5]

Skills

Culture (Efrosian) 2 (3)

History (Efrosian) 1 (2)

Language

 Efrosian 2

Planetary Survival (Arctic) 1 (2)

Space Science (any Specialization) 2 (3)

World Knowledge (Efros) 1 (2)

Typical Advantages/Disadvantages

Excellent Balance +1; Sense of Direction +1

Background Information

Homeworld: Efros (Federation member)

A cold, harsh Class M world that only in the last thousand years emerged from a millennia-long ice age. There are comparatively few native species of flora and fauna, in comparison with other worlds, because there are so few unique ecological niches. However, the abundance of metals on the planet makes it valuable nonetheless.

Appearance

Efrosians are a hardy, strikingly handsome humanoid race with a sculptured look to their facial features. This particular development, resulting from thick layers of fatty deposits beneath the facial areas, was an evolutionary adaptation to exposure to the cold, harsh winds of Efros.

Efrosians have a ruddy complexion contrasted by thick, fine, stark white hair. Older males tend to wear their hair long and often sport long facial hair as well. Also noteworthy are the bluish-white eyes characteristic of this race.

Traits Common to Species

Efrosians are known throughout the Federation for their natural aptitude as helmsmen and navigators due to their highly developed sense of direction. It has been conjectured that their intuitive sense of direction was a survival mechanism to deal with their world's blinding, disorienting snowstorms. As natural navigators, they instinctively know correct courses and can make adjustments to stay on course even without the aid of a computer.

Efrosians of the warrior-priest caste tend to be drawn to the medical sciences. They seem to have an innate, almost psychic ability to diagnose intuitively a patient's problem and treat her

with minimal medicine or equipment.

The one aspect of Efrosian culture that other Federation members find annoying is the secrecy about their religion. All that is known about the Efrosian faith is that it is very esoteric and mystical. Although extremely open and friendly about other aspects of their culture, the Efrosians guard their religion jealously. They say it was their religion that helped them survive the ravages of their planet's ice age, and they refuse to share even its principles with others. Fortunately, most Federation races understand and respect the need for such privacy, and the Efrosians benignly ignore Tellarite speculation about "child sacrifice" and "ritual murder."

Author's Notes

Although never actually given a name, members of this race were seen in *Star Trek IV* as the helmsman of the U.S.S. Saratoga and as the Federation President in *Star Trek VI*.

In a FASA supplement, they were detailed and were actually named. I thought they were a neat race, so I borrowed heavily from the FASA write-up. Let me know what you think!

Editor's Notes

For another interpretation of the Efrosians, see Patrick Murphy's version.

Submitted by [John Whitfield](#)

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Efrosian Species Template 2

Hailing from a frozen world, Efrosians are humanoids with white eyes and hair and sculpted features. They are a thoughtful and reflective species, given to mysticism.

Attributes

Fitness 2 [5]

Strength +1

Coordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Empathy +1

Psi 0 [5]

Skills

Any Science (select Specialization) 1 (2)

Artistic Expression (choose any two Specializations) 1 (2)

Culture (Efrosian) 2 (3)

History (Efrosian) 1 (2)

Language

Efrosian 2

Planetside Survival (Arctic) 2 (3)

World Knowledge (Efros) 1 (2)

Typical Advantages/Disadvantages

Sense of Direction +1

Editor's Notes

For another interpretation of the Efrosians, see John Whitfield's version.

Submitted by [Patrick M. Murphy](#)

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Hermit Species Template 1

A hermaphroditic race, having sexual characteristics of both male and female. Hermats tend to keep to themselves, often being uncomfortable around divided-sex species. They also possess razor-sharp canine teeth.

Attributes

Fitness 3 [5]

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 3 [5]

Psi 0 [5]

Skills

Any Science or Engineering (choose Specialty) 2 (3)

Culture (Hermit) 2 (3)

History (Hermit) 1 (2)

Language

Hermit 2

World Knowledge (Hermit homeworld) 1 (2)

Typical Advantages/Disadvantages

Excellent Chemoreception +1, Sexy +2, Phobia (mild xenophobia) -1

Editor's Notes

There is an alternate template by John H. McCullough that is presented to better suit Hermit PCs, versus NPCs.

Submitted by [Allen Shock](#)

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Hermat Species Template 2

Attributes

Fitness 2 [5]

Coordination 3 [6]

Dexterity +1

Intellect 2 [5]

Perception +1

Presence 2 [5]

Psi 0 [5]

Skills

Any Science (Choose Specialization) 1 (2)

Athletics (Choose Specialization) 2 (3)

Culture (Hermat) 2 (3)

History (Hermat) 1 (2)

Language

Hermat 2

World Knowledge (Hermat Homeworld) 1 (2)

Typical Advantages/ Disadvantages

Sexy +2, Excellent Chemoreception +1, Excellent Balance +1, Natural Weaponry (claws) +1, Diminished Social Status -1, Impulsive -1

Traits Common to the Species

Hermats are, in general, a solitary species, preferring the company of others of their own kind to that of non-hermaphroditic species. It is only the exceptional Hermat who ventures from the homeworld frequently, and to remain away even then is nearly unheard of. Hermats who do remain away from the homeworld are looked at as having "something wrong" with them by their native society.

Hermats also have a tendency to trust their highly developed instincts, which lead them to act without thinking, especially in interpersonal relationships.

Size: Hermats tend towards the middle of the height range of Earth humans, rarely reaching either of the extremes. They typically mass less than Earth Humans, giving them a lithe appearance which accentuates both their male and female aspects.

Hermats possess both male and female sexual characteristics, and unlike hermaphroditic "mutations" in other species, this state is natural. They are "fully functional," and capable of reproduction as either a male or a female. It is believed that Hermat DNA is compatible with most other humanoid species in the Alpha and Beta Quadrants.

Story Notes

Hermats are generally a xenophobic species, preferring their own kind to most other species. It is a rare hermat indeed who willingly lives off the homeworld among unisexual species.

Hermats also revel in their sexuality, and it has been noted that their sexual drive can often

match that of the Deltans, though without the empathic aspects.

In an effort to normalize relations with the Federation, Hermats have also empowered a language council to determine how their species should be referenced. Most notable, they Council provides the Federation and all off-world Hermats with a special set of pronouns with which to refer to the species. The council has frequently changed its mandates, creating no end of hassle not only for Hermats, but any races which seek to deal with them without offending. Most notable are the replacement for his and her, "hir" and "s/he" instead of he or she. At one point Hermat dignitaries and officials were supposed to be addressed as "s/hir" instead of sir, but the Council recently dropped this designation.

Hermats have only one name, followed by a number, designating the length of their lineage. For instance, "Rosian 217" would be the 217th member of hir family with that name. To date, only one Hermat is known to be a member of Starfleet, a fact of which s/he finds both pleasing and difficult.

Author's Notes

I modelled this off Allen Shock's template, but I was aiming to create a more likely template for a player character. I eliminated the xenophobic aspect because it doesn't seem to fit with the Hermat portrayed in the New Frontier series of books. My suggestion would be that if a PC wants to play a Hermat to use the statistics presented here, but for NPC Hermats to use the statistics presented by Allen, as Burgy (and presumably others) are the exception to Hermat society, rather than the rule.

Submitted by [John H. McCullough](#)

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Kzinti Species Template

The Kzin are a race of powerful and aggressive bipedal felinoids which stand about eight feet tall. Their females are unintelligent. They also produce telepaths which are able to read minds, though they are resistant to reading minds of herbivores or females.

Attributes

Fitness 4 [6]

Strength +2

Vitality +2

Coordination 2 [6]

Dexterity +1

Intellect 1 [5]

Presence 1 [5]

Empathy -1

Psi 2 [6]

Focus -1

Skills

Athletics (choose Specialization) 2 (3)

Culture (Kzinti) 2 (3)

History (Kzinti) 1 (2)

Language

Kzin 2

Unarmed Combat (choose Specialization) 2 (3)

World Knowledge (Kzin homeworld) 1 (2)

Typical Advantages/Disadvantages

Toughness +2, Code of Honor (must fight to the death when engaged in hand-to-hand combat)

-3, Intolerant (herbivores and pacifists) -2

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Mynieni Species Template

Attributes

Fitness 1 [2]

Coordination 2 [2]

Intellect 2 [5]

Presence 1 [1]

Psi 0 [1]

Skills

Culture (Mynieni) 1 (3)

Engineering, Material (Mining) 1 (2)

History (Mynieni) 1 (2)

Language

 Mynieni 2

Planetary Science (Geology or Mineralogy) 1 (2)

Survival (Mynie) 1 (2)

World Knowledge (Mynie) 2 (3)

Advantages and Disadvantages

Ambidexterity +2, Double Jointed +2, Enhanced Touch +1, Excellent Balance +1, Excellent Sight +2, Extraordinary Fine Manipulation +1, Night Vision +2, Mathematical Ability +3, Multi-tasking +2, Peripheral Vision +1, Poor Large Manipulation -1

Living in large underground city complexes, Mynieni are a race of small, purple-grey, pear-shaped beings, possessing hundreds of short (20-40 cm long), narrow (1 cm diameter) tentacles, which they use in place of traditional limbs. The flexibility and stability of these limbs allow the Mynieni to undertake tasks involving fine manipulations with ease, although they find handling larger objects difficult to handle due to their overall small physical size - approximately 1 meter in height.

They have two large and very powerful eyes atop their bodies, which are very sensitive as well as having a wide field of view. Sudden drastic changes in light levels are likely to stun them briefly (1 round), but such changes are actually similar to the level changes needed to stun humans. (They simply can see through a much wider range of light levels.)

Biologically, Mynieni are not a race prone to wide variances in physiological ability; in fact, only mental prowess seems to vary much. They are so much alike in most cases, that few non-Mynieni can actually tell one from another, except through protracted conversation, although the owl-like hooting language of the Mynieni is difficult to master.

Female Mynieni actually give birth to broods of 20 to 200 young, but this is offset by their high infant mortality rate. Socially, strong ties to complex social groupings, rather than to biological families dominate the Mynieni, and these ties last throughout their lives.

In the Federation, Mynieni are valued for their mining expertise and where they are employed they will often stay to establish subterranean colonies. Mynieni in Starfleet tend towards non-

physically demanding fields, like communications and the sciences, especially medical sciences.

Notes

Their Poor Large Manipulation costs them one die on tasks involving physically manipulating large objects (more than 30cm in length). They get an extra die on any tasks involving objects less than 5cm in size, due to their excellent fine manipulation; this specifically includes such actions as surgery, fixing personal electronic devices, using type 1 hand phasers, making detailed models, and other such tasks.

Special Rules:

Mynieni may not increase any edge above +1, nor below -1.

This is an adaptation of the race from *Prime Directive*, the role-playing game from Task Force Games, set in the *Star Fleet Battles* universe. For further information see *UFP - The Federation Source Book*, p. 91.

Submitted by [Matthew Pook](#) & William F. Hostman

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Prellarian Species Template

Attributes

Fitness 3 [5]
Coordination 2 [4]
Intellect 2 [4]
Presence 1 [4]
Psi 0 [4]

Skills

Athletics (Choose Specialisation) 1 (2)
Culture (Prellarian) 2 (3)
Engineering, Systems (Gravitics) 1 (2)
First Aid (Trauma) 1 (2)
History (Prellarian) 2 (3)
Language
 Prellarian 2
Planetside Survival (Prellar) 1 (2)
Social Sciences (Prellarian Religion) 1 (2)
Unarmed Combat (Choose Specialization) 1 (2)
World Knowledge (Prellar) 1 (2)

Typical Advantages and Disadvantages

Zero-G Training +2, Phobia (Heights, common, challenging) -4, Obsessive Tendencies (Overly Safety Conscious) -1

Prellarians are a race of squat, well-built humanoids, averaging less than 1.2m in height. They mastered gravitic technologies early in their development and are generally comfortable in environments of up to 5 Gs.

They have a have a strong religious nature, and whilst they are highly secretive about the exact nature of their beliefs, it is known that they revere certain metals and minerals, particularly those used in the construction of gravitic devices.

Prellarians also have a proud warrior tradition, and a strong cultural love of histories, especially oral ones. Most Prellarians receive training in weapons, first aid, and Zero-G during their childhood. In Starfleet and the Federation, Prellarians are valued for their technical expertise, but have a reputation for being overly safety conscious. Prellarian martial expertise is also valued, particularly in Starfleet marines, but other governments and organizations, such as the Orion Syndicate, have been known to employ them as mercenaries, much to the embarrassment of the Prellarian government, which is currently petitioning for full membership of the Federation.

Notes:

This is an adaptation of the race from *Prime Directive*, the role-playing game from Task Force Games, set in the *Star Fleet Battles* universe. For further information see *UFP - The Federation Source Book*, page 90.

Editor's Note:

As submitted, the writeup omitted the World Knowledge skill, so minor adjustments were made to allow points for this skill.

Submitted by [Matthew Pook](#) & William F. Hostman

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Vudar Species Template

Attributes

Fitness 2 [5]

Coordination 2 [5]

Reaction +1

Intellect 2 [5]

Logic +1

Perception +1

Presence 1 [5]

Psi 0 [5]

Skills

Athletics (Swimming) 1 (2)

Culture (Vudar) 2 (3)

Engineering, Propulsion (Impulse or Ion Drive) 1 (2) (3)

History (Vudar) 1 (2)

Language

Vudar 2

Science (Choose Specialization) 1 (2)

World Knowledge (Vudar) 1 (2)

Typical Advantages Disadvantages

Intolerant (Klingons) -2, Medical Problem (Require Ionising Radiation to live) -3

Background

The Vudar are a race that is rarely encountered by the Federation, living on the far side of the Klingon Empire against the Galactic Barrier. Tall, thin lizard-like humanoids descended from gecko-like reptiles, they are excellent swimmers and have a reputation for being peaceful in nature, as well as for their academic and scientific achievements.

Their home system is close to a weakness in the Galactic Barrier, through which floods dangerous ionising radiation. The atmosphere of the Vudar home world protected them from this, but was still too high for a Klingon occupation force during the time the Vudar were a Klingon client race. Space travel for the Vudar proved difficult because of the radiation, but they developed technologies to solve these problems. Indeed though the Klingon military rarely employed Vudar aboard their ships, because the Vudar needed radiation, the Klingons valued them for their knowledge of ion technology and Vudar mastery of impulse drives.

It was this mastery that enabled the Vudar to successfully rebel and drive out the Klingon Empire between 2241 and 2249. Though the high ion output of their starships make them easy to detect, they are actually difficult to scan and this was a key factor in the rebellion. The Vudar Enclave was formed in 2249.

Though not expansionist, the Vudar do work hard to protect their own space and often employ small groups of special forces units known as 'Storm Teams' to do this. Where they have to operate outside areas unaffected by ionising radiation, they carry a portable ISG or 'Ion Storm

Generator', which will create the ionising radiation they require to survive. Engineering teams will then set up a more permanent generator if a world is to be colonized or held. In combat the Vudar carry the deadly Ion Rifle, which fires ion particles at a target.

Notes

The Vudar are a conversion of the race that appears and is described in *Prime Adventures 1*, a supplement for *Prime Directive*, the role-playing game for the *Star Fleet Battles* universe published by Task Force Games. For further information, see page 35 of *Prime Adventures 1*. They were created by Jon Cleaves.

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Xenexian Species Template

Species Name: Xenexian

First Encountered: 2353

Affiliation: Federation Ally

Description and Background Notes

Xenex is a Class-M planet in sector 221-H, home to the very proud Xenexian people. The planet was conquered and occupied by the Danteri, a neighbouring space-faring civilisation in 2053, this occupation was shattered in 2353, with Captain Picard and Commander Crusher of the Federation Starship *USS Stargazer* acting as intermediaries. After their revolution, the Xenexians were ruled by power-loving and self-serving men such as D'ndai, brother of Mackenzie Calhoun.

By 2373, Xenex was free in name only, the Danteri had made many political inroads with the planets ruling citizens, and in-effect still kept a tight grip of control on the planet. Xenexians are a bronze skinned, fiercely proud and independent people, the eyes are the biggest difference between Humans and Xenexians, as a native Xenexian will have very brightly coloured eyes. Mackenzie Calhoun himself has violet coloured eyes. Xenexians are considered adults at the age of thirteen, when they undergo a vision-quest brought about by wandering into a barren place and going without food or water, this is said to induce a vision that will show the Xenexian youth what path their future holds. Any that wish are free to leave the planet, although it is quite rare...

To date only one Xenexian has joined Starfleet. Captain Mackenzie Calhoun of the Starship *Excalibur* (although Mackenzie Calhoun isn't his real name, merely a 'humanisation' his actual name pronunciation is; M'k'n'zy of Calhoun).

Coming from the planet Xenex, a planet that, like Bajor, has been split by war, although their planet was occupied for hundreds of years... M'k'n'zy was a rebel leader, who in his teenage years led his people to freedom from their Danteri Oppressors. It is unknown what effect the exploits of one of the planets most famous citizens will have on the population as a whole, however diplomatic and trade ties have strengthened and it is hoped that Xenex will one day make the transition from Ally to member world of the UFP

Attributes

Fitness 2 [5]

Vitality +1

Co-ordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Willpower +1

Psi 1 [5]

Skills

Athletics (Choose Specialisation) 1(2)

Culture (Xenexian) 2(3)
History (Xenexian) 1(2)
Language
 Xenexian 2
Planetary Survival (Choose Specialisation) 1 (2)
Unarmed Combat (Choose Specialisation) 2 (3)
World Knowledge (Xenex) 1(2)

Typical Advantages/Disadvantages

Intolerant (Oppressors) -1
Species Enemy (Danteri) -4
+1 Courage Point

Submitted by [Dan Gurden](#)

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