

AURELIAN



Species Adjustments: +1 Agility, +1 Intellect, -1 Vitality

Species Abilities:

- Racial Ability: Flying*
- Racial Ability: Skill Focus(Keen Eyesight)
- Talons add +1 damage to HTH
- Pacifist

**On worlds of 0.7 G or less the Aurelians have the ability to fly. On worlds up to 1.1 G they may glide for some distance. This ability varies with atmospheric conditions.*

Aurelians are roughly humanoid in shape, with bird like features. They have large wings that provide flight. Feathering has been observed in a variety of colors, from solid yellow to a black-and-grey pattern. They shared a strong physical resemblance with the Skorr(see *below*). They have a lifespan of more than a hundred Earth years.

Aurelians make their homes in the high peaks of their planet's mountain ranges. Aurelians are excellent stone crafters, thier natural, flowing architecture is known across the Federation.

Aurelians are noted historians and mathmaticians. As of 2269 the Aurelian Academy of Science is examing the Guardian of Forever on the Time Planet.

Aurelia is the second planet of three planets of the Xi Herculis system, a giant red star. It has a slightly lower gravity than Earth (0.7 G), allowing the Aurelians true flight there and on worlds with similar light gravities.

The Aurelians became members of the UFP in 2244. The Aurelians also claim the third planet in their system as theirs. This planet is a ringed gas giant with 12 moons, two of which provides mineral ores the Aurelians use in their industry.

Notable Aurelians: Loom Aleek-Om, Ngaer, Repha'zoh

AURELIAN [Alternate]

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Description

The planet of Aurelia is home to a bipedal, avian race known as the Aurelian. Although resembling birds, the Aurelians do have humanoid arms and legs, and are perfectly capable of using devices like a tricorder.

They live in mountainous regions of their world, building their homes in caves that they excavate themselves. They are excellent workers in stone, and some have become famous throughout the Federation for their finely executed sculptures. They are very interested in history, especially Federation history, and make excellent additions to any corps of scientists and/or historians.

They shared a strong physical resemblance with the Skorr(see *below*). They have a lifespan of more than a hundred Earth years.

The Aurelian females are larger and the males were noted as being 8 foot tall. The females grow to 9 foot and the males between 7 and 8 foot. Note, that the height of an Aurelian can be deceptive because they normally walk in a slight slump. They reserve their fully upright stance for conditions when they are thinking of standing up straight (like being at attention) or when they are attempting to intimidate or frighten.

A mated pair of Aurelians will lay 2 or 3 eggs in a single brood. The volume of the egg is like the Earth bound Ostrich, around one and a half liquid gallons.

Most Aurelians are a solid yellow-gold in coloration (known simply as the golden Aurelians) however another species has been encountered as well. These are brightly colored in a series of gray, black, orange and white. It appears that the two species have developed on separate continents of their homeworld but are otherwise the same.

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There is another species very similar to the Aurelians lying near the Organian Treay Zone. Aplithin IV is one of the more distant members of the Federation. This class M planet is noteworthy as the home of an intelligent species of avians, bipedal creatures standing about 2.5 meters tall with a feathery wingspan of over 5 meters. The world's low gravitiy (0.70G) and tenous atmosphere give the inhabitants the power of controlled flight. Not surprisingly, Aplithian culture centers are located in the mountain ranges of the northern hemisphere. Since their contact (2180) with the Federation over century ago, Aplithin has become a full UFP member and supports a large research installation.

System: Pithecus Major
of Class M present: 1
Position in System: IV
of Satellites: 4
Planetary Diameter: 8,245 km
% Land Mass: 40%
General Climate: Cool
Length of Day: 17 hours.

SKORR



Species Adjustments: +1 Agility, +1 Vitality

Species Abilities:

- Racial Ability: Flying
- Racial Ability: Skill Focus (Keen Eyesight)
- Bold

- Talons add +1 to HTH

The Skorr are an avian-humanoid race with advanced technology and the ability to breed vast armies very quickly. They have deep knowledge in the Organic Technologies and have instinctive aptitude to maneuver space ships. They have sharp beaks and taloned hands and feet. Their tall, slender bodies are covered in a soft, downy plumage that ranges in color from a deep reddish-brown to a dark yellow.

The Skorr Monarchy has long existed as a warrior nation with advanced technology and the ability to breed vast armies very quickly. In the mid-21st century Alar, a Skorr philosopher, lead his race into a new era of peace. After Alar's death, his thought patterns were preserved in an Indurite sculpture referred to as the "Soul of Skorr." The Skorr once again became an aggressive and militaristic nation after their success in fighting the Galactic Wars against many of the various interstellar nations of the region. The Religious Faction, who had been in power during these times, were removed from the more important government positions by the Military Faction, after they managed to gain more and more prestige fighting the battles that have kept the Monarchy safe.

The legendary chronicles of the great Skorr philosopher, Alar, affirms that this race was once peaceful. Over time, however, they slowly returned to their warrior roots and sought to once again expand their Monarchy. During the Galactic Wars the Skorr worlds were repeatedly attack by many hostile empires, who were beaten back every time due to the fierce fighting spirit of the Skorr. The Skorr are native to the planetary system Alpha Carinae II.

CYGNIAN (Equine)



Species Adjustments: +1 Intellect, +1 Strength, +1 Vitality

Species Abilities: Skill Focus (Craftsman) (Computers or Cybernetics) +1

Cygnets XIV is a female dominated society in which males are only semi-literate. Cygnian culture is technologically advanced, especially in cybernetics and computer sciences. Starfleet crews and private research institutions are particularly anxious to have Cygnian females on their teams of computer specialists.

After the Vulcans, Cygnians are the strongest physically of all Federation members. The expression "bright-eyed and bushy-tailed" may well have been coined with a Cygnian in mind. Though humanoid in appearance, Cygnians retain certain features vaguely similar to Terran equines; ie long tails, and long flowing hair along the central raised spine. With their sharp green-colored eyes, this race has a particular exotic image.

Some Cygnians have violet skin and golden hair...Cygnian females are uncommon in Starfleet.

In 2267 a Cygnian team upgraded the USS Enterprise computer, giving it a flirtatious female persona.

KAFERIAN



Species Adjustments: +1 Agility, +1 Strength, + 1 Vitality

Species Abilities: Ambidextrous, Skill Focus (Keen Smell), Natural Armor (chitin) absorbs 2 points of damage.

Kaferians are insectoid-based bipedal humanoids about the same height as a normal Terran. Their heads are the most insectoid part of their bodies. They are natives of Tau Ceti.

They have a hard chitinous exoskeleton. Their eyes are located on opposite sides of their heads, giving them peripheral vision, which does not limit their forward vision. Their feet split into two toes - a larger and a smaller - with some extremely limited manipulative ability. They have a protruding spinal ridge, giving them a slightly hunched appearance. If they ever had wings, they were attached here, but Kaferians are no

longer a winged species.

They make their homes out of native materials mixed with a natural secretion from their bodies which combines to create a very light, but very strong and durable building material capable of supporting structures hundreds of feet tall.

Kaferians are virtually natural geneticists. They export many bio-engineered plants and animals that have been modified for demanding climates and conditions. They are renowned for this genetic engineering throughout most of known space. It is believed that Kaferian scientists are responsible for the Klingon Tribble predator, known as a "glommer".

Kaferia is not a member of the Federation (otherwise they could not engage in the trade mentioned above) but they have been a staunch ally of the Federation for over 200 years.

Humans had known of Kaferia prior to the 2150's. They become an associate member of the Federation in 2286.

Notable Kaferians: Tzazil, Zseizaz, Rrzz'ittt (first Kaferian to join Starfleet 2258)

KAFERIAN [Alternate]

Species Adjustments: +1 Agility, +1 Strength, + 1 Vitality

Species Abilities: Ambidextrous, Skill Focus (Keen Smell)

Description

The Kaferians are a bipedal insectoid race of about human height. Their chitin color runs from a dark brown, which almost appears black, up through a bright green. They have large compound eyes on each side of their heads, two arms, two legs and they walk upright. Their feet split into two toes - a larger and a smaller - with some extremely limited manipulative ability. Their spinal ridge gives them a slightly hunchbacked appearance. They are genderless and reproduce asexually with an average life-expectancy of approximately sixty years. Their language is a complex clicking dialog of which, there are 67 dialects that are known to exist.

They are from Tau Ceti, a class M tropical world that has a very stable atmosphere and crust. Thus natural disasters are a rare occasion on Tau Ceti. Their building structures are made out of native materials mixed with a natural secretion from their bodies which combines to create a very light, but very strong and durable building material capable of supporting structures hundreds of feet tall. Some structures have been known to reach eight to nine hundred feet into the air with interconnecting slideways between the main buildings.

Kaferians are natural geneticists. They export many bio-engineered plants and animals that have been modified for demanding climates and conditions. They have also created some of the most delicious fruits available. They are renowned for this genetic engineering throughout most of known space. It is believed that Kaferian scientists are responsible for the Klingon Tribble predator, known as a "glommer".

The strong similarity in appearance that the Kaferian have with the insectoid race of the Xindi caused many issues when the Federation first encountered them. Only through the determination of Kaferian and Federation diplomats were any serious issues averted.

Despite their member status within the UFP, the Kaferians have a highly profitable trade negotiation with several of the Triangle worlds and are extremely friendly towards all races, even accepted UFP enemy races.

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NASAT



Species Adjustments: -1 Strength, -1 Vitality, +2 Agility

Species Abilities: Ambidextrous 4, Pacifist 2

The Nasat are an insectoid species from the planet Nasat, which they share with a sentient plant-like species, the Citoac.

Space-faring for many decades, they have tended to isolate themselves from the rest of the galaxy, but have joined the United Federation of Planets. A cautious people with an aversion to taking risks, they were rarely seen off-world, but in recent years have become slightly more visible, working within the Federation government on a number of levels, and increasingly represented in Starfleet. Still, they are stereotyped as a careful, conservative people, who are slow to take action or change their ways.

Nasats bear a striking resemblance to Terran crustaceans. Humans often liken them to pillbugs or woodlice, but they are much larger, typically reaching chest height on an average Human male. They possess a chorion carapace composed of flexible plates,

and an almost reptilian tail, which reaches to the floor. Covered in heavy scales, it is essentially an extension of the shell. A Nasat's multiple limbs are exoskeletal and jointed, like those of insects. There is a set of primary manipulator arms, two pairs of secondary manipulators, and a pair of rear legs for standing on. Having eight limbs in all, they have earned the classification arachnid, despite their crustacean appearance. Although they spend much of their time on two limbs, Nasats are capable of moving equally efficiently on eight. The three upper pairs end in grasping pincers.

A Nasat's head, resting directly on the shoulders and with no measurable neck, is round and smooth, resembling a chitinous dome. Projecting from the top of the skull, above the heavy brow ridge, is a pair of antennae. These sensitive feeling organs are used for finding one's way in the dark (the Nasat people having evolved in damp caves beneath the forest). Nasats also possess attack hairs on the neck, which bristle when danger presents itself. These hairs protect the Nasat from being targeted by flying or arboreal predators. Another instinctive reaction to danger is curling. The hinged plates of the carapace allow the Nasat to curl into a tight armoured ball, and by flexing these plates outward one after another they can roll at speed. Specifically, they move backwards from the source of danger, in a continuous reverse somersault. The shell is incredibly tough, and protects a Nasat in a variety of harsh environments, even - for a period of several hours - the vacuum of space. A Nasat can also function for a limited time in an N-class environment like that of Venus, or in the crushing pressure at the bottom of oceans. The acidic atmosphere of Eridas IX is too much for them, though. The shell can even withstand directed energy weapons to some degree. On the other hand, it is not invulnerable to piercing weapons such as arrows.

A Nasat's eyes, which are blue, black or yellow, are heavy-lidded, giving them a permanent drowsy expression. The eyelids allow them to blink, though they do so irregularly. Underneath these lids are transparent membranes, which allow the Nasat to see where it is going while its eyes remain protected from harsh environments, again including space.

Although capable of enduring a wide range of climates, they prefer warm and humid environments, having evolved in the rainforests of their planet's tropical belt. Nasats are equally at home on the ground or in trees, having originated on the forest floor, while today residing in the canopy.

An individual Nasat - or "shell" as the Nasats themselves phrase it - can be identified by its unique bioelectric signature, which is read by passing a scanner over the forebrain region of the head. The Nasat brain contains the Central Cortex, a region believed to be the most primitive part of the organ. Whatever functions it served were long thought to have become obsolete as the species evolved. In the average Nasat, the Central Cortex might show low-level brain activity a handful of times a day, nothing more. However, there is a type of Nasat known as a "Quiet" whose upper brain functions are concentrated here. In a Nasat, a highly stimulated Central Cortex is related to communication deficiencies; the label of "Quiet" is applied as these people cannot, under normal circumstances, speak or grasp even the basics of language. Quiets hatch at a uniform rate planet-wide, regardless of shell colour, geography or heredity. One in every 750 Nasats can be expected to hatch a Quiet, and for much of Nasat history such people were left to a life of isolation, performing menial tasks and unable to participate in civic affairs. In the 24th century, a Federation neural-electric linguistics program was developed to facilitate the communication skills of these "quiets". It was discovered soon

afterward that the Quiets were not "defective", but instead adapted to communicate with the Citoac, who stimulate the brains of Nasats with sound in order to interact with them. Quiets were historically essential to keeping the peace between the two races.

Nasat come in five different colors, which are integrated into their names (Blue, Brown, Red, Green, and Yellow).

Nasats inhabit the giant trees covering much of their planet's tropical regions. While the Capital Township is increasingly modernized as Nasat integrates into the Federation, more "rural" regions are still very traditional and occasionally opposed to alien influences. Being a peaceful race, they prefer keeping to themselves, and thus simply cordon off their dwellings instead of aggressively colonizing or controlling the forests. All manner of animal and plant life coexist beyond the townships, relatively undisturbed by the Nasat presence.

Nasat generally have little sense of history, and romantic love is an alien concept to them. Females are fertilized, then may wait several years before birthing larvae. The larvae are transferred to state nurseries soon afterward; there is no parent-child bond.

The Nasat had made contact with the United Federation of Planets by the late 23rd century. In 2269 one member of the species, M3 Green, accompanied Captain James T. Kirk and a multi-species team to retrieve and return the "Soul of Skorr" to Vedala.

By the 24th century, the Nasat were members of the Federation, although many Nasat decided not to leave their homeworld. One exception was P8 Blue, who served aboard the Federation starship USS da Vinci as part of the ship's Starfleet Corps of Engineers team for much of the 2370s.

Another exception to this were a group of Red Nasats who left in the early 24th century to forge a new life for themselves. These Nasats settled on planet Phantas 61, where they integrated into Phantasian culture.

Nasat Names: B6 Blue, C29 Green, F3 Red, M3 Green, P8 Blue, Q2 Brown, R1 Red, V1 Red, V5 Red, Z4 Blue

GNALISH



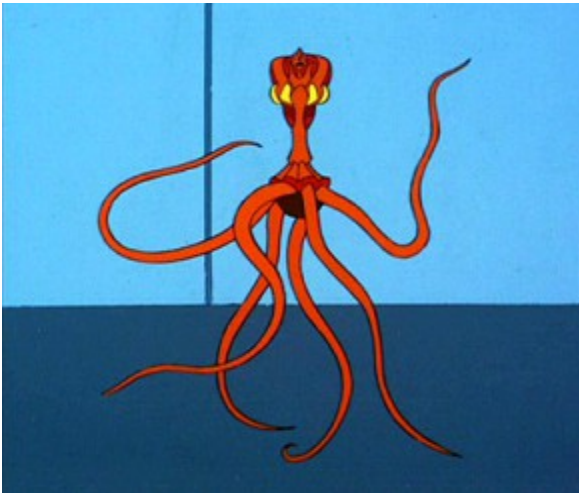
Species Adjustments: +2 Strength, +2 Vitality, -1 Agility

Species Abilities: Natural Armour (scaly hide) absorbs 1 point of damage.

Reptilian race with a gruff disposition, but immense strength. However, the Gnalish find difficulty in climbing. One member of the Gnalish race was invited to the expedition to find the Soul of Alar.

Note: Author Michael Jan Friedman has agreed with fan speculation that Sord of TAS (*The Jihad*) is probably Gnalish, in particular of the relatively smaller Fejjimaera sub-species introduced in his novel *Progenitor*.

VENDORIANS



Species Adjustments: none*

Species Abilities:

Mimic- Vendorians can mimic anything they touch, within limits. The creature or object must have a similar size and mass as the Vendorian. The longer the Vendorian remains in that particular form the more characteristics of that form they assume. This is especially true when it assumes a humanoid form. In these instances the Vendorian absorbs memories and personality traits of the individual they touch. The Vendorian

requires a Willpower reaction test TN 15 (this maybe extended) and a Stamina reaction test TN 10 to maintain the form per day. For each day the Vendorian remains in humanoid form a +1 is added to the Willpower reaction test.

Nerve Pinch-same as Vulcan (see PG p.49)

***Note:** When generating a Vendorian NPC, the NPC's Attributes and Reactions are assumed to be the same as Human. Also the Ht and Wt of an Vendorian is assumed to be the same as a Human.

Vendorians were a species of shapeshifters native to the world of Vendor in the system of the same name, within the Romulan Star Empire in the Beta Quadrant.

In their natural forms, Vendorians were cephalopodic, with six tentacles attached to the body and head. Despite an apparently ungainly form, they had great agility and grace, and reflexes superior to those of a human. They were orange and red in color.

The touch of a Vendorian's tentacle (or its hand when disguised) on a human neck could induce unconsciousness for a few minutes, followed by a feeling of dizziness as the victim awoke. They were also strong enough to grapple with.

It is unclear what causes this unconsciousness, but it seems to be required for a Vendorian to mimic that person's form.

They had five eyes spaced around their head, each covered by a convex lens and faintly glowing. These gave a Vendorian 360° vision, though it could be limited or lost when shapeshifted into other forms.

Vendorians were also shapeshifters, with the ability to rearrange their internal and molecular structure at will, as if like a liquid, using the technique of cellular metamorphosis, similar to that of the Antosians. The ability was unlike that exhibited by Changelings, and seemingly more limited. Frequent shape-changing could be tiring; familiar shapes were easier. The ability was apparently enabled by crossing their arms/tentacles.

A Vendorian could resemble any living creature or object of any shape as long as it was of approximately the same mass. When disguised as a human, they could replicate voice and fingerprints, and a 2260s medical examination found only minor, albeit unusual variations upon the human norm. When disguised as an object, they were capable of functioning as that object, and even conducting a current through their bodies, though complex mechanisms (such as the control circuitry of a deflector shield) required a greater precision of mimicry and could be quite difficult.

For Vendorians, deception was a way of life, and they quite enjoyed using their shapeshifting abilities to mimic other people and objects. A new person or thing to imitate became a subject of great fascination for Vendorians, though its discoverer effectively became its owner, with exclusive rights to it.

To others, their habits seemed silly, even pointless, and quite lazy. However, it was vitally important for a Vendorian to be able to produce something, or to be engaged in a useful task that was of value both to themselves and to the one that they were performing it for, and to be of value to another. This was said to be a matter of life or death for the Vendorians.

Human concepts of emotion and feeling were strange to the Vendorians, and they

lacked concepts of love, companionship and attachment. Unfortunately, a Vendorian in close association with another person, or wearing their shape, began to take on aspects of that person's personality and feel their emotions, and not just as a matter of mimicry. Though not total, the effect grew stronger over time, and they could absorb such things as hunger, tiredness, sadness, love, homesickness and even pain and injury; when the other experienced it, the other felt it. They effectively became a part of that person, and they became a part of them. Such an attachment was considered a mental deviation.

The Vendorians were known for their skilled surgeons and advanced medical techniques. They were able to graft skin, regenerate bone, and replace blood and damaged organs for artificial substitutes. By Vendorian custom, following the completion of main surgery, one of their people was assigned to care for the patient until they reached full health. This compassion did not extend to mental health; those called mental deviates and aberrations were rejected by their fellows.

Vendorians shunned and outcast their so-called mental deviates and non-producers, and those who had no useful role or value. These pariahs were effectively denied a useful role in Vendorian society, deemed useless except for the very lowest tasks and they lived as recluses on the outskirts of Vendorian towns.

The Vendorian language was quite unusual in that it contained conditional verb forms. One Vendorian complained that language (possibly their own) made communication frustratingly difficult, that it confused instead of enlightened.

The Vendorians were known to the Thelasian Trading Confederacy. In 2155, Ensign Hoshi Sato purchased a copy of the language from a Thelasian private database.

At some point, Vendorians were deemed by the Federation to be still psychologically unfit for involvement in the interstellar community, due to their practice of deception and shapeshifting. By several treaties between the Federation and the Romulan Star Empire since 2161, Vendor was quarantined, landings there were illegal, and it was forbidden to use its people as spies. Consequently, few in the Federation had actually seen a Vendorian (or knew if they had), and they had never been tried in Federation courts before 2269.

However, throughout the 2260s, the Romulans made regular secret visits to Vendoria with offers of alliance. The Vendorians had no interest in this; they had little reason to work for them, and the Romulans had nothing to offer them. However, the Romulans could offer new lives to Vendorian outcasts, such as the one who posed as Carter Winston.

In 2264, the famous human trader and philanthropist Carter Winston crash-landed his ship on Vendoria after suffering meteor damage and lacking any alternative world to land on. He was badly injured, but Vendorian surgeons healed him and assigned him to the care of one of their number. He lived marooned on their world for some time before finally succumbing to his injuries and dying. In that time, he developed a close relationship with his carer, a Vendorian who would eventually adopt his personality and be outcast for it.

Romulan agents offered this Vendorian a new and valuable occupation and employed him a spy. In 2269, the Winston-Vendorian piloted Winston's repaired ship until it was rescued by the USS Enterprise, whereupon it attempted to steer the starship into the Romulan Neutral Zone and sabotaged its deflector shields so it could be captured by the Romulans. However, due to his love for Winston's fiancée, Starfleet Lieutenant Anne Nored, the Winston-Vendorian used itself to function as the damaged deflector shield components and saved the Enterprise. It agreed to stand trial for its actions, with its

change-of-heart taken into consideration.

Note: Vendorians may not be a player character species.

GALLAMITE



Species Adjustments: +1 Intellect, +1 Vitality

Species Abilities: Thinker

Gallamites are short, averaging only 1.6m in height, and slender, averaging 50kg. They have a slightly greenish cast to their amber skin. The hand has four digits, three long slender fingers and an opposable thumb. The eyes are somewhat larger than Humans, and have an epicanthic fold similar to eastern Asian Humans. The ears are small and pointed like those of a Vulcan. The most distinguishing feature, however, is the fact that the cranium is transparent, and the brain is twice the size of a Human brain. Some races feel a mild atavistic discomfort at seeing a living brain pulsing inside the cranium, and some Gallamites wear a close-fitting hood-like garment to avoid making others uncomfortable.

Gallamite culture is quiet and contemplative for the most part. Gallamites excel in the sciences, having a natural affinity for mathematics. Although not as well known as the Vulcan Science Academy or the Daystrom Institute, the Campus of Mathematical and Analytical Arts on Gallam II is widely respected in scientific circles.

Gallamite Names: Boday, Brock, Dabish, Eman Ekaf, Oday, O'd'taa

DRIZZITIAN



Species Adjustments: +1 Agility, +1 Intellect

Species Abilities: Psionic Drizzittians automatically possess the Psionic edge (see *PG. p.136*)

Telepathy: Drizzittians gain Telepathy 2 at NO cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. Drizzittians communicate mentally. They can read anyone's thoughts, and can project their own thoughts.

Bonus Edge (Rapid Healing)

Bonus Edge (Keen Hearing)

Drizzittians are a dark skinned, white haired humanoids with silver reflective eyes and pointed ears. They come from a planet in the Delta Quadrant that was destroyed by the Borg in 2299 and arrived in the Alpha Quadrant in 2343, with only a thousand survivors.

The Drizzittians are telepathic (even with non-telepathic species). They can speak but their voices are so high pitched that it can cause damage. Drizzittians are slightly smaller than humans. They rarely exceed 1.7 meters in height and they average 55 kilograms.

Age Table (Drizzittian)

Child	Young	Adult	Old	Very Old
1-27	28-89	90-140	141-160	161+

DEDDERAC



Species Adjustments: +1 Intellect

Species Abilities: Ambidextrous, Curious

The Dedderac are a humanoid species, native to the Alpha or Beta Quadrant. Their homeworld is Dedderai.

Physically, the Dedderac can be identified by their bowlegged gait and "zebra-like" black and white striped skin pigmentation. Traditionally the Dedderac greet people by inclining their heads and hold their hands out, palm up, which is a sign of peace and friendship.

By the 23rd century, the Dedderac had established contact with the United Federation of Planets, and many Dedderac deciding to live on planets within Federation space or just outside, such as the planet Oblivion.

In 2245, a female Dedderac competed in an interplanetary gymnastics competition at the University of Mississippi on Earth.

By the 2250s, dozens of Dedderac, such as USS Constitution communications officer Borrik, served in Starfleet aboard various starships and starbases.

In 2202 the Dedderac joined the Federation after negotiations conducted by Rigellian ambassador Nadir.



Rinorian

Rinorians are members of the United Federation of Planets. They are regarded as a fiercely proud civilization, overcoming a troubled path that led them into becoming a star-faring civilization. They are a brother species to the Rossians, a closely related horned species, known for their intelligence and peaceful philosophies.

Genders

The males of the species are endowed with a large central head horn, and are typically heavy in build. However when young, body types range from very thin to moderately heavy. Once past the equivalent of thirty earth years, a male Rinorian will add up to two hundred pounds of muscle within a short span of time (approximately 6 months), which includes a massive thickening of bones throughout their bodies at this time. At this point a male Rinorian increases his maximum strength (the equivalent of seven times stronger than the average human.) All hair in the upper body thickens and lengthens as well, a holdover trait from ancestors, who once supported thick manes or "collars" covering everything but the eyes, nose and mouth. The female of the species are smaller than the males, and feature a gentle ridge that starts on the forehead and follows the curve of the head, stopping at the neck base. Thick hair grows on both sides of the ridges, and is worn down to the shoulders. The hair remains the same length for the lifespan of the individual, and cannot be cut because it is lined with nerve endings and olfactory nerves. This unique trait was an evolutionary device that allowed the ancestral female Rinorians to "sense" danger from all sides, allowing the possibility of escape from the numerous dangerous predators alive at that time. Unlike the males, the females do not have any horns.

Homeworld

This species originated from Rinor, a heavy gravity world, which accounts for the physiology of the Rinorians. From an evolutionary standpoint, they are the descendants from a mammilian-like rhinoceros species (Proto-Rinorian). The horns were once larger, and used to fight for mates, and the right to lead the "herds". The aggressive nature of the males almost lead to their extinction, as younger males were being killed off faster than reproduction could replace them. A massive series of quakes interrupted the

situation to such a degree, that many rinorians were separated as land masses drifted apart. (The general accepted theory is the birth of the Rossian race, whose earliest fossils date back to this period.) This resulted in the "great recovery", as several different herds developed independently from each other, and the population grew to a sustainable level. Over millions of years, they became more upright, eventually walking on two legs, with the horn reduced in size now. When angered or upset, a male rinorian will tip his head downward, assuming a fighting pose, horn at the ready. This is considered an instinctive reaction.

Space Travel

Although early trips into space made the Rinorians uncomfortable and fiercely territorial, eventually they grew accustomed and comfortable with their place in the stars, and after two petitions, were accepted into Starfleet. Currently, 1,252 Rinorians are serving aboard various starships, including Captain of the USS Aristarchus; Jertrol A'lagh MacNare. Another Rinorian to serve in Starfleet was Polim n'Ahman who served on the USS Potemkin under Captain Alec Grigory.

Lt. Commander Polim n'Ahman is a Rinorian from the Altais (Delta Draconis) star system. Polim (po-lim) n'Ahman (nuh-AH-mun) is a veteran with forty-years' experience in Starfleet, having served aboard a variety of starships over the decades. Despite his advanced age by Terran standards (62; as of 2296), he is considered a youth by his own people's reckoning. He serves as the Potemkin's executive officer, and generally is found on the alpha watch. n'Ahman has a history with the Orions going back to his time as an ensign aboard the starship Republic in 2256.

Rinorian

Species Adjustments: Males: None; Species Abilities: None

Males at age 30: +2 Strength, +1 Stamina; Species Abilities: None

Species Adjustments: Females: +1 Perception; Species Abilities: None

Age Table

Species	Child	Young	Adult	Old	Very Old
Rinorian	1-17	18-70	71-123	124-146	147+

Rossian

The Rossians were natives to the planet Rinor in the Alpha Quadrant. The physiology includes orange blood and a horn located on their foreheads. They were also thoughtful and peaceful philosophers, who worked for technological advancement. This made them different from their brother species, the Rinorian, who were known to be quite deadly at times and have more of a warrior culture when compared to the Rossians.

History

For thousands of years the Rinorian and Rossian races have been at each other's throats fighting many wars, each race trying to gain control of both of the planet's continents. Each race's hatred was fueled by their cultural and ideological differences. In the 22nd century, the Rossians invented warp drive and the technology was quickly stolen by the Rinorians. After which both races attempted to explore space. Rossians

were the first opened contact with the Federation and applied to become members in the 2190s but were rejected several times because their planet was under two separate governments. After long negotiations administrated by President Jonathan Archer, the two races would set aside their differences and merged into one government in 2192. They then constructed a capital city named Ectorner on the main island between their two continents. Even though the two races are technically united, there is still a great societal rift between the two.

By the 23rd century there would be many Rossians who would join Starfleet in the years to come including Lt. Cryle who would serve on the USS Eagle under Captain Zach Banner.

Rossian

Species Adjustments: +2 Intellect; Species Abilities: None

Age Table

Species	Child	Young	Adult	Old	Very Old
Rossian	1-17	18-70	71-123	124-146	147+



Solonai

The Solonai are natives of the Akassa system. Their world is a icy moon orbiting a ringed gas giant Solon - Solon Prime - Solon Prime is the home of an ancient society where scholarship and the study of history have attained a level of importance beyond anything in the Federation.

Species Adjustments: +1 Intellect, +1 Perception.

Species Abilities:

Bonus Edge: Thinker

Bonus Edge: Scholarly: A Solonai selects one skill from the Science group and recieves a +2 bonus.

Bonus Flaw: Arrogant.

Bonus Flaw: Temperature Vulnerability: Due to the Solonai evolving on a frozen world any temperature above 7°C without their environmental compensators is potentially deadly to them (think of heat exhaustion and heat stroke..you get the picture).

Human Colony Variation **Xartheb**

Xartheb-Sixth planet orbiting Barnard's Star. A high gravity world (1.25 G). An Earth Colony was established there in 2131 mostly made up of geologist and mining technicians running semi-automated mines.

Species Adjustments: +1 Strength
Species Abilities: *Same as Human*

Information on these species was extracted from all over the web. Most notable Memory Beta and Star Trek Expanded Universe wikipebias as well as fan films Starship: Farragut and Project Potemkin.



Tressaurians

The Tressaurians, are a aggressive, territorial, bipedal reptilian species with orange scaly skin and iridescent eyes, standing on average 1.83 meters tall. The Tressaurians are from a unknown region of space in the Taurus Reach near the Tholian Assembly.

Species Adjustments: +3 Strength, -1 Agility, -1 Presence

Species Abilities:

Bonus Edge: Competitive

Bonus Edge: Resolute.

Natural Armor: The Tressaurians' scaly hide absorbs one point of damage for each hit they take.

Natural Weapon (Claws) The Tressaurians do 1d6+2+Strength in combat and gain Unarmed Combat (Claws) 1.

First Contact: Occured in 2252 when the Tressaurians fired upon and disabled a Federation transport in the vicinity of UFC-200881 later known as Tangaro.

2268 (SD: 5713.1) The Tressaurians used a gravity-wave device (later discovered to have been stolen from the Tholians) to destroy the planetside Starbase on Corinth IV (Starbase 16*) and the USS Kongo NCC-1710. The USS Kongo transmitted a distress call and the USS Exeter NCC-1706 responded to the call to find both destroyed.

2283 The Tressaurians raid Star Station Dallas.

Early 24th Century: The Tressaurians are reported to be wiped out by the Tholains.

**The uninhabited, incomplete orbital annex of Starbase 16 was virtually left untouched. This annex will take over for the destroyed Starbase by 2269 and become Starbase 16.*

Group	Sensors	Operations	Propulsion ¹	Weapons	Shields
Tressaurians	-20	-5	-10	-5	-20

•Most Tressaurian Ships have Enhanced System (disruptors, +1/0/0/0/0).

¹ In one area that the Tressaurians were ahead, was the employment of multiple nacelle (quadruple) designs. The Tressaurians were ahead of the Federation in this area by at least 20 years.