

## **Caitians**

Caitians are graceful offshoot of the Regular species that inhabit the lush jungle world of Cait. Having few primal competitors or predators, Caitians developed an aesthetic lifestyle and unified early in their history.

**Description:** Caitians stand slightly smaller than most humans, but weigh about the same as a human of their height. They have lion-like heads, replete with rounded ears, a ridged snout and long whiskers on their upper "lip."

Caitian fur colorings are as varied as human felines (large and small). Their tails are not prehensile, but they do figure prominently in Caitian emotional expression -- the felinoids mirror their Terran cousins in their mannerisms (i.e., ear positions, tail movement, subtle body language, few facial expressions).

**Languages:** Caitian, Federation Standard

**Preferred Professions:** Any. Caitian interests are broad and diverse, and favored professions are often determined by a Caitian's clan. Many Caitians gravitate toward the Starfleet Officer profession to satisfy their wanderlust and curiosity.

**Attribute Modifiers:** +2 Agility, -1 Intellect, -1 Presence. Caitians are naturally graceful, but sometimes come across as aloof and simplistic in their views of the world.

### ***Species Abilities***

**Cat's Grace:** Caitians receive a +1 to all Quickness tests, and an additional +2 to all Dodge tests (total of +3 reaction on Dodge tests).

**Natural Weapons -- Claws:** Caitians have sharp retractable claws on their hands and feet. The claws cause 1d6 damage (adjusted by the Caitian's strength modifier). Caitians also receive +1 to Unarmed Combat tests with their natural weaponry.

**Traditional Weapons:** Part of the Caitian artistic tradition includes a personal combat style similar to Terran fencing. This style focuses on the "Rakun" (which is also the name of the style), a matched pair of a thin rapier-like sword (rakgr'n) and a dagger (raksir) that is often concealed in the fur of a Caitian's forearm. All Caitians receive training in these national weapons, earning a rank of 1 in the Armed Combat skill Rakun.

**Bonus Edge -- Night Vision:** Caitians have superior night vision, and receive the edge at no cost.

**Bonus Flaw -- Reckless:** Caitians tend to jump in where angels fear to tread.

**Artistic:** Caitians have a long and glorious aesthetic tradition. As such, they receive a +1 bonus to all Craft or Entertain tests.

## **Axanari**

Axanari are hardy, energetic humanoids that inhabit the planet Axanar. The only species to have joined the Federation after going to war with it, the Axanari underwent a great social upheaval after the "Axanar Rebellion."

**Description:** Axanari resemble tall humans with a varying degree of complexions. Their skin is covered with a fine dust-like secretion that helps protect them from the high radiation levels of their homeworld. Their hair colors are bright and vibrant, and range from fire engine red to violet, visiting every color of the rainbow in between. Axanari tend to sculpt their hair into tall, decorative patterns analogous of 18th Century France.

**Languages:** Axanari, Federation Standard

**Preferred Professions:** Starfleet Officer. The recent upheaval of their ancient social-caste system has created an identity crisis for many Axanari, and they have begun to gravitate toward Starfleet and the Federation to help make sense of their new place in the galaxy.

**Attribute Modifiers:** +1 Vitality, +1 Perception, -1 Intellect, -1 Presence. Axanari are hardy, and their brains process perceptual information at incredible speed. But many have an overly developed chip on their shoulders and a propensity to act before thinking.

### ***Species Abilities***

**Indomitable:** The Axanari will is formidable. Characters thusly receive a +1 bonus to Willpower tests.

**Radiation Resistance:** The fine white powered secretion that covers Axanari skin provides them resistance to the effects of radiation exposure. See the Narrator's Guide, p. 220, for rules on the Resistance species ability.

**Pattern Recognition:** Acute Axanari perceptions allow them to indentify and understand complex patterns and systems, granting them a +2 bonus to all Academic tests. This can also serve as a bane, as Axanari sometimes see patterns that aren't actually there (such a misunderstanding prompted the Axanar Rebellion).

**Bonus Flaw -- Proud:** An Axanari's personal sense of certitude can sometimes grate against others.

## **Tiburonese**

The Tiburonese hail from a highly technological society still scarred by centuries of alien occupation. Modern Tiburonese are actually hybrids of the Old Tiburonese and their Ucali overlords. They believe they exist to experience joy and consider the denial of such pleasure to be a tool of tyranny.

Renowned for their technological expertise, the Tiburonese also have a reputation as masters of erotic art. Since their entry into the Federation in the 2220's, they have taken the lead in deposing despotic rulers.

**Description:** Tiburonese are known mostly for their elaborately flanged ears. They resemble very tall humans (by several inches, on average) in every other way.

**Languages:** Tiburonese, Federation Standard

**Preferred Professions:** Scientist, Diplomat, Starship Engineer. Tiburonese are charming and technologically adept.

**Attribute Modifiers:** none

### *Species Abilities*

**Bonus Edge -- Curious:** Tiburonese are innately curious.

**Technical Adept:** Tiburonese are fascinated by technology, and have adapted it to all aspects of their lives. All Tiburonese receive Engineer as a professional skill and the Systems Engineering skill at Level 2.

**Negotiator:** Innately charming, Tiburonese are naturals at the bargaining table. As such, they receive a +2 bonus to all Negotiate tests and a +1 to all Savvy tests.

## **Centaurans**

Centaurans are humans native to the fourth planet of the Alpha Centauri system, only a few light years from Earth. Organized into city-states, Centaurans developed a diverse range of cultures, which originally caused strife between governments. They united after a devastating bio-warfare holocaust that killed hundreds of millions of Centaurans, eventually becoming a founding member of the Federation.

**Description:** Centaurans are essentially human (with very minor internal differences), with slightly stockier builds. They have a more long-term outlook than humans do, and tend to analyze situations to a greater extent before making decisions. Centaurans have great pride in their differences in culture, and have long-since used competition (athletic and otherwise) to celebrate it.

**Languages:** Centauran, Federation Standard

**Favored Profession:** Scientist

**Species Adjustments:** None

### *Species Abilities*

**Artistic:** Centaurans are generally artistic, and even average citizens practice some form of artistic expression as a hobby. Centaurans gain a +1 species bonus on Craft skill tests.

**Bonus Edge -- Competitive:** Centaurans are fiercely competitive, this being the major factor in the horrible wars of their civilization's past, the earliest of which were stopped by creating an athletic competition. Once a day, a Centauran can reroll an opposed test and keep the better of the two results.

**Sex Appeal:** Centaurans naturally seem to have that certain something when it comes to the opposite sex. As such, they receive a +2 to all Influence checks to all members of the opposite sex within a number of meters equal to the Centauran's Presence attribute level.

**Peaceful:** Centaurans prefer to settle differences through peaceful means. Centaurans gain a +3 species bonus to Negotiate (Mediate) tests.

## **Tellarites**

Tellarites are porcine humanoids that have a love for debate and engineering. Hailing from the third planet of the Tellar system, Tellarites once fought a series of devastating wars over language and social engineering, called the Voice Wars. Only an international rebellious sect was able to end the wars, eventually leading to Tellar being the first world to sign the Articles of Federation.

**Description:** Shorter and stockier than humans, on average, Tellarites have pig-like features and sport a thick layer of body fur. Curious, but cautious, they cherish the ideals of free speech and the free exchange of information.

**Languages:** Tellarite, Federation Standard

**Favored Professions:** Starship Engineer or Diplomat

**Species Adjustments:** +1 Strength, +1 Vitality, -1 Presence. Tellarites are strong and resistant to injury, but their argumentative nature makes them somewhat difficult to get along with.

### *Species Abilities*

**Bonus Edge – Night Vision:** All Tellarites receive the Night Vision Edge (see page 136).

**Bonus Skill – Persuade (Debate):** All Tellarites learn how to debate. They gain the Persuade skill level 1, with the specialty of Debate. Tellarite characters can treat this skill as a professional skill for purposes of skill acquisition (see page 98) and advancement (see page 153).

**Pattern Recognition:** Tellarites are able to understand the layout of a complex system and diagnose systemic problems. As such, they receive a +2 bonus to academic tests.

**Stubborn:** Tellarites are stubborn and suspicious of the motives of those who are not. Add +2 to either Willpower or Savvy (player's choice). Conversely, this attitude is seen as a detriment by other species, and as a result, Tellarites suffer a -2 penalty on all Social tests with non-Tellarites.

## **Bolians**

Blue-skinned natives of Bolarus IX, Bolians are descended from nomadic tribes of their oceanic world. Their three distinct cultures didn't unite until the late 2260s, after the Federation first offered, then withdrew, an offer for membership. Since joining the Federation in the 2320s, Bolians have proven valuable members with their loyalty and dedication.

**Description:** Bolians are blue-skinned, with a ridge that runs down the center of their faces. They have hair, but many males and some females shave it as a symbol of physical prowess. They work well with others, and often seem happy only when being productive.

**Languages:** Bolian, Federation Standard

**Favored Profession:** Any. Their friendly nature makes them more suitable for professions that require a lot of interaction.

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

### *Species Abilities*

**Bonus Edge -- Coordinator:** Bolian culture is skewed towards group interactions and teamwork. When working in a group with others, they're able to pull the group's efforts together to reach the common goal with more efficiency.

**Bonus Edge – Skill Focus (Talkative):** Bolians can get on well with most people and are excellent talkers; they receive a +2 bonus to Influence checks.

**Strength of Will:** Bolians possess a good amount of willpower, which aids them in their desire to see any task through to its conclusion. They tolerate failure with an earnest understanding to "try, try again." This strong sense of dedication gives them an enhanced ability in Willpower reaction tests, received at +1 bonus.

**Social Awareness:** Bolians have a sound understanding of the social sciences, particularly those involving social interactions. They receive Social Science at +2.