

# Aesceti

Tall, slim, and scholarly, the Aesceti are a non-aligned humanoid race native to the Alpha Quadrant. They can be found almost anywhere starfarers congregate.

## Personality

As a whole, the Aesceti cultivate a cultured, educated demeanor which conceals an innate good nature, a deep cultural sadness, and an abiding curiosity. They find wisdom and enlightenment in selflessness and service to others- and are often good-natured to a fault. The Aesceti tend to be patient and forgiving, but are not easily taken advantage of. They excel at research and teaching others, and are often found working as educators, archivists, librarians, historians, and entertainers.

## Physical Description

The Aesceti are humanoid, standing slightly taller and slighter than human average. The Aesceti have long thin limbs and digits, and large, widely-set eyes in a comparatively wide, compact skull. They generally have little facial or body hair, and skin tones range from dull-brown to a pumpkin-like orange. Because they evolved in a comparatively warm environment, the Aesceti find more common humanoid habitats to be chilly, and adorn themselves in heavy, concealing robes (much like Vulcan ceremonial garb).

Aesceti biology is fairly resilient, with two hearts, and the usual assortment of organs. Their biochemistry, however, is incompatible with most other humanoid life-forms and they can neither give nor receive blood or most transplants across species lines.

## Culture

The Aesceti tend to live either in isolation or in small enclaves among their host population, and have no unified culture as such. Outside of a few core tenets and practices, the Aesceti tend to adapt to the customs and mores of their host society.

As a general rule, the Aesceti are highly cerebral- scholarly, studious, and intellectual. They tend to live austere lives, eschewing material wealth in favor of abstract knowledge and intellectual vibrancy. Conversely (and when properly primed), the Aesceti can indulge in surprisingly sybaritic vice (with the attendant physical and emotional hang-overs).

Most major spaceports will boast an Aesceti presence, ranging from a single individual to a small enclave in the thousands. The Aesceti are nobody's fools and tend to avoid worlds

and populations that might exploit or oppress them.

Where the Aesceti do congregate, they tend to organize themselves around family units (with many generations living under the same roof). Wise elders are generally given deference, and loose tribal or village councils tend to make decisions for the community as a whole. The Aesceti do not (generally) discriminate based on age, but there is a cultural bias towards age and experience.

## Language

Aesceti Common, Federation Standard, Any

## Homeworld

Delta Aescet II is a Class M world in the Alpha Quadrant, and the original home to the Aesceti people. Warm, pastoral, and largely fertile grasslands, Delta Aescet II was good to its people- until rampant overpopulation, wars over increasingly scarce resources, and generations of (both deliberate and inadvertent) pollution turned the world against them. So began the Aesceti Diaspora.

Two hundred years before the founding of the Federation, the Aesceti took to the stars, trading their knowledge and scholarly talents for passage to other worlds. As their world became increasingly unable to support their people, this trending became common place, and within one hundred years more Aesceti were born off-world, than at home.

Today, Delta Aescet II is largely empty and nearly forgotten. While many of the ecological wounds have healed, the planetary ecology is still fragile, precluding large scale recolonization. The remaining population act largely as gardeners, zoo keepers, and archivists, safeguarding their heritage until the world can be fully reclaimed.

## Interstellar Relations

The Aesceti are generally on good relations with most friendly, open powers, though they eschew tend to eschew martial, autocratic regimes. As a people, they are particularly fond of the Jyn Faisha and are frequently found traveling on their city ships and working in concert with their goals.

Although not Federation members (due to their lack of a homeworld and unified government), many Aesceti are Federation

citizens and serve in both civilian and government venues. A select few Aesceti are also members of Starfleet- most often in the Sciences.

### **Technological Summary**

"Native" Aesceti technology is generally Tech Level 5/6- though in practice, they enjoy technological parity with their host society.

### **Favored Profession**

Scientist, Starship Officer, or Diplomat. The Aesceti can take up almost any profession, but as a whole, the species trend toward scholarly pursuits as educators, advisors, and archivists.

### **Species Adjustment**

+2 INT, -1 STR, -1 VIT

### **Species Abilities:**

**Bonus Edge: Cultural Flexibility:** With no homeworld of their own, the Aesceti live among aliens all their lives and learning to accept the differing cultural customs, practices and mores. As a species, the Aesceti gain a +2 bonus to Social tests involving species other than their own.

**Bonus Edge: Eidetic Memory:** The Aesceti focus on intellectual and academic pursuits has rendered the Aesceti memory a well-toned "muscle". Academic tests with a TN of 5 or less are automatically successful. When making tests with a higher TN, the Aesceti enjoy a +2 bonus to their test result.

**Bonus Edge: Thinker:** The Aesceti gain a +1 species bonus to Academic tests.

### **Notes**

*The Aesceti are available for use as Player Characters with Narrator approval. Stats by Roger Taylor.*