SPECIES NAME: **Archein**

**VISUAL REPRESENTATION**

![Archein visual representation](image)

**SPECIES ADJUSTMENTS**

+2 Strength, +1 Perception, -1 Presence

**PHYSICAL DESCRIPTION**

The Archein are humanoid species who make their home in the Andromeda galaxy. The Archein are very attractive, although also unusual in appearance. At first glance, at any rate.

The Archein have a very similar body-structure to Terran human. Their internal anatomy are much different, however. And it is possible that an Archein and a human could never produce an offspring.

All Archein have a skin-tone of a shade of blue somewhere between the tones of an Andorian and a Troyian. Their skin is very soft and smooth. They have dark hair, usually worn long, or medium length. The Archein all have several small, white marks that adorn their foreheads, and the bridge of the nose.

They also all have very distinctive skin-pigmentation on their faces, around their eyes, and running down their cheeks. This pigment is black in color. And all members of a family will have the same pattern on their faces; similar to familial patterns to Klingon head-ridges.

Archein have blood of a bright yellow color. It is also thicker the most humanoid blood.

**CULTURE**

The Archein have a militaristic culture. But there are also a deeply spiritual people. The Archein faith focuses on worshiping the Great Ones. Being similar to the Bajoran Prophets.

Archein will credit the Great Ones for their good fortune, giving thanks to the Great Ones sometimes several times a day.

**LANGUAGES**

The Archein speak their own native language. Several also speak Kelvan. And a few will speak a few short phrases in the Federation Standard language after the Archein conflict with the Federation starship, the **USS Odyssey**.

**COMMON NAMES**

The Archein have a singular name, and no surname. However, Archein trace their family line through their female ancestors.

Some well-known Archein include Majan **Seram** (a powerful female), General **Morrigu** (a male military leader), and **Caecus** (a male Archein who had the distinction of serving on a Starfleet vessel – the **USS Odyssey**).

**HOMEWORLD**

The Archein people come from **Archeinia**. A planet that is highly advanced technologically. A very industrialized world 2.5 million light-years from Earth, in the Andromeda galaxy.

Archeinia is a large planet, with an abundance of water, and three large continents. The atmosphere is highly hydrolyzed, and there seem to be an on-going fog, or mist over the entire planet.

As a result, the Archein can function in a very wet environment. But they are also quite uncomfortable in dry air, or very dry surroundings.

The Archein rule the Archein Empire. A cluster of worlds in the Andromeda galaxy.

In 2384, the Archein began a military conflict in the Milky Way Galaxy through the use of an artificial wormhole, in order to colonize from their home in the Andromeda Galaxy. This invasion was conducted under the military command of General Morrigu and the leadership of Majan Seram. The intent was to colonize in the Milky Way Galaxy due to a growing singularity which threatened the Archein's home planet and its entire region of space. During 2384, the Archein had captured at least two systems inside Romulan space.

Seram had deceived the leader of the Archein people and the Grand Majan, who was in poor health, to believe that the wormhole led the Archein to an uninhabited region of space inside the Milky Way Galaxy. In truth, it opened into occupied Romulan space.
A joint operation of Federation and Klingon forces, with assistance from the Romulans, destroyed the Archein's artificial wormhole, *Iliad*.

Remnants of the Archein remained in the debris field of the battle that took place between the allied Alpha Quadrant species and the Archein. When the USS Intrepid answered a Romulan distress call in the field, members of its crew were found victim to an Archein prisoner-processing facility. When the crew was rescued, the facility was destroyed.

In the late 24th century, a slowly expanding quantum singularity was a major threat to the Archein and the Kelvans. By this time, one of the Kelvan moons had been encompassed by the singularity. It was predicted that by 2394, the singularity would make the quadrant that the Archeins occupied uninhabitable.

**Favored Profession**
The Archein are natural born strategists. Which makes them excellent Soldiers. They are also very good Starship Officers, performing their duty for the Grand Majan.

Many Archiens also make their living as Diplomats, or Mystics.

**Species Abilities**
The Archein are unusually strong, given their normal height and build (roughly the same as a Terran human). They are also very aware on their surroundings, and situations that they find themselves in.

Most Archiens tend to be at least a bit arrogant. And they often seem to look down on people they perceive as inferior. This is especially true of a powerful Majan, or military leader.

The Archein enjoy a species-bonus of +2 to Strength, and +1 to their Perception. But they also suffer a -1 penalty to their initial Presence score.

Archiens also have several individual species-traits:

*Expertise:* Archiens learn their basic skills early on in their careers. A teenaged Archein is likely to know as much as a human in his late twenties. Archiens gain a +1 species-bonus to all of their Professional Skills from their base-profession.

*Favour of the Great Ones:* A deeply spiritual people, the Archein thank the Great Ones daily. They draw inner strength from their faith. Archiens gain a +1 species-bonus to Religion (*The Great Ones*) tests. They also receive +1 Courage at character-creation. If an Archein commits a sin according to the Archein religion, she loses that Courage point until she confesses this sin to someone in the Archein high echelon (they're Majan, for example).

*Hydrolyzed Atmosphere:* The Archein come from a planet where the air is very thick. It is almost as if Archeinia in under water, even though it's not. It is very hard to drown an Archein. They have very durable lungs. The Archein have a +4 bonus to all Stamina tests to resist damage from drowning or asphyxiation. (see p. 228, of the *Narrator's Guide*, for more information on Drowning & Asphyxiation)

*Majan Devotion:* (species flaw) Archiens have a very strong sense of loyalty to their superiors. To defy one's leader, or Majan, the Archein character must spend a point of Courage.

*The Song of My Heart:* (species flaw) Archiens are a strongly passionate people. To declare someone “the song of my heart” is the equivalent on the Betazoid *Imzadi*. Only more so. After declaring a person “the song of my heart”, an Archein acquires the Devotion flaw to that person. She also suffers a -1 to all Willpower reactions involving that person. If it is discovered that the Archein declared someone “the song of my heart” without really feeling love for that person, once this is revealed; the deceived party loses any Devotion to the Archein, and acquires a +2 Willpower reaction bonus towards her.