

# **Bijani**

The Bijani are a former nomadic race who lives on the planet Bijan II (most commonly called, simply, Bijan).

## **Personality**

Bijani are known as a peaceful people, wishing to explore their minds rather than their bodies. Like Vulcan, Bijan is a world comparatively free of crime. A small police force is maintained on the planet, but this is reserved mainly for visiting races.

Few visitors come to Bijan as the world offers little in the way of resources, intergalactic importance or tourism. Although the Bijani-Spira Alliance maintains a standing military this is solely used in the area of border control.

## **Physical Description**

Physically Bijani look much like Humans, but there are considerable internal differences. Having evolved on one Class-L world, the Bijani find themselves well adapted to another, and can survive comfortably in colder temperatures and thinner air. Their ability to smell is much more acute than human norm, while their hearing is worse.

Having lived in comparatively sterile environments (both on Class L worlds and aboard ship), the Bijani have a somewhat underdeveloped immune system- even a common cold can be a life threatening illness. The Bijani have attempted to combat this weakness by taking a strict selection of medications daily, though some Bijani (who have spent many years off their homeworld) have managed to build up their immune systems making some of the medications unnecessary.

Bijani age much faster than humans, reaching maturity at age 12, though they suffer a comparatively shorter lifespan. While a Human might live to be 140 a Bijani normally lives to be only 90.

## **Bijani Pain Trance**

A unique trait of the Bijani (thought to be an evolutionary holdover) is a defense mechanism known as the 'Bijani Pain Trance'. When a Bijani is under a great deal of physical pain they are able to move their consciousness to an area of their brain called the 'Lanstorm Cortex'. This effectively allows a Bijani to complete a task beyond the pain threshold of most species, though they continue to suffer damage and injury- and usually require immediate medical attention after the trance lapses.

While in the trance the Bijani is effectively (and appears) unconscious but their body is single-mindedly focused on a specific task. So long as they are physically able to do so, a critically (or even mortally wounded) Bijani might attempt to complete a specific task before dying. Some Bijani religious scholars view this as the spirit's last chance to finish any tasks it has in the living world, but most scientists suspect that a faltering Bijani nervous system will dump a "brushfire" of neurons into the system as the synapses fail. It goes without saying, of course, that the Bijani brain is a complex engine still not fully known or explored.

## **Culture**

The Bijani originated on a Class L world called Bijan, but were forced to abandon their world after a tremendous disaster rendered it uninhabitable. Limited to sub-light vessels, the Bijani wandered for almost five centuries before finally settling on another world which they promptly dubbed Bijan II.

During the Bijani Diaspora, both their culture and their technology changed, as necessity overtook custom. Before departing their homeworld, the Bijan had practiced a rigid caste system. One was born into one of the three castes and had no hope of ever moving to another- even intermarriage and cross-breeding were forbidden.

The close quarters and enforced isolation of the Exodus shattered the caste system as the enforced separation made interbreeding among the castes an imperative of survival.

One unexpected side effect of the isolation was tribalism- as the fleet became factionalized, loyalty to one's shipmates became paramount; a tendency exacerbated as each ship settled into a

different area of Bijan II.

Civilization on the austere world now consists of thousands of scattered villages and only one major city- though the Bijani are determined to remake this new planet into the likeness of their lost homeworld by recreating all the most notable landmarks.

During the trip to their new home, the Bijani had encountered no alien races, and many suspected that alien life did not exist, but the world soon became an object of conquest by both the Romulan and Klingon Empires.

Once their world was firmly under their control, the Bijani created a small warp-capable exploration fleet which they dispatched on 5-year missions, only to have them return empty-handed. As the Bijani were on the verge of disbanding their exploration fleet, one of their explorers came across- and was subsequently destroyed by the Romulans, who then attempted to subjugate the planet..

As the Romulan fleet entered the system, they were intercepted by a third party- a fleet of Klingon warships.

After the Romulans were driven from the system, the Bijani greeted the Klingons as saviors and liberators, but it swiftly became apparent that the Bijani had simply traded one set of conquerors for another as Klingon military forces seized control of the government and key infrastructure.

The Bijani spent almost a century as vassals of the Klingon Empire and despite slightly better treatment than was the norm, the Bijani yearned for their freedom, smuggling infrequent emissaries off-world in search of allies and liberators.

The Bijani world was finally liberated in the mid-23rd century when the Romulans returned to avenge their earlier defeat over the world at Klingon hands. Both sides (Klingon and Romulan) suffered heavy losses, and neither had the strength to seize the world- and so began a tense standoff between the two would-be conquerors.

The Bijani were free again, but they'd lost hope in finding a community of races where everyone could work together, until they were contacted by a starship from the United Federation of Planets.

Impressed with their ideals, the Bijani applied for and soon received Federation membership, but the relationship was always rocky as Federation practice conflicted with Bijani idealism.

The Dominion War was the "straw that broke the camel's back" as the peaceful Bijani people saw the War as a horrific mistake- a distinct lack in diplomacy, rather than a necessity.

When Bijan came under Dominion attack, the Bijani blamed the Federation for (mis)using them as a staging area and so withdrew their Federation membership and formed an alliance with the nearby Spira.

In the form of the Bijani-Spira Alliance, the Bijani found a people who shared their desire for peace and mental enlightenment. Despite leaving the Federation the Bijani-Spira Alliance and the Federation are close allies and continually perform joint research operations.

### **Language**

Bijani Common

### **Homeworld**

Bijan II- a harsh Class L world near the Klingon and Romulan Empires.

### **Favored Profession**

Scientist, Mystic, or Diplomat. The Bijani can take up almost any profession, but as a whole are a peaceful people who believe in diplomacy rather than force.

### **Species Adjustment**

None.

### **Species Abilities:**

**Adaptable:** Bijani thrive in even the harshest conditions and climates, and their adaptability gives them a +2 bonus to *Quickness, Stamina, or Willpower* reaction.

**Cold Adapted:** Bijani evolved on a Class L world and ignore TN penalties for uncomfortable or extreme cold.

**Bijani Pain Trance:** When an injury would reduce the character to Incapacitated or Near Death, a Bijani may enter a Pain Trance, allowing him to complete one specific task. The trance lasts for a number of rounds equal to the character's *Vitality* or until the designated task is completed, whichever comes first. During the trance, the character ignores all TN penalties due to the pain of his injuries. Once the trance ends, the character loses all remaining Life Points in his current wound level and must make a Challenging (TN 15) *Stamina* test to remain conscious. Bijani may only enter the Pain Trance once per day, and are fatigued for at least one day afterward (though that's usually the least of their problems).

**Skilled:** Bijani tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

**Weakened Immunity:** Bijani have a comparatively weakened immune system and suffer a -1 to *Stamina* tests to resist disease.

#### Notes

The Bijani first appeared in the *Star Trek:Borg* video game. Stats by Roger Taylor and Rex Rouviere.