**Species Profile**

**Draenei**

**Species Adjustments**

+4 Agility, +4 Presence, +2 Perception

**Physical Description**

Draenei males have tendrils coming out of their chin and a fan-like forehead plate which rises and overlaps other forehead plates behind it. Male Draenei have large tails which are held erect by developed muscle structure.

The female of the species exhibits marked differences: rather than the forehead plates featured on the male, they have vaguely horn-shaped cranial extensions that extend over the upper cranium and end on either side of the crown. Apparently, Draenei females are obsessed with the way their horns look, and their horns shed.

Female cranial tendrils sprout behind the ear and are typically long enough to reach the shoulders. Their tendrils are thinner than the male's. Female Draenei tails are shorter and have a lower muscle density. In both genders, the hooves are relatively large, in contrast to the more compacted hooves of their demonic counterparts.

Draenei are 213–243cm tall. They do have fangs. Draenei are described as being all or overall blue. Draenei skin appears in most shades of color between very pinkish-white to light blue up to dark violet. Their blood is also blue. While most Draenei have a glowing blue eye color, there are some that have been seen with a glowing purple hue.

We have also seen examples of glowing green eyes as well, which also don't seem to show any signs of being anything else other than a purely natural eye color.

**Culture**

The Draenei culture is centered around two things: the Holy Light of Creation, and Psionics. The first is the result of their unique relationship with the Naaru, while the second is the path that the elders have always followed. As a result, Draenei usually choose religious professions, such as priests; Mystics. Some Draenei such as the Auchenai have even mastered the art of talking to the dead. A few have started to follow the path of the shaman under the guidance of Farseer Nobundo.

As a people, the Draenei have devoted themselves to preparing for the day when they will join the Army of the Light, when they will finally take the fight back to the Burning Legion and atone for the sins of their Man'ari brethren. In spite of this overarching goal, the Draenei still lead personal lives and pursue their own interests, just as must humanoids do.

As far as interspecies relations go, the Draenei still distrust or in some cases hate the Cardassians after having lost so many of their kind when the Cardiassians turned on them. The Cardassians’ involvement in the Dominion War makes the road to forgiveness difficult, regardless of whatever peace initiatives the Federation are willing to launch. Nevertheless there are still cases of acceptance between the two.

The Draenei are also coming to loathe the Vakluran, due to the unprovoked assault on Tempest Keep by the Vakluran, made in tandem with the attempted invasion of Torlore, in another star system. They do see that not all Vakluran support these attacks, nor do they lump up people from the Romulan Empire with the Vakluran as so many often do. As with any other species though, there are people among them that have strong opinions and beliefs based on first impressions:

Early overtures of friendship with the Federation had been met with varying degrees of success. Many of the Federation species see the Draenei as warlike, and the Terralites see the Draenei as "out for themselves" in respect to the Vakluran Coalition. However, the Draenei are quickly being accepted by most members of the Federation, and ambassadors from the Draenei have been welcomed into the Federation for the last two decades — even by envoys from the Romulan Empire, and Cardassia.

Draenei do not often have children because they are so long-lived. Some Draenei can live as long as 400 years.

Draenei children on Draenor are taught to keep a wide berth of shallow waters due to riverbeasts.

The Draenei favor graceful crystalline weapons and sculptured armor during melee combat.

The Draenei have learned to shape crystals for all kinds of purposes ranging from power containment to data storage. The purple crystals often associated with Draenei that decorate their buildings, weapons, and armor are known as arkonite crystals and are used to power everyday Draenei society. On Draenor, arkonite pylons were used to generate power for the tombs outside Auchindoun, though they were sometimes repurposed...
to power small towns in emergencies. Arkonite is a powerful source of arcane energy. The Draenei at the Temple of Sha’naar would often mine the mountains of Tanaan for perfect crystals to power their arcane devices and channel their "magics". Luminous Heartglobes are installed atop poles by Draenei civil engineers to provide well-lit paths and common areas.

The engineers of the Draenei are known as the Artificers. The Artificers excelled in working with arkonite crystals. However, the technology available now is only a shadow of what the Draenei had in the past.

According to their beliefs, the souls of the greatest warriors of the Draenei may be called upon for one final service as they stand on the precipice of the afterlife: inhabiting one of the armored vigilants that serve as the eternal protectors of Auchindoun and the Draenei civilization on Draenor.

Contrary to popular belief, the dimensional ships used by the Draenei, such as Tempest Keep and its satellites, were not created by the Draenei themselves. They are actually an example of Naaru technology.

All Draenei settlements make excellent cheese, but only the Telmor-Aruuna farming region of Talador can lay claim to the original recipe.

Talbaks are the favored food of the Draenei.

**LANGUAGES**

Draenei is the name of the official language used by all types of Draenei. Many also speak at least some smattering of Batezoid, Vulcan, Romulan, or Klingon.

**COMMON NAMES**

The Draenei use a signal name that fictitious a both the proper name and the surname, similar to common Vulcan naming patterns.

**Male names:** Artlat, Izfoaid, Osdiiir, Uzhan, Torfais

**Female names:** Jaelsgin, Uraine, Remeirah, Nusletia, Avesrii

**HOMEWORLD**

Draenor is the homeworld of the Draenei.

Like many life-bearing worlds Draenor was populatted by the Preservers, who promptly left once the process was complete, ultimately spending less time there than on Earth, Qo’noS, or Romulas. Draenor is a large, fertile world dominated by vast plains, dense forests, and lush swamps. It is home to many types of plant and animal life.

The world of Draenor is comprised of at least two continents.

Draenor has two moons. The larger moon is bright with reflected light, responsible for the illumination of Shadowmoon Valley, while the smaller appears closer and is far darker. Nowhere is the larger of the two moons more imposing than over Shadowmoon Valley. The name "Pale Lady" is assumed to refer to the larger of the two moons.

Draenor is a young world. The primal forces that shaped and bent the land are still accessible - if you know where to look.

The rivers of Draenor are filled with moray.

One of Draenor’s oldest stories is the legend of Grumpus. The story tells of a mean-spirited brute that would come in the night, in the dead of winter, and kidnap children that misbehaved. Back at his lair, he would present them with awful toys, and use their tears to spawn his minions. No one quite knows when the legend of Grumpus began in Draenor, but his toys are just the worst.

**FAVORED PROFESSION**

**Mystic** – This is, by far, the profession most embarked upon by the Draenei. They are a very religious people, and they believe their Psionic powers come directly from their deities, the Naaru.

**Starship Officer** – Many Draenei either serve aboard Draenei vessels, or in Starfleet. Draenei serving in Starfleet will, most likely, be Medical officers, Counselors, or Science Officers.

**SPESIES ABILITIES**

The Draenei are a beautiful, beguiling people. They are also very soothing to listen to, and very charming. They are a cunning, and wise people. And they have an unparalleled manual dexterity and nimbleness.

They gain a +4 species bonus for Agility, and a +4 bonus for their Presence attribute, as well as a +2 bonus for their Perception total.

The Draenei also have the following species traits:

**The Gift of the Naaru:** This ability is a blessing bestowed by the divine Naaru upon the Draenei, and all Draenei can tap into this blessing to heal injured allies. This Gift gives a Draenei a +8 to all First Aid skill tests, and a +4 to all Medical tests when using the skills to heal others, or a +2 to either skill while trying to treat themselves.

**Heroic Presence:** The Draenei have the ability to project the aura of their power, even in a passive state. When a Draenei walks into a room, people know it. Even in a crowd. A Draenei enjoys a +2 bonus in Strength, Agility, or Intellect while performing an Attribute test. They also gain a +4 to all Savvy reactions.

**Gemcutting:** All Draenei learn this skill early on in life. They begin the game with Craft (Gemcutting) +3, and may advance this skill as a Professional Skill. Draenei also gain a further +2 in the use of the skill, and any of it’s specialties.

**Shadow Resistance:** Due to their devotion to the Naaru, the Draenei have a natural ability resolve and tenacity. They gain a bonus of +1 Courage, and when they spend Courage in a Willpower reaction tests, a Draenei gains +5 to the tests result rather than the usual +3.

**Intolerant:** (species flaw) The Draenei tend to show a lack of...
tolerance for three different groups. Cardassians, Vakluran, or The Dominion. A Draenei may be intolerant to one, or all of these people. But they must chose at least one level of the Intolerant flaw. (see p. 142 of the PG for fore information regarding that particular flaw).

**Hoofkick:** This is a specialized move the Draenei use during *Unarmed Combat* attacks. The attack in made normally, using the best mode of attack the character has available. A successful attack, and the Draenei hoof delivers \(2d6 + STR \text{ mod}\) in damage. The victim is also dazed for 3 minutes.

**Psionic:** *(bonus edge)* The Draenei automatically possess the Psionic edge. All Draenei will generate a Psionic attribute and subsequent modifier for using Psionic skills. A Draenei’s starting level in this attribute is 4. And they gain a +2 with all *Empathy*, and *Mind Shield* tests.