# Edoan

**Personality**

Edoans (not to be confused with the Edo) are among the best toolmakers in the Federation, due to their sensitive hands, and high manual dexterity. Edoans tend to be meticulous about detail, and make good scientists and technicians.

**Physical Description**

Edoans are humanoid, but enjoy an unusual tri-pedal physiology, having three arms and three legs. Edoans have round yellow eyes, and a concave, structured head. Their skin tones range from a bright orange to a dusky orange-brown, and are completely hairless. Edoans are a long-lived species, with lifespans stretching centuries. Elder Edoans will lapse into a death-like state every twenty-five years, then molt their skins and re-emerge in what is called the Rebirth.

**Culture**

The Edoan Curia is the legislature of the Federation Member State of Edos. It is chaired by Supreme Magisterial Authority of Edos.

**Language**

Triexian (Edoan Common) and Federation Standard

**Homeworld**

Edos III, a class-M planet in the Federation

**Common Names:**

Artrin, Yel, Arex, and Eth

**Favored Profession**

Starship Officer (Engineer), Craftsman, Merchant, or Administrator. Edoans prize hard work and technical challenges.

**Species Adjustment**

+1 Agility, -1 Vitality

**Species Abilities**

- **Bonus Flaw: Extreme Shyness:** Edoans are reserved, and extremely shy by human standards. Edoans cannot spend courage points on Social tests.
- **Bonus Edge: Three Armed:** Edoans get an extra action each turn.

**Notable Individuals:**

Lieutenant Arex Na Eth served as a Navigator aboard the USS Enterprise from the late 2360's to the late 2370's.

**Notes:**

The Edoans first appeared in *Star Trek The Animated Series*. Stat author unknown.