SPECIES NAME: **EDOAN**

VISUAL REPRESENTATION

SPECIES ADJUSTMENTS

-1 Strength, +4 Agility, -1 Vitality

PHYSICAL DESCRIPTION

Edoans, or Edosians as they are sometimes called, are a race of tripedal humanoids. They have three arms, and three legs. They also have three fingers on each hand and three toes on each foot.

Their skin is a deeply pigmented orange, although some Edoans will have a darker, browner hue to their skin while others a lighter, more yellowish tone. Edoans from the southern-most continent on their homeworld have been known to have a profound greenish tint to their skin.

Edoans have large, yellow eyes with slit, feline-like pupils. Two large orifices, one on either side of the head beneath a thick, bony ridge, serve as the Edoan’s ears.

Edoans have large heads on long, thin necks. They do not have any hair on their heads or bodies. They have small noses that sit high on their faces and several ridges and cranial lumps on their foreheads, and the backs of their heads.

Edoans also have a small flap of flesh, hanging from the chin.

Their three arms are long, and trim, with the third arm protruding from the center of the Edoan chest. Their three legs are positioned so that an Edoan can “sit” by leaning back on one leg. Although thin Edoan legs are very strong, providing an Edoan with more natural agility and speed than a bipedal humanoid.

Despite only having three fingers on each hand, Edoans have surprisingly good manual dexterity. And they learn to use each hand equally. There is no such thing as “right-handed”, “left-handed”, or “center-handed” Edoans.

CULTURE

Edoans have a very relaxed culture. They are not warlike and prefer artistic and intellectual pursuits. However, if necessary, Edoans are fully capable of defending themselves and their homeworld.

Noted craftsmen renowned for making small, meticulous objects of fine art in the fields of woodcutting and sculpting; Edoans are also excellent tool-makers. Bajoran artisans and Klingon craftsmen often prefer Edoan-made tools to their own.

First contact with Edos III, the Edoan homeworld, was made in the 22nd century, by Vulcan explorers. The Edoans gained membership in the Federation in 2241. And they have remained steadfast members ever since, contributing to Federation culture.

Several Edoans have served with distinction in Starfleet, and there have been three Edoans on the Federation council, and one Edoan president of the United Federation of Planets, who served between 2348 and 2351.

Edoans are a socially broadminded people. They dislike aggression. But are even more offended by pushy, and impatient people. They, themselves, are very patient. An Edoan can appear very calm and relaxed, even under fire.

LANGUAGES

Edoans will commonly speak their own language, Edosian; as well as that of the Triexians (a distantly related species), and Federation Standard. Some older Edoans will speak Vulcan.

COMMON NAMES

Edoans have short, singular names of one or two syllables represented by soft consonants and short vowel sounds.

Some examples include *Artrin*, *Yel*, *Arex*, and *Eth*

HOMEWORLD

Edos III, the homeworld of the Edoans, is a small Class-M planet in the Edos system. A member of the Federation since the 23rd century.

The Edoan Curia is the primary governing and legislative body representing the Edoan people; and politicians and diplomats serving the Federation who come from Edos are often former members of this Curia.

The Edoan head of state, most often a respected, elderly male, is referred to as the Supreme Magisterial Authority of Edos.

Edos III is a Tech Level 6 planet with limited warp capability. Edoans do have a military presence on their own world, but eschew the development of military technology in favor of art, science, and intellectual pursuits.
As a result, Edoans import much of the technology, and material needed to maintain a healthy planetary defense, either from the Federation or from independent sources, even including the Ferengi.

Edos III's primary exports are artistic objects, and people – personnel who serve aboard Federation starships, for the most part.

FAVORED PROFESSION

Edoans are most often encountered as Starship Officer, serving the Federation Starfleet as Engineers, Science Officers, or Operations personnel.

Some Edoans have also found themselves uniquely suited to work as Security Officers. And there has been more than one Edoan with a successful career as a Navigator or Flight Controller aboard a starship.

Edoan medical officers are rare. Edoan medical procedures differ so broadly from the standard practiced within the Federation.

Civilian Edoans will normally be encountered as Scientist, or Merchants. And Edoans will usually follow the Elite professions of Explorer, or Free Trader.

There are also several Edoan diplomats within the Federation.

SPECIES ABILITIES

Despite having three limbs, and having a generally muscular, if trim physiques, Edoans are not overly strong and do not deal well with physical damage.

They receive a -1 species penalty to their Strength and Vitality attribute scores.

What they lack in toughness and brute-strength, however, is more than made up for in their remarkable agility and manual dexterity. Edoans receive a +4 species bonus to their Agility attributes.

Edoans also have some unique species traits:

Bonus Edge: Skill Focus (Craftsman); Edoans receive the benefits of this edge as a species trait due to the emphasis on arts, crafts, and toolmaking in their culture. (see p. 138 of the Player's Guide).

Artistic: Edoans have a high aptitude for the arts, and young Edoans are encouraged to find some form of artistic expression. Edoan characters gain a +1 species bonus to all Craft skills.

Tripedal: Edoans have three arms, three legs, three hands, three feet and a total of nine fingers, and nine toes. They have exceptional coordination, balance, and dexterity. They do not suffer any “off-hand” penalties. Edoans cannot take the Flat-footed flaw (p. 142 of the Player's Guide). And they automatically receive the benefits of the Speed edge (p. 138 of the Player's Guide).

Bonus Edge: Night Vision; Edoan eyes are very similar to Terran felines. They have excellent vision very dim light and can even see fairly well in close to total darkness. They receive the Night Vision edge (p. 138 of the Player's Guide).

Reticent: Edoans are a quiet, reserved people. Often appearing shy, or reluctant to communicate, though they do not come off as arrogant or aloof. Edoans cannot spend Courage on Social Tests.

Rebirth: Every 10 – 12 years an Edoan goes through the phenomenon they refer to as Rebirth. Edoans “shed their skin”, becoming physically younger. The process also effects their minds. During the lengthy hibernation process required for Rebirth (a period of 20 – 30 Earth days) the Edoan’s mind is active and usually deep in a type of meditative thought.

Edoans who go through the Rebirth during a series receive 2 free advances for each Rebirth cycle. When creating an Edoan character who has gone through the Rebirth prior to active play, allow 1 free advancement per Rebirth.

Edoans do not begin to experience Rebirth until the least the age of 40.

Edoans have unusually long lifespans, as a result of the Rebirth revitalizing the body.

EDOAN AGING

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<thead>
<tr>
<th>CHILD</th>
<th>YOUNG</th>
<th>ADULT</th>
<th>OLD</th>
<th>VERY OLD</th>
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<td>26 - 40</td>
<td>41 - 185</td>
<td>186 - 385</td>
<td>386 - 700</td>
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THE EDOAN ELISIAR

Specifications: 1.52m across x 1.13m tall x 45.72cm wide. 227.12L volume. 144Kg mass  
Description: The Edoan Elisiar, clearly constructed for the unique external anatomy of the Edoan people. Consisting of a tripple-keyboard with the keyes laid out in a configuration very similar to a Terran organ as well as a type of vibrophone made of a bone-like material twisted into a mobius shape and perched atop the main body of the instrument above the upper-most keyboard. The Elisiar is large, but it is surprisingly light-weight, and able to be moved from pace to place by a single human adult. The elisiar produces an exotic, pleasing type of music.

Rules: The Elisiar can be played using Entertain (Elisiar) skill. The absence of this skill, and the Elisiar is still useable by someone with at least Entertain (Organ, Vibrophone) +7. Non-tripedal persons trying to play the Elisiar do so at a -4 penalty.

Duration / Energy: The elisiar contains a rechargeable power-cell that can be recharged from a standard power-terminal aboard a starship, starbase, or other facility. A fully charged Elisiar power cell can maintain the instrument for 14 hours of continuous playing.

The Edoan Elisiar is one of Edos III's most unique contributions to Federation culture. A staple of 23rd and 24th century classical music performances. Some compositions written for the Elisiar have been converted for
play using a standard Earth organ, piano, and vibraphone.

Some human musicians have learned to play the Elisiar, but it is difficult for a non-Tripedal being.

**AN EDOAN ELISIAR**

**EDOANS & TRIEXIANS**

There has been some confusion between these two species. Edoans, and Triexians are genetically related and compatible species. However, there are several distinguishing differences.

Triexians have a looser skin-covering, so that their skin appears to have a more wrinkled appearance. Their eyes are not as large. And Triexians, despite their name, are not Tripeds.

Triexians do share the same region of space as the Edoans. Their home-system is a close neighbor of the Edos system. And the two races have long engaged in social and cultural interchange.

Triexians do experience the Rebirth. But they begin having Rebirths earlier in life, and they occur at more random intervals than with Edoans.

**FAMOUS EDOANS**

One of the best known Edoans to serve in Starfleet was the Edoan navigator, Arex.

Arex served aboard the USS Enterprise, under Captain James T. Kirk, for the final two years of Kirk's historic 5-year mission.

By the mid 2280s, Arex had been promoted to the rank of Commander, and was working with Starfleet Intelligence.

Thrown forward in time to the late 24th century by a temporal anomaly; Arex's commission was reactivated, allowing him to serve aboard the USS Trident. He was then going by his Triexian name, Arex Na Eth.

**ERAS**

**Enterprise:** The Edoans had not yet been encountered by either the Vulcans or Starfleet during this time-period and Edoan characters in this period are very unlikely.

**TOS:** The Edoans are very active in the Federation, and Starfleet by this time. Edoans serve aboard Starfleet vessels, and even in diplomatic positions in the Federation government. Near the end of this era, both Edoans and Triexians are active members of the Federation.

**TNG:** Edos III is still a member, in good standing, in the Federation during this time period. With Many Edoans serving on Starfleet vessels; usually in Engineering or Operations capacities.

**DS9:** Edos III managed to avoid the worst of the Dominion War conflict, not being in a strategically important location from the point of view of Dominion forces. Edoans serving in Starfleet are known to have served valiantly during the War. Many being decorated for valor.

**VOY:** Any Edoan serving aboard a Starfleet vessel stranded in the Delta Quadrant would be a valuable asset to the crew. Especially serving as an Engineer or Operations manager. An Edoan could keep a vessel running in top condition with limited supplies for an impressive length of time.