

SPECIES NAME: *EMINIAN*

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Perception

PHYSICAL DESCRIPTION

Eminians are a race of humanoids, native to the planet, Eminiari VII. They are remarkably human-like in their appearances. So much so that some Federation scientists have theorized that the Eminians, as well as their neighbors, the Vendikans, are actually of human stock. Transplanted to the solar system they now call home by an advanced race, possibly The Preservers, early in their evolutionary cycle.

The Eminian civilization has been in existence for far too long to have been the result of an early exploration craft or vessel transporting a proposed colony being taken drastically off course.

But, the Eminians are almost impossible to discern from humans. This is able to be done using a scanner or medical tricorder. But, no observation of an Eminian with the naked eye could reveal any outward physical differences.

CULTURE

The Eminian culture of the 24th century was drastically influenced by the intervention of Starfleet personnel in the 23rd century.

By the late 24th century the Eminian culture is a thriving, pacifist culture devoted to education, exploration, and the sciences. And it has always been the Eminian way to deal with conflict in as non-violent a method as possible.

This led to an agreement with the Eminian's neighbors, the Vendikans – the two races were at war. But rather than wage war as most cultures did they devised a method of using computers to fight a physically non-violent war.

No one was forced to take up arms against the other. No Eminian, or Vendikan had to actually kill an enemy soldier. And no destruction was done to the buildings, or other objects on the surface of either planet.

When Vendikan forces “attacked” Eminians, or vice-versa, the attacks were carried out by computers – these computers would randomly target a city on the opposing world, and randomly select a number of casualties. These casualties were then reported to the other world's military leaders. People who were considered casualties in these attacks were required to report to a disintegration chamber by the end of that day.

When the USS Enterprise reached Eminiari VII, under orders to open diplomatic negotiations with the Eminians; the Vendikans “attacked”, and the Enterprise and her crew were designated as casualties by the Eminian computers.

Rather than sacrifice his ship, and crew; Captain James T. Kirk violated the Prime Directive. He deactivated the Eminian's computer system, making it impossible for the people of Eminiari to continue to wage their computer-war. Knowing this could lead to actual, physical attacks by the Vendikans, Kirk gambled that, faced with the prospect of a real war, both sides would sue for peace.

And he was right.

By the late 24th century the Eminians and Vendikans have, indeed, developed a peaceful co-existence. And both worlds, although not yet members of the Federation, enjoy open trading relations with the Federation. Several Eminians, and a few Vendikans serve in Starfleet.

As a people, Eminians are generally pleasant, passive, and intellectual people. They are also very passionate, and hold to their convictions unswervingly. Eminian society is an open one – with the threat of visitors to their planet being declared accidental casualties of war; Eminians are now very enthusiastic about people visiting their planet, and learning about their ways.

Eminians are not only well-known as scientists, and scholars but also as artists; singers, actors, and talented writers often come from Eminiari.

LANGUAGES

Eminians have their own language – but most Eminians encountered off their homeworld will know Federation Standard.

COMMON NAMES

Eminians have short, singular names; no surname, or family name – followed by a number-designation. This is a holdover from the days of the Computer War, when the numbers were used as part of the computer's designation-system, to determine the casualties of an attack.

The Eminian Computer War lasted for over 500 years. And during that time Eminians became accustomed to the number-designation as part of their names. During the war,

parents would name a child and then the computers would assign a number to be affixed to the name for the purpose of determining battle-casualties.

These numbers were not assigned to children until their 13th year.

By the late 24th century, Eminians and Vendikans now give their children a number-designation on their 13th birthday. As a way of remembering the long war, and what brought it to an end; and as a way of celebrating the peace they now have.

Some examples of Eminian names are Anan 7, Mea 3, and Sar 6. Eminian female names are softer sounding, and are usually 2 or more syllables. While male names are shorter.

HOMEWORLD

Eminiar, and it's colony-world, Vendikar; are very similar in climate as well as in how the inhabitants have treated the planets with respect to industrialization and the environment. As a result, both Eminiar and Vendikar are Class-M planets with a very stable, temperate environment.

Both Eminiar VII and Vendikar, or Eminiar III are at Tech Level 7. Both planet boast a strong intra-stellar navy, but neither world has fielded a major space-fleet, nor explored beyond the confines of their own solar system independently.

Eminian advances are in the fields of computer science, art and medicine. And Eminiar exports many commonly used drugs that are manufactured there. Vendikan civilization has developed more military capability – including long-range weapons and more powerful hand-held varieties.

Both Eminians and Vendikans favor the Sonic Disruptor as a side-arm, and Eminian security personnel carry these at all times.



Sonic Disruptor

Specifications: 13cm long, 0.3L volume; 0.2kg

Description: A sonic disruptor is a type of disruptor weapon that projects a focused beam of extremely high intensity sound at its target. The vibration of acoustic energy imparted by this beam disrupts the molecular, and perhaps even atomic, structure of the target, creating a sonic disruption. Sonic disruptors have appeared in weapons ranging from man portable firearms to immense planetary defense batteries.

Settings: 1, 2, 3, 5, 7, 12, and 14

Duration / Energy: 1000 charges

Ranges: (pistol) 5 / 20 / 50 / 100 +20

(rifle) 5 / 40 / 80 / 160 +40

Rules: Rules for setting Sonic Disruptors on overload are the same as for Phasers, energy-disruptors, except that damage is done via sonic disruption, and not an actual explosion. The damage applies over a 4-meter radius. Sonic Disruptors may be used effectively with Energy Weapon skills, and the appropriate specialty.

Despite their development of advanced weapon-technology, the Eminians, and the Vendikans have shown they are willing to go to extremes to avoid outright war. Their relations with the galactic neighbors is usually a peaceful one, but there have been exceptions.

Most notably during the Dominion War, when the NGC-321 starcluster, the location of the Eminian system, became a battle-ground between Dominion and Romulan forces. Vendikar suffered heavy casualties. Eminiar did not fair as badly. And managed to launch several defense-ships to aid the Romulans.

Eminian sonic disruptor canons were not very effective against Dominion shielding, however.

The governing body of Eminiar VII is the Eminian Union. And the highest authority in this union is the Eminian High Council. The Council is a democratically elected body that has governed the planet of Eminiar since before the beginning of the Computer War.

FAVORED PROFESSION

Eminians function well in most professions; although there are few Eminian Mystics – they prefer scientific and intellectual pursuits; Scientist, and Diplomat are the favored professions of Eminians.

Some Eminians do serve in Starfleet – usually in the roles of Science Officers, or Medical Officers.

SPECIES ABILITIES

Almost physically indistinguishable from humans, Eminians do have a unique sense of awareness for their surroundings. They are very hard to fool, to trick, or deceive. Eminians receive a +1 species bonus to their Perception attribute scores.

Eminians also have the following species traits:

Resolute (Bonus Edge): Once an Eminian puts his mind to something, he does not waver from that conviction. Eminians receive this Edge as a species trait. (see p. 137, of the Player's Guide).

Shrewd (Bonus Edge): Eminians are very clever and perceptive. They receive this Edge as a species trait. (see p. 137, of the Player's Guide).

Law-abiding: Eminians always obey the law of the land – be it their own laws or the laws of other beings they are in co-habitation with (Starfleet Regulations for Eminian officers, for example). To bring himself to break a law, or even a

firmly established rule; and Eminian must make a Willpower reaction at TN20. Likewise, an Eminian will attempt to uphold the law, or enforce the rules rigidly. An Eminian must spend a courage point to allow a rule to be broken, or make a Willpower reaction at TN20.

VENDIKANS

The Vendikans of Vendikar are essentially Eminians. Physically, there is no difference, and aside from a slight advancement in military technology and hardware production, Vendikan culture and society are very much the same.

A Vendikan character will have the same species-traits and attribute modifications as an Eminian. The only difference being that they come from the colony-world of Vendikar, or Eminiar III; and not the original homeworld of Eminiar VII.

ENCOUNTERS

Eminians will not, normally, be encountered off their homeworld prior to the intervention of the Enterprise in the Computer War. While they have the capability to travel throughout their solar system, and even outside the solar system they do not choose to do so for fear of upsetting the balance of the war during those years.

Afterward, as peace is slowly brokered between Eminiar and Vendikar, by Ambassador Fox; Eminians begin to travel more abroad.

By the end of the 24th century Eminian merchants can be found in every corner of the quadrant. Eminian officers serve in Starfleet. Eminian entertainers venture as far as the Beta Quadrant. And Eminian artisans are known to have worked on ornate decorations for the mansions of members of the Klingon High Council.

ERAS

Enterprise: There will be very little, if any contact with Eminiar and Vendikar during this period. First contact with the system had not taken place yet, and the Computer War was in full swing. Intrepid explorers, or officers aboard a Starfleet vessel in this period may find themselves easily declared as casualties of war.

TOS: It is during this period that the Computer War ended due to the intervention of the Enterprise, and Captain James T. Kirk. The Eminians and Vendikans are slowly working towards peace as a result of Kirk's actions, and through the efforts of Federation mediator, Robert Fox. By the 2290s, this peace has been achieved.

TNG: By the 24th century, Eminians have begun to satisfy their natural curiosity by leaving their home-system and exploring the quadrant. Some Eminians and Vendikans have even joined Starfleet, fitting in

well in a military hierarchy due to the strict adherence to rules and regulations that is common in their culture. Eminian merchants can be encountered on most large starbases. And Eminian vessels ply the space-lanes of the Alpha quadrant on a regular basis.

DS9: The Eminians and Vendikans were not able to avoid the encroachment of the Dominion War on their system. But they did not become involved in the war itself until Vendikar was attacked in an attempt, by Breen forces, to cut off Romulan passage through the system. The Eminians and Vendikans entered the war, aiding the Romulans and the Federation allies. Vendikar suffered heavy casualties.

VOY: It is highly unlikely to encounter any Eminians or Vendikans in the Delta Quadrant. Unless they happened to be serving on a Starfleet vessel that was stranded in the region, or an Eminian merchant ship were to be stranded there on it's own. In the latter case, Eminians and Vendikans would adhere to their own rules and laws, even if it hindered their ability to get home.