

## **SPECIES NAME: HERMAT**

### **VISUAL REPRESENTATION**



### **SPECIES ADJUSTMENTS**

+1 Strength, +2 Agility, -1 Presence

### **PHYSICAL DESCRIPTION**

Hermats are a hermaphroditic race native to the Alpha Quadrant. In addition to having both male and female sexual organs, they also possess razor-sharp canine teeth, reflecting the predatory origins of their species. They also have a heightened olfactory sense, enabling them to track an individual by their scent. When the situation calls for it, they can run on their hands and feet, faster than typical humanoids. However, they also have a relatively short life-span, averaging just 40 years.

Hermats normally display physical traits of both genders- small feminine breasts, lithe yet muscular physiques, and facial features that have elements of both males and females. Their features tend more towards the feminine and for this reason some single-gender males, including humans often mistake Hermats for trim, slight-figured women. They also have slightly higher foreheads than humans and tend to be dark eyed.

### **CULTURE**

Hermats, as a race, tend to keep to themselves. Their tendency toward segregation from the rest of the Federation is well known. While Hermats are not necessarily xenophobic, they have some difficulty relating effectively to members of other species. As of the 2370's, there were still few Hermat members of Starfleet. They are renowned for their versatility and ingenuity.

### **LANGUAGES**

Hermish (native language). Most Hermats met off their homeworld will also speak Federation Standard.

They have developed a unique set of pronouns to accommodate their dual-sex status: 'hir' rather than 'him' or 'her'; 'hish' for the possessive forms of 'his' and 'hers'; and 's/he' (with a separately accented H) rather than 'she' or 'he' to simplify communications with divided-sex species and preserve their uniqueness.

### **COMMON NAMES**

Hermats have a unique naming system, most likely stemming from their dual-sex status, and the fact that some Hermats have only one parent. Hermat names usually take the form of a single name followed by a number. And the number presumably indicates that the actual name in question has either been used to name that number of persons in that particular family line, or in Hermat society in general. A Hermat named "Eskat 212" would either be the 212th Eskat in their family line, or in Hermat naming history. Further research into the Hermat naming system is required to clarify this, but given their semi-xenophobic nature this is not likely to happen in the near future.

### **HOMEWORLD**

Hermania. A temperate planet with a climate very similar to Earth. But with a greater portion of the surface covered in forests and green wetlands.

Hermania is in many ways a mystery to most citizens of the Federation, since the Hermats tend towards a xenophobic style of dealing with off-worlders. As a result, there are many areas off limits to non-Hermats in most of the cities of Hermania.

Hermania is Tech Level 7.

### **FAVORED PROFESSION**

Hermats will often choose to be Starship Officers (engineers and science officers are the most common), and they work well in the departmentalized system of shipboard military life.

Civilian Hermats will, most often, be Rogues, or Explorers. Hermats seem to enjoy a feeling of control over their lives, but they are steady, and devoted to whatever career they choose.

### **SPECIES ABILITIES**

*Skill Focus (Keen Smell):* Hermats gain a +2 to all Observe (Smell) tests.

*Dodge:* Hermats have the Dodge edge as a species ability, gaining a +3 to their attempts to dodge during combat.

*Diminished Social Status:* (species flaw) Due to some societies' prejudices against hermaphrodites, homosexuals, and people with sexually uninhibited lifestyles, Hermats suffer the same penalty as described for artificial lifeforms on page 6 of the Artilects supplement.

*Bonus Edge: Sexy* (+1 to Social tests; see A Piece of the Action fan supplement, p. 13).

***Optional Species Flaw: Reckless.*** Some Hermats can be very hasty and high-strung and will often act before planning, assuming their course of action to be the right one to take.

***Optional Species Flaw: Arrogant.*** Especially common in older Hermats, or Hermats who live and work around people who do not share their hedonistic social views.

***Natural Weapon:*** Hermat's have sharp, slightly elongated eye-teeth that not only give them a slightly vampiric appearance, but function as a natural weapon. If a Hermat performs a successful Unarmed Attack test to grapple, s/he may then elect to bite their combatant. Such a bite results in 1d6 damage.