HOKMANITE

SPECIES ADJUSTMENTS
+2 Strength, +1 Agility, +2 Vitality, +1 Perception

PHYSICAL DESCRIPTION
Hokmanites are humanoids with the basic height and build of Terran humans. They have up-swept eyebrows similar to Vulcans, and Romulans. They have pointed, bifurcated ears similar to the Ocampa. And they have an orangeish bronze skin-tone.

Their skin is very soft and smooth. But, the most striking thing about the look of a Hokmanite is the colors of their hair. All Hokmanites have two hair-colors, evenly dispersed on their heads. The hair on the right side of the head is always brown, black, or (as the Hokmanite ages) silver. The hair on the left side seem to be any color imaginable.

From a deeper shade of black, or brown, through shades of red, blue, violet, various shades of gold, and green; to say Hokmanites have a wide variety of colors on the left side in their hair would be a broad understatement.

Hokmanite males cannot grow and facial hair. And both males and females have bushier eyebrows than Vulcans.

CULTURE
The Hokmanites are a studious, thoughtful species. They are usually passive people, although there has been exceptions. They tend to have an isolationist attitude due to the violent histories with their planetary neighbors, the Hokmans.

The Hokmanites are a subterranean people. They live within the intricate networks of caverns and tunnels below the surface of their homeworld.

They are a long-lived species, sometimes living as long a 370 years. The oldest Hokmanite on record lived to be 843 years age.

Hokmanites have an 18-month gestation period. It takes twice as long for a Hokmanite to be born as a human. It takes 31 years for a Hokmanite to reach adulthood. They spend 27 years educating their young. And by the time the average Hokmanite reaches maturity they posses a wide range of knowledge and skills. Enough so that most Hokmanites that enter Starfleet require only a 2-year course in basic training and protocol and they are ready to serve.

Though a non-violent people; Hokmanites posses several melee weapons in their culture. Including a doubled-headed axe, and a longbow. They also have two styles of Martial Arts. One, called Sainkour, is very similar to Terran Karate. And the other, Yaeshiw Aal, features many moves that are almost identical to Terran Judo.

The Hokmanites do not seen to have a religion, or a belief in an afterlife, or any type of supreme being. They do practice a meditation technique known as Kryqong.

In 1867, a massive meteor shower all but destroyed a gas giant planet in the Hokmanite solar system. The gas giant exploded, and radioactive particles penetrated the atmosphere of Hokma V, the Hokmanite homeworld.

The humanoid Hokmanites were driven underground, and the reptilian Hokmans became nomadic hunters, preying on the Hokmanites for food.

The Hokmans became violent, and uncivilized. The Hokmanites became just the opposite; a very civilized, sophisticated people. By the 21st century they were experimented with space travel and warp-drive. First Contact with the Federation came in the late 23rd century, after a starship crewed by Hokmans attacked a Federation mining outpost.

The Hokmans discovered warp-drive in the mid 23rd century, with some help from the Romulan Empire. And they were just “getting their feet wet” when they attacked the outpost. They Federation starship, the USS Expedition, suffered heavy causalities at the hands of the Hokmans before the Hokmanites came to their aid.

In the aftermath, the Federation and the Hokmanites signed a treaty. The Hokmanites applied for Federation membership in 2284.

And the Hokmanites have been a valuable member of the Federation ever since.

LANGUAGES
The Hokmanites have their own native language, of course. It
is called Oxtethi. And it is a beautiful, musical language. This is not lost on the Hokmanites, who have composed everything from folk ballads to symphonies in the language.

All Hokmanites speak Oxtethi fluently, and many of them speak Otan, the language of the Hokmans. Many Hokmanites speak Vulcan, or Betazoid; and most speak Federation Standard.

**COMMON NAMES**

All Hokmanites have a single name that functions as both a proper name and a surname. Hokmanite names often sound like Terran Latin names.

*Male names:* Jairo, Narez, Alviar, Pio, Lino, Casto
*Female names:* Reyna, Lía, Alina, Morua, Noda, Zurita

**HOMEWORLD**

Hokma V, the home of both the Hokmans and Hokmanites, is a small, bare, rocky world. After a century of radiation bombardment, it is hard for much to grow on the surface.

Hokma V is classified as a class-L planet. The Hokmans live on the surface, in large villages scattered across the dry, scorched plains. The Hokmanites live underground, in a network of tunnels; some natural, some the Hokmanites have built on their own.

The planet has a mean radios of 2,012km, and a higher surface gravity than a class-M planet like Earth. It’s possible for a human to walk around on the surface, it just requires a bit more effort. Both Hokmanites, and Hokmans are stronger than the average Terran as a result.

There are very few exports from Hokma. Mostly people. Hokmanites have been serving in Starfleet for over a century. The Hokmans are scavengers, and in some cases, thieves.

Both species native to Hokma have warp-drive technology. What the Hokmans have, they borrowed from the Romulans.

The few plants that do grow on the surface all seem to have incredible medical value. Once such plant, known colloquially as the Scarlet Crep, presents a possible treatment for long-time sufferers of Bendii Syndrome. Another is the only source of Hyalumycin. A drug used to treat advanced forms of carcinoma not treated by conventional means.

The Bajoran Vedek, Briol Arya, cured her own cancer using a strong tea made from the roots of the plant from which Hyalumycin is made.

There are billions of Hokmanites on the planet, with a population roughly the size of Betazed. The Hokman people number about one third as many people.

One could say there is a war going on on the planet. The Hokmans still hunt the Hokmanites, for food and sport. For the Homkanites, it is a matter of survival. They will defend themselves, and others on this planet. But will never take an aggressive stance. The Hokmanite community is devoted more to science, medicine, culture, and the arts. But they can be powerful warriors in the cause of peace and prosperity on their planet.

**FAVORED PROFESSION**

*Starship Officer* – Either on a Hokmanite explorer, or a Starfleet vessel. Hokmanites have served in most all duty stations on Starfleet ships at one time or another.

As civilians, they work best as *Scientists*, or *Diplomats*.

**SPECIES ABILITIES**

The Hokmanites are a very unique people. Similar in some ways to Vulcans, Humans, and Betazoids. And at the same time unlike any humanoid species otherwise encountered by Starfleet.

They are physically stronger, more agile, and with a higher constitution than most humans. And their capacity for conscious awareness rivals even the Vulcans.

Hokmanites gain a +2 to their *Strength* and *Vitality* attributes, and +1 to their *Agility* and *Perception* scores.

They also have several species-based traits.

**Empathetic:** Hokmanites are naturally concerned with other peoples’ emotional state. It is part of their culture to care for others. Hokmanites receive a +1 species bonus to *Influence*, *Negotiate*, and *Persuade* tests. If they take the *Psionic* edge, they receive the *Empathy* skill at level-1 for free.

**Telekinesis:** Roughly 40% of the Hokmanite population have the potential to manifest Psionic abilities. And of these, it appears to be more prominent in Hokmanite women.

Most Psionic Hokmanites begin to display these abilities in their 40s, or 50s. And it is more common among Hokmanites with orange or blue hair on their left sides.

If a Hokmanite takes the *Psionic* edge, as well as what is stated above, they gain an automatic +2 to the *Psionic* attribute (giving them at least a score of 6). They also gain *Telepathy* +1 for free.

Psionic Hokmanites will also have the skills for *Telekinesis*. A Psionic Hokmanite will start with *Telekinesis* +1 for free.

**Sterility:** Because of the intense radiation bombardment of Hokma V in the 18th and 19th centuries, the Hokmanites became, largely, a sterile population. Only 1 in every 100 Hokmanites can conceive. This has changed somewhat with Federation involvement. With Fertility Medication, a doctor can help a Hokmanite conceive. This requires a *Medicine* test with a *Life Science (Genetics)* affinity. For a Hokmanite female to carry a fetus to term requires a *Vitality* attribute test (TN10) twice, every trimester. *Failure*, and the mother will need medical help within 10 minutes to maintain the pregnancy.
Complete Failure, and the Hokmanite loses her baby.

**Eloquence:** Hokmanite people have a knack for communicating ideas to others, or getting others to communicate amongst themselves. They gain a +2 species bonus to all **Negotiate (Entreat)** and **Persuade (Oratory)** skill-tests.

**Higher Education:** Hokmanites spend almost twice as long in school as most other educated species. Even El-Aurians, who live over twice as long don’t spend so much time instructing their children and young adults. As a result, Hokmanites gain many skills one might not expect. During the personal development step, when creating a Hokmanite character, they gain extra Skill Picks. Hokmanites can add +3 skill levels to any three skills. But, at least one of them must be in the **Knowledge** skill-group. And this can not include the **System Operation** skill, or any of it’s specialties.