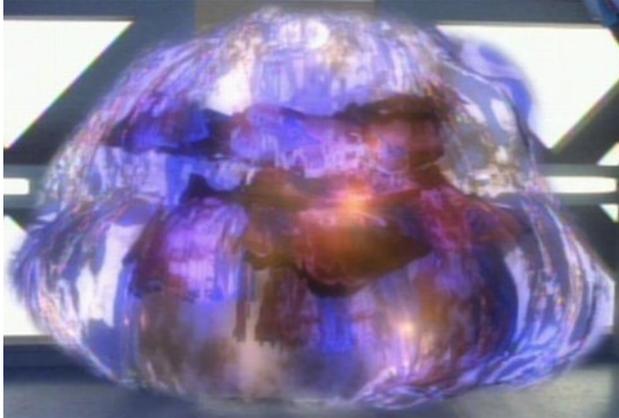


STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: NACENE

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+3 Intellect, +2 Perception, +1 Presence, +1 Agility*,
-1 Strength*, +4 Vitality*

** = Only applies to a Nacene in their natural state. When a Nacene assumes the physical form of another being, be it a Human, Klingon, or Talaxian; they immediately have the range of attributes, and thus applicable Species Adjustments of that race. But their non-physical attributes remain constant and their Species Adjustments for those attributes remain the same no matter what form a Nacene may take.*

PHYSICAL DESCRIPTION

Nacene seem to be at least partially non-corporeal or energy-based, but after their death a physical component, crystal-like and significantly smaller than the living form, remains.

They exist, or are capable of existing, in subspace, and are capable of manipulating it. Their natural appearance is that of a glutinous liquid and reflective cell, about two meters in diameter.

They possess the ability to change their physical appearance at will. Nacene reproduction concerns males and females, using spores, although they seem to believe that reproduction with humanoids is possible if they possess a compatible biomolecular pattern. However, compatible humanoids seem to be rare in our galaxy. Lifespans of at least one thousand years are not uncommon for Nacene.

The Nacene are Sporocystian lifeforms, consisting of spocystian energy in the same way that most sentient life is made up of biological matter.

CULTURE

Not much is known of Nacene society, as the only specimens of the species Starfleet has encountered were isolated individuals separated from their own

kind. Nacene consider themselves a race of explorers, and an expedition reached our galaxy. After the effects of their method of crossing the gap of galaxies accidentally rendered the Delta Quadrant planet Ocampo uninhabitable, they decided to leave two members of their expedition behind, to care for the Ocampans.

At some point in the 21st century, one of these "caretakers", as the Ocampo called them, left the other, taking several hundred Ocampo with her, intending to develop their telepathic abilities to a greater extent than the Caretaker was willing to do.

By 2371, the remaining caretaker was dying. He used a displacement wave to bring ships to his array from all over the galaxy, searching for a compatible lifeform to procreate with, to create a successor who could understand the responsibility of caring for the Ocampo. He was not successful, but even in the last moments before his death, he did everything to protect the Ocampo – buying them some time from their enemies to learn to care for themselves, providing them with at least five years' worth of energy, and then sending them information about how to survive on their own.

Nacene are capable of great accomplishments, but it is unclear if these are to be attributed to technology, or merely their sporocystian nature, especially in the case of their subspace manipulation capabilities. They have demonstrated a deep understanding and mastery of subspace, by which they are capable of transporting entire ships across tens of thousands of light years in mere moments (see displacement wave). It is likely that they used a similar technology to bridge the gap between their galaxy and ours. They also seem to possess holographic technology, advanced medical technology, and technology to beam large amounts of energy from a space station to a nearby planet.

LANGUAGES

The Nacene seem able to communicate in whatever language they wish, depending on the forms they take on, and how they wish to present themselves. If the Nacene have a native language it is most likely a projection of thought and not an actual spoken language.

COMMON NAMES

It is likely that among themselves Nacene do not use names and only adopt them when necessary to communicate more efficiently with other beings. The only known Nacene have been a male who called himself The Caretaker due to his position in the lives of the Ocampan people; and a female called Suspiria. Suspiria was the Caretaker's mate, but she appeared as a small Human girl while The Caretaker appeared as an elderly human man.

Nacene will assume a name they feel is appropriate to allow them to better deal with and communicate with whatever race or species they are trying to interact with.

HOMEWORLD

The Nacene do not have a home planet as such. They exist, naturally, in a Subspace Layer known as Exosia.

The Nacene known as Suspiria, encountered in the Delta Quadrant by the USS Voyager, described Exosia as "a place of pure thought, pure energy... a place of the mind."

The Nacene who live in Exosia are either responsible for taking care of the quantum strings that are also native to this region of space, or have taken it upon themselves to be caretakers to these cosmic strings.

Since a cosmic string is a spatial phenomenon characterized by its extremely narrow width and powerful gravitational fields, but it is not a living being, nor capable of any natural degradation it is not likely that the strings located in Exosia really need constant care.

Cosmic strings are no wider than a proton yet have gravitational fields as powerful as those of a black hole. Cosmic strings can be detected by the presence of highly accelerated interstellar gases, which serve to outline the string and make it visible to standard sensors. A cosmic string emanates a characteristic set of subspace frequencies as atomic particles decay along its event horizon.

Nevertheless, the Nacenes most often encountered, such as the Caretaker of the Ocampo people are likely exiles. Barred from Exosia by other Nacene in a position of authority for their unwillingness to “care for” the cosmic strings. Instead, these Nacene desire to explore the universe, and at least two previously encountered in the Delta Quadrant have chosen the Milky Way Galaxy as their region of exploration.

FAVORED PROFESSION

Explorer. Any Nacene encountered outside of Exosia will be exploring, as this is why Nacene leave, or are exiled from their homes.

A Nacene may work in whatever form they desire, and take on any profession that appeals the them. But they tend to be pacifistic in nature, while being very curious and willing to perform medical and scientific experiments on sentient humanoid beings that most people in the 24th century would consider cruel and unusual, in order to satisfy their insatiable curiosity about other life forms.

SPECIES ABILITIES

Nacene are very intelligent, and thus receive a +3 species bonus to their Intellect attribute. They are also uncannily perceptive and attuned to the universe around them. This results in a +2 species bonus to their Perception as well.

But, Nacene are not as strong in their natural form as they are when they take on a more solid, physical shape (-1 to their Strength attributes). They more than make up for this with the speed of their movements, and their natural hardiness and vitality. As energy beings Nacene are virtually indestructible by conventional means. And they receive a +1 species bonus to their Agility and a +4 bonus to their Vitality scores.

In addition to these bonuses and penalties to their attributes, Nacene have the following special traits as Species Abilities:

Arrays: Some Nacene may have an array – a large

space station from which the Nacene can operate. Usually as the protector or provider for an alien race the Nacene has taken it onto themselves to provide for. Nacene arrays should be treated as Space Stations, or Starbases, and given statistics appropriate to each individual array. It is suggested that Narrators handle Nacene array statistics by consulting the *Expanded Starship Operations* manual; a fan-made expansion supplement for the *Star Trek Roleplaying Game* designed by *KillerWhale*, and available on several CODA game system support sites on the internet.

Information regarding Starbase and Space Station design can be found on pages 11-20 of the ESO.

Not all Nacene will have an array. And allowing a Nacene character have one is at the Narrator's discretion.

Psionic: All Nacene are powerful psions, and as such have a minimum Psionic attribute score of 9, and will begin the game with 3 skill levels in all basic psionic skills with the exception of the Vulcan Mind Meld.

Increased Range: (bonus **Edge**) All Nacene will have this edge, applied to Telepathy, and Telekinetic skills. See p. 135 of the *Player's Guide* for more information.

Psionic Coverage: (bonus **Edge**) All Nacene will have this Edge as a species trait as well, also effecting their Telepathic and Telekinetic abilities. See p. 136 of the *Player's Guide* for more information.

Arrogant: (species **Flaw**) most Nacene will have this trait as a species flaw, as Nacene tend to see themselves as superior to other beings. See p. 139 of the *Player's Guide* for more information regarding this trait.

Provider Instinct: Nacene have an innate need to provide and care for other beings they feel need their help and guidance. When encountering a race that seem to need a Nacene's protection, or need to be provided for a Nacene character must make a Willpower reaction test at TN 15 or become that race's caretaker. This will cause the Nacene to acquire the Deovtion flaw at level 2 for the race in question as well as a Species Enmity flaw in regard to any other race known to be an enemy to the race the Nacene has chosen to protect or provide for.

Once a Nacene becomes a Caretaker, they will not become a Caretaker for any other race, but will attempt to provide for and protect all members of the race they have chosen.

Sporocystian Lifeform: As a form of life based on sporocystian energy Nacene will have the following traits as described in the Narrator's Guide

Sporocystian Traits:

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|--|-------------|
| Amorphous | NG – p. 213 |
| Energy Attack (sporocystian energy) | NG – p. 215 |
| Energy Body* | NG – p. 215 |
| Flying* | NG – p. 216 |
| Incorporeal* | NG – p. 217 |
| Mimicry (any desired form) | NG – p. 218 |
| Psychokinesis | NG – p. 219 |

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| Resistance (physical damage) | NG – p. 220 |
| Speed* | NG – p. 220 |
| Vulnerability (toxin) | NG – p. 221 |

* = Only Applicable to a Nacene in their natural physical state. Not when using an alternate form or changing shapes.

Subspace Manipulation: This ability makes a Nacene a very powerful being. Nacene have an ability, through their intense psionic powers and the nature of their existence as Sporocystian lifeforms, to manipulate subspace its self. This enables a Nacene to move an object as large as a ship through space instantaneously, or move themselves through space at warp speed equivalents as long as the Nacene is in their natural physical state when doing so.

A Nacene may move a vessel, vehicle, item, or individual other than themselves through space as long as whatever they are trying to move is no larger than a Starship of size equal to the Nacene's Strength attribute plus Stamina reaction modifier. Successful manipulation of subspace in this case is done via a Psionic attribute test.

When a Nacene wishes to move itself through space, she may achieve warp speeds equal to her Vitality score. This means a Nacene with a Vitality of 10 can travel at Warp 10. The Nacene may maintain this speed for a length of time equal to 2d6+Stamina reaction in hours. After this time has elapsed a Nacene must rest before continuing to use their ability to move at Warp speeds.

Failure to rest forces the Nacene to make a Stamina reaction at TN 10 or drop out of warp and rest regardless of whether they want to or not.