SPECIES NAME: NARN

VISUAL REPRESENTATION

PHYSICAL DESCRIPTION
Narns are similar in height to humans, but are far more heavily built. Completely hairless, they have rough textured skin of a brown colour that is dappled with darker spots.

One of their most striking characteristics is their deep red eyes, which seem to almost shine in low-lit conditions.

The appearance of Narns can be accurately described as functional – they tend not to indulge in the decorations and frippery common to other races and their clothing tends to be extremely utilitarian.

CULTURE
Once a peaceful, agrarian people, the Narn have been reforged into a young and vitalized race who has thrown off the shackles of Centauri occupation.

It should be noted that the Centauri described here are natives of the planet Centauri Prime. Not the Centaurians of Alpha Centauri.

There is a high degree of optimism the Narns. A sense that they can achieve almost anything in the galaxy.

This has made them seem incredibly warlike, even savage, to other races who tend to keep a close eye on their activities.

Often described as a passionate race, Narns tend to let their emotions get the better of them which has caused some friction with other races in the past. Most seem to have an abused mentality born of long years of suffering under the heel of the Centauri Republic, and so act as if they have something to prove to the rest of the galaxy. Few look before they leap and they will react violently to anyone who tries to imprison or enslave them.

Others view the Narns as a young and pugnacious race, ready to fight whenever their passions take hold of them. However, Narns are extremely interested in forging alliances with most races in order to solidify their newly expended position within the galaxy. They possess an utter hatred of anything Centauri due to the occupation and strip-mining of their world by the Republic and many are motivated by a desire to avenge the deaths of family members caused by the Centauri.

There are many different faiths among the Narn population but instead of gods, they revere spirituality enlightened individuals who have appeared throughout their history. The works and writings of these individuals are hand-copied with religious care so that no variance or deviation from the original works is possible. What a Narn reads is actually what was written, perhaps centuries ago.

The books of G'Quan, G'Lon, and Na'Kili are among the most commonly found in Narn society.

LANGUAGES
The Narn language can seem brutish to others but upon further study it is clear that a certain eloquence is achievable by the right individual and this perhaps goes far to explain the popularity of works by long-dead Narns among current generations. Narn opera, however, has to be endured rather than heard.

COMMON NAMES
All Narn are given names in their infancy but, upon reaching adulthood are permitted to choose their own. This practice arose from the very real fact that life on Narn used to be extremely dangerous and few infants survived.

Narn names sound hard and short to most other races, comprising just two syllables.

Male Names: Du'Rog, G'Kar, G'Sten, Ha'Rok, Ru'Dak, Sha'Toth, Ta'Lorn, Ta'Karn, Tu'Pari

Female Names: Ha'Ten, Ja'Dar, Ko'Dath, Li'Dak, Na'Toth, Pik'Nar

HOMEWORLD
Narn (also known as Narn Prime) was the homeworld of the Narn race and the centre of the Narn Regime. Its day was 31 standard hours long.

Though by the 21st century, two Centauri occupations and an orbital bombardment left Narn a dry, desolate planet it was once much more hospitable. Orbiting a red giant star, Narn was a world similar in many ways to Earth, with an equivalent gravity and atmosphere it was host to large areas of lush forest with several major deserts and a large ocean in the equatorial regions. The region known as the southern frontier, a remote, underdeveloped region was particularly exploited before and after the Centauri Occupations and in 2258 was hit by severe famine, made all the worse because of the planet's already depleted resources.
After the Narn broke the back of the Centauri occupation, they quickly consolidated their position among the stars. The Narn Regime is a small but powerful empire with a few newly explored worlds. It is composed mostly of captured Centauri holdings.

Territorial disputes between the Regime and the Republic are common and the Narns are willing to keep pushing their luck against the Centauri leaderships, who currently seem to prefer avoiding open conflict whenever possible.

Nars, as a race, are eager to leave their home planet and start traveling between the stars. There is a youth and vigor within this race that strains the leave it's mark on the galaxy, though their often brutish behavior means they are not welcomed everywhere.

Narns can be found on almost any system where other races are permitted; performing a wide range of roles in an effort to make an honest living.

**FAVORED PROFESSION**

Narns are most comfortable in professions where they can explore, or make use of their considerable martial skills.

Narns most often work as Starship Officers – either on Narn ships, or, even in Starfleet – or they find work as Soldiers.

Narn Merchants are commonplace. Many Narns devote their time to the Elite Professions of Free Trader, Mercenary, Weaponmaster, or Explorer.

**SPECIES ABILITIES**

Narns are an extremely hardy race, but are often seen as brute savages by others.

As a result, they enjoy a +2 Attribute Bonus to their Vitality, but suffer an equal penalty to their Presence attributes.

In addition to these Attribute-based traits, Narns have several other species traits individual to the Narn people.

*Low-Light Vision:* Narns have excellent night vision. Narns can see twice as far as a human in starlight, moonlight, or similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these and can even read by such light. A Narn's eyesight reduces any penalties for darkness to -2. Narns have no penalty for Dim Lighting (see Table 6.3, page 101 of the Players' Guide).

*Centauri Tactics:* For generations, Narns have been taught how to fight Centauri effectively. They gain a +1 attack-bonus with any armed, or unarmed attack against a Centauri (as well as Parry or Block actions), as well as a +2 to any Tactical skill tests involving the Centauri.

*High Pain Threshold:* (bonus edge) Taught to ignore pain and be willing to sacrifice themselves at an early age for the good of all their kind, Narns receive the High Pain Threshold edge as a species-trait (see p. 135 of the Players' Guide for more information).

*Warrior By Necessity:* Narns have been turned from an agrarian race into warriors for the sake of their freedom from oppression. They enjoy a +1 bonus to all Armed Combat, Ranged Combat, and Unarmed Combat skill-tests.

*Psionic Inability:* (species flaw) Narns cannot have any kind of Psionic skills, or a Psionic attribute. Narns simply do not have the gene responsible for awakening psychic talent. On the up-side, Narns are immune to psionic attacks of any kind. But, they also cannot receive telpathic communication from anyone with psionic ability (eg. a Betazoid, Deltan, or a Vulcan). A Vulcan cannot Mind Meld with a Narn, no matter how powerful the Vulcan might be.