

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: NA'VI

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+4 Strength, +3 Agility, -1 Intellect, -3 Presence

PHYSICAL DESCRIPTION

Na'vi are humanoid in appearance and are 9 to 12 feet (2.7 to 3.7 m) tall, having pairs of eyes, ears, arms, legs and feet like humans, as well as a nose, a mouth, and expressions recognizable to humans. The Na'vi differ from humans in having blue striped skin, pointed and mobile ears, large eyes, catlike noses and teeth, tails, and four fingers. While taller than humans, they have narrower proportions in body frame. The Na'vi also have a distinctive tendril feature protruding from the back of their heads, surrounded by hair (resembling a long braid or queue), feeding directly into the brain. This organ allows them to connect with other organisms around them, transferring electrochemical signals such as thoughts and memories to the trees, plants, and other creatures.

The Na'vi cellular nucleus organelle does not use nucleic acids (DNA or RNA) to encode genetic information.

Na'vi skin is smooth, iridescent, and cyan in color accentuated with slightly darker cyan stripes. Their bodies have feline-like features such as long sweeping tails, pointed ears and triangular faces with flat bifurcated noses, all framed with large, almost hypnotically golden eyes. Bioluminescent markings that seem to follow the path of the circulatory or nervous system aid in identification and mood display.

The average Na'vi life span is longer than that of a human.

Despite their cyan skin color, the Na'vi have red blood.

Na'vi have hair on their heads including the long braid protruding from the base of their skulls protecting their

neural "queue." The Na'vi appear to have no other body hair, with the exception of eyelashes and a small "bob" of fur on the end of their tails.

Waist is narrow and elongated. The shoulders are very wide, creating a V-shaped upper back. The neck is long and body slender. Musculature sharply defined, giving no sense of emaciation despite thin proportions.

Skeleton is reinforced with naturally occurring carbon fiber. Average male is approximately 3 meters (~ 10 feet) tall; females slightly smaller due possibly to evolutionary 'size' dimorphism.

Tail that can be moved and controlled like any other appendage and is used primarily for balance. It is frequently used to express emotion and is the basis for the Na'vi saying: "Watch your tail, Child!"

Average male has a mass around 162 kg (approximately 356 pounds). In Pandoran gravity (0.8 Earth g) they weigh 1271.38 N or 286 lb (compared to 1589.22 N or 357 lb in Earth's gravity.) Female mass slightly less due to lighter build and slightly shorter stature.

Na'vi have four fingers on each hand including opposable thumbs and four toes on each foot including opposable big toes.

Highly evolved nervous system includes a "Queue" which resembles a long, rather ostentatious hair braid. This seemingly conventional braid actually sheathes a remarkably intricate system of neural tendrils that can be connected to similar structures of other life-forms.

They have roughly four times the strength of the average human.

Reproduction mechanics (e.g. physical coupling) are similar to humans and other Terran mammals. However, it should be noted that although female Na'vi have breasts similar to those on female humans, they are not placental mammals and, as such, the actual internal reproductive biology is quite different from Terran mammals.

THE QUEUE

Na'vi have a queue at the top back of the head, and hang down to or below the waist. Avatars have queues at the base of the skull. Braided inside hair for added protection, the queue is an external bundle of nerve endings that allows them to tap into the collective, planetary psionic emanations of Eywa, enabling them to "commune" with the planet's flora and fauna.

While not adding to intelligence, it enables them to share a deep connection and even communicate telepathically with the Tree of Souls, and any animals with a similar nerve cluster. The Na'vi call it Tsaheylu, or "the bond." When two Pandoran organisms with nerve clusters similar to this engage in Tsaheylu, they gain the ability to share memories and information, and the Na'vi have a special trait that allows them to use the mind-meld to feel as/what their mount does, and as well enables them to move as one under the control of the Na'vi, be it a Banshee or Direhorse. This trait is only negated during mating.

CULTURE

The Na'vi culture is essentially paleolithic, they have an egalitarian social organization, unusual in a society at such a stage in their development. A premium is placed upon young men and women growing up to become exceptional hunters and possibly warriors, as is necessary due to the nature of the Pandoran environment and the level of Na'vi technological advancement.

The populations of the Na'vi and other species may be

controlled by the sentient intelligence they worship as "Eywa". They choose to live in harmony and natural equilibrium with their surroundings. If they become too numerous, Eywa may devise a way to limit their numbers before they cause an ecological imbalance, for she maintains the balance of life. Over the millennia, the Na'vi have developed a healthy respect and reverence for their surrounding environment. In return, Eywa may have affected the environment to provide them with sufficient food and shelter, creatures to ride for ground and air transportation, and an ambient, comfortable temperature throughout the different biomes of Pandora. Oddly, there do not seem to be many harmful or irritating insects and disease organisms, but whether or not this is intentional will require further research. Small, flying creatures (insects?) are shown in various scenes.

The Na'vi have failed to develop tools and weapons for purposes beyond possible primitive warfare with the surrounding clans and hunting/survival, an anomaly stemming perhaps from the fertility of the planet. For a race that is so connected to all other creatures, warfare would seem unlikely, but not unheard of, as indicated by numerous references to the term "warrior." However, there was no hesitation to go to the many other clans to ask for help, so if there is interclan conflict, it is probably the rare exception vice the rule.

They do, however, have a rich handicraft tradition and engage in extensive body decoration signifying both rank, activity, and individual tastes. With the caution that it is perhaps spurious to make cross cultural comparisons across star systems, the Na'vi are comparable to now extinct pre-bronze age hunter-gatherer societies that formed in some pre-colonial African, American aboriginal, and Australian indigenous tribes with trace similarities to the Norse culture of northern Europe. Lacking any tradition of formal science as Earth people know it, they experience Eywa as an all-knowing, all-powerful entity, and have possibly developed a complex animistic religion based upon their interactions with Eywa, and centered around the "Tree of Souls" and the "Tree of Voices", two of many sacred spiritual locations found across Pandora that provide access to the Pandoran neural network.

The Na'vi are monogamous creatures who mate for life. The mechanics of reproduction are similar to that of humans and other Terran mammals. However, their unique physiology provides the Na'vi with a level of intimacy unknown on Earth. Cultural anthropologists believe that when an appropriate mate has been selected (which can take many years), the male and female Na'vi will connect queues (called *Tsaheylu*) to create an emotional bond that lasts a lifetime. The intertwining of queues is both highly erotic and profoundly spiritual, but does not in itself lead to reproduction.

Traditionally, once a Na'vi male has passed the tests on the path to manhood and has been accepted into the clan as an adult, he is not only allowed to make his bow from the wood of the Hometree, but he is also allowed to choose his woman. After the woman has

been chosen, the new couple are mated before Eywa.

Once *Tsaheylu*, the ultimate in intimacy, is made between the couple, it creates pleasure that is unfathomable to humans and causes the somewhat unwilling sharing of the couple's good memories. This is considered a sign of Eywa's acceptance. If a couple can be foreseen to not have a pleasant or happy future, Eywa has been known to reverse the feeling produced by making *Tsaheylu* as a sign to the couple that mating would only, in simple words, ruin their lives together. This process prevents that what would become an unsuccessful lifelong mating. After the resulting embracing and kissing, the couple is sent to sleep by Eywa, and the two dream hints of what their future will be together. The couple will experience the pleasure of *Tsaheylu* from the moment of connection until they awaken and have completed mating. When they disconnect and return to the clan, they are mated for life.

The Na'vi have no far-reaching political structures on the scale of nation-states, but are organized into relatively structured clans. Occasionally different clans from far-reaching areas will cooperate in times of great crisis. The only known event that has caused all clans to join together is when they are led by a "Toruk Makto", a Na'vi that has managed to ride and control a Great Leonopteryx, uniting all clans under him. By the events of the Avatar film in 2154, this has only ever happened five times, and the last Toruk Makto lived four generations ago.

KNOWN CLANS

Pandora is largely a jungle world, and thus, many Na'vi tribes are similar to the Omaticaya clan that lives near the RDA mining operations at Hell's Gate. Evidence on other clans is sketchy, however, and it is vaguely implied that clans from other biomes may display some regional variation in culture.

Omaticaya Clan - the jungle-dwelling clan that lives in Hometree.

Tipani Clan - similar to the Omaticaya, and one of the first to make contact with Humans.

Horse Clan of the Plains - live in the plains which are beyond the jungles, within traveling distance of the Omaticaya. While the Omaticaya ride Direhorses when necessary, the Plains Riders have heavily based their way of life around riding them. They seem to favor facial piercing with bone somewhat more than the Omaticaya.

Ikran People of the Eastern Sea - live at coastal cliffs, within traveling distance of the Omaticaya. While the Plain Clans are more reliant on direhorses than the Omaticaya, the Ikran (banshee) People are more dependent on banshees, who make it possible to reach otherwise inaccessible cliffs. The female lead warrior of this people was decorated in large patches of red body paint in complex shapes.

Anurai Clan - This clan was almost completely wiped out by humans.

Tawkami Clan - A clan which lives peacefully in the jungle.

CLOTHING

Little apparel is worn by the Na'vi. Cloth, most likely woven from native flora of the planet is the basic garment worn by all Na'vi. It is possible that very little clothing is worn by the Na'vi because it is simply what is needed for the Na'vi to work and live taking minimally from the environment.

Clothes appear to also show the ranking of one in the hierarchy of a clan. For example, the Omaticaya clan leader wears a garment made of brilliant or precious materials in comparison to a simple clothing piece worn by other clan members. Accessories are added to a Na'vi's attire as he or she moves up in the clan hierarchy. The Tipani Clan is unique in their use of armor which is often made from leather and bone.

DIET

The Na'vi are an Omnivorous species. They eat meat as demonstrated by their hunting practices and pronounced canines but have also been seen to forage, demonstrating their consumption of plants and other producers. Their society includes hunters and gatherers with incipient agriculture.

LANGUAGES

The Na'vi have a tribal communal culture. They have no written language. Their history is passed down through stories. Federation linguists, in order to document Na'vi information into translatable databases, use most English alphabet letters, plus two diacritics (ä, ì), three ejectives (px, tx, kx), and an apostrophe as a glottal stop.

COMMON NAMES

Na'vi names have an elegant sound to human ears. Rendered in the Na'vi language they have an almost musical or lyrical sound. And male names are very hard to discern from female names unless one is reasonably fluent in the Na'vi language and can understand the meanings associated with the names.

Male Names: Ateyo, Beyda'amo, Eytukan, Hukato, Rai'uk, Swawta, Tsu'tey

Female Names: Amanti, Kusati, Kyuna, Marali, Mo'at, Neytiri, Sylwanin

HOMEWORLD

Pandora is a moon of the gas giant Polyphemus (both are figures in Greek mythology), which orbits Alpha Centauri A.

Discovered by the first interstellar expedition in 2129, Pandora has been the single most interesting thing to happen to the human race in hundreds of years. The news services love to run clips of the wild scenery on Pandora, and its bizarre flora and fauna.

To the cultures of Earth, Pandora is mysterious, primal and terrifying. Even from orbit the scope of florae present on the surface indicates a planet brimming with life. One of the creatures on Pandora is the Direhorse, a grey-skinned, hexapodal horse-like animal with bioluminescent qualities that the Na'vi use to hunt with. The Na'vi also use the Mountain Banshee to hunt from the air, but a hunter can become prey in the presence of the Great Leonopteryx. In the canopy below, other deadly yet exotic animals roam: vicious packs of Viperwolves, thick skinned Hammerhead Titanotheres and the Thanator, the most fearsome creature of all. Other than the color, the trees resemble those of Earth. They have the familiar trunks and branches and leaves, though due to the difference in planetary gravity, many of the shapes are strange and

the proportions are greater because of the lower gravity. The trees and plant life of Pandora have formed electrochemical connections between their roots and effectively act as neurons, creating a planet-wide "brain" that has achieved sentience, which is known to the Na'vi as Eywa.

Pandora, despite being almost as large as Earth, is only a moon of the gas giant Polyphemus, which has thirteen other moons. However, due to its smaller size, its gravity is 20% less than Earth's. Due to Pandora's lower gravity, most creatures on Pandora are hexapods (six-legged). Creatures roam the air and forest canopy below, similar to Earth's animals, but on a scale several times larger. Pandora's wildlife also have bioluminescent qualities. Depending on the position of the various moons, Pandora can have two or even three moons in its sky at once. Pandora and the other moons cast large black shadows on Polyphemus.

Pandora looks like a lush paradise by Earth standards during the day, and at night virtually all life on the planet exhibits bioluminescent qualities in various shades of blue, purple and green, explaining the Na'vi's blue skin color, which is most likely a better camouflage at night on Pandora.

Pandora's atmosphere is a mixture of nitrogen, oxygen, carbon dioxide (>18%), xenon (>5.5%), methane, and hydrogen sulfide (>1%) and is about 20% denser than the atmosphere on Earth primarily due to the high percentage of Xenon; a heavy, colorless, odorless, and generally unreactive noble gas. The high concentration of carbon dioxide in the Pandoran atmosphere makes it extremely poisonous to humans and will kill them in about 4 minutes. The hydrogen sulfide present is also quite poisonous; concentrations over 1000 ppm (0.1 %) can cause immediate collapse with subsequent loss of breathing, even after inhalation of a single breath.

The terrain on Pandora differs somewhat from place to place. With each terrain region there is a different clan to go with it. The humans have settled in the jungle region which is home to the Omaticaya Clan. There are different ecosystems with each region but some wild life are the same such as the banshee. It also appears that floating land masses are not just isolated to the jungle region but are widespread as suggested in Avatar: The Game. The different terrains that are known are jungle, mountains, plains (savanna), and oceans.

Pandoran forests are lush rainforest environments that cover most of the surface of Pandora. These rainforests are larger than any on Earth and extend far beyond the tropics of the moon. Like on Earth, the forests of Pandora contain a wide diversity of flora and fauna. These are all part of the giant neural network that covers Pandora. The forests are full of bioluminescent life that glows in shades of blue, green, indigo and violet during the night.

In both living and nonliving natural resources, Pandora is a treasure trove. It is the first planetary body to host intelligent sentient lifeforms away from Earth and is also home to a plethora of diverse and spectacular species, unlike anything ever imagined in the dreams of humanity. Away from a scientific view, Pandora is still valuable. Several large areas of the planet's surface contain the extremely rare, superconducting mineral unobtainium.

Worth twenty million standard dollars per unrefined kilogram, and even more refined. The mineral's superconductivity make it a baffling scientific discovery.

FAVORED PROFESSION

The Na'vi are warriors. And that means their favorite profession will be Soldier. But, the Na'vi do not fight for other worlds, other civilizations, or other military organizations.

They will fight for their clan, or for their people against anyone who tries to invade Pandora. But they usually use their skills for hunting.

Na'vi also have a very devout sect of Mystic Shamans who live as hermits and devote themselves to the relationship between all life on Pandora.

SPECIES ABILITIES

Na'vi are notably stronger and more agile and limber than humans, resulting in a +4 bonus to Strength, and a +3 to Agility. Due to their massive size, and warlike demeanor, Na'vi receive a -3 penalty to their Presence score.

Their primitive culture, and lack of organized education results in a -1 to a Na'vi's Intellect.

Na'vi also have several special abilities inherent to their species.

Psionic: All Na'vi have the psionic edge, as a necessary part of their interaction with their world. Na'vi start the game with a +2 in Telepathy, +2 in Empathy, and +3 in Mind Meld. However, their skills in "melding" are not the same as the Mind Meld ability of Vulcans (see *The Queue*, below).

Animal Empathy: Na'vi have a natural affinity for animals, and for communicating with them. Even when trying to communicate with, or interact with an animal that is not native to Pandora, a Na'vi receives a +3 to any reaction or interaction rolls. They receive a +5 to the same rolls when dealing with native Pandoran fauna.

Species Flaw: Intolerant (Off-worlders). Most Na'vi are very wary of visitors to their world due to the attempts, by early human explorers to take advantage of them. Most Na'vi have this flaw at level 3, but the flaw can be reduced by 1 level per each level of Species Friend a Na'vi acquires. No Na'vi may lose this flaw completely, however.



The Queue: All Na'vi have a long tendril extending from the base of their skulls made up of neural fibers. They use these fibers to connect to the nervous systems of flora and fauna on Pandora, creating a close bond that facilitates communication and a type of limited control over the plant or animal.

The Na'vi can use their Queue to make a neural connection to any living thing, provided they are able to connect the tendrils in the Queue to the nervous system of the person, animal, or other lifeform they are attempting to meld with. This gives the Na'vi a variation on the traditional Vulcan Mind Meld ability. And they begin the game with a +3 in the Mind Meld skill, but they are only able to use this skill if they are able to connect their Queue.

When dealing with most non-Pandoran lifeforms this can lead to severe, and often irreparable injury and even death.

Bonus Edge: Keen Hearing. The Na'vi's large, mobile ears afford them the edge, Skill Focus (Keen Hearing) as a species trait.

Bonus Edge: Night Vision. The Na'vi's eyes are especially capable of seeing in nearly complete darkness. They receive the Night Vision edge for free during character creation.

Species Flaw: Thin-blooded (Cold). Due to Pandora's generally warmer climates of rain forest, deserts, and temperate plains the Na'vi have never been exposed to snow, extreme cold, or winter-type weather conditions.

NA'VI WEAPONS

While the Na'vi use very basic weapons that are considered very primitive by 24th century standards, their weapons are still quite capable of being deadly, and even more so than traditional weapons of similar type.

This is due to the large size of Na'vi weapons, which are in direct proportion to the massive size and strength of the Na'vi people.

Na'vi Bow weapons

There are several types of bows used by the Na'vi. These include the Banshee Bow, used when fighting from the back of a Banshee, the Hunting Bow, which is the most common type, and the Direhorse Bow, used when fighting mounted on a Direhorse.

Banshee Bow

Specifications: 2.9 meters long, 3.4kg mass
Damage: 4d6+2
Range: 5 / 50 / 150 / 200 +50

Hunting Bow

Specifications: 2.5 meters long. 3.2kg mass
Damage: 4d6
Range: 5 / 40 / 100 / 175 +40

Direhorse Bow

Specifications: 3 meters long. 3.6kg mass
Damage: 4d6+3
Range: 5 / 60 / 175 / 250 +60

In addition to a wide variety of bow-weapons, all of which fire arrows nearly 2 meters in length, tipped with sharpened stones or arrowheads made of bone, the Na'vi also have weapons designed for hand-to-hand combat.

While made of bones, and sharpened stone, like their arrowheads, the Na'vi melee weapons are even more dangerous than a Klingon Bat'leth due to their size, and the power and skill of a trained Na'vi warrior wielding them.

The Na'vi use these weapons mostly for hunting. But will also fight duels of honor, or use their weapons with deadly force to protect Pandora from outsiders and protect the hometrees of their clans.

Na'vi melee weapons

Hunting Knife

Specifications: 80cm – 1.3m, length. 1 – 3kg, mass

Parry Modifier: +2

Damage: 3d6+2

Na'vi Axe

Specifications: 1.8 – 2m, length. 5.8 – 7kg, mass

Parry Modifier: +1

Damage: 4d6+3

Dual Blades

Specifications: 1.5 – 2m, length. 3 – 5kg, mass

Parry Modifier: +2

Damage: 3d6+5