

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

### SPECIES NAME: NEBARI

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+3 Agility, +2 Perception, -1 Strength

### PHYSICAL DESCRIPTION

Nebari are humanoid in form, with gray skin and black hair (in males) or white hair (in females). Their skin is also immune to solar radiation. They average between 1.7 and 1.9 meters in height, and tend to be lithe and lean of build.

There are some internal physiological differences, but Nebari DNA is compatible with Humans, Betazoids, and Deltans; and probably several other humanoids species. The color of their blood is blue. And their eyes are an all -black color similar to Betazoid eyes.

A small number of Nebari are natural hermaphrodites; the Nebari term for one is "androgyn." Being inherently incapable of conforming, androgynes are social exiles in Nebari culture, but they find integration into off-world societies even easier than single-sex Nebari.

### CULTURE

The Establishment is the government of the Nebari. Thought control, banishment of emotions, and prohibition of expression by the individual were prominent under the Establishment.

Young Nebari are tested and placed into a position in society based on their abilities, and are expected to conform. Nebari failing to conform to these strict controls are "stabilized" or "mind-cleansed" to fit in.

There are two types of mind-cleansing: The first is

permanent (except in isolated cases), but takes years to complete (a form of *Mind Control* that may be resisted by Willpower at TN 15 +1 per month of conditioning).

The second is temporary, chemical-induced, and can be quickly applied, but does not work on all species; Nebari are immune to it, as are the Ferengi.

And species such as Klingons, Nausicaans, and Jem'Hadar are affected for only a short time before their metabolisms rid their bodies of the drug .

The Nebari Establishment claims to be acting for the "greater good" of everyone involved.

### *The Nebari Chemical Cleansing Agent*

A compound of several drugs designed to make anyone under it's influence docile, virtually emotionless, and very pliable to the commands of anyone they perceive to be in a position of authority over them.

*Type:* Injected

*Onset:* 1d6 rounds + Vitality modifier

*Potency:* -3 to +3 TN

*Treatment:* +5 / +3 TN (the first number modifies the test to diagnose, the second to treat)

*Effect:* Reduces Willpower reaction -2d6, reduces Perception modifier -1d6, causes a -3 to all Savvy rolls to resist Influence (Intimidation), or Inquire (Interrogation) tests.

Nebari, Ferengi, Breen, Flaxians, Betazoids, and Deltans, Founers, and Vorta are immune to the drugs' effects.

Klingons, Nausicaans, Jem'Hadar, Luxans, and Cardassians may make a Stamina roll (TN 15) each hour to shake off the effects of the drug. And they gain a cumulative -2 to the TN for each hour the drug remains in their systems.

Vulcans, and Romulans make a Stamina test to resist the drug (TN 15) with a +2 bonus.

The drug will naturally purge itself from the system after 2d6 days, - Vitality mod in days. This is halved for species with naturally high metabolisms such as Klingons.

### LANGUAGES

The native Nebari language, also called Nebari, is very rarely spoken off their homeworld. As a result, some Nebari who have lived off Nebari Prime long enough, or never spent time there do not speak their own language. Most off-world Nebari will speak Federation Standard, Klingon, Luxan, and/or Delvian.

### COMMON NAMES

Nebari have a single name, with no surname or family name. Sample names include Nerri (male) and Chiana (female).

### HOMEWORLD

The homeworld of the Nebari, called Nebari Prime, is a

highly industrialized world. Nebari cities have a dark feel to them, with tall buildings and streets filled with stolid, emotionally “cleansed” people.

There is a revolutionary front in operation on the Nebari homeworld. It is by all given indications small in proportion to the total Nebari population, but given the technocratic nature of the Nebari government and it's panopticonic observation and control of its citizens, the existence of any revolutionary front at all is no small indication of it's strength and resilience.

So far, members of the front have proven to be completely devoted to the cause and willing to sacrifice virtually anything for the cause. This is symptomatic of the Nebari's seemingly universal single mindedness.

Nebari is on a technological level equal to the Federation, and their military strength is rumored to actually be higher, with Nebari ships armed with weapons capable of penetrating the shields and hull of a Cardassian warship with one shot.

### **FAVORED PROFESSION**

On Nebari Prime, Nebari do not choose for themselves what profession to follow. At least not as a rule. And most Nebari will be Merchants.

Some who are not under the control of the Establishment and their cleansing practices will become Rogues, or Mercenaries. And some of these will be working for the Nebari resistance.

Off Nebari prime Rogues are the profession of choice. And some will develop the elite profession, Spy. Soldiers and Mercenaries are not unheard of. And there are a few Nebari serving in Starfleet.

### **SPECIES ABILITIES**

Nebari are extremely agile, and dextrous, resulting in a +3 Agility bonus. They are also very perceptive, and attentive and they have a knack for catching subtle nuances or the tiniest details in anything they observe. This gives them a +2 to Perception. But most Nebari are not very brawny. They suffer from a -1 to their Strength attribute.

**Natural Tech:** Nebari have a very high aptitude in engineering skills. They receive a +2 to tests in each engineering skill group, once they have at least one skill level in that group. Nebari also receive a +1 to all Systems Operations tests.

**Skilled:** As described for the Trill (*Aliens*, p. 152).

**Iron Willed:** (bonus edge) as described on p. 135 of the *Player's Guide*. Nebari have an enhanced version of this edge that also confers a Willpower bonus to resist Influence (Intimidate) and Inquire (Interrogation) attempts against them.

**Skill Focus (Craftsman):** (bonus edge) as described on p.p. 137-138 of the *Player's Guide*.

**Skill Focus (Furtive):** (bonus edge – *Nebari Rogues*

*only*) as described on pp. 137-138 of the *Player's Guide*.

**Rebellious Nature:** (species flaw) Any Nebari not under the influence of the Establishment tends to be intolerant of an obvious display of authority. Civilians figures of authority (politicians, industry moguls, etc.) who have high Renown and attempt an Influence (Intimidate) test on a Nebari will suffer a penalty based on their Renown, and never a bonus. This is considered a flaw because it can often cause Nebari to behave in a belligerent, or disrespectful way.

**Thin Blooded (Cold):** (species flaw) Nebari have a hard time dealing with low temperatures, due to the high average temperature on Nebari Prime.

### ***Nebari Androgynes***

Roughly 3-5% of all Nebari are born as hermaphrodites. These people will have traits of both genders – features that appear both masculine and feminine, slender figures, with small breasts, and functioning male and female genitalia.

If a player chooses to play a Nebari Androgyne then the character will receive three free Edge picks. In Nebari society Androgynes are social outcasts. Being a Nebari Androgyne is treated as a major flaw for this reason.

Nebari Androgynes will have all of the species abilities of single-sex Nebari, as well the following additional trait:

**Dark Secret (Nebari Androgyne):** Most Androgynes feel it is necessary to hide their true nature from everyone due to how they are treated in their own society.

This flaw is swapped out with the *Thin Blooded (Cold)* flaw, as Nebari Androgynes seem to have more tolerance for colder temperatures than single-sex Nebari.