SPECIES NAME: NIXABIN

VISUAL REPRESENTATION

SPECIES ADJUSTMENTS
+2 Intellect, +2 Presence, +1 Perception, (+3 Psionic)

PHYSICAL DESCRIPTION
The Nixabin, of Nixabius, in the Ciropus Beta system are a beautiful race to behold. Essentially human in their appearances and almost indistinguishable from a very handsome Terran; Nixabin have the same dark eyes of Betazoids.

Most Nixabin have light, dully pigmented skin with a complexion close to that of a Caucasian human. And their hair is dark, close to black. Males usually wear some form of facial hair, but their facial hair is not thick, or scraggly. It usually takes the form of a stubbly beard or mustache or the occasional sideburns.

Nixabin are lean, agile, and very physically attractive.

But, they usually hide these features underneath long robes and deep hoods. To say that Nixabin are shy would be an understatement. And part of their isolationist behavior extends to covering themselves and hiding their appearance from strangers and often from each other.

CULTURE
The Nixabin are, by choice, an isolationist and xenophobic race. This is the result of the fact that their original home planet was destroyed by an alien attack, annihilating over 2/3 of their species.

In the late 22nd or early 23rd century, the original homeworld of the Nixabin; a moon of the gas-giant planet that serves as their home now; was attacked from orbit by a race called the Gelshmorians. The Gelshmorians are widely known in the alpha and beta quadrants for attacking planets from orbit using their storm-generating technology and warping the normal weather patterns of their target worlds, causing severe weather.

But when the Gelshmorians attacked the Nixabin homeworld their concentrated ionic bombardment of the atmosphere caused such catastrophic results the planet was destroyed. Over 16 billion Nixabin were killed. And the only survivors were the people living and working in underground science facilities and mining installations on sections of land that managed to survive the destruction to be pulled into the atmosphere of the gas giant.

These planetary fragments were held in a sort of semi-orbit in the upper atmosphere of the gas giant, allowing the Nixabin to rebuild their civilization. And now, each of the planet-fragments have become host to an orbital city playing host to between 7 and 12 million Nixabin. But the Nixabin people have not forgot the attack that decimated their original homeworld and killed so many of their people.

And this has resulted in a xenophobic, isolationist society of hermits who do not leave their homeworld, or interact with other species. The Nixabin are fearful of provoking another race to try to exterminate them as they felt the Gelshmorians were trying to do. And since they had had no contact with the Gelshmorians before their attack, the Nixabin are unable to explain why the Gelshmorians would want to attack them.

Despite their xenophobic society, the Nixabin are known across both the alpha and beta quadrants as talented and experienced negotiators, skilled business people, and wise political leaders. Many Nixabin serve as trusted and respected ambassadors for both the Federation, and the Romulan Empire. And while the Nixabin always operate through delegates and proxy representatives, they are skilled negotiators.

Nixabin diplomats have been involved in several high-level treaty negotiations in the past half-century. And they are a respected people who have been approached to join the Federation on several occasions.

LANGUAGES
The Nixabin do not speak. They are very powerful psions and telepaths and always communicate with each other or with other beings through telepathy.

When speaking among themselves, they do have a native language. And the sound of original Nixabin is very elegant and musical as “heard” by anyone receiving the projective telepathy of Nixabin mind-speech.

Because Nixabin are such powerful telepaths, when they transmit their thoughts into the minds of others they are able to project in almost any language that they have been exposed to long enough to pick up the primary grammar of. And when a Nixabin projects his thoughts in Federation Standard the voice heard in the mind of the recipient sounds soft, and soothing, and seems to be “speaking” in a cultured British accent.
COMMON NAMES

Nixabin identify themselves with single names – no surname or familial affiliation. And these names are excellent examples of the phonetic style of the Nixabin language.

Male names: Yazmith, Bismek, Yazmam, Hosmeth, Folachek
Female names: Fazira, Hosmila, Yazmina, Bolzam, Vizilala

HOMEWORLD

Nixabius, a class-J gas giant located in the Ciropus Beta system is actually the second, and adopted home planet of the Nixabin. Their original homeworld, Nixabus, was a moon of Nixabius destroyed by an attack, from orbit, by a race called the Gelshmorians.

Nixabius is a huge gas giant. And the Nixabin live on what remains of their original home planet, held in a semi-orbit within the poisonous atmosphere of Nixabius.

The Nixabin have constructed, on the remnants of their original home, protected cities designed to keep out the poisonous atmosphere of Nixabius. These cities are actually large enough to qualify as space stations. It is likely that each of the Nixabian cities would be hosting several docked starships from various neighboring civilizations at a time.

Of their neighbors in the Ciropus Beta system the Nixabin only have open relations with the Dolzians. And it is normally Dolzian delegates the Nixabin send in their place to make appearances at important functions, negotiations, and diplomatic obligations.

The Nixabin remain, in the meantime, carefully cloistered away in their city-stations in the gaseous atmosphere of Nixabius.

FAVORED PROFESSION

Due to their xenophobic nature, most Nixabin encountered will be Diplomats and Envoys who operate through proxy delegates such as the Dolzians from their own starsystem, or Betazoid, Deltan, or Alpha Centauran representatives.

There are no Nixabin serving in Starfleet. And it will be a rare occurrence, indeed, to encounter a Nixabin off of Nixabius.

SPECIES ABILITIES

Nixabin people’s strong suits are in their mental abilities. They are exceptionally intelligent, and also very perceptive. They are highly charismatic, giving to a natural talent for diplomacy despite their anti-social xenophobia. All of this works out to positive modifiers to their attribute scores in Intellect, Presence, and Perception, with +2, +1, and +1 species bonuses going to each attribute respectively.

The Nixabin also have several other species traits that most Nixabin will have as naturally occurring abilities.

Psionic: The Nixabin are powerful psions. All Nixabin begin with a minimum Psionic attribute of 7. And they also start the game with Psionic skills of Empathy +3 and Telepathy +3. Nixabin can advance their Telepathy skills as professional skills, and their Psionic attribute as a favored attribute.

Telekinetic: Nixabin are also skilled at Psychokinesis, specializing in Telekinesis. Nixabin will begin the game with a skill of Psychokinesis (Telekinesis) +3 in addition to their other psionic abilities.

Xenophobic: The Nixabin are hermits, secluding themselves aboard their city-stations in the atmosphere of Nixabius. They fear other species and tend to avoid direct contact with outsiders. All Nixabin will begin any contact with a -5 Interaction Stance.

Skill Focus (Seductive): Nixabin are a very physically attractive species, and once one gets beyond their shy, antisocial natures they can be very charming and seductive. All Nixabin have this edge as a species trait, and they receive a +2 bonus to all Influence (Charm) and Influence (Seduce) tests.

Peaceful: All Nixabin have a strong impulse towards peace, and prefer to resolve differences through non-violent means. This makes the Nixabin excellent choices for diplomats, envoys, and negotiators despite their isolationist nature. Nixabin receive a +3 species bonus to Negotiate (Mediate) skill tests.

Mute: While most Nixabin can speak, they choose not to. And they have chosen to communicate telepathically for the extent of their recorded history. This has caused an evolutionary atrophication of their vocal chords. Nixabin are capable of speech. But when they do their voices sound hoarse, breathy, and are virtually inaudible, like someone with a severe case of laryngitis. Nixabin receive a -4 penalty to any skill tests requiring speech (singing, oratory skills, etc.) that cannot be conveyed telepathically. And they must spend a courage point to “speak up” and make their voices heard.