

The Saeda

The Saeda are a humanoid species native to the distant Theta Leonidas system.

Personality

The Saeda are normally a straight-forward, honest, and blunt people- preferring the virtues of honesty and plain-speaking to less circumspect. As a people, they tend to be doers more than thinkers (though they are as capable as any of abstract thought or theoretical reasoning), and prefer immediate action to prolonged debate. Saeda prefer an honest hatred over a duplicitous friendship.

Physiology

The Saeda are humanoid, with roughly the same size and proportions as terrestrial humans- though their arms and legs are slightly longer. Saeda tend toward a thin, rangy build, but are slightly stronger than human standard.

The Saeda have prominent cranial lobes on either side of their forehead, and their faces are framed by heavy cartilaginous lobes (not unlike the Cardassians or Ocampo). The lobes serve both as part of the Saeda hearing and provide a limited echolocation sense which gives the Saeda a heightened sense of spatial awareness.

Saeda eyes are large, lack discernible pupils, and are silver or silver-grey in color. Saeda eyesight is optimized for low-light vision, and can be damaged by bright light.

Homeworld

The Saeda are native to Theta Leonidas IV and have colonized Theta Leonidas III and V-a. Known locally as Saeda, Theta Leonidas IV is a comparatively dim and cold world, though also comparatively dry (a 64% hydrosphere).

There are six major continents on the world, divided by only five oceans or large seas. Despite its drawbacks, Saeda is a relatively rich world, with plentiful resources and geothermal energy.

Governmental/Societal Structure

Saeda society was originally organized over tribal and family lines. As technology and populations grew, city-states gave way to nation-states, and finally to a unique form of planetary unity- the Saeda Corporate.

The Saeda Corporate is essentially a system-wide corporate charter, and each citizen a shareholder therein. Each member of Saeda society is awarded a corporate share upon



birth, and may garner more through achievement and personal merit (though there is a strict upper limit to prevent abuse or imbalances). Shares may be reduced through forfeiture (usually, as punishment for violations of the law), but no citizen may be reduced to zero shares (or expelled from the Corporate). The basic rights of each Saeda citizen are protected by a robust and proactive constitution, bill of rights, and an independent judiciary.

The day to day operation and regulation of the planet are left in the hands of a board of directors and various continuing communities elected by the shareholders. Membership on the board or committees is determined by shareholder vote. Major laws and regulations are approved or rejected by plebiscite, and any decision can trigger a referendum if a minimum threshold of shareholders (usually 10%) object or register a protest.

Civic industries handle large-scale municipal infrastructure, basic food production and distribution, and basic healthcare to ensure a minimum safety net for the Saeda people. Private industry drives innovation and competition. Profits from state-owned (or semi-private) resources (such as the system's cormaline deposits) are divided annually among each stock holder (citizen).

Citizens who earn (or are awarded) a threshold number of shares may use the

honorific “Saeda” in addition to their given name.

Interstellar Relations

Isolated from the galaxy at large by the Leonidas Cluster, the Saeda first encountered extraterrestrial life in the form of Orion raiders and slavers.

Later contact with Klingon and Romulan military forces did little to alleviate their fears- and introduced an unidentified bacteria which caused an unprecedented plague with which their medical sciences were totally unprepared to cope.

In 2304, in a desperate attempt to contain the outbreak, Saeda leaders were forced to destroy the city of Tonet Prime with nuclear weapons. Federation medical teams were finally able to eradicate the disease later that year, but the outbreak has created something of a siege mentality among the Saeda populace.

Contact with the Federation has slowly eased their concerns and allowed a normalization of their trade relations- though

the Saeda are careful to limit their contact with others. Off-worlders are rarely permitted to visit Theta Leonidas IV and all off-world trade is conducted in carefully monitored orbital stations.

Service with Starfleet allows the Saeda to explore the galaxy under comparatively controlled conditions- allowing them first hand access to the wonders of the universe while at the same time “limiting their risk”

The Saeda trade primarily with the Federation and Jyn Faisha, though their products can be found in markets throughout the Alpha and Beta quadrants.

Technological Summary

Prior to joining the Federation, the Saeda are a Tech Level 6/7 society with advanced metallurgy, solar energy, and first /second generation starships (roughly comparable to Earth in the early 22nd century or the Kazon).

Saeda society enjoys widespread literacy, and technological parity- modern technologies and conveniences can be found at all strata and levels of their society.

Notes

The Saeda are available for use as Player Characters.

Favored Profession

Scientist, Starship Officer, or Soldier. The Saeda can take up almost any profession, but the heroes will encounter them most often in one of these roles. In addition to the rigors of Starfleet Academy, the Saeda carefully test those whom they permit to apply. As a result, Saeda members of Starfleet tend to represent their people at their very best.

Species Adjustment

+1 STR

Species Abilities:

Echolocation: Saeda sense a great deal about their environment through their hearing, and can detect subtle differences in pressure, vibration, and movement. Saeda gain a +2 species bonus to tests involving sensing the area immediately around them (three meters or less, including *Observe (Spot)* and *(Listen)* tests. This bonus does not apply to purely visual tests.

Hardy: Due to the demands of life on their homeworld, Saeda are a tough durable people. Saeda gain a +1 to *Stamina* reaction bonuses.

Honorific: Saeda of accomplishment and achievement (and who gain the Promotion 5, Command 2, or Commendation 2 edge or who earn a Renown of 40 or more) may use the honorific “Saeda” in front of their family name. (Upon promotion to Captain, Jonem Unem would be addressed as “Jonem Saeda Unem” or “Saeda Unem”).

Low-light Adapted: Saeda are attuned to lower light levels, and see best in dim lighting (see pg. 79 of the Narrator's Guide). They suffer a -2 penalty to *Observe (Spot)* tests in normal lighting, and (at the Narrator's discretion) may be temporarily blinded by extremely bright light (such as desert sun). Polarized lenses and filters (such as sunglasses) can be used to counter this effect.

Plain-spoken: Saeda tend to be blunt (regardless of who they might offend). They suffer a -1 penalty to Social tests when dealing with less circumspect species.