SPECIES NAME: **TRIEXIAN**

**VISUAL REPRESENTATION**

[Image of a Triexian]

**SPECIES ADJUSTMENTS**

+1 Strength, +3 Intellect, +1 Perception

**PHYSICAL DESCRIPTION**

Triexians are bipedal humanoids with skeletal featured covered in loose, wrinkly skin that gives them a look similar to both their close relatives, the Edoans; and the warrior-clone Arcturians.

Their eyes are small, usually dark, and set deep in their sockets. Their ears are elongated and placed farther back on their heads than on a human head.

They have no hair on their heads, or bodies. And they have small, sharp, serrated teeth. Their lips hang loosely over their mouths, and combined with their smaller teeth this gives them the appearance of being toothless; which makes the Triexians have an aged look, even in young adulthood.

Triexians tend to be tall, gaunt, and lean. They have a frail appearance but are actually nearly as physically strong as Vulcans.

**CULTURE**

Triexian culture is a very open, civil culture. They are a generally non-aggressive race, although Triexians have been known to take a more aggressive position on issues affecting their sector of space than their Edoan cousins.

Not as likely to join Starfleet as the Edoans; Triexians are well-known throughout the Alpha and Beta quadrants as cunning merchants and skilled craftsmen.

They have been famous for their elegant, hand-made silk fabrics since the 22nd century. First contact between Starfleet and the Triexian people came as a result of merchants purchasing Triexian silk for transport back to Earth.

Although Triexians have a gaunt, skeletal appearance that some might find a bit off-putting, they are a naturally friendly species. Easy to get along with, and to relate to. Triexians enjoy the company of others, and their world is always open to tourists and vacationers who might wish to relax in a less industrialized environment.

Triexians do not practice any religion, specifically; although some of their cultural traditions hint at a nature-based religion. And something close to Druidism was in practice in the 22nd century.

**LANGUAGES**

Triexians have their own native language – and Triexian is also widely spoken by the neighboring Edoans. Triexian is a soft-spoken language heavy on vowel sounds with soft consonantal endings.

The Triexians have also developed an elaborate sign-language, made up of over 600 different combinations of gestures and subtle facial ticks, and bits of body language. This sign-language is known as Triexle.

Triexians interacting with off-worlders, or working within Starfleet will speak Federation Standard.

**COMMON NAMES**

All Triexians have three-part names. One example, although a Triexian name in use by an Edoan is Arex Na Eth.

The first part of the name is the proper name by which one is familiarly referred. The second section of the name denotes gender (Na for male. Da for female). The third part of the name is the family name, or surname.

**HOMEWORLD**

The planet of Triex; the third planet in it's solar system: is a warm, pleasant world with many Earth-like qualities. Due to the Triexian's reverence for nature, and for preserving their natural environment their homeworld is largely untouched by the development of technology and industry.

Most larger structures, factories, and the like are built underground. The Triexians have entire cities underground, carved out of the massive natural caverns beneath the long mountain ranges that dominate both of Triex's major continents.

Gravity on Triex is slightly higher than it is on Earth. And most of the planet experiences a lengthy rainy season in the mid-portion of the Triexian year. A Triexian day last 29 Earth-hours.

Triex is a Tech Level 8 world; but the Triexians prefer to apply their technological advances towards science, medicine, education, and the preservation of their environment.

The famous Triexian silk is naturally harvested from Triexian silkworms – large worms the size of a Terran python-snake. This silk is always harvested with no harm
to the animals. And then it is worked, by hand, into a soft, strong, pliable material that can be used to make any sort of garment.

Some Triexians make silk garments themselves, for export. But, mostly the silk is exported to other worlds, such as Earth, or Betazed, where it is then used by tailors on those worlds to create gowns, or men's shirts that have a slight shimmer to them and are very soft and yet very durable and resistant to staining.

FAVORED PROFESSION
Triexians who become Starship Officers prefer Engineering or Science as an Elite Profession. Triexian security officers are rare.

Civilian Triexians will take on a wide variety of roles including Diplomat, Explorer, Merchant, or Inventor. But, Trieixian soldiers are rare, and a Triexian with the Elite Profession of Assassin would be almost unheard of.

SPECIES ABILITIES
Triexians are remarkably intelligent, and perceptive people. They devote a great deal of their early, long lives to learning. And their passion for studying and observing their world around them gives them a +1 species bonus to their Perception scores.

They also receive a +3 species bonus to their Intellect attributes.

Despite their frail appearances, Triexians are surprisingly tough, sturdy people. Their muscles are very well-developed due to the gravity of their planet and they receive a +1 species bonus to their Strength scores, as well.

Triexians also have several species traits unique to their race.

**Bonus Edge: Healthy:** Triexians take very good care of themselves, when it comes to their physical health. And some of the most advanced of Triexian studies is in the field of medicine. Triexians receive the Healthy edge (p. 135 of the Player's Guide) as a species trait.

**Bonus Edge: Night Vision:** Due to so many of their population centers being built underground most Triexians spend a large portion of their early lives beneath the surface of their planet. Their eyes have developed a strong advantage for seeing in low light to near darkness. The receive the Night Vision edge (p. 136 of the Player's Guide) for free at Character Creation.

**Skilled:** Triexians devote such a solid portion of their formative years, and beyond, to academic study that most Triexians have a wealth of knowledge they can draw upon. During the Personal Development step when creating a Triexian character's background they receive extra skill picks. After choosing a package and picking skills, Triexians can add +2 skill levels to any one skill, or +1 to two skills.

**Rebirth:** Every 15 – 20 years a Triexian goes through the phenomenon they refer to as Rebirth. Triexians “shed their skin”, becoming physically younger. The process also effects their minds. During the lengthy hibernation process required for Rebirth (a period of 25 – 35 Earth days) the Triexian's mind is active and usually deep in a type of meditative thought.

Triexians who go through the Rebirth during a series receive 2 free advances for each Rebirth cycle. When creating a Triexian character who has gone through the Rebirth prior to active play, allow 1 free advancement per Rebirth.

Triexians begin to experience Rebirth by the age of 30.

Triexians have unusually long lifespans, as a result of the Rebirth revitalizing the body.

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**TRIEXIAN AGING**

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<tr>
<th>CHILD</th>
<th>YOUNG</th>
<th>ADULT</th>
<th>OLD</th>
<th>VERY OLD</th>
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<td>1 - 20</td>
<td>21 - 80</td>
<td>81 - 200</td>
<td>201 - 340</td>
<td>341 - 570</td>
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**Optional Species Flaw: Arrogant:** After a few Rebirths some Triexians become a bit too confident in their store of knowledge and wisdom. And this can lead to arrogant behavior and the optional acquisition of the Arrogant flaw (p. 139 of the Player's Guide.).

**TRIEXIANS & EDOANS**

There has been some confusion between these two species. Edoans, and Triexians are genetically related and compatible species. However, there are several distinguishing differences.

Triexians have a looser skin-covering, so that their skin appears to have a more wrinkled look. Their eyes are not as large. And Triexians, despite their name, are not Tripeds.

Triexians do share the same region of space as the Edoans. Their home-system is a close neighbor of the Edos system. And the two races have long engaged in social and cultural interchange.

Triexians do experience the Rebirth. But they begin having Rebirths earlier in life, and they occur at more random intervals than with Edoans.