

Tynari

The Tynari are a fragile, low-gravity species native to a small, turbulent Class M world designated Singuli Zeta, but known locally as Tynara. As a rule, the Tynari are a reticent people, who prefer their isolation to alliance- but a looming crisis has forced them to accept assistance from the Federation.

Personality

The Tynari are a quiet, bookish, people- reticent, and reserved. They very much prefer the familiar and the comfortable to the unknown. While they are initially stand-offish, the Tynari are steadfast and loyal friends to those whom they come to trust.

Physical Description

The Tynari are arthropods, with a smooth, glass-like carapace over their musculature and internal organs (like crabs or lobsters). This carapace is partially translucent, and trend towards pale blue and green in color.

The Tynara are humanoid, but in place of human legs, the Tynari have a flat, powerful, segmented, tail. Tynari arms are slightly longer in proportion to their body than human norm, but end in the same hand-and-fingers arrangement.

Tynari facial structures are smooth and hairless, with large, liquid eyes, small mouths, and an almost non-existent nose (think the Kamino cloners from *Star Wars: Phantom Menace*).

Tynari physiology is fragile by human standards- the carapace can be shattered by a comparatively minor blow, and Tynari traveling off-world must wear both gravity compensators and inertial regulators to avoid injury during even routine activity.

Culture

The Tynari evolved in quiet isolation on a turbulent, stormy world in a comparative galactic backwater- and had no off-world contact until the Federation discovered one of their survey vessels in 2384. Strict population controls (in the face of the coming disaster) have reduced the Tynari population to under two billion.

The basic unit of Tynari society is the traditional nuclear and extended family- usually with several generations living under one roof. Prefecture and other geopolitical designations survive, but most are sublimated under the world government.

The looming crisis on Tynara III has created something of a bunker mentality among the population, and caused them to accept a level of regulation and government interference many in the Federation would consider constraining, if not oppressive.

Nearly all of the industry on Tynara III is geared towards keeping Tynara III habitable for as long as possible and towards preparing to evacuate the world. Secondary industries are geared towards supporting those efforts.

Rationing of food, durable goods, and most other commodities are not uncommon, though some of these restrictions are easing slightly as the use of replicators becomes more widespread.

The Tynari government is essentially rule-by-committee. Each major geopolitical region (former nation-states) elects a number of representatives to the Senate. The exact number of representatives from each district is based upon overall population. The Senate then elects the 100 members of the Planetary Council and appoints the Judiciary and Advisory Committee.

The Judiciary is comprised of local and Appeal Courts, and judges are appointed for life-time terms. They are required to be native to the judicial districts they serve, though the Senate has occasionally waived this requirement on a case-by-case basis.

Members of the Planetary Council serve as executive authority for each of the 100 planetary districts, and serve as the heads of the various government ministries (such as Defense, State, and Interior). Policies and edicts from the Planetary Council can be overruled by a simple majority vote of the Senate, and Planetary Councilors can be removed by a vote of no-confidence by the Senate.

The Advisory Committee serves as a research and technical support arm for both the Senate and Planetary Council, and is generally comprised of representatives of industry, technical specialists, higher education, religious leaders, and other special interest groups. Members of the

Advisory Committee serve at the pleasure of the Senate and can serve “permanently”, for a specific term, or on an *ad hoc* basis. They can be dismissed at any time by a simple majority vote. Members of the Advisory Committee do not make policy directly, but can have an enormous influence on the Senate and Planetary Council.

Language

Tynari Common, Federation Standard

Homeworld

Tynara III is a small Class M world with a relatively small core and a comparatively large atmosphere. The third world from a very active primary, Tynara III has a stormy and turbulent atmosphere. Unfortunately, Tynara III is also shifting its orbit, and scientists predict the world will be uninhabitable within the next two decades.

The process of finding a new world to settle has been complicated by Tynara's unique atmosphere and comparatively low-gravity. Like most Class M worlds, Tynara III is rich in oxygen, but also contains a variety of unusual trace gases upon which the Tynari physiology is dependent. An experimental research laboratory (actually a small city) has been set up on Tynara IV-b in order to test the feasibility of terraforming the moon to Tynari specifications.

Favored Profession

Scientist, Starship Officer, or Diplomat. The Tynari can take up almost any profession, but the heroes will encounter them most often in context of the terraforming of Tynara IV-b. .

Species Adjustment

+1 INT

Species Abilities:

Atmospheric Requirements: Tynari require special atmospheric requirements when in common Class M (oxygen-nitrogen) atmospheres, and typically wear special respirators.

Without these supplements, Tynari slowly asphyxiate and die (at roughly ten times the rate of the Asphyxiation rules on page 228 of the *Narrator's Guide*). Tynari who travel off-world receive a +2 species bonus to all *Repair (Environmental Systems)* thanks to the need to keep their respirators functional.

Grav Compensator: Tynari require a specially constructed gravitic compensator to function off the Tynari homeworld (or worlds with similar gravity). Functioning in a normal Class M /1.0G environment without a Grav Compensator imposes a -10 penalty to all *Physical* tests.

Glass Jaw: The Tynari “silicate” physiology is particularly susceptible to physical damage. When taking damage from blunt-force trauma (such as falling or a *Unarmed Combat* attack), the Tynari automatically suffers double the normal damage.

Low-light Vision: The Tynari evolved on world where light levels could fluctuate wildly and quickly. They do not suffer associated penalties for lighting conditions other than total darkness.

Regenerative Physiology: While unusually fragile, Tynari physiology is also remarkably recuperative. Tynari make healing rolls once per hour (instead of once per day).

Skilled: Tynari tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Notes

The Tynari first appeared in the 7th Fleet RPG adventure “Fool's Errand”.