SPECIES ADJUSTMENTS

Strength -1, Agility +2, Presence +1, Perception +2

PHYSICAL DESCRIPTION

The Ylk are generally indistinguishable from Terran humans; at least at first glance. They are tall, trim humanoids. The females, who tend be the larger, average at between 173 and 195 centimeters in height. They average between 54 and 58 kilograms in body-weight under Earth-type gravity.

The males are slightly shorter, yet stockier of build, on the average.

Most Ylk have dark brown hair, and both males and females were their hair long. They have no facial hair. And their eyes are usually brown, or amber. A few Ylk have been seen with a type of eye-color described by humans as “tanned-eyed”.

Their voices are soft, and medium-toned. It is often hard to distinguish a male voice from a female.

There are several internal differences from humans, and an Ylk can only receive a blood-transfusion from a human using AB-negative blood.

CULTURE

The Ylk have a very bohemian type of culture. Ylk culture is openly liberal; very similar to the Hippie counterculture of the 1960s, on Earth.

They do not use money, or any other means of exchange. Most Ylk would not even understand the concept. On their homeworld, the Ylk share, literally, everything. As long as the sharing is consensual. Otherwise, it would not be sharing. Quite the opposite.

And yes, this does include their bodies. The Ylk are free with their bodies, and sexuality is an expression of friendship, love, and happiness to an Ylk. Virtually all Ylk are bisexual. They sometimes an Ylk may prefer the company of a companion of a particular gender; it is an uncomfortable concept, for the Ylk, to be “pigeon-holed” into traditional gender roles.

The Ylk are a pacifistic people. For self-defense, many Ylk practice a native form of Martial Art similar to Aikido. But the style is actually very gentle in it’s execution, emphasizing an avoidance of actual physical confrontation whenever possible.

The Ylk prefer herbal medicines, and dislike artificially derived pharmaceuticals, citing a high risk of addiction, and the dangers of side effects from most “unnatural” medications.

The Ylk have been members of the United Federation of Planets since 2377. Two years after the end of the Dominion War. The Ylk avoiding that particular conflict the way they usually avoid conflicts. By keeping to themselves. They do not bother others, and no body seems to bother them.

This is a system that has worked for the Ylk people for over 5,000 years.

LANGUAGES

The Ylk speak their own native language. It is a beautiful, lyrical language that, when spoken out loud, sounds like a combination of Terran French and Spanish. Because of the Ylk’s innate Empathic abilities, they will usually mental images to enhance communication as well.

The Ylk are very good at learning languages, and speaking the with an eloquent fluidity. Most Ylk encountered within Federation space will speak Federation Standard. And usually with a slight accent.

COMMON NAMES

The Ylk do not use names in casual speech. Because of their level of Empathic contact within their own people, their culture has evolved with no need for the Ylk to refer to each other by names.

An Ylk will get another Ylk’s attention by sending a metal image that conveys the feeling of those two particular people communicating. In open speech this usually translated to a nickname, or pet-name, rather than an actual name.

This can be very confusing to people from most other cultures, who often even insist upon a consisted name more most people, as well as places and things. The Ylk do not communicate this way. The Ylk will assimilate the method most commonly used to identify people within the norm of the culture around them, as necessary; but the concept of a “proper” name is very hard for them to grasp. And that of a surname is even more unusual for them.

And different names given to different people based on that individual’s gender even seems cruel to some Ylk. In keeping with their culture of absolute bohemianism, the Ylk would
prefer people to chose their own names, if a name is necessary. To that end, most non-Ylk will refer to an Ylk by a nickname that fits the individual’s personality, and in complimentary to that person.

Even tough, the concept is hard for the Ylk to graps, and in such circumstances, an Ylk will often literally forget her own name. While serving in a military hierarchy such as Starfleet, non-Ylk usually simply refer to the Ylk by her rank, or duty-station.

This works, because the Ylk will always now, through Empathy, that she is being spoken to.

**HOMEWORLD**

The Ylk homeworld is commonly referred to as Ylka III. It is the third planet in their solar system, and the only habitable planet in the system, by humanoid standards.

Ylka III is very close in proximity to Gamma Capricorn, in the Alpha Quadrant, in Federation space.

The planet, itself, is a lush, green planet. The environment is very similar to that of Earth, in the latter half of the 19th century. The Ylk have a thriving agrarian society, rather than an industrialized one.

Ylka III has two different climatic seasons; one with warm to hot temperatures roughly corresponding to Terran spring and summer, and the other with commonly occurring winds, rain, and snow which corresponds to Terran autumn and winter.

The bulk of the terrain on Ylka III is made up of forests, and mountain-ranges, with many lakes, steams, and rivers. There are two major continents on the planet as well as several smaller land-masses and two large freshwater seas.

**FAVORED PROFESSION**

The Ylk make excellent Diplomats, and they do have a religion the emphasizes kindness and open-mindedness. And in that capacity, there are many Ylk Mystics in the Federation.

When serving in Starfleet, the Ylk will be in care-giving roles, such as Counselors or Medical officers.

**SPECIES ABILITIES**

The Ylk are not generally as strong as a human of the same height or build. And they must work at it to achieve a standard human musculature. They are extremely supple, limber people however. The Ylk, as a rule, tend to be charming, fascinating people. And they are very astute.

An Ylk character will enjoy a +2 species bonus to her Agility and Perception attributes, and a +1 to her Presence. But, all Ylk will suffer a -1 to their Strength attributes.

They also have several singular species traits unique to their people if combined in tandem.

**Psionic:** *(bonus edge)* The Ylk automatically possess the Psionic edge. When creating the character's PSI attribute, an Ylk gains an additional +2 to the attribute itself (resulting in a starting attribute of 6). The Ylk may advance the PSI attribute as a favored attribute.

**Empathy:** The Ylk gain Empathy 2 at no cost, and can treat this skill as a professional skill for the purpose of skill selection and advancement. The Ylk can project feelings and emotions between each other, and receive Telepathic communications from other non-Ylk telepaths.

**Tranquil:** The Ylk seem always to be at peace, calm, and passive. They prefer to settle differences through peaceful means. The Ylk are highly regarded as diplomatic liaisons. An Ylk gains a +4 species bonus to all Negotiate (Mediate) tests.

**No Appellation:** *(species flaw)* The Ylk do not use a proper names to refer to each other, nor to anyone else unless required to do so. This makes the Ylk very hard to talk with, at least at first. In Social tests, Ylk suffer a -3 modifier for any reaction stance. This flaw can be “bought off” by acquiring two levels of the Friendly edge (requiring the Trait Upgrade edge as well).

**Hedonistic:** *(species flaw)* The Ylk enjoy all manner of pleasure; physical, sexual, and otherwise. Whenever presented with an opportunity to enjoy herself, have fun, or take pleasure in some activity, a Ylk must make a Willpower reaction roll, or be unable to resist and indulge herself for 1d6 rounds.