

AENAR

ENTERPRISE AND THE ORIGINAL SERIES ERAS ONLY

The Aenar subspecies of the Andorians native to the Northern Wastes of Andoria. Their population seldom rose above a few thousand. Physiologically, Aenar are almost identical to Andorians save an absence of skin and hair pigmentation and their highly evolved telepathic abilities. Prior to the 23rd-Century, Aenar lived in an underground compound shielded by a dampening field, and were considered a myth by other Andorians. They have a communal society with no formal leader, but when the situation calls for a single voice they appoint a delegate known as "The Speaker". Aenar possess a strictly pacifist ideology and deplore violence of all forms, both physical and mental. The Aenar had a strict law against reading the minds of other people without prior consent. Aenar and Andorians were genetically compatible, and following their discovery in 2140, there were increasing marriages between the subspecies. By the early 24th-Century, few Aenar remained, having become fully integrated into Andorian society. However, it was not unknown for families with many Aenar progenitors to produce children with empathy talents.

EXAMPLE VALUE: *There is Never a Need for Hostility*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Andorian, Aenar. These traits may reduce the Difficulty of Tasks to resist extreme cold, or Tasks impacted by extremely low temperatures. Many Aenar are born blind yet have the ability to "see" people and objects via their innate telepathy. However, operating terminals or using view screens is more challenging. Their antennae aids in both balance and spatial awareness, and a lost or injured antenna causes dizziness until it regrows. Andorians have a high metabolism that means they tire quickly and are more vulnerable to infection from certain types of injury.
- **TALENTS:** The character receives access to the following talents. In addition, you have access to the Empath and Telepath Betazoid talents.

TELEPATHIC INTERFERENCE

REQUIREMENT: Aenar, or Gamemaster's Permission

Your skills at telepathy can interfere with the ability of others to read minds, sense thoughts and emotions, or send telepathic signals. As a Minor Action, you can shield the minds of others, preventing the detection of surface thoughts and emotions, as well as blocking telepathic communication. Attempts to push past your block is an Opposed Task. Additionally, you can assist other creatures in resisting having their mind read.



SPECIES

ANDROID

ALL ERAS OF PLAY

An android was an advanced form of robot made to imitate humanoids, typically Humans. Most androids are self-aware and possess artificial intelligence. Numerous alien species created androids in the galaxy, such as the species of planet Exo 111 and several who originated in the Andromeda Galaxy before being discovered by Harry Mudd in the 23rd Century. The probe, V'Ger, was also able to create a highly advanced construct mimicking the Delta officer, Lt. Illia, which proved capable of replicating both memories and emotions. Any number of other advanced aliens were also likely capable of designing and creating advanced humanoid robotics. The first successful androids created by Federation scientists were the creations of Noonien Soong in the 24th Century. Soong-type androids make use of a positronic brain, which is complex enough for sentient thought. Soong's first few androids proved imperfect, but his later models were less flawed and were even capable of being mistaken for human.

EXAMPLE VALUE: *Be Self Aware Rather than a Repetitious Robot*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Android. While androids mimic the human form they are stronger than humans, and immune to virtually all diseases and toxins, including many forms of radiation. Robots are functionally immortal, being unaging, but do require regular maintenance to maintain their parts. Furthermore, as an artificial being, the First Aid task and removing Injuries from you requires the Engineering Discipline rather than Medicine.
- **TALENTS:** The character receives access to the following talents:

INTERNAL DATABASE

REQUIREMENT: Android

Your internal memory contains a wealth of knowledge of a variety of subjects, When you succeed at a Task using Insight or Reason, you gain one bonus Momentum, which may only be used for the Obtain Information Momentum Spend.

LIMITED EMOTIONS

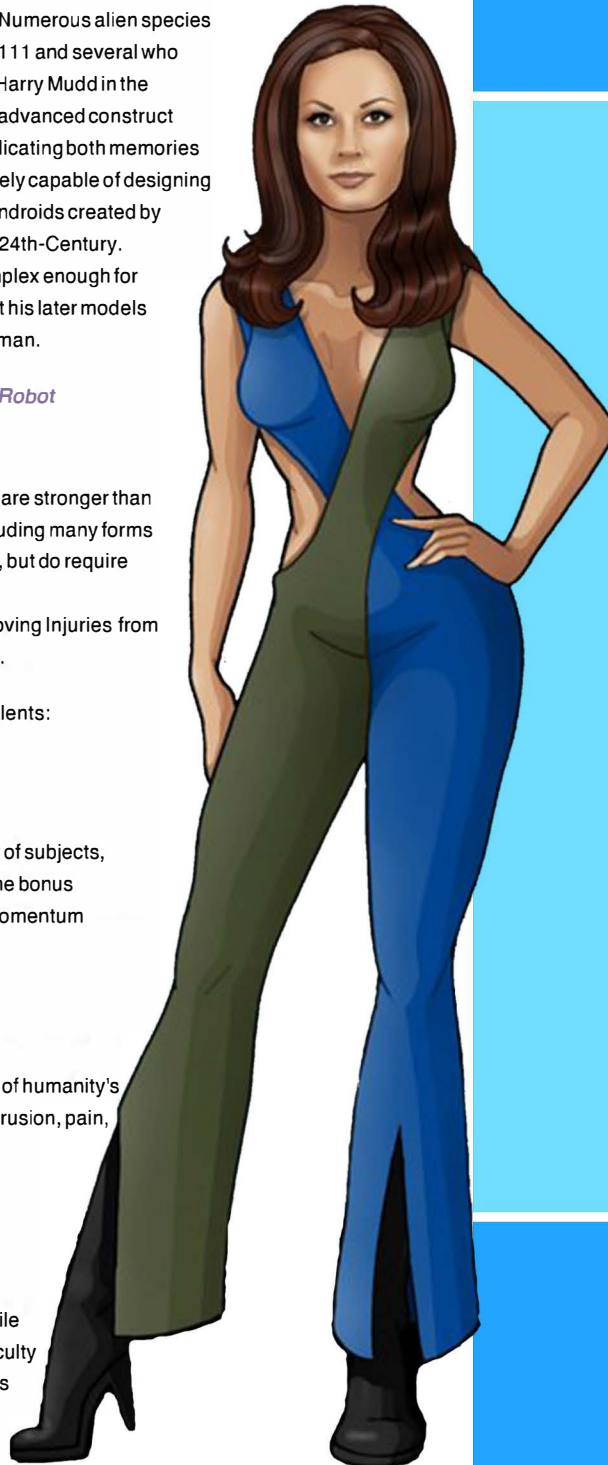
REQUIREMENT: Android, or Gamemaster's Permission

You either lack emotions, or your emotions are an imperfect copy of humanity's. You reduce the Difficulty of all Tasks to resist coercion, mental intrusion, pain, and other mental attacks by two.

REROUTE SYSTEMS

REQUIREMENT: Android

You have automated repair protocols that can reactivate your systems after you have received damage. Once per mission, while injured you can attempt a Control+ Engineering Task, with a Difficulty of 2. On a success, you "heal" from the injury. You can perform this Task despite being Injured.



SPECIES

AUGUMENT

ALL ERAS OF PLAY

Augment is a term used to describe genetically engineered Humans, first created by advances in DNA re-sequencing in the mid 20th century. Their artificially augmented superhuman intelligence was beyond the reach of even the most intelligent Humans. Along with their superior abilities, there was a defect in the genome of the first Augments: they were aggressive, arrogant and ambitious, with a diminished sense of morality, but since that era, future attempts at genetic modification have since corrected this flaw. Following the Eugenics Wars, genetic engineering on Earth was banned in the mid-22nd century. This ban was adopted by most Human colonies, but not universally as some planets permitted genetic engineering or were even established to research manipulation of the genome. Eventually, the laws were loosened to allow the correction of medical conditions, but genetically enhanced individuals were banned from service in Starfleet.

EXAMPLE VALUE: *That Which Does Not Kill Me Makes Me Stronger.*

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Human augment. The Augments were designed to be remarkably agile, being up to five times as strong and twice as intelligent as a normal Human, resistant to illness and with enhanced senses, possessing heart muscles twice as strong and lung efficiency fifty percent better. Their blood contained platelets capable of regenerating from most disease or toxin
- **TALENTS:** The character receives access to all Human talents and the following talents:

DURABLE

REQUIREMENT: Human augment, or Gamemaster's Permission.

Your genetic augmentation allows you to shrug off minor wounds. The first time in a scene you are reduced to 0 Stress, you do not gain an Injury. Additionally, on your first turn after gaining an Injury, you can perform a single Minor Action (but still can't attempt any Tasks).

HEALING BLOOD

REQUIREMENT: Human augment, or Gamemaster's Permission, may only be taken at Character Creation.

Your blood has restorative properties for other humans, combating disease and suspending some debilitating conditions. If a creature is injected with your blood during a Task to remove an Injury, any dice in that Task can be re-rolled.



SPECIES

BENZITE

THE NEXT GENERATION ERA ONLY

Benzites are highly meticulous and competitive, preferring to work alone in order to claim credit when an objective is achieved. They find failure deeply and personally shameful, and may conceal the results of their work until they are positive that their hypothesis is correct. Reporting a problem without a solution is especially frowned upon in Benzite society. They prefer to act rather than react. Most Benzites are followers of *The Doctrine of Andragov*, a philosophical doctrine that is equally statistical calculus. Using these teachings, they list their personal objectives, both long and short term and rate themselves with a scoring system that calculates their level of success. Benzites respond to contests with zeal and enthusiasm, focusing all their energies into victory, even in friendly competition. Benzites tend to do well with sports and games that require the mathematical precision with which they calculate their Andragov scores, and are less interested in physical sports. Benzite Starfleet officers, as a rule, hunger for commendations, medals, and positive performance ratings. Successful Benzites have learned to balance personal ambitions with the social realities of serving in Starfleet, where many races are critical of such ambition.

EXAMPLE VALUE: *To Be Exceptional, You Must Focus on the Smallest Details*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Reason
- **TRAIT:** Benzite. Benzites have distinctive tendrils near their mouths and have skin which comes in shades of blue. They have two opposable thumbs on each hand. Benzites are unable to breathe standard oxygen/nitrogen atmospheres and require a respiration device to provide the additional needed elements. The Benzite's forced adaptation to high levels of atmospheric toxicity gives them a hardiness beyond their build and a potent resistance to poisons. Benzites are capable of digesting a wide range of substances inedible to most species, but out of politeness, when off world most limit themselves to the default menu of the non-Benzites with whom they work.
- **TALENTS:** The character receives access to the following talents:

COMPETITIVE DRIVE

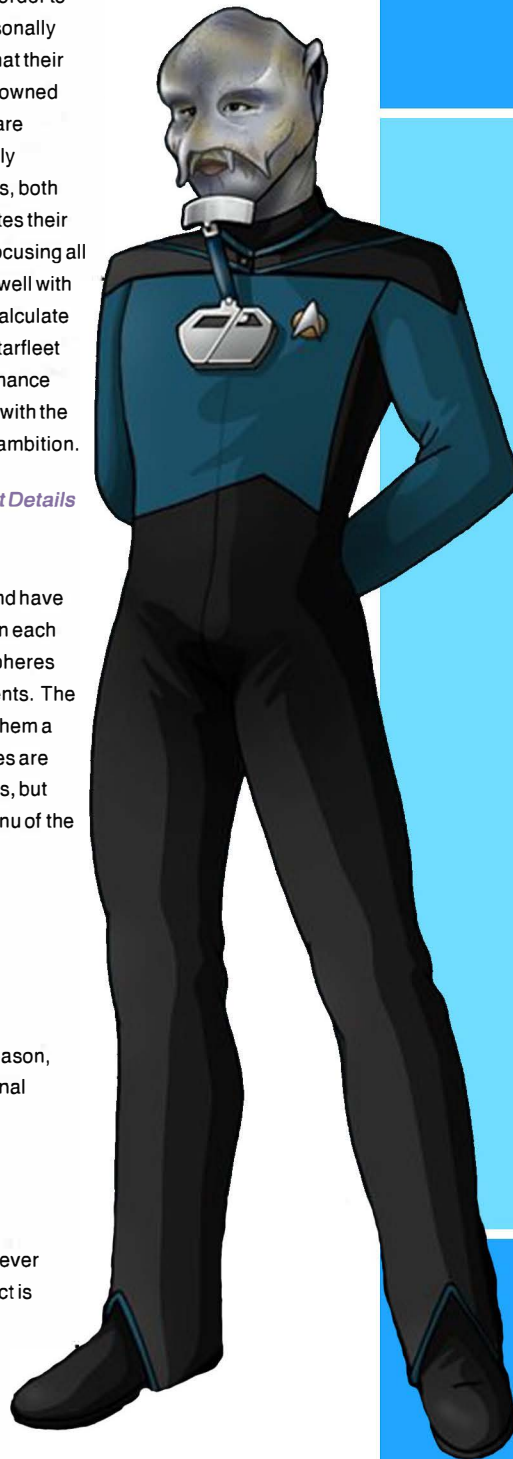
REQUIREMENT: Benzite, or Gamemaster's Permission

You do your best work alone without assistance. When you succeed on a Reason, or Control Task without another character assisting you, you gain an additional Momentum that must be spent on that Task.

THOROUGH

REQUIREMENT: Benzite, or Gamemaster's Permission

You work slowly but methodically, careful to avoid making a mistake. Whenever you roll a complication on a Science, or Engineering Task, roll 1 ⚠. If an Effect is rolled, ignore that complication.



BOLIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Typically Bolians are gregarious, hardworking, and meticulous. They enjoy cooperation and working in groups. However, you can always count on a Bolian, their selflessness is legendary. Bolian individuals tended to be highly outspoken, even when it was not requested. Due to the "good nature" personality types often perceived in Bolians, they were often accustomed to working in various service professions. Bolian barbers and waitstaff were employed aboard the Federation starships. Bolians work well in professions that privilege group cooperation and group effort; every branch of starship service suits their desire for teamwork and structure. The Bank of Bolias is the primary financial institution of the Bolians and many off-worlders, holding funds and storing valuables. Fluctuations in Bolian currency played an important role in Alpha Quadrant markets.

EXAMPLE VALUE: Together We Are Stronger

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Bolian. Bolians are typically bald and have skin in shades of blue. They have a corrosive internal chemistry that allows them to many things that would be unpleasant or even deadly to other species, including decaying meat and strong corrosives such as acid. Because of this, intimate relations with non-Bolians can be challenging.
- **TALENTS:** The character receives access to the following talents:


GREGARIOUS

REQUIREMENT: Bolian, or Gamemaster's Permission

You selflessly support the actions of your fellow crew members. Whenever you assist another character with a Task outside of combat, the character you assisted gains one bonus Momentum if they succeed.

OFFER ADVICE

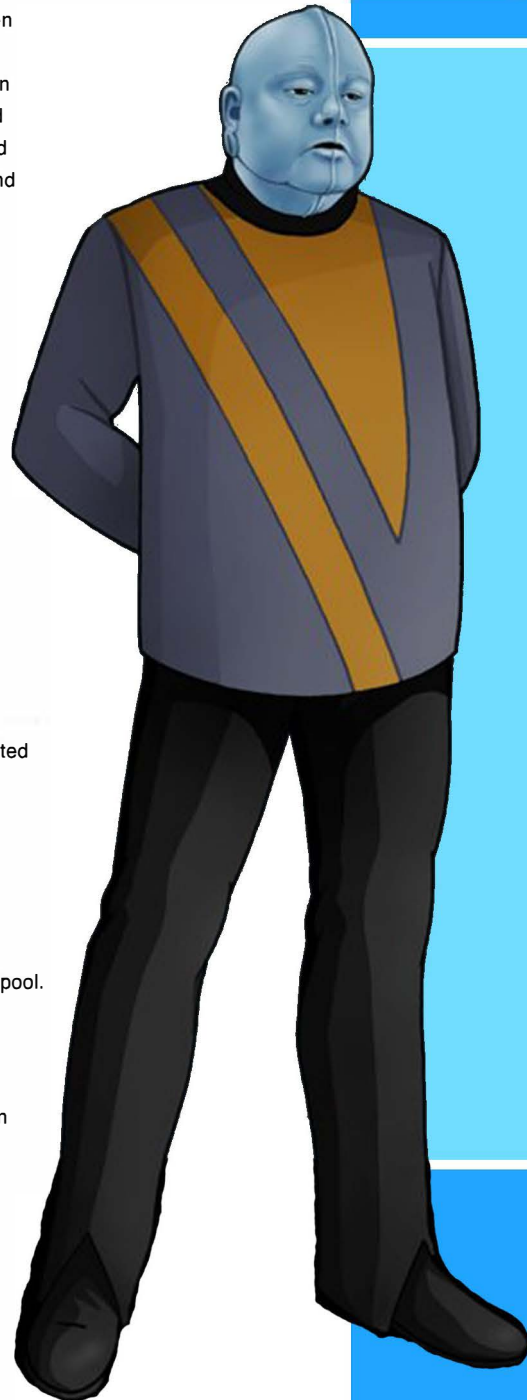
REQUIREMENT: Bolian, or Gamemaster's Permission

You are happy to make suggestions for how to best execute a course of action. Whenever you spend the last Momentum in the group's Momentum pool, roll 1  when you transfer initiative. If you roll an Effect, add 1 to the Momentum pool.

MARKET SAVVY

REQUIREMENT: Bolian, or Gamemaster's Permission

You have learned the basics of economics and trade, possibly with a connection to the Bank of Bolias. Increase the Difficulty of all Social Conflict to persuade you by 2. This Difficulty increase is removed as soon as a fair and equitable deal is offered.



SPECIES

BYNAR

THE ORIGINAL SERIES AND NEXT GENERATION ERAS

The Bynars are native to the planet Bynaas, in the Beta Magellan system. They are shorter than Humans with lilac-coloured skin, enlarged skulls, and asymmetrical ears. Their defining characteristic is that the entire race are cyborgs connected to their master computer on Bynaas, allowing them to near-instantaneously share information. Bynars work and live in pairs, being genetically bonded for life. Pairs of Bynars communicate using complex binary code. When they do speak other languages, they alternate phrases and finishing each other's sentences. If one of the pair dies, it's traditional for the survivor to return to Bynaas to be paired with a new Bynar. Bynars that choose not to return have their identification code removed from the computer network. The Bynars' constant exposure to computers makes them quick to learn new operating systems and programs. Their ability to recall data and process new information makes them highly valued to organizations such as the Starfleet Corps of Engineers and the Daystrom Institute. Bynars have practiced cybernetic augmentation for centuries. Bynar workers and security forces once employed supplementary physical augmentations, but these have become rare since Bynaas joined the Federation. As early as the 2150s, they began replacing the parietal lobes of newborns with a synaptic processor. Initially, Bynars seldom traveled far from their homeworld, as the range of their network was limited. By the late 2200s, subspace communication had improved enough that they could travel throughout much of the Federation.

EXAMPLE VALUE: *There are only every two choices.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason
- **TRAIT:** Bynar. Despite their small size, Bynars are physical robust and durable. Their augmentations allow them to communicate instantaneously with their twin while in the same system, sharing all sensory input. However, they are vulnerable to electromagnetic pulses, that can disable or destroy their implants, leaving them disoriented or even disabled.
- **TALENTS:** The character receives access to the following talents. You must select either the Paired or Unpaired talent at some point during character creation.

NETWORKED

REQUIREMENT: Bynar, or Gamemaster's Permission

You are connected to either the Bynar master system or your ship's mainframe. Provided it's in communication range and there is no interference, that computer can assist you on Tasks where its Communication, Computer, or Sensor Systems would reasonably apply to the Task.

PAIRED

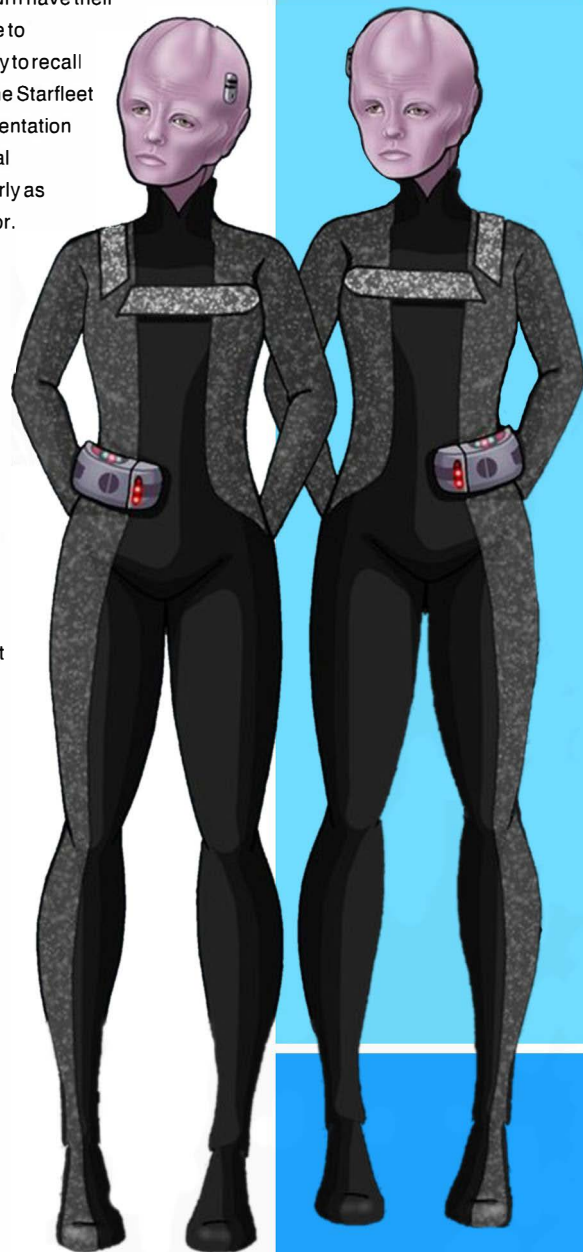
REQUIREMENT: Bynar, or Gamemaster's Permission

You are genetically paired to another Bynar on the crew. This Bynar is a support character but does not count against your Crew Support for the mission. Once per scene, you can use their Disciplines on a Reason or Insight roll in place of your own.

UNPAIRED

REQUIREMENT: Bynar, or Gamemaster's Permission

Your genetic pair is dead and can't be replaced during your current mission or deployment. Mentally alone, you are driven to aid others. When you assist another character with a Task, one d20 related to that Task can be re-rolled.



CAITIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Descending from creatures similar to Earth felines, Caitians possess sleek bodies covered with soft fur and long tails and longer hair frames their faces like a mane. Their fur ranges greatly in hue, from light reddish tan to dark black. Their ancestors were pack hunters, and Caitians retain this sense of cooperation and respect for authority. Loyalty is highly valued. A Caitian's clan is considered family, be that a formal Caitian clan of the crew of a starship. Despite their origins as hunters, the species has moved away from its predatory instincts, and a large percentage of Caitians are vegetarian. Passionate beings, Caitians can be fierce and protective of their clanmates, and are capable of sudden bursts of violence when provoked. They appreciate beauty, especially natural forms, but they also enjoy poetry. Caitians practice total equality of genders, and their names have no assumed gender.

EXAMPLE VALUE: *I Reward Loyalty with Loyalty*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness
- **TRAIT:** Caitian. Owing to their origins as alpha predators, Caitians have quick reflexes. They also possess great dexterity and have acute senses of sight, smell, and hearing. They can detect noises in a frequency range beyond most humanoid races and have excellent night vision. The firm pads of their feet allow them to eschew boots or other footwear, but allow them to move with surprising silence.
- **TALENTS:** The character receives access to the following talents:


CAT-LIKE REFLEXES

REQUIREMENT: Caitian, or Gamemaster's Permission.

During the first round of any combat, if you have not acted, you can take a Minor Action on another turn by spending one Momentum Dice (immediate).

COORDINATED HUNT

REQUIREMENT: Caitian, or Gamemaster's Permission.

You have some skill at felling large prey with a pack. Whenever you assist another character making a Melee Attack, the character you assisted gains 2  if that attack hits.

KEEN HEARING

REQUIREMENT: Caitian, or Gamemaster's Permission.

Whenever you attempt to detect faint sounds, listen in on conversations, distinguish tones, recognize voices, notice patterns or background noises in recordings, or other tasks that involve your sense of hearing you gain a bonus d20.



CARDASSIAN

THE NEXT GENERATION ERA ONLY

Cardassian culture is hierarchical, with the State at the top in public life, and parents within the home. A Cardassian's family is considered one of their greatest assets, with two or three generations living within the same household. The emphasis on hierarchy and other factors is fertile ground for intense rivalries between individuals and families, and the independently minded and the government. As a result, Cardassians are generally suspicious and regarded those who are not paranoid as somewhat foolish. Cardassians enjoyed debate and conversation. Cardassian males lead a life focused on military and political service, being the only gender to be drafted; while women could volunteer to serve, many focused on advancing technology and engineering. Cardassians did not fear old age and in respected the wisdom and dignity such a position granted to the Cardassian in question. Cardassians respect authority and age, usually equating the two.

EXAMPLE VALUE: *For My Children, For All Our Children*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Cardassian. Cardassians possess extraordinary mental discipline, and commonly have eidetic memories as the result of intense training during childhood. They are intolerant of cold environments, but quite comfortable at higher temperatures. Cardassian hearing is slightly less acute than that of Humans, and they are uncomfortable in bright light. Cardassians have a negative reputation amongst many Alpha Quadrant cultures, particularly Bajorans, whose homeworld they occupied for decades.
- **TALENTS:** The character receives access to the following talents:

CULTURED

REQUIREMENT: Cardassian, or Gamemaster's Permission
You enjoy a good argument, be it five minutes or a half-hour. When engaged in Social Conflict, and given an opportunity to speak at length on a subject, you may re-roll your dice pool if you purchases any bonus d20s.

LOYAL AND DISCIPLINED

REQUIREMENT: Cardassian, or Gamemaster's Permission
You are quick to obey orders. Whenever you receive assistance from a superior on a Task, you may re-roll a single d20.

RUTHLESS

REQUIREMENT: Cardassian, or Gamemaster's Permission
You are merciless and have few compunctions about shooting an enemy in the back. You may re-roll any d20s in your dice pool when making an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless.



SPECIES

CHANGELING

THE NEXT GENERATION ERA ONLY


The natural form of a Changeling was a viscous orange liquid. Changelings could take virtually any corporeal form, ranging from humanoid aliens to fog to reflective surfaces. They did not seem to be able to exist as or change to forms of energy. Changelings are biologically immortal and therefore never die of old age. Changeling culture revolved around the Great Link and shapeshifting. While in the Link, a Changeling had little sense of time or its individual self, and saw itself as a part in a larger whole. Changelings hated to be separated from their people, and would seek out the company of other Changelings with whom they had personal conflicts rather than remain alone. Throughout their entire history, no Changeling had ever harmed another. Above all else, the Changelings wanted their people to all be united in the Great Link, and renegades such as Odo were given ample opportunities to return home with all transgressions forgiven.

EXAMPLE VALUE: *To Become a Thing is to Know a Thing*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight
- **TRAIT:** Changeling. As their name suggests, Changelings can shift into the form of objects and creatures at will. As they only mimic humanoid form, they are immune to most diseases and poisons, and don't require food, sleep, or air. Changelings have no sense of smell or taste. Maintaining a solid form is taxing and Changelings had to periodically revert to their natural gelatinous state to regenerate, roughly every eighteen hours.
- **TALENTS:** The character receives access to the following talents. Changeling character must select the Shapeshifting talent at some point during character creation.

FORM WEAPON

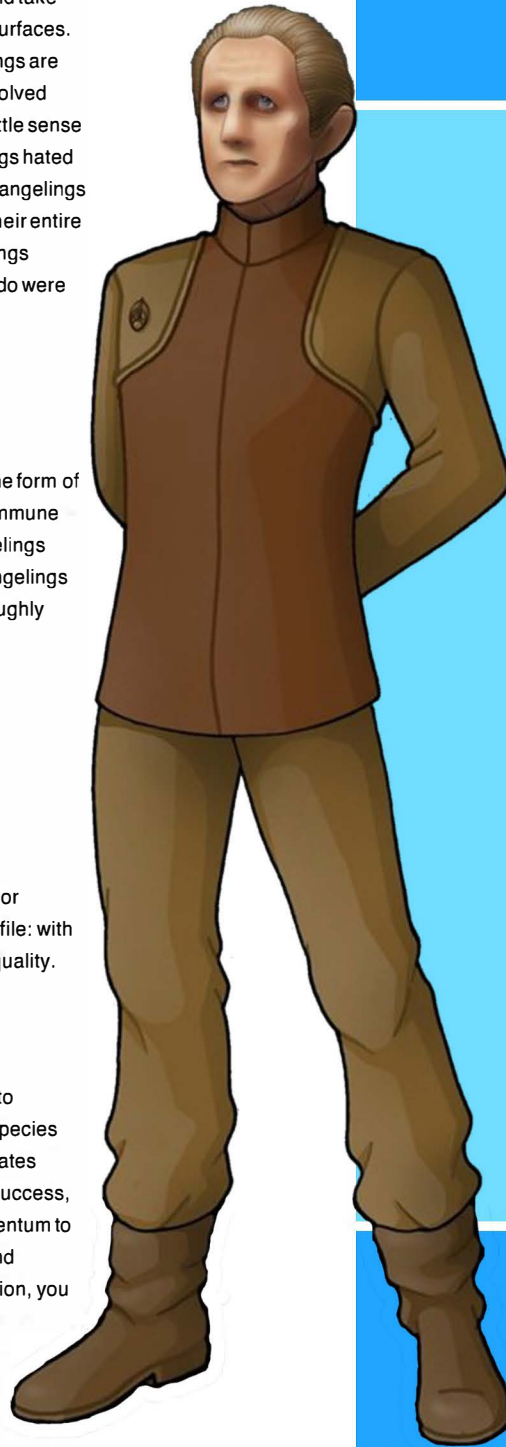
REQUIREMENT: Changeling, or Gamemaster's Permission

You can transform a digit or an entire limb into a simple weapon, such as a whip or dagger. The chosen body part becomes a melee weapon with the following profile: with 1  Vicious 1, Size 1H. You can choose to add either the Deadly or non-lethal quality.

SHAPESHIFTING

REQUIREMENT: Changeling

You can transform into other objects and creatures at will. When you change into another form you gain an additional Trait related to your new form, such as its Species Trait. During combat and other periods of stress, rapidly transforming necessitates skill and focus, requiring a Control + Medicine Task with a Difficulty of 0. On a success, you transform into a simple inanimate object. You can choose to spend 1 Momentum to instead become a complex object with many moving parts or an animal, or spend 2 Momentum to become a generic humanoid. With the Gamemaster's permission, you can choose to spend 3 Momentum to copy the form of a particular individual.



SPECIES

DELTAN

ALL ERAS OF PLAY

While Deltans may appear aloof, careful observation notes that Deltans have a well-developed sense of humor lying beneath their poised exterior. Delta IV's unpredictable tides and inhospitable ecology resulted in a polyglot and unified culture. While micro-cultures evolved throughout the expansive chains of archipelagos, they never remain isolated long enough to develop pronounced differences or xenophobia. Deltans are identified by their absence of bodyhair save eyebrows, but are known to wear elaborate head dresses. Renowned as great jewelry makers, Deltan jewelry is sold throughout the Federation and neighboring territories. Deltans are a sensual race, enjoying and savouring physical sensations of all varieties, from the pangs of hunger to satiating it with exquisite foods, the caress of a warm breeze or the bite of a cold wind. Their strong sexual attraction can be a distraction for other species, which prompts many Deltans to swear an oath of celibacy when working alongside other peoples, such as when serving on Starfleet vessels.

EXAMPLE VALUE: *There are Limits to Self Indulgence, but None to Restraint*

- **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason
- **TRAIT:** Deltans. Due to their strong pheromones, Deltans are exceptionally alluring to most humanoid species. All their senses are highly acute and sensitive far beyond the Human norm, especially their sense of touch, sight, and taste.
- **TALENTS:** The character receives access to the following talents. A Deltan character must select one of the Deltan talents at some point during character creation, to reflect their use of pheromones.

ANALGESIC TOUCH

REQUIREMENT: Deltan

You can carefully release your pheromones to induce a surge of endorphins, relieving physical pain. After a successful First Aid Task, you may ignore the Momentum cost to get the injured officer back into action. This may only be used once per scene.

INDUCE AGONY

REQUIREMENT: Deltan.

You have learned to use your pheromones offensively, triggering random pain impulses. Your touch counts as a melee weapon with 1 Δ Vicious 1, Size 1H, and the Nonlethal quality. You may use Command or Medicine instead of Security when attempting an induce agony Attack, and may increase damage by your Command or Medicine Discipline instead of Security

POTENT PHEROMONES

REQUIREMENT: Deltan

Whenever attempting a Task to negotiate, persuade, or seduce a humanoid creature that could be physically attracted to you in Close range, you add a bonus d20 to the roll.



SPECIES

EDOSIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Hailing from the planet Edos, Edosians are a tripedal species, possessing three arms, three legs, and three fingers on each hand. Due to their sensitive hands and great dexterity they are among the best toolmakers in the Federation. Meticulous about detail, Edosians make good scientists and technicians. They are also renowned musicians, and playing their instruments requires additional limbs. Naturally reserved, Edosians prize privacy and tend to be shy and introverted, making few close attachments. The Edosians are a long-lived species, during that time they form large families that produce many children. Edosians retain their spirituality and religion, and worship a pantheon with many gods.

EXAMPLE VALUE: *Anything Worth Doing is Worth Doing Well*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Edosian. All Edosians are agile with long flexible digits capable of fine manipulation of objects. Because of their exceptional coordination, Edosians are adept at using all of their limbs at once, rapidly alternating between tasks.
- **TALENTS:** The character receives access to the following talents. An Edosian character must select one of the Edosian talents at some point during character creation, to reflect their non-humanoid anatomy.

ANCILLARY APPENDAGES

REQUIREMENT: Edosian.

Your balance is exceptional, owing to your extra leg, making you much more stable. You reduce the cost to resist being knocked prone by the Knockdown damage effect by two, to a minimum of 0. If the cost would be reduced below 0, you instead gain one Momentum.

MULTITASKING

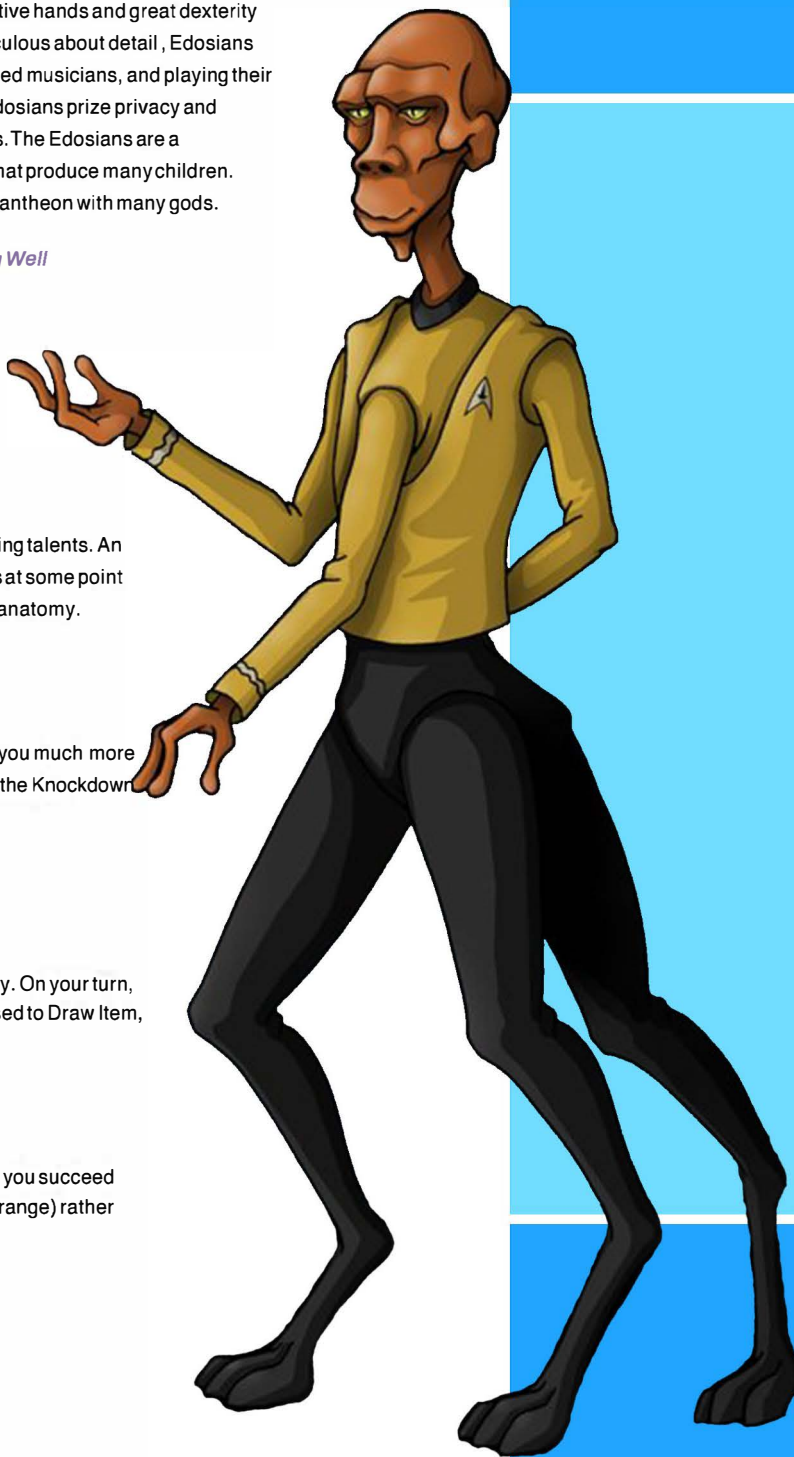
REQUIREMENT: Edosian.

You are skilled at using all three of your hands simultaneously. On your turn, you can take an additional Minor Action, which can only be used to Draw Item, Interact, or Aim.

SWIFT MOVEMENT

REQUIREMENT: Edosian.

Your extra leg allow you to dash with surprising speed. When you succeed on a Sprint Task, you move two zone (to any point in Medium range) rather than one.



EFROSIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Efrosians are a species of humanoids native to the planet Efros Delta in the Flarset system. They are notable for their dedication to oral history and musical language. The Efrosians do not have a written language. Although introduced to the concept by other civilizations, the Efrosian culture is still based on memorizing oral history, with libraries resembling other worlds' music archives. Cosmetically similar in appearance to Klingons, their faces contain fatty deposits inherited from their ancestors due to the harsh cold of their homeworld. Males tend to have white or blonde hair while females usually have black or dark brown hair. As a rule, Efrosians are deeply spiritual. Their religion features a binary morality, with their heaven known as "Endless Sky", and balanced by a fiery underworld. Efrosians prefer to specialize in one area of expertise. Efrosians lack the concept of monogamy found in many other humanoid cultures, however this lack of monogamy does not necessarily translate into sexual promiscuity. Still, Efrosians consider sexual intercourse a useful way to learn to work well with others, helping one appreciate one's colleagues. It is actually considered somewhat rude not to flirt with someone of your preferred sex.

EXAMPLE VALUE: *The More You Know of the Past, the More Prepared You Are for the Future*

- **ATTRIBUTES:** +1 Daring, +1 Insight, +1 Reason
- **TRAIT:** Efrosian. Most Efrosians have weak eyes but compensate with a heightened sense of smell. Some Efrosians who are blind can correct this disability with a type of special mechanical glasses. Efrosians have two stomachs and require the oils found in Levithi nuts in order to remain healthy.
- **TALENTS:** The character receives access to the following talents:

INTUIT DIRECTION

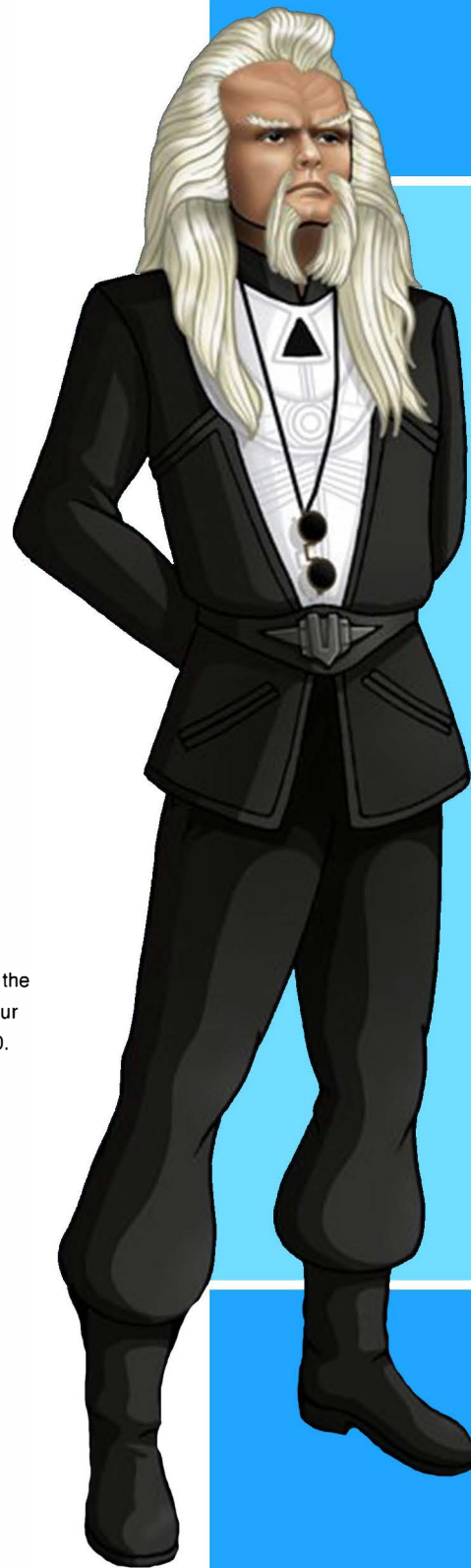
REQUIREMENT: Efrosian, or Gamemaster's Permission

You have an innate ability to orientate yourself, owing to your people's need to navigate across the glaciers and snowy plains of your homeworld. When you attempt a Task to plot a course, find your position, navigate overland, or determine which direction you're facing, you may re-roll one d20.

RECALL INFORMATION

REQUIREMENT: Efrosian, or Gamemaster's Permission

You've learned to apply the techniques needed to memorize the oral history of your people to other types of facts. When you succeed at a Task using Insight or Reason, you gain one bonus Momentum, which may only be used for the Obtain Information Momentum Spend.



SPECIES

EL-AURIAN

ALL ERAS OF PLAY

Also known as “listeners”, the El-Aurians are an ancient race that developed warp technology millennia ago. While they were highly advanced, they established few colonies and never established empires. They were a widely traveled people who traveled across many parts of the galaxy, and far away from their home. A few traveled as distantly as Earth, reaching that world late in the 19th Century. In the early parts of the 23rd Century, the El-Aurians were the victim of a major attack by the Borg, with all but a handful of El-Aurians being assimilated or killed. All their cities were destroyed, and all their worlds claimed. The El-Aurian species was scattered throughout the universe, surviving but nevertheless prevailing.

EXAMPLE VALUE: *Truth is in the Eye of the Beholder.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** El-Aurian. While structurally the same as humans, El-Aurians are extremely long lived, with a lifespan measured in centuries. El-Aurians prided themselves on being a race of listeners, and something about them encourages honesty. Many act as advisers, diplomats, or confidants while others turn their talent to dubious pursuits as con artists and tricksters. El-Aurians had the notable ability to sense changes in the time stream resulting from time travel, as well as disturbance events that occurred outside normal time.
- **TALENTS:** The character receives access to the following talents:

LISTENER

REQUIREMENT: El-Aurian, or Gamemaster’s Permission

You know how to subtly use your empathic skills to discern not only what is being said but also what is being unsaid. This allows you to tell someone exactly what they needs to hear. When you attempt a Task to advise or convince someone into taking or refraining from a specific course of action, you may add a bonus d20.

WISDOM OF YEARS

REQUIREMENT: El-Aurian, or Gamemaster’s Permission

You have many decades if not several centuries of experiences to draw upon. You may have one additional Value and Focus, reflecting the insights you received from your long life.



FERENGI

THE NEXT GENERATION ERA ONLY

Ferengi civilization was built upon free enterprise, where earning profit was the sole goal of meaning in life, superseding all other endeavors and accomplishments. Much of Ferengi society was based on a list of rules for business ventures known as "The Rules of Acquisition". At its most lengthy, this list encompassed 285 guidelines that Ferengi males were to memorize and follow as part of business ventures, principally with other Ferengi. When taken to an extreme, the Rules of Acquisition were followed like religious tenets. Most Ferengi had limited or non-existent morals, as other species would define ethics. Ferengi have no compunctions against such taboos as war profiteering, smuggling, or cultural exploitation. Despite their unscrupulous reputations, the Ferengi managed to avoid many of the worst aspects of an evolving culture and their social history was notable for the absence of atrocities such as slavery or genocide, a distinction the Ferengi felt made them morally superior.

EXAMPLE VALUE: *The Justification for Profit is Profit*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Ferengi. The Ferengi's most distinguishing feature was their large ears (called "lobes"), which gave them extremely acute hearing, sensitive enough to tell a person's species and gender, even through electronic distortion. Big lobes were seen as desirable, as were sharp teeth (of which Ferengi had plenty). Most Ferengi were slight in build, being shorter than Humans but possessing a comparable physical strength. They had a particularly unusual four-lobed brain that could not be read by telepathic species such as Betazoids.
- **TALENTS:** The character receives access to the following talents:

FLEXIBLE MORALITY

REQUIREMENT: Ferengi, or Gamemaster's Permission

Your values shift depending on the expectations of profits and needs of business deals. Once per mission, you can change a Value for that mission. The replaced Value is restored at the end of the mission, and you can't spend Determination using Value in the same scene where you change it.

HOARDING IMPULSE

REQUIREMENT: Ferengi, or Gamemaster's Permission

You have a strong impulse to collect information and objects of value, if only valuable to you. When you save Momentum, you can save it to a personal Momentum pool, that function's like the group's Momentum pool, save only you can use its Momentum. This pool can't contain more than 2 points of Momentum. However, you can't save Momentum to the group's Momentum pool unless your personal pool is full, or you have already added Momentum to your pool from that Task.

SEEK ADVANTAGE

REQUIREMENT: Ferengi, or Gamemaster's Permission

You are continually looking for ways to advance your agenda and personal goals. When you spend a point of Determination for a bonus d20, you can also re-roll a d20.



FREED BORG

THE NEXT GENERATION ERA ONLY

Freed or "liberated" Borg are not a true species, but members of other people, such as Human, Klingon, or Romulan. Liberated Borg were assimilated but have regained their sense of individuality after being removed from the Collective: the the gestalt consciousness of the Borg drones. They have had most of their cybernetic implants laboriously removed, however most freed Borg are missing organs or limbs and are forced to make due with the Borg replacements, or the components are so integrated with their bodies that removal would mean death. Freed Borg do not have a society or culture of their own, but rather a shared experience that unites them with other freed Borg. Many people would identify them as members of the species they once were, prior to their assimilation, especial if they try to rejoin that culture. Sadly, many cultures reject freed Borg, being unable to shake their fear of the cyborg race. The vast majority of the trillions of Borg drones remain a part of the Collective, but there are a few small groups of freed Borg who have developed their own organizations, such as the Independent Nation of Borg, the Wardens, and the Borg resistance movement of Unimatrix Zero.

EXAMPLE VALUE: *Resistance is Not Futile*

- **ATTRIBUTES:** +1 Fitness, +1 Reason, and +1 to an Attribute of your choice that receives a bonus from your pre-assimilation species.
- **TRAITS:** Freed Borg and your pre-assimilation species. Borg are extremely strong and resilient due to their technologically-enhanced physiology. You partially retain the augmented metabolism of a Borg drone, giving your biologic systems increased efficiency. You may need to regenerate in an alcove, like a Borg drone. While you have been removed from the Collective, but may still share a mental connection with the Borg.
- **TALENTS:** The character receives access to the traits of the species prior to assimilation as well as the following talents:

COMBAT MODIFICATION

REQUIREMENT: Freed Borg

One of your limbs has a dangerous tool that can be used as a weapon, perhaps including a circular saw, drill, or sharpened blade. You add the Intense effect to your Unarmed Strike and it no longer has the non-lethal quality.

REGENERATIVE NANITES

REQUIREMENT: Freed Borg

Reprogrammed Borg molecular machines remain in your bloodstream, healing your wounds and curing your illnesses, but continually attempting to reactivate dormant Borg implants. When you avoid an Injury by adding Threat, you also regain 3 Stress.

SENSOR IMPLANT

REQUIREMENT: Freed Borg

You have a multi-spectrum sensory array built into your body, that you can use to scan an area as if you were using a tricorder. Using this implant is a Control + Science Task with a Difficulty of 0. Success generates one bonus Momentum, which must be used on the Obtain Information Momentum spend.



SPECIES

GORN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Gorn are a cold-blooded, reptilian species with green, rubbery skin, red blood. The species actually come from three separate planets, each genetically identical. Archeology has determined that none of these worlds were their true homeworld, which remains unknown. Individual Gorn exhibit aggressive, assertive and determined behavior. They are set in their ways, and it's difficult to get them to deviate from a planned courses of action, especially if they believe they knows the right course. Some humanoids underestimate the Gorn under the impression that reptiles are somehow less evolved than mammals. However, the Gorn are at least as intelligent as humans, and were technologically comparable to the Federation in the mid-23rd Century. The Gorn are somewhat xenophobic after several disastrous first contact experiences. The Gorn have their own small state, the Gorn Hegemony, a monarchy led by the Gorn Emperor.

EXAMPLE VALUE: Don't Act Until You're Sure You're Right, Then Let Nothing Stop You

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Fitness
- **TRAIT:** Gorn. The reptilian Gorn are many times stronger than Humans and possess great stamina, but are slower and less agile. Like most cold-blooded species, they preferred warmer temperatures. They heal quickly, with their cells regenerating at an impressive rate.
- **TALENTS:** The character receives access to the following talents:

BRUTE FORCE

REQUIREMENT: Gorn, or Gamemaster's Permission

You are strong and can hit with surprising force. You add the Vicious 1 effect to your Unarmed Strike.

DELIBERATE STRIKE

REQUIREMENT: Gorn, or Gamemaster's Permission

Gorn are patient and deliberate in their actions. Whenever you use the Ready Task to ready an attack, you may re-roll one d20.

THICK HIDE

REQUIREMENT: Gorn or Gamemaster's Permission

Your thick hide defend you against lesser wounds. Your Resistance is increased by +1 against all non-lethal attacks. Furthermore, when you make the Recover Task, you regain 3 Stress per Momentum spent rather than 2.



SPECIES

HOLOGRAM

THE NEXT GENERATION ERA ONLY

Hologram are three-dimensional projections of light contained forcefields, generated by holo-emitters. Advanced holoprograms could create complex simulacrum of living beings, virtual intelligences that behave as sentient beings. Most holograms were not aware of their artificial nature, simply mimicking sentience. However, a number of holograms have gained sentience and self-awareness including an adaptation of James Moriarty, the Emergency Medical Hologram on the *USS Voyager*, and lounge singer Vic Fontaine. As the result of a court hearing in 2365, it was ruled that artificial entities can be considered independent beings that are not the property of Starfleet and possess the freedom to choose their destiny. Holograms are confined to areas with a holo-emitter, such as a holodeck, but later classes of starship are equipped with holo-emitters on multiple decks. Portable holo-emitters and holo-platforms are also in use, and some work has been done in replicating a mobile holographic emitter salvaged from a 29th Century vessel.

EXAMPLE VALUE: *I am More Than the Sum of My Code*

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Hologram. You are an artificial construct comprised of photons held together with forcefields. Lacking a biology, you are immune to disease, fatigue, and physical damage. Your physical form can be disrupted, it will reforming after your program restarts. However, your body is dependent on holo-emitters, which can be damaged or affected by radiation or harmful energies. The emitters also require constant power to maintain your program. Damage to your program and emitters is considered an Injury. Fixing damage to your software is identical to the First Aid Task save that requires the Science Discipline rather than Medicine, while repairing an emitter requires Engineering.
- **TALENTS:** The character receives access to the following talents:

ALTERNATE SUBROUTINES

REQUIREMENT: Hologram, or Gamemaster's Permission

Your programming includes contingency features and code that you can turn on to react to a crisis. When you gain this talent, pick three Focuses. Once per mission, you can swap out one of your Focuses for one of the three alternate Focuses. The first focus is restored automatically at the end of the mission, or you can reset your Focuses early if you choose.

LIMITED GROWTH

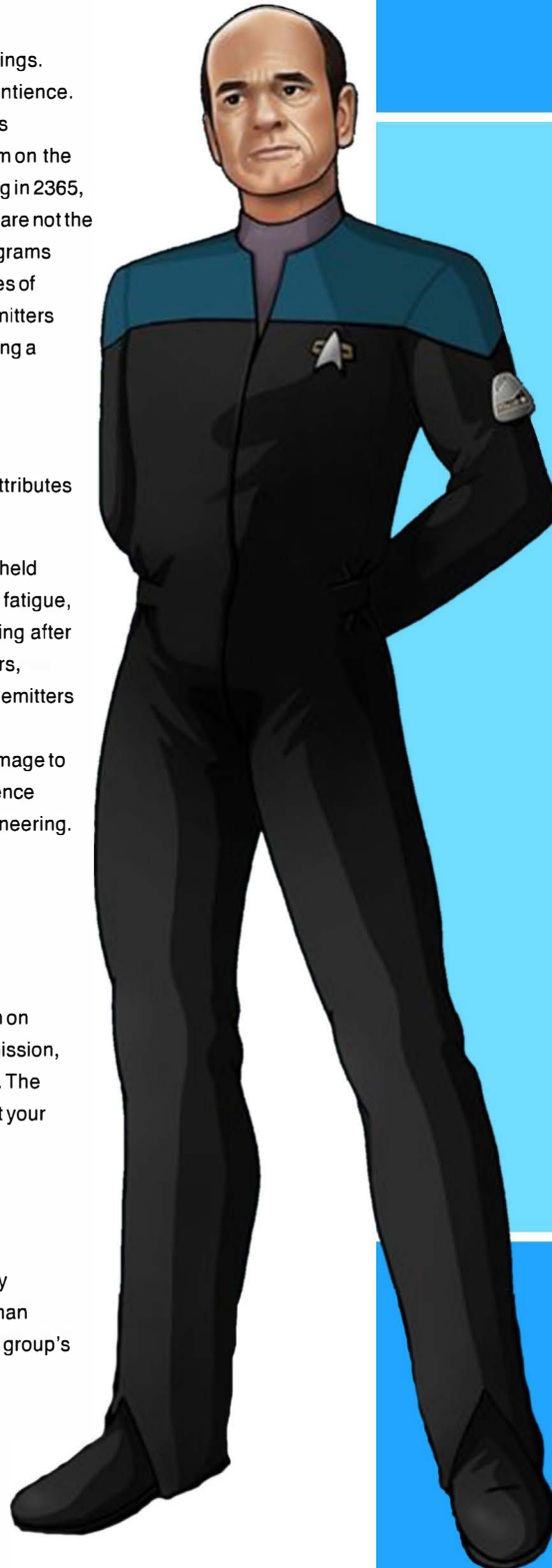
REQUIREMENT: Hologram, or Gamemaster's Permission

Your personal growth is limited by the space allotted to your program and any restrictions placed on your program, forcing you to rely on your crew rather than experience. You can cross out a saved Milestone and add three points to the group's Momentum pool.

PURPOSEFUL

REQUIREMENT: Hologram, or Gamemaster's Permission

You were created to perform a single Task and are particularly adept at executing that function. When you attempt a Task and could apply two or more Focuses, you may add a bonus d20 to your dice pool.



SPECIES

HORTA

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Horta were a silicon-based lifeform native to Janus VI. They were a highly emotional and intelligent species who appreciate the strengths and differences of others, and were a literate and tool-using species. The Hortas' preferred habitat was amongst the rock of a planet. While they could survive in a typical Oxygen-Nitrogen atmosphere, they found it disconcertingly empty to the touch, and required a thin coating of teflon to avoid damaging structures.

The Horta diet consisted of minerals which they dissolved with a powerful orange acid secreted from glands across their bodies. This acid also permitted the Horta to tunnel through the solid rock of their preferred environment as easily as a humanoid might walk through air. When Horta were afraid, they could lose control of their acid glands and express the powerful corrosive all around them. They also have the urge to tunnel to safety, although they can suppress this instinct when needed.

EXAMPLE VALUE: *Protect the Future*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

■ **TRAIT:** Horta. The exterior of a Horta consisted of a brown rocky carapace which was highly resistant to damage; anything but the highest phaser settings was just a mild irritation to the Horta. On their underside, Horta had numerous cilia upon which they moved. Horta sensory organs can detect the chemical composition of materials around them. This sensory input permits them to tell what gases made up the surrounding air and identify species by the chemical composition of their blood. To communicate with humanoids Horta were fitted with universal translators. Horta could also communicate by etching text into the ground. Horta could survive exposure to the vacuum of space, though the shock resulted in a temporary coma. They had poor eyesight but could mostly see in the Infrared spectrum. Their method of hearing involves detecting atmospheric vibrations, and they had a highly developed sense of smell that was used in one of their means of communication.

■ **TALENTS:** The character receives access to the following talents. A Horta character must select one of the Horta talents at some point during character creation, to reflect their non-humanoid anatomy and unusual physical abilities.

ACIDIC TOUCH

REQUIREMENT: Horta, or Gamemaster's Permission

You can use your natural acidic offensively. Your touch counts as a melee weapon with 3d6 Vicious 1, Size 1H. When you use your acid touch, add two to Threat pool.

HARDENED BIOLOGY

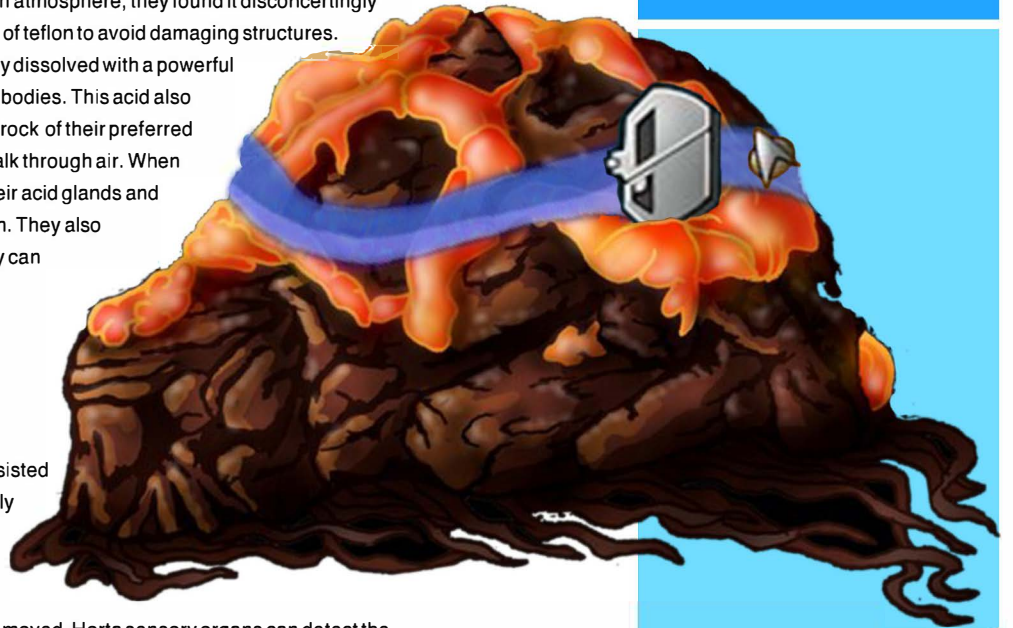
REQUIREMENT: Horta, or Gamemaster's Permission

Your cilia act independently and can continue to move even if you have been severely hurt. When you have only 1 injury, you can continue to take the Movement Minor Action.

ROCKY EXTERIOR

REQUIREMENT: Horta, or Gamemaster's Permission

Your hard stony carapace makes you impervious to minor damage. Your Resistance is increased by +2 against energy attacks



KLINGON

ALL ERAS OF PLAY

Klingons are a humanoid warrior species that originated from the planet Qo'noS. They are a proud, tradition-bound species that valued personal and familial honour. The warrior ethos has been an important aspect of Klingon society since the time of Kahless, but the warrior aspects became much more dominant beginning in the early 22nd century. Overtime the warrior caste gained greater prominence. Before its decline in the mid 22nd century and again in the late 23rd century, Klingon society was based on a feudal system organized around Great Houses of noble lineage, which are traditionally represented in the Klingon High Council that is led by a Chancellor. Klingon society functioned through a system of family reputation and honor. Tradition was an integral part of their lives and breaking from observances was considered a grievous insult to society, an insult not forgotten easily. An offense usually brought shame to the offender's name for several generations.

EXAMPLE VALUE: *A Sharp Knife is Nothing Without a Sharp Eye.*

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Klingon. Klingon physiology is hardy, with many redundant internal organs allowing them to withstand harm and a number of poisons, which would be deadly for many other species. They are significantly stronger and more resilient than Humans, though they have less tolerance for the cold.
- **TALENTS:** The character receives access to the following talents. Klingons must take the Brak'lul talent at some point during character creation:

BRAK'LUL

REQUIREMENT: Klingon, or Gamemaster's Permission

You possess a number of secondary organs allowing you to survive grievous wounds. When you suffer a non-lethal injury, on you turn you have a chance to recover without assistance. This is Difficulty 2 Fitness + Command Task, which you can attempt even when you are Injured, removing the Injury on a success. Furthermore, when another character tries to heal you of an Injury or a related complication, you can add a bonus d20 to their dice pool.

HONOUR BOUND

REQUIREMENT: Klingon, or Gamemaster's Permission

Your personal honour and that of your house is more important to you than your life. Whenever you attempt a Task to resist being coerced into breaking an oath, betraying a superior, or otherwise acting dishonourably, you reduce the Difficulty by 1.

WARRIOR SPIRIT

REQUIREMENT: Klingon, or Gamemaster's Permission

You have been trained in combat since a young age. When you attempt a Melee attack, and purchases one or more additional dice with Momentum, you may re-roll any number of d20s.



SPECIES

ORION

ALL ERAS OF PLAY

Orions have a well-earned reputation for finding advantages, assessing risks, and comparing the odds. Officially, the Orion government has long practiced neutrality in most galactic events, but the species is infamous for their involvement in many criminal endeavors: piracy, slavery, and the Orion Syndicate. Materialism is a dominant force in Orion culture, and the singular principle of Orions was that value given has to equal value received. They are driven to seize an opportunity and either profit or safely escape. Their egocentricity makes them confident and proud of their abilities and plans. Everything gained has to have a purpose, whether for personal enrichment, the sake of one's leader, revenge or other motives. As a result of their materialism, Orions were a hedonistic race, who lived as well as they could within their means and aimed to enjoy life as much as they could afford.

EXAMPLE VALUE: *You Cannot Get Something for Nothing*

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Presence
- **TRAIT:** Orion. The copper-based blood chemistry of Orions is superficially similar to Vulcans, and they are physically stronger than many other humanoid races. Female Orions are extremely alluring due to their potent pheromones that make them highly desirable to males of many species while also stimulating their adrenal glands. Females of other races often experience headaches in the of female Orions. However,
- **TALENTS:** The character receives access to the following talents:

ASSESS ODDS

REQUIREMENT: Orion, or Gamemaster's Permission

You know when and where to apply your efforts for maximum payoff, and know how to best use your skills. When you attempt at a Task using Insight or Presence, if there isn't an applicable Focus, each die that rolls 2 scores two successes.

POTENT PHEROMONES

REQUIREMENT: Female Orion

Whenever attempting a Task to negotiate, persuade, or seduce a humanoid creature that could be physically attracted to you in Close range, you add a bonus d20 to the roll.

SUBSERVIENT

REQUIREMENT: Male Orion, or Gamemaster's Permission

Used to supplicating yourself to a higher authority, typically a female Orion slave master, you will not willingly work against your superiors. Whenever you attempt a Task to resist being coerced into disobeying an order, betraying your allies, or otherwise acting against a directive you reduce the Difficulty by 1.



ROMULAN

ALL ERAS OF PLAY

The Romulans were a vulcanoid race from the planet Romulus. The Romulans were biological cousins of Vulcans, descended from those who rejected Surak's reforms during the Time of Awakening. The Romulan Star Empire was one of the major powers in the Beta Quadrants in the 23rd and 24th Centuries. In Romulan society, military rank influences social standing. Because Romulans were members of a militaristic civilization, military service and its accompanying rank were decisive factors in determining social eminence. While the military played an important role in Romulan society, it was the Romulan Senate that controlled the government, presided over by the Praetor. Romulan society was based upon a highly structured caste system. Unlike most of the species in the Alpha/Beta Quadrants, Romulans practiced slavery, using the Remans as slave labor and as shock troops. Romulans tend to be highly xenophobic, engaging in extended periods of isolationism, and believing themselves to be superior to other races.

EXAMPLE VALUE: I Am a Creature of Duty.

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Romulan. Romulan physiology is not meaningfully different to that of Vulcans, and they retain the heightened physical strength of their cousins. However, a percentage of Romulans exhibits a v-shaped forehead ridge not evident in Vulcans. The largest difference is that Romulans lack the mental discipline common to Vulcans. Instead of logic, Romulans prize cunning, and are distrustful of other species: this opinion is reciprocated, as Romulans have a reputation for manipulation, deception, and betrayal.
- **TALENTS:** The character receives access to the following talents:

GUILE AND CUNNING

REQUIREMENT: Romulan, or Gamemaster's Permission

When attempting to remain hidden, go unnoticed, or pass as a Vulcan you may spend one Momentum to increase the Difficulty of enemy Tasks to detect you by one.

SWIFT RESPONSE

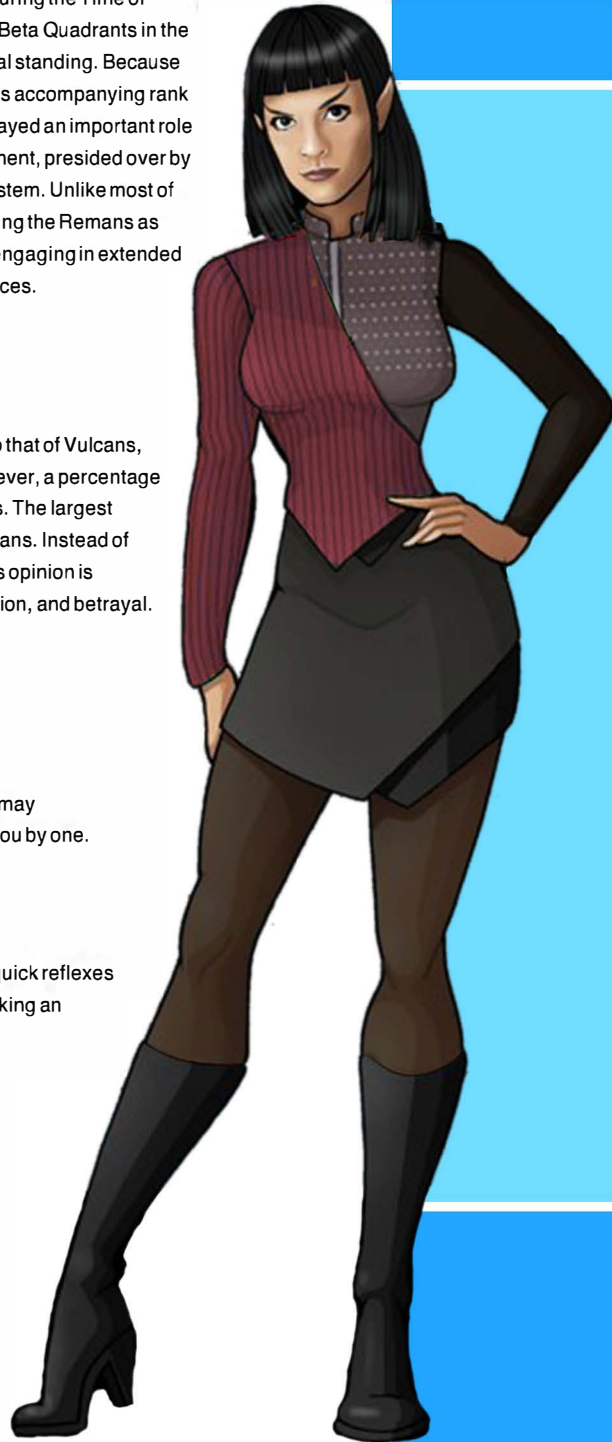
REQUIREMENT: Romulan, or Gamemaster's Permission

Years of paranoia encourage you to always have a back-up plan, and quick reflexes enable you to swiftly enact your contingencies. Your Momentum cost for taking an additional Minor Action is always 1.

WARY

REQUIREMENT: Romulan, or Gamemaster's Permission

You are conditioned to espionage and treachery, expecting it at all times. Whenever you attempt a Task to notice or detect an enemy or hazard, you may re-roll one d20.



SPECIES

SAURIAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Saurians were a reptilian species from the planet Sauria, best known for Saurian brandy, one of the most popular and infamous alcoholic drinks in known space. Because other races were always so eager to Sauria for trade, Saurians never had to advance very far into space despite their civilization predating humanity. While they were capable of space travel, they had established no colonies beyond their home system. Contact between Saurians and Humans took place in the mid-22nd Century, shortly before the original *USS Enterprise* was decommissioned. As first contact occurred with an Earth cargo ship, Starfleet quickly dispatched a starship to initiate more formal relations. Since that date, the Saurians have joined the Federation and have numerous members serving in Starfleet.

EXAMPLE VALUE: *Quality is the Best Business Practice*

■ **ATTRIBUTES:** +1 Fitness, +1 Presence, +1 Reason

■ **TRAIT:** Saurian. A humanoid reptilian species, Saurians possess immunity to many types of toxic gases. They are quite strong as the gravity of Psi Serpentis IV is a fifth above that of Earth. They also possess four hearts. Unpredictable shifts in temperature caused by the planet's climate and active vulcanism drove the Saurians to a nocturnal lifestyle and enabled them to survive in environments that would be fatal to most other humanoids. Saurians have a weakness to bright light, and often wear goggles in brightly illuminated areas.

■ **TALENTS:** The character receives access to the following talents:

RAPID RECOVERY

REQUIREMENT: Saurian, or Gamemaster's Permission

You heal quickly from lesser wounds and are quick to catch your breath. When you attempt the Recover Task, add a bonus d20 to the task.

RESILIENT FRAME

REQUIREMENT: Saurian, or Gamemaster's Permission

Your scaly skin makes you particularly durable and hardy. Whenever you successfully Avoid an Injury, roll 1d4. If an Effect is rolled, you immediately regain the ability to Avoid Injury.

TENACIOUS WILL

REQUIREMENT: Saurian, or Gamemaster's Permission

When driven by what you believe most, you stubbornly refuse to yield and strive to succeed at all costs. When you spend a point of Determination to attempt a second Task, you make re-roll a d20 if you have a focus that applies to the Task, or re-roll up to two d20s if you have no applicable Focus.



SPECIES