

INDEX

Acamarians	.	.	.	02
Andorians	.	.	.	04
Tellarites	.	.	.	06
Terrans	.	.	.	08
Vulcans	.	.	.	10

ACAMARIANS

Star System Data

System Name: Theta Eridani [160 light-years (86.9; 85.6; -103.5)]

Affiliation: Independent/Neutral

System Type: (binary) Theta Eridani-A [A4 III (bright, white giant)] and Theta Eridani-B [A1 V (very bright, white dwarf)].

Inhabited Planets: Acamar [Theta Eridani-B VI (class M)].

Other Planets: Klon [Theta Eridani-B I (class F)]; Bokiter [Theta Eridani-B II (class L)]; Shov [Theta Eridani-B III (class L)]; Tollvas [Theta Eridani-B IV (class J)].

Other Stellar Objects: Dense asteroid belt between Theta Eridani-B III and IV; and an extensive cometary Oort Cloud lies at the rim of the system.

Artificial Objects: None. All starports and ship facilities are ground-based.

Planetary Data

Class: M

Position in System: 6

Distance from Star: 7.6 AU [1,136,222,800 km]

Planetary System: Acamar has no moon(s).

Planetary Size

Diameter: 13,467 km

Equatorial Circumference: 42,311 km

Total Surface Area: 569,802,237 sq km

Planetary Conditions

Gravity: 1.3 g

Year and Day: 382 days/32 hours

Atmosphere: Nitrogen-oxygen; density 1.16 bars [terrestrial].

Hydrosphere: 30.0% surface water, concentrated in two small oceans.

Climate: Temperate but cool near the equator; extensive arctic regions surrounding the poles. Extensive cloud cover usually blankets the planet. [3.9° c; 65% hum]

Lifeform Data

Sapient Species: Acamarians

Population: 3.7 billion, plus 200,000 Gatherers.

Tech. Index: Level six [antimatter]; particularly advanced in biosciences.

Government: Oligarchy

Culture: Clan-based society with a long tradition of feuds and wars. Today, clans mostly dispute each other in the political arena; inter-clan violence is rare, though not completely absent or forgotten.

Affiliation: Independent/Neutral

Animal: Extensive

Vegetation: Extensive

Aquatic: Moderate

APPEARANCE AND PHYSIOLOGY

Humanoid, with a pronounced cleft in the forehead. Elaborate facial tattoos and ritual scarring indicate clan and status.

An unusual iron-copper based composition makes Acamarian blood readily identifiable.

SOCIETY

Within the rigid caste system of Acamar, membership in a clan is considered of great social and political importance; in the past conflicts between the various clans often became violent. One such feud lasted three centuries, ending only with the extinction of a clan.

In the early 2220's Orion business interests, noting Acamar's extensive ores and minerals, offered trade and friendship in return for mining rights. While contact with the Orions lifted Acamar from a developing industrial culture, Orion mining was destroying the planet's environment.

Once the clans united to through them off

the Orions spent three years trying to regain the planet by force, then turned their efforts to less cost intensive pursuits. With the Orions gone, the clans once again turned on each other in what is called the "Clan Wars," in which one quarter of the planet's population was killed. The wars only ended when a massive biological cataclysm created the vast area now called the wasteland.

After generations of bloody conflict the people of Acamar finally made peace with themselves. The Gatherers, a group of various clansmen, unable to accept peace, left Acamar to prey as nomadic marauders upon neighboring outposts and trade routes. After a century of terrorizing Acamar and the surrounding sectors, the Gatherers have returned to Acamar. Given land to start a new life and end their wandering, the difficult task of integrating the Gatherers back into Acamar society is proving to be a daunting task.

POLITICAL STRUCTURE

No centralized government exists on Acamar. Most towns have become independent city-states with their own laws, led by the areas dominate clan.

One clan leader is named Sovereign, and has the responsibility of enforcing the treaty which ended the Clan Wars and ensuring peace between the clans. The Ruling Council, composed of representatives of every Acamarian clan, is the planet's primary legislative body.

ACAMARIANS

Attributes

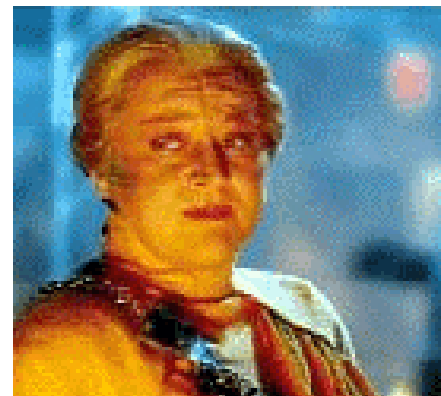
Fitness 2 [5]
Coordination 2 [5]
Reaction +1
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Skills

Athletics (choose) 2 (3)
Culture (Acamarian) 2 (3)
History (Acamarian) 1 (2)
Language, Acamarian 2
Science, Any (choose) 1 (2)
World Knowledge (Acamar) 1 (2)

Typical Traits

Indomitable (+2), Rapid Healing (+1),
Strong Will (+2), Toughness (+1)



ANDORIANS

Star System Data

System Name: Epsilon Indi [11.8 light-years (5.6; -3.1; -9.9)]

Affiliation: United Federation of Planets

System Type: (single) K5 V [dim, orange dwarf]

Inhabited Planets: Andor [Epsilon Indi II (class M)]; Olith [Epsilon Indi IIc (class F)].

Other Planets: Kastra [Epsilon Indi I (class F)]; Kuy'thela [Epsilon Indi III (class F)];

Andron [Epsilon Indi IV (class D)]; Brok'va [Epsilon Indi V (class D)]; Kul'va [Epsilon Indi VI (class J)]; Kazann [Epsilon Indi VII (class J)].

Other Stellar Objects: Mineral-rich asteroid filed in elliptical orbit beyond Epsilon Indi VII; and an insignificant Oort Cloud.

Artificial Objects: Nelaath Ship Yards, Olith Fleet Yards [Olith]; Aalfunuul'g Lines Ship Yards [Andron]; Andoria VII Observatory [Kazann].

Planetary Data

Class: M

Position in System: 2

Distance from Star: 0.43 AU [64,286,290 km]

Planetary System: Andor has three moons, Chalk One/Two [two small chunks orbiting each other while orbiting Andor (120,000 km distant)]; Olith [327,700 km distant].

Planetary Size

Diameter: 10,084 km

Equatorial Circumference: 31,680 km

Total Surface Area: 319,461,120 sq km

Planetary Conditions

Gravity: 1.28 g

Year and Day: 116 days/30 hours

Atmosphere: Nitrogen-oxygen; density 1.12 bars [terrestrial].

Hydrosphere: 64.9% surface water in four oceans [34.6% glacial coverage].

Climate: Cold and dry except in the equatorial regions, which receive frequent snow and rain. Almost no seasonal variation, but short warm "summers" are caused by volcanically heated air and water from the oceans. [-9.2° c; 46% hum]

Lifeform Data

Sapient Species: Andorian

Population: 7.0 billion, plus 5.0 million extraterrestrials.

Tech. Index: Level six [antimatter] overall, but some areas as low as level four [steam, fossil fuels] by conscious choice.

Government: Oligarchy [clan leaders]

Culture: Honorable and valiant clan-based society, with strong passions and beliefs.

Affiliation: U.F.P. founding member

Animal: Moderate

Vegetation: Sparse

Aquatic: Sparse

APPEARANCE AND PHYSIOLOGY

Bipedal humanoid, with distinctive blue skin. Their hair is pale blond to white.

While being typical vertebrates they display a series of unique traits including a heavily cartilaginous, compartmentalized anatomy; a second, osmotic blood-circulation system, and the classic cobalt-based blood and “antennae.” An extension of the ear canal, the antennae give Andorians an outstanding sense of hearing and great sensitivity to variations in air temperature and pressure. The antennae also enhance body language with their involuntary, emotionally expressive movements.

SOCIETY

Upon first meeting, the emotionally expressive, straight talking Andorians can come off as aggressively touchy or paranoid. The harsh history of early Andor has left a strong taboo against the appearance of frivolity or wasted effort.

The passionate, honor-driven Andorians



have always been a war-like race, and the martial spirit is still strong in their culture. Extremely disciplined and self-controlled, they appear unsympathetic at times, and while their caste system has been overturned for decades, there is still a strong sense of social position and duty.

Andorian culture is predicated on the clan, a group of several related, large, extended families banded together to pool resources. They place high value on family relationships and obligations, and when diplomacy and law fail, the dueling codes, governing the ritual duels, take over to prevent feuds from disrupting society at large.

POLITICAL STRUCTURE

The Andor Confederation is formed by thirteen worlds (Andor, and twelve planets colonized before the formation of the Federation). The Confederation forms a single state, and a single member of the Federation. The planets of the Confederation are not independent, they do not form states, but provinces of the Confederation, making a single state centralized in Andor.

The Andor Confederation is ruled by the Council of Clans, composed of the leaders of the three hundred most powerful and influential clans. The Council of Clans administers every aspect of government on Andor, including commerce, domestic affairs, and diplomatic relations. The eldest clan leader in the Council serves as First Minister.

ANDORIANS

Attributes

Fitness 3 [6]
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Logic -1
Perception +1
Presence 2 [5]
Psi 0 [5]

Skills

Culture (Andorian) 2 (3)
History (Andorian) 1 (2)
Language, Andorian 2
Science, Any (choose) 1 (2)
Weapon, Primitive (Native Weapon) 2 (3)
World Knowledge (Andor/Colony) 1 (2)

Typical Traits

Excellent Hearing (Antennae) (+2), High Pain Threshold (+2)

TELLARITES

Star System Data

System Name: 61 Cygni [11.4 light-years (6.5; -6.0; 7.2)]

Affiliation: United Federation of Planets

System Type: (binary) 61 Cygni-A [K4 V (bright, orange dwarf)] and 61 Cygni-B (K5 V (dim, orange dwarf)).

Inhabited Planets: Tellar [61 Cygni-A I (class M)]; Thenar [61 Cygni-A III (class K)]; Sivel [61 Cygni-A IV (class H)]; Varagus [61 Cygni-A V (class G)].

Other Planets: Rukor [61 Cygni-A II (class F)]; Boragus [61 Cygni-A VI (class J)].

Other Stellar Objects: 61 Cygni is remarkable in that it lacks for the most part spatial debris, except for an insignificant Oort Cloud.

Artificial Objects: G'Pnaatl Freight Ship Yards, Starbase 223 [Tellar].

Planetary Data

Class: M

Position in System: 1

Distance from Star: 0.23 AU [34,385,690 km]

Planetary System: Tellar has two moons, Kera [351,370 km distant] and Phinda [442,200 km distant].

Planetary Size

Diameter: 11,877 km

Equatorial Circumference: 37,316 km

Total Surface Area: 443,202,132 sq km

Planetary Conditions

Gravity: 1.3 g

Year and Day: 48 days/24 hours

Atmosphere: Nitrogen-oxygen; density 0.58 bars [thin].

Hydrosphere: 71.4% concentrated in two large oceans.

Climate: Predominantly cool and moist, with minor seasonal variations. Boreal and deciduous forests dominate, only interrupted by polar tundra and high-altitude alpine regions. [14.7° c; 54% hum]

Lifeform Data

Sapient Species: Tellarite

Population: 7.7 billion, plus 13 million extraterrestrials

Tech. Index: Level six [antimatter], with some settlements at Level five [atomic].

Government: Representational government formed of delegates from each of the world's nations.

Culture: Inquisitive and argumentative culture with a strong focus on technology, engineering, and problem solving.

Affiliation: U.F.P. founding member

Animal: Extensive

Vegetation: Extensive

Aquatic: Moderate

TELLARITES

Attributes

Fitness 3 [6]
Coordination 2 [5]
Reaction +1
Intellect 2 [5]
Presence 2 [5]
Empathy -1
Psi 0 [5]

Skills

Culture (Tellarite) 2 (3)
Engineering, Any (choose two) 2 (3) (3)
History (Tellarite) 1 (2)
Language, Tellarite 2
Persuasion (Debate) 2 (3)
World Knowledge (Tellar) 1 (2)

Typical Traits

Argumentative (-1), Night Vision (+2)

APPEARANCE AND PHYSIOLOGY

Short, stocky humanoids with a coarser skin texture and more body hair than Terrans. They have a roll of abdominal fat that makes them appear portly, their lower limbs are hooved. A thinner atmosphere has led to overdeveloped nasal openings, which have been unkindly (and sometimes insultingly) compared to the snouts of Terran swine.

SOCIETY

Violence was not a way of life on Tellar.



Instead, economics drove the society, and instead of violence, debate and argument were the way of life. They prefer intellectual discourse to physical confrontation.

Tellarites are generally quite boisterous and argumentative, often without reason, a quality often taken for belligerency among other species. While considered to have a keen sense of humor, they seem to lose it when the humor is directed at them. Most Tellarites enjoy argument, and debate is a primary form of entertainment on Tellar. Those who trust too much or give in too easily are considered weak in Tellarite society.

Tellarites have an advanced aptitude for engineering, and they contribute much to Federation science in the fields of propulsion and structural design.

Tellarite commerce has suffered in the twenty-fourth century with the appearance of the over-aggressive Ferengi.

POLITICAL STRUCTURE

Tellar's government consists of five divisions of equal size, each composed of a thousand representatives, each an elected official, of Tellar's various nation-states.

Each division is broken down into councils (groups of 100 representatives). Though some councils are permanent fixtures within the bureaucracy of a given division, such as the Commerce Council, many are formed to deal with specific issues, and are dissolved upon resolution of the issue.

Any representative may bring issues before the government, but all issues must start at the council level. If passed after debate the issue then moves on to be addressed by the division. Once passed by the division, following debate, the issue may be brought before the government (all five divisions).

Representatives serve a three-year non-succeeding term. Representatives elect one among them to serve as the *Lor'Empor* or "voice of unity," who acts as the executive of the Tellar government.

TERRANS

Star System Data

System Name: Sol [0.00 light-years (0.0; 0.0; 0.0)]

Affiliation: Core system of the Federation

System Type: (single) G2 V [bright, yellow dwarf]

Inhabited Planets: Venus [Sol II (class K, terraforming)]; Terra [Sol III (class M)]; Luna [Sol IIIA (class F)]; Mars [Sol IV (terraformed, class M)]; Titan [Sol VIc (class G)].

Other Planets: Mercury [Sol I (class F)]; Jupiter [Sol V (class J)]; Saturn [Sol VI (class J)]; Uranus [Sol VII (class J)]; Neptune [Sol VIII (class J)]; Pluto [Sol IX (class G)].

Other Stellar Objects: Thick, metal rich asteroid belt between Sol IV and Sol V; and a medium-sized cometary Oort Cloud extends almost a light-year out from Sol.

Artificial Objects: Boeing Ship Yards, Earth Spacedock, Earth Station McKinley, Lockheed Ship Yards, Orbital Office Complex, San Francisco Fleet Yards [all Terran orbit]; Gruuf Ship Yards, Lykes Lines Ship Yards, Star Lines Ship Yards, Utopia Planitia Fleet Yards [Mars]; Mars Defense Perimeter [beyond Mars]; Jupiter Outpost 92, Jupiter Station [Jupiter]; Saturn Station One [Saturn]; Pluto Station [Pluto].

Planetary Data

Class: M

Position in System: 3

Distance from Star: 1.0 AU [149,503,000 km]

Planetary System: Terra has one large moon, Luna [384,400 km distant].

Planetary Size

Diameter: 12,756 km

Equatorial Circumference: 40,077 km

Total Surface Area: 511,222,212 sq km

Planetary Conditions

Gravity: 1.0 g

Year and Day: 365 days/24 hours

Atmosphere: Nitrogen-oxygen; density 1.0 bar [terrestrial].

Hydrosphere: 70.8% surface water, including three large oceans.

Climate: Predominantly temperate with tropical zones at the equator, mild variations along the upper and lower latitudes and average polar regions. [15° c; 50% hum]

Lifeform Data

Sapient Species: Terran

Population: 10.7 billion, plus 20 million extraterrestrials

Tech. Index: Level six [antimatter]

Government: Representative democracy

Culture: Optimistic, strongly focused on learning, exploration, and science.

Affiliation: U.F.P. founding member

Animal: Extensive

Vegetation: Extensive

Aquatic: Moderate

APPEARANCE AND PHYSIOLOGY

Bipedal mammals, Terrans are virtually hairless and vary incredibly, both in height and pigmentation. While not the strongest of species, Terrans are much tougher than are usually credited.

SOCIETY

Terrans are among the most numerous species in known space, and among the most adaptable. This, and the strong tradition of innovation and cooperation, have brought them to the forefront of the U.F.P.

Terran culture is diverse, rich in history and constantly evolving. For species steeped in tradition as the basis of their societies, Terran fascination with the novel experience and unending desire to innovate and explore can be difficult to deal with. It seems to observers that Terran society is composed more of competing mobs than a single cultural union.

The twentieth-century proved to be a dynamic period in Terran history in which Terra came of age. Scientific advancement increased at a rate previously unseen as a result of competition and a genuine desire to explore. Despite this Terran history is comparatively violent and self-destructive.

Millions perished in a massive nuclear exchange that destroyed most major cities, and eliminated most national governments, during World War III. Nuclear winter lasted almost two decades; disease and starvation drastically rose the death toll, surpassing the number slain in the fighting. Much of humanity was reduced to living in a second dark age.

A remarkable *renaissance* was begun when first contact was made with the Vulcans. A genuine desire for peace swept the planet. A new era had begun.

POLITICAL STRUCTURE

A democratic union of Terran colonies, settlements and installations spread across several light-years of space. The capital, Geneva, is the center of the United Earth

TERRANS

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Willpower +1
Psi 0 [5]

Skills

Athletics (choose) 2 (3)
Culture (Terran) 2 (3)
History (Terran) 1 (2)
Language, Terran 2
Science, Any (choose) 1 (2)
World Knowledge (Terra/Colony) 1 (2)

Typical Traits

+2 Courage Points

Republic bureaucracy.

The Secretary-General, a bicameral legislature (the Assembly and Senate), and an independent judiciary make up the government.

The Secretary-General is elected by direct vote of all citizens to serve a single, non-succeeding ten-year term. Assemblymen are elected to five-year terms to represent the populations of Terran worlds. Senators are elected by the “national” governments, which are otherwise unimportant.



VULCANS

Star System Data

System Name: 40 Eridani [16.5 light-years (7.2; 14.7; -2.2)]

Affiliation: United Federation of Planets

System Type: (trinary) 40 Eridani-A [K1 V (very bright, orange dwarf)]; 40 Eridani-B [A4 VII (dim, white subdwarf)] and 40 Eridani-C [M5 V (dim, red dwarf)].

Inhabited Planets: Vulcan [40 Eridani-A III (class M)].

Other Planets: Ket-Cheleb [40 Eridani-A I (class F)]; Valdena [40 Eridani-A II (class K)]; Tel-Alep [40 Eridani-A IV (class K)]; Kal-Apton [40 Eridani-A V (class J)]; Kir-Alep [40 Eridani-A VI (class J)].

Other Stellar Objects: Two asteroid belts orbit 40 Eridani-A, one inside the orbit of 40 Eridani-A I and one between 40 Eridani II and Vulcan; and cometary Oort Cloud.

Artificial Objects: Solar Monitoring Station [inside orbit of Ket-Cheleb]; T'Liiz Freight Ship Yards [Valdena]; Vulcan Spacedock [Vulcan]; T'Sunniik Ship Yards [Tel-Alep].

Planetary Data

Class: M

Position in System: 3

Distance from Star: 0.74 AU [110,632,220 km]

Planetary System: Vulcan has no moon(s).

Planetary Size

Diameter: 13,431 km

Equatorial Circumference: 42,198 km

Total Surface Area: 566,761,338 sq km

Planetary Conditions

Gravity: 1.1 g

Year and Day: 244 days/28 hours

Atmosphere: Nitrogen-oxygen; density 0.77 bars [thin].

Hydrosphere: 28.0% surface water concentrated in two warm seas.

Climate: Exclusively arid and hot with little seasonal variation; some tundra present in the polar regions. Storms with precipitation are extremely rare, but windstorms are prevalent. [21° c; 20% hum]

Lifeform Data

Sapient Species: Vulcan

Population: 1.5 billion, plus fewer than 1.0 million extraterrestrials.

Tech. Index: Level six [antimatter], although for traditional reasons Level three [wind or water] technology remains quite visible.

Government: Representative oligarchy with feudal and theocratic elements.

Culture: Logical, peaceful, and traditional in almost equal measure.

Affiliation: U.F.P. founding member

Animal: Moderate

Vegetation: Sparse

Aquatic: Sparse

APPEARANCE AND PHYSIOLOGY

Tall, slender humanoids externally similar to Terrans, Vulcan anatomy differs radically.

The Vulcan heart lies roughly in the same location as the Terran liver, surrounded by a large lung structure. Vulcan blood is copper, rather than iron-based and is distinctly green in color.

Vulcans higher gravity and thinner atmosphere give Vulcans considerably more inherent strength, especially when in the relatively oxygen-rich atmosphere most other species regard as standard. Natural touch-telepaths, though considerable training is required to utilize this ability fully.

SOCIETY

Once an extremely violent and emotional people who waged almost constant war on



one another. As their level of technology improved, the Vulcans eventually reached a point where their violent nature threatened species extinction.

While Terrans were building the pyramids, Surak was leading his people to reject their emotions in favor of a philosophy of logic, calling for an end to the nihilistic and anarchic ways they embraced. Vulcan society is now based entirely on logic, and any trappings of emotion are considered to be socially taboo. In keeping with their devotion to logic, Vulcans are some of the greatest academicians in the galaxy, especially in the areas of natural and physical sciences.

POLITICAL STRUCTURE

The smallest planetary government in the Federation, consisting of only seven members, the Vulcan government is known simply as the Vulcan Council; and has its seat in ShirKahr.

The seven Councilors are elected every ten years in a general election in which all adult Vulcans are entitled to vote. Any adult Vulcan is allowed to run for office, but in practical terms, candidacy is based on merit.

The Vulcan Council meets whenever necessary—typically at least on a weekly, and frequently on a daily basis. Each Councilor oversees a specific area of government; operating in a simiautonomous fashion, there is no leader of the Council or member who is designated to speak for all the others.

VULCANS

Attributes

- Fitness 3 [6]
- Strength +1
- Coordination 2 [5]
- Intellect 2 [6]
- Logic +1
- Presence 2 [5]
- Empathy -1
- Psi 1 [6]
- Focus +1
- Range -1

Skills

- Culture (Vulcan) 2 (3)
- History (Vulcan) 1 (2)
- Language, Vulcan 2
- Mind Meld 2
- Science, Any (choose) 2 (3)
- Weapon, Unarmed (Nerve Pinch) 1 (2)
- World Knowledge (Vulcan) 1 (2)

Typical Traits

- Code of Honor (Vulcan) (-3), Curious (+1), Hides Emotions (-2)