

DR. ERIX KAEDN

Eavarnian

Male

Starfleet

Biography

The Eavarnians are a member species of the Federation but few of their number enter service in Starfleet. This is not due to a lack of interest in Starfleet's mission, but rather the dangers that space travel poses to the notoriously frail species.

Erix Kaedn is an exception to this but he is otherwise a typical Eavarnian: focused, private, and aloof. Still, he's one of the finest virologists in Starfleet and many medical officers lobby strongly to work with him. This is made more difficult, though, by the fact that Erix is constantly changing assignment. Every ship's crew seems to eventually complain about Erix's manner and conduct, besides he feels that every colleague is a disappointment and readily agrees to transfers. As a solution, Starfleet Medical has chosen to make Dr. Kaedn a special researcher whose projects move to different vessels as needed.

Long-lived and meticulous, Eavarnians are known as medical geniuses. They are short (Dr. Kaedn himself is only about a meter and a half tall) with ridged, green skin and thick black hair. While they are naturally very resistant to diseases and toxins, Eavarnians have hyperacute pain receptors and a natural hemophilia that slows healing. On top of this, gestation and childhood are very protracted for Eavarnians and parents are very concerned about the health and upbringing of children, even though they are otherwise a solitary species. These two factors have led to a species-wide focus on medicine and many of the medical breakthroughs in the past century come from Eavarnis Prime or at least are based on Eavarnian research.

Currently, Erix Kaedn is working on a long-term research project involving Iconian relics that have latent rejuvenating abilities. With this technology, Federation doctors would be able to heal nearly any injury short of death... and Dr. Kaedn isn't



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convinced that would be a real limitation once the technology is perfected. Even the Iconian nature of the project is classified and Dr. Kaedn refuses to allow any assistants to work with him, so the details of the research is very much only in Erix's head.

Eavarnian Characters

Though Eavarna IV has been a member planet of the Federation for nearly fifty years but fewer than twenty Eavarnians have entered service in Starfleet. On the other hand, hundreds have worked as part of civilian research projects in a variety of subject areas and have a reputation as difficult but dependable scientists.

- **Attributes:** Control +1, Presence +1, Reason +1
- **Trait:** Eavarnian. As a species, the Eavarnians are a careful and precise species. Their vulnerability to injury may account for their focus on medicine but they are just as comfortable in all fields of research and science. It is seen as a dangerous quality for an Eavarnian to behave rashly or impulsively, they are planners and observers.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Denobulan

Stress: 10 **Resistance:** 0

VALUES:

- **Boundaries Are Meant to Be Pushed**
- This is *My Research* (Major NPC)

ATTACKS:

For Major NPC, add 1♣ to each damage.

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-2** (Ranged, 5♣, 1H, Charge, Hidden)
- **Escalation Phaser Rifle** (Ranged, 6♣, 2H, Accurate, Charge)

ATTRIBUTES

Control	II	Daring	9
Fitness	9	Insight	10
Presence	10	Reason	II

SPECIAL ABILITIES

- **Eavarnian Physiology:** When an Eavarnian Avoids Injury they cannot spend Momentum. They can only Avoid Injury by adding to Threat or taking a Complication. Additionally, when resisting the effects of poison or disease, an Eavarnian gains a bonus d20.
- **Intense Scrutiny** (Talent, p. 138)
- **Quick Study** (Talent, p. 138)

DISCIPLINES

Command	01	Conn	01
Security	01	Engineering	01
Science	02	Medicine	03

For Major NPC add +1 to Conn, Security, and Engineering and +2 to Command. This also adds +1 to Stress.

FOCUSES:

- **Virology**
- **Xenobiology**
- **Alien Technology** (Major NPC)
- **Lab Safety** (Major NPC)