

FIRST CONTACT: THE PRANIR

PRANIR SPACE BACKGROUND

Pranir Space is a small region of space that may be placed in any unexplored area of any Quadrant. Warp technology is unknown in these parts, as they developed a unique method of opening plasma-filled subspace corridors that they call 'hyperspace'. The top speed of the hyperdrives is equivalent to Warp 6. The Pranir have only used the hyperdrive to expand their trading empire.

The Pranir were originally from Eprani, a world with continents and islands separated by many oceans. Their culture was shaped by aggressive oceanic trade, as the planet was resource-poor. They achieved an industrial level of technology when their world was visited by off-world aliens with hyperdrive, the Santari. The Santari needed servants, a role that the Pranir served well. However, the Pranir sent scientist-spies into the servitude contracts willingly with an eye to a long-term plan: to learn as much as they can about advanced Santari technology. Once a few of these scientist-spies had returned, the Pranir started making trades for things that seem innocent enough, but which can be used to develop very advanced technology.

Two hundred years later, the Pranir launched their first trade fleet. It had required the effort of almost everyone on Eprani, and stripped the world of most of its vital resources, but the Pranir have become a spacefaring race in spite of Santari precautions. Pranir history records this (when it mentions it at all) as the Great Gamble...had it failed, they would have a dead world and useless spaceships. However, Pranir preferred to think of their expansion into the stars as inevitable, and most histories treat the Great Gamble as more of a clever ploy that got things moving with a minimum of fuss, focusing more on a small core of ships bought off-world and downplaying the native-built fleets of slower, smaller craft.

Each of the six main Families had its own flotilla of trade ships, and trading territories were initially set by contracts (but immediately started to mix and muddle). Thanks to their aggressive trading spirit and desperate need to make back their investment before the homeworld died, the Pranir brought more cultures into closer contact than ever before. They no longer needed the Santari, and set out to claim their own trading empire.

FIRST CONTACT CONSIDERATIONS

The Pranir are technically not warp-capable, but have warp-equivalent technology, as well as extensive knowledge of and trade with other alien species in their region of space. They will mistake humans for the Santari, who have the same appearance.

In addition to the lack of warp drives, the Pranir have no subspace communications, requiring courier ships to carry messages across galactic distances. Therefore, they will be very interested in both warp technology and subspace communication technology, as those could dramatically change the way their society operates. Each of the six Great Trading Houses will do their utmost to be the one to acquire and control such technology.

First contact with the Pranir is likely with a trading colony on the edges of Pranir Space, or a ship emerging from hyperspace in the wrong place.

ENCOUNTER SEEDS

TRADING BY PROXY: The Ferengi have made first contact with the Pranir, and the Grand Nagus has sent the Grand Proxy to negotiate with them on the Pranir colony world of E'Yri. However, the Grand Proxy has been kidnapped by Pranir mercenaries, and his ship has sent out a distress call. Will the nearest Federation ship be able to rescue the Grand Proxy and avoid an interstellar incident?

TRAPPED IN HYPERSPACE: A subspace anomaly traps the starship in hyperspace, a Class III Stellar Phenomenon that affects Communications, Engines, and Structure (ships with the Hyperdrive Trait may treat the Trait as an Advantage against the Phenomenon). Each hour, the ship must make a **Science + Structure** at Difficulty 1 (increased to Difficulty 4 due to the Stellar Phenomenon, or Difficulty 3 for ships with Hyperdrive) or take 4▲ damage. A distress call will bring Pranir ships in the area, but is it smuggler, trader, or courier ships that respond? And what will the crew have to trade in exchange for their assistance, which likely requires them to board and install a temporary hyperdrive?