

BENZITE

THE NEXT GENERATION ERA ONLY

Official version found in the Beta Quadrant Sourcebook

Benzites are highly meticulous but 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 preliminary work until they are positive they have the correct hypothesis. Reporting a problem without a solution is especially frowned upon in Benzite society, as they prefer to act rather than react. Most Benzites are followers of *The Doctrine of Andragov*, which is equal parts philosophy and 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 percentages and degrees of success. Benzites respond to contests with zeal and enthusiasm, focusing all their energies into victory, even in friendly competition; they tend to do well with games that require the mathematical precision with which they calculate their Andragov scores, but are less interested in physical sports. As a general rule, Benzite Starfleet officers crave medals, commendations, and positive performance reviews. Successful Benzites have learned to balance these personal ambitions with the social realities of serving in Starfleet, where some species are critical of personal ambition and glory.

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

■ **TRAIT:** Benzite. Benzites have distinctive tendrils near their mouths and skin that comes in shades of blue or teal. They have two opposable thumbs on each hand. Benzites are unable to comfortably breathe oxygen-nitrogen atmospheres and require a respiration device to provide additional necessary gases, moistures, and salts. As they breathe substances fatal to many other species, Benzites have an innate resistance to many toxins. Similarly, they are capable of digesting a wide range of substances inedible to most species, but when off-world most limit themselves to the menu of the non-Benzites out of politeness.

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

COMPETITIVE DRIVE

REQUIREMENT: Benzite, or Gamemaster's Permission

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

THOROUGH WORK

REQUIREMENT: Benzite, or Gamemaster's Permission

You work slowly but methodically, careful to avoid making mistakes. Whenever you roll one or more complications on a Science, or Engineering Task, roll 1 ♠. If an Effect is rolled, you cancel out 1 complication.

