BYNAR

Bynars are native to the planet Bynaus, in the Beta Magellan system. Shorter than Humans, Bynars have lilac-coloured skin, enlarged skulls, and asymmetrical ears. Their defining characteristic is that the entire Bynar race is cyborgs connected to their master computer on their homeworld, allowing them to near-instantaneously share information. Bynars work and live in pairs, being genetically bonded to another 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 Bynaus to be paired with a new Bynar. Bynar that choose not to return are seen to have rejected Bynar society and have their personal identification code removed from the computer network. The Bynars' constant exposure to computers makes them quick to learn new operating systems and programs, and 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 their cybernetic augmentation for centuries: as early as the 2150s they began replacing the parietal lobes of newborns with a synaptic processor. Bynar workers and security forces once employed supplementary physical augmentations, but these have become rare since Bynaus allied with the Federation. 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, which can disable or destroy their implants, leaving them disoriented or even disabled.

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

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

PAIRED
REQUIREMENT: Bynar
You are genetically paired to another Bynar on the crew. This Bynar is a support character that 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
Your genetic pair is dead or is otherwise unavailable, and can't be replaced during your current mission or deployment. Mentally alone, you are compulsively driven to aid others. When you assist another character with a Task, one d20 related to that Task can be re-rolled.

SPECIES