Hokmanites

TOS era and beyond

Hokmanites, from Hokma V (Beta quadrant), is a small, bare, rocky Class L world. They have the basic height & build of humans. They have up-swept eyebrows like Vulcans. They have pointed, bifurcated ears like the Ocampa. & they have a bronze skin-tone which is very soft & smooth. The most striking thing about them are the colors of their hair. All Hokmanites have 2 distinct hair-colors, evenly dispersed. The hair on the right side of the head is always brown, black, or (as they age) silver. The hair on the left side is any color imaginable. From a deeper shade of black, or brown, to shades of red, blue, violet, gold, & green. Hokmanite males cannot grow facial hair. Both males & females have thicker, bushier eyebrows than Vulcans.
Names: All Hokmanites have a single name that functions as both a proper name & a surname.
Male: Jairo, Narez, Alviar, Pio, Lino, Casto
Female: Reyna, Lía, Alina, Morua, Noda, Zurita

EXAMPLE VALUE: Knowledge is undefeated justified true belief.

Attributes: Control +1, Daring +1, Fitness +1 [male] or Insight +1 [female].

TRAIT:
The Hokmanites are a very unique people. Similar in some ways to Vulcans, Humans, & Betazoids. And at the same time unlike any humanoi species encountered by Starfleet. They are physically stronger, more agile, & with a higher constitution than most humans. And their capacity for conscious awareness rivals even the Vulcans. Average Lifespan: 210 years.

Talents:

Hokmanite, or with GM's permission.

Higher Education [Required]

Requirement:
Hokmanites spend almost twice as long in school as most other educate species. As a result, you gain many skills one might not expect. You gain two additional focuses at PC creation.

Eloquence

Requirement:
Hokmanites have a knack for communicating with others or getting others to communicate amongst themselves. Whenever you engage in a social interaction/conflict with another, you may re-roll a single d20 in your dice pool. And if you succeed, you gain 1 bonus Momentum.

Empathy+Telekinesis

Requirement:
As / Betazoid Talent [E6]. Approx. 65% of population. In addition, they gain a specialized form of Telepathy - Telekinesis. This allows them to move or lift objects at a distance equal to their Insight score in kg.