ELTHAN*

Elthans (Elthene) are a near-human species native to 14 Corvacis and are members of both the Elthene Affiliate worlds and the United Federation of Planets. Elthene tend to have dusky skin, tall, willowy builds, and large, luminous, cat-like eyes. Hair and eye colors trend toward the metallic colors, with silver hair and golden eyes being common. Elthans possess a lighter bone mass than comparable humans, as well as a number of other minor anatomical differences- most notably a rumen-like abdominal pouch and a unique larynx structure which allows them to produce
tritonal vocal harmonies.

The Elthene are an intellectually vigorous people who place a high emphasis on education, technical mastery, and competent craftsmanship. Young Elthene are evaluated and educated in early-latency programs, followed by symposium and graduate-level coursework.

EXAMPLE VALUE: "An investment in knowledge pays the best interest"

ATTRIBUTES   +1 Control, +1 Insight, +1 Reason

TRAIT: Elthan. Elthene tend to be conscientious, diligent, and thorough with an
active life of the mind. Their unique voice boxes give them the ability to hum, sing, or speak in three tones or voices at the same time. Generally regarded as "team players", Elthene pride themselves on their problem-solving abilities and technical expertise.

TALENTS: The character receives access to the following Talents:

Meticulous
REQUIREMENTS: Elthan or Gamemaster's Permission.
Elthene are patient, methodical, and check for errors before considering Tasks complete. Whenever they use Engineering to complete a Task, you may negate one Complication generated from the roll. However, during timed Tasks or Challenges, you take 1 more interval to complete the Task.

Problem-Solver
REQUIREMENTS: Elthan or Gamemaster's Permission.
When you attempt a Task to solve a problem using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous Task covering the same scientific or technological field earlier in the same adventure.

* The Elthene were created by Diane Duane and first appeared in the short story "Night Whispers" in the Star Trek: Enterprise Logs anthology.