

REALITIES OF POSSIBILITY

HOPE FOR CHERON: THE BHODIN LINEAGE

CW: *Genocide, Prejudice-Based Violence, War Themes*

⌘ A HISTORY LESSON

The cautionary tale of the natives of the planet Cheron (pronounced “SHARE-awn”) is required reading for all Starfleet Academy cadets. In 2268, the USS Enterprise NCC 1701 encountered two disruptive members of the Cheron species that were believed to be the last of their kind. There were at least two different lineages within the species. While both displayed a chimeric split of black and white pigmented skin symmetrically bifurcated along the sagittal plane, some had white pigmentation on their left side and black on their right, while others expressed the opposite arrangement. This physical difference was used to justify extreme mutual prejudice, leading to a series of extended wars that culminated in the destruction of their species.

It was common belief that this was the end of their story, until the year 2340, when Captain Rachel Garrett of the USS Enterprise-C discovered a third lineage of the Cheronians living on a planet they called “Sethpra.” The inhabitants of Sethpra referred to themselves as the Bhodin, (BOE-din), which translates to “the awakened ones” in their most widespread language.

At first, Garrett was alarmed by the discovery. Captain Kirk’s logs were clear about the risks the Cheronians posed: their advanced technology, dangerous levels of esper ability, and irrational hatred caused multiple problems for the crew of the Enterprise. However, the Bhodin were nothing like she expected. A peaceful first contact allowed Garrett to learn more of their story.

⌘ NOT ALL BATTLEFIELDS ARE BLACK AND WHITE

Long ago, a biological weapon was released on Cheron. No one can remember who was responsible, but its purpose was the complete eradication of an opposing lineage.

Instead, the weapon caused a series of genetic changes in a small percentage of both factions. The most obvious was the

development of harmless vitiligo patterns on their skin, randomly distributing black and white pigment throughout their previously symmetrical appearance.

The weapon also caused their esper ability to diminish and their lifespan to shorten, but the hyper-prejudicial Cheronians could focus only on the changes to their appearance. The reaction by the majority of the population to what they considered an obscene affront was swift and brutal: more violence and banishment of this new lineage from Cheron.

Those who were able to survive long enough to board starships would spend several centuries looking for a new home. Much of that time was spent in internal strife, while they went through cycles of violence and movements of reconciliation. It was a difficult and unpredictable path toward progress. There were moments when history could have repeated itself. With luck, hard work, and sacrifice, they had managed to reject their former beliefs and reshape their culture by the time they discovered Sethpra.

⌘ A NEW PATH FORWARD

The ancestors of the Bhodin learned to accept that the vitiligo was a blessing, which forced them to understand the error of their ways. They recoil from ideas that could foster bias. Collaboration is favored in their society, and concepts like tribalism and group identity are scrutinized. Most of their advanced technology has been eschewed in favor of an agrarian and mindful lifestyle, with a focus on creating art and innovation that promote meaningful contributions.

Captain Garrett helped the Bhodin establish formal diplomatic relations with the UFP. While they welcome the idea of membership, the Bhodin are more focused on building trust with the Federation, starting with cultural and institutional exchanges, such as allowing some Bhodin to apply to Starfleet.

CHERONIAN (BHODIN LINEAGE)

Born of flawed biological warfare thousands of years ago, the Bhodin are a third lineage of the natives of Cheron. Internally, the biological agent caused changes to their genetics that diminished their lifespan and esper capabilities. Externally, a small part of both lineages began to exhibit vitiligo patterns across their symmetrical vertical division of black/white or white/black skin pigments. This was anathema to the hyper-prejudicial factions, who branded them abominations and banished them from the planet. They wandered for centuries, looking for a home and a way to deal with their past prejudices. It was not a linear path, but they managed to reject their former beliefs and reshape their culture by the time they discovered their new home, which they called "Sethpra," or, "place of healing." They became known to the Federation again when Captain Garrett of the Enterprise-C made first contact in 2340.

The Bhodin, or "the awakened ones," came to see their vitiligo markings as a catalyst for change that revealed the flaws of their prejudicial ideals. They believe their diminished esper ability and lifespans shortened to a thousand years are penance for the harm their ancestors caused. They are wary of ideas that separate self from others, so their society is skeptical of tribalism: rejecting bias and favoring a cooperative culture centered on meaningful and creative innovation.

Example Character: Counselor Fa'hil Galani (Star Trek: The Alternate Generation)



∞∞ SIBYLLE HELL ∞∞

Counselor Fa'hil examines a crystal formation that he believes is responsible for the behavior problems exhibited by the colonists of Vertata Utani V.

SAMPLE VALUES:

- Be a good example
- Let go of the past
- Live and let live
- Peace begins with forgiveness

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Cheronian (Bhodin lineage) After a thousand years of painful self-reflection and rejection of the deadly biased beliefs of their fellow Cheronian lineages, the current generation of Bhodin tend to excel at navigating social conflicts, active listening, empathy, and bridging cultural divides. True to their moniker of "the awakened ones," it is difficult to drive most Bhodin to anger. Maintaining a calm and reasoned demeanor is highly valued in their society. Their ancestors' exposure to biological warfare may have significantly diminished their ability to manipulate energy fields and reduced their lifespan to around 1,000 years, but it has also given them a resilience to parasites, pathogens, disease, and infections.

DISSIPATING SHIELD (SPECIES ABILITY): Using your limited innate ability to affect energy fields, once per game session, if you have been hit by a directed energy weapon, you may reduce the severity of any Stun or Deadly Injury inflicted by that attack by 5, to a minimum of zero, without spending Stress or other resources. If you are able to reduce the severity to zero, you also negate any qualities attached to being hit by that weapon for that attack.

BHODIN NAMES: Bhodin naming convention is designed to avoid tribal and familial associations. At birth, children are given a nickname by their parents or caregivers. When a child completes their education, they ask their favorite educator to bestow on them a "gratitude name." This is an honorific that celebrates an accomplishment, academic trait, or area in which the child excels. To be chosen by a former student to bestow this name is one of the greatest honors an educator can receive.

The name order is presented as honorific-first, then nickname. Bhodin are referred to professionally by their honorific name, while their nickname is maintained for use only by those in close social circles.

- **PARENTAL OR CAREGIVER NICKNAMES:** Adrijaz, Bele, Brani, Bozidar, Carani, Doudjan, Galin, Katyan, Lokai, Melojia, Myajes, Onjen, Pasakes, Satimir, Tonkis, Vesnasi
- **GRATITUDE NAMES:** Az'di, Bi'jan, Fa'hil, Ja'fad, Ji'kagi, Ji'tal, Lak'shi, Na'sha, Vam'sa, Vas'ti, Ya'shri, Ye'den

BHODIN LINEAGE AND CULTURAL TALENTS

RELENTLESS RECONCILIATION (BHODIN LINEAGE TALENT)

REQUIREMENT: Cheronian (Bhodin Lineage), or Gamemaster's permission

Once per session, when your Gamemaster allows you to use your species trait in a social conflict, you may re-roll any number of d20s in that dice pool as if you had spent a point of Determination, in addition to the beneficial effect of the species trait.

ROBUST IMMUNE SYSTEM (BHODIN LINEAGE TALENT)

REQUIREMENT: Cheronian (Bhodin Lineage), or Gamemaster's permission

In general, the Bhodin are a hardy people, thanks to the adaptations passed down by their ancestors who were exposed to biological weapons. However, some are even hardier. Whenever you complete a Task-roll to resist being affected by a biological agent that could cause you to be infected, injured, poisoned, or diseased, you may add a d20 to your roll. If you are affected, you may ignore any Resistance rating that reduces your Impact on the Progress Bar of any Extended Task related to your recovery.

DISCLAIMER

This is a fan-made, unofficial work inspired by the *Star Trek Adventures* roleplaying game published by Modiphius Entertainment. It is not affiliated with, endorsed by, or associated with Modiphius Entertainment, CBS Studios Inc., Paramount Pictures, or any of their licensees. *Star Trek Adventures*, *Star Trek*, and all related marks, logos, and characters are trademarks and copyrights of their respective owners. This work is created for non-commercial, fan purposes only.

CREDITS

Written by **Arwyn Blair**
Illustration by **Sibylle Hell**

ABOUT THE AUTHOR

I am a retired clinical social worker who has been enjoying freelance writing as part of my second act. My life is all about nerd-stuff, languages, and kindness.