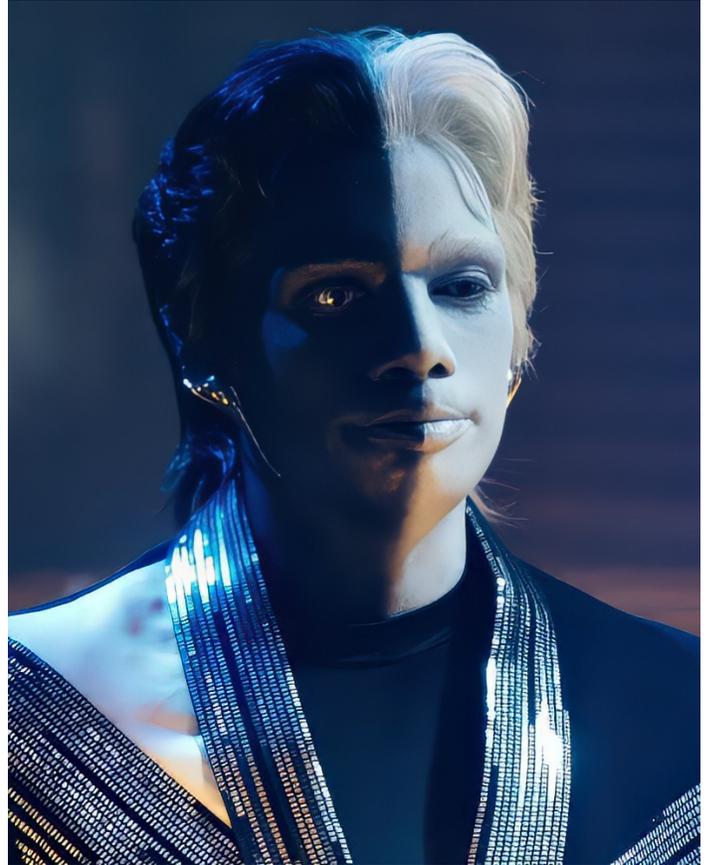


CHERONIAN

First encountered by the *U.S.S. Enterprise* in 2268, the **Cheronians** were an extremely long-lived warp-capable species from the Beta Quadrant. While the planet Cheron was known to the Federation before the encounter onboard the *Enterprise*, the species had never been established. Humanoid in form, the Cheronians had a unique appearance. Their skin color was bilaterally split, black on one side and white on the other. Most were black on the right side, but a minority were white on the right side.

Unfortunately, this difference was enough to lead to racial hatred and a prolonged war. The two individuals encountered by the *Enterprise* crew, Bele and Lokai, were both aggressively belligerent and adamantly convinced that they were the only ones correct in any situation. When the *Enterprise* returned them to Cheron, they discovered that the war begun in their absence had destroyed all sapient life and the Cheronian civilization. Beke and Lokai both returned to the surface of Cheron, and presumably finally killed each other.

While warp-capable, Cheron had never seen the need to explore deeply into the galaxy, though that isn't to say that they never travelled off-world. Since the encounter with Bele and Lokai, a few other Cheronians have been encountered in a variety of settings. These individuals have been notably less belligerent and extreme than Bele and Lokai, possibly showing that they learned from their world's mistakes and desolation. Whether there is a large enclave of survivors somewhere, or simply a few individuals scattered around the galaxy, remains to be seen.



EXAMPLE CHARACTERS: Bele (*The Original Series*), Lokai (*The Original Series*), Virgil (*Star Trek: Section 31*)

SAMPLE VALUES:

- My will shall not be denied.
- Our kind is obviously superior.
- The past is a prison; let it go.
- You can learn many things if you live long enough.

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Cheronian. While very similar to Humans in outward anatomy, the Cheronian people are notable for the unique dichromatic coloration of their skin. The majority of the population were black on the right side of their bodies and white on the left side, while a notable minority had these colors reversed. They were extremely long-lived, and their internal physiology was significantly different from Humans.

ADAMANT WILL (SPECIES ABILITY): Your species is known for its sheer, indomitable strength of mind. When you suffer a trait which represents fear, panic, or some other negative emotional state, you may suffer 2 Stress to ignore it.

SPECIES NAMES: Little is known of the naming conventions used by the Cheronians. The few members of this species who have been encountered used a single name. How they noted family lines, if they bothered to do so at all, is unknown.

- **FEMININE NAMES:** Alist, Ayzah, Eivah, Ellce, Fraia, Ghraise, Grenna, Hauna, Jaina, Karrin, Kayt, Norea, Roaz
- **MASCULINE NAMES:** Airek, Bele, Fynne, Hawan, Kahrel, Kirist, Larze, Lokai, Maraq, Roloff, Siven, Thorne, Virgil



CHERONIAN SPECIES AND CULTURE TALENTS

The following Talents can be taken by Cheronian characters.

PSYCHOKINETIC SHIELD (CHERONIAN TALENT)

REQUIREMENTS: Cheronian, or gamemaster's approval

Once per scene, if another character attempts to attack you, you may add a number of Threat equal to your opponent's Security Department value to ignore that attack.

TELEMECHANICS (CHERONIAN TALENT)

REQUIREMENTS: Cheronian, or gamemaster's approval

You can create a psychic interface with computers and similar technologies (including ship systems), allowing you to interface and control these systems with your thoughts. Initiating or breaking the link between your mind and a computer system takes a minor action, and while you are connected, you may reroll one d20 on any task using that computer (including a ship's Computer system). However, if the computer (or the ship containing it) is damaged, you immediately suffer a Deadly 4 Injury with the Piercing quality.

You may attempt to control more than one system at a time (for example, a ship's helm and self-destruct mechanism), but you must add 2 Threat per additional system. Furthermore, any task you attempt has a minimum Difficulty of 1 + the total number of systems you're controlling.

