

Name: TYPICAL NERRAZAN DEEP SEA MINER

Attributes:

STR – Level V	CHA – Level IV
END – Level IV	MNT – Level V
DEX – Level VI	ITN – Level III

Combat Statistics:

AP:	10
Armed Combat,	
Sonic Disruptor Pistol	Level IV
Speargun	Level V
Unarmed Combat, Brawling	Level IV

Significant Skills:

	Level:
Administration	V
Construction	V
Earth Sciences,	
Geology	V
Hydrology	V
Engineering,	
Metallurgy	VI
Physical Sciences,	
Chemistry	IV
Computer Science	IV
Physics	V
Sports,	
Swimming	VII
Technology,	
Force Field Systems	V
Electronics	V
Trivia,	
Deep Sea Diving	VII
Vehicle Operation,	
Water Vehicles	VI
Verbal Interaction,	
Negotiation/Diplomacy	IV



History:

The Nerrazan race evolved from large amphibian frog-like animals that would emerge from the oceans to breed on dry land. After several million years, the Nerrazan species had assumed a humanoid form and greater intelligence. They eventually formed multiple matriarchy-based clans that would battle for prime territory within their oceans and on land.

In 70,086 TL (622 BC), after a thousand years of clan squabbles and open warfare, the Nerrazan clans of the north formed an organization that would deal with any clan disputes. This organization became known as The Deep and by 70,136 TL (572 BC), it had spread to all parts of Nerraza. The Deep consisted of the ruling clan mothers who elected a new Queen of the Deep every twelve years (the number twelve holds significant meaning to the Nerrazan).

In 70,536 TL (172 BC), Verazkha Kor, Queen of the Deep, abolished the elections and claimed the position for herself with the aid of three powerful clans. Rival clans were put to the spear as Queen Verazkha Kor consolidated her newly acquired power. From this point on, the title of Queen of the Deep became a hereditary one and her descendants followed in her footsteps. This period became known as the Time of the Red Sea (called so because so much blood was spilled that it turned the sea red).

In 71,036 TL (328 AD), the Nerrazans were on the verge of open rebellion as the current Queen of the Deep, Balazkha Kor, used her position to expand her own power and prestige. When she began to sell her own

people into slavery to alien powers (to be used as an aquatic based work force), the people of Nerraza rebelled. They threw their power behind Princess Ferassta Kor and she led an army against the decadent Queen and was able to overthrow her rule. It was in this year when Princess Ferassta Kor became the Queen of the Deep. She bequeathed some of her royal powers to an elected assembly of the people which became known as the Great Pool. The people of Nerraza rejoiced as they praised their new Queen of the Deep.

In 71.161 TL (953 AD), the Nerrazan people started to expand from their own world and built several space stations and colonies in their own star system. It would take another 200 years for the Nerrazans to encounter a race that shared their hyper-drive technology for exchange of rare minerals from the oceans' depths. It didn't take long for the Nerrazans to join the intergalactic community. Nerrazans are noted for their oceanographic skills, especially deep sea mining, and they can be found on other worlds surveying potential oceanic mining operations.

Physical Characteristics:

Nerrazans have green skin that varies from dark green shading at the head to a lighter green on the torso and extremities. They have webbed hands and feet. Their physiology allow them to dive up to 1000 meters without the aid of diving equipment. They can hold their breath up to 2 hours and they are highly resistant against pressure changes and as such, rarely suffer from decompression sickness. They are exceptional swimmers and many pursue a career under the depths of their own oceans or in the oceans on other worlds.

Manner:

Nerrazans have a wide range of behaviours, While many are peaceful and content with the world around them, there is a minority that has embraced the aggressiveness of the past. There is a saying among off-worlders, "To provoke a Nerrazan is to stir up the sea against you."

Many Nerrazans are happy exploring and living their lives amongst the waters of their home planet. There tend to be two types of Nerrazan who explore the oceans of other planets. The first are peaceful explorers who wish to live in harmony with the sea around them. The second are exploitative Nerrazans who use their science to strip the alien oceans of their wealth so they can bring it home for their own world.

Nezzaran Technology

Nerrazan technology tends to have an organic, sea-based aesthetic to it. Their sonic disruptors tend to resemble strange-looking sea shells. Their spearguns resemble long sea shells that fire barbed spears.

ALIEN CREATURE RECORD

Name: Nerrazan		Attributes:	
Environment		STR:	15
Environment Type:	Aquatic	END:	12
Atmosphere Breathed:	Oxygen/Nitrogen	DEX:	23
Appearance		Combat Statistics:	
Body Form:	Amphibian	MAX OP END Score:	24
Size:	Medium	AP Score:	10
Limbs:	2 motive jointed; 2 manipulative jointed	Combat Ability Type:	Unarmed
Body Covering:	Skin		Combat
Senses:	Sight, Hearing	Combat Proficiency Level:	V
Life Style:	Aggressive Omnivore	Damage Value:	1D6
		Armour Value:	0

SYSTEM LOG

System Name: Bazaraka
System Location: Andromeda Galaxy

System Data

Number of Stars in System: 1
Number of Terrestrial Planets Present: 1
Position of Terrestrial Planets: III

WORLD LOG

World Name: Bazaraka III (Nerraza)

Astronomical Data

System Name: Nerraza
Position in System: III
Number of Satellites: 3

Planetary Data

Gravity: Average 1.1 G
Diameter: 14,000 km
Equatorial Circumference: 44,000 km
Total Surface Area: 561,000,000 km²

Planetary Conditions

Major Land Area Type: 4 Minor continents; many islands
Major Water Area Type: 7 Oceans
Length of Day: 22 hr
Atmospheric Density: Thick
General Climate: Tropical

CULTURAL DATA

Dominant Life Form: Nerrazan

Full Technological Index:

Space Sciences:	<u>6</u>
Engineering:	<u>5</u>
Physical Sciences:	<u>6</u>
Planetary Sciences:	<u>6</u>
Life/Medical Sciences:	<u>5</u>

Full Sociopolitical Index:

Social Sciences:	<u>7</u>
Military Development:	<u>4</u>
Cultural Attitude:	<u>6</u>

Government Type: Controlled Monarchy

Controlling Governmental Body: The Deep (Royalty); The Great Pool (Nerrazan Assembly)

Chief Governing Body: Queen of the Deep (Royalty); The Great Minister (Nerrazan Assembly)

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