

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: *ALIOTHAN*

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Strength, +1 Vitality, -1 Presence, +2 Perception

PHYSICAL DESCRIPTION

Tall, lean humanoids; Aliothans come from a world rich in cobalt, with a surface-gravity lower than Earth-normal. Their skin-coloring ranges from a light blue to a dullish shade of grayish-blue.

They have hair, either white with blondish highlights, or the reverse. This hair is normally worn in a long mane, centered on the elongated Aliothan head, with the head shaven bald on either side in a style known on Earth as a “Mohawk”.

Aliothans have no eyebrows, or any other hair on their bodies aside from that on their heads.

Their bodies are generally frail looking. Although this is somewhat deceptive as they are a naturally tough, hardy race. Their limbs are long, and sinewy. They have the usual four fingers and opposing thumb of most humanoids, but only have three thick toes on each foot.

Aliothans' most unique feature are their eyes. Large, and multi-faceted like an insect's; and of a peculiar lavender-pinkish color. Aliothans also have an “inner eye” beneath the faceted outer eye, that consists of one large eyeball with an oversized pupil.

Aliothan eyes can be a bit unnerving to look into as they can train their facets on one subject while centering the vision of the inner eye on another.

This makes it very hard for someone to look an Aliothan in the eye and be sure their gaze is being met.

CULTURE

The Aliothan culture is considered somewhat primitive by Federation standards, by the end of the 24th century. A patriarchal monarchy, the Aliothans cling to many beliefs humans see as arcane and old-fashioned.

Their culture could be described as a warrior-culture. But, Aliothans are not aggressive conquerors. Their skills as soldiers are used primarily for the defense of their own world and their own people.

Aliothans are outgoing people, and for the most part they have good relations with their neighbors. The Aliothans have been a Federation member-race since the latter half of the 23rd century. And several Aliothans have served, with honors, in Starfleet.

Aliothans have a strong set of moral values. They are brave, and loyal almost to a fault.

LANGUAGES

Aliothans speak their own language; which is spoken at an unusually high rate of speed compared to Standard. This makes native Aliothan very hard for the Universal Translator to render accurately.

Aliothans who live and work with other Federation citizens usually learn to speak Federation Standard. And they do so with a slight, lilting accent that makes them seem to have a very gentle, elegant style of speech.

COMMON NAMES

Aliothans have a single name, usually two or three syllables and heavy on long vowel sounds. Males have names beginning with softer consonant sounds, and ending in a consonant. Females have names beginning with a harder consonant and ending on a vowel sound.

A well known male Aliothan was the Starfleet Security officer who served under Captain James T. Kirk in the late 2280s; Fouton.

Other Aliothan names include Shotiln (male), and Kimoea (female).

HOMEWORLD

The Aliothan homeworld, Alioth V, is the second of two class-M planets in the Alioth system. The Aliothan star is part of one of the most well-known sights in the night skies of Earth – the tail of the Great bear, or Ursa Major.

Alioth V, it's self, is a small planet. Class-M but with a very cold surface-temperature similar to the arctic conditions found on Andor.

Alioth V is a world rich in the mineral, cobalt. And surface-mining operations supply cobalt to neighboring systems on a regular basis.

The Aliothan civilization is relatively advanced, with Tech Level 6 being the norm. Aliothans still manufacture a great many of their necessities by hand, and they also import some percentage of what they need from other federation

worlds. The Aliothan government is on strongly friendly terms with the government of Cardassia; and the Aliothans and Cardassians shared trading relations even during the Dominion War.

Aliothans did not support the Cardassian occupation of Bajor, however; nor did they side with them during the Dominion War. Aliothan soliders were in the vanguard of Federation troops during both the liberation of Betazed from the Cardassians and the liberation of Cardassia from the Dominion.

Aliothans have been serving in Starfleet since the 23rd century. And Alioth V has been a reliable member of the Federation since the 2260s.

FAVORED PROFESSION

Aliothan civilians are most comfortable in the role of a Soldier, or a Rogue. And they tend to the Elite Professions, Smuggler, Assassin, or Weaponmaster.

Aliothan Starship Officers find themselves best suited for combat roles, and usually become Security or Tactical officers. Some Aliothans will pursue a career in Engineering, or Operations.

SPECIES ABILITIES

Despite their outwardly frail appearances, Aliothans are a tough, sturdy people. The harsh climate and conditions of their planet has resulted in a species evolved to survive even the worst of conditions and situations.

Couple this with their culture, which emphasizes strength for the sake of survival; and you have a race of very strong, hardy people. Aliothans are easily as strong as Vulcans, resulting in a +2 species bonus to their Strength attributes. They are also very resilient, and resistant to disease and physical damage (+1 bonus to Vitality).

The unusual structure of their eyes make Aliothans some of the most observant of all known species; which gives them a +2 bonus to their Perception attribute. But, their gaunt appearances, and stoic mannerisms cause them to suffer in their social interactions, resulting in a -1 species penalty to their Presence scores.

Aliothans also have several individual species traits.

Exceptional Vision: Due to the unique structure of the Aliothan eye, they have very highly developed visual abilities. Not only do they receive the benefits of the Night Vision edge (p. 136 of the *Player's Guide*), but also a +4 species bonus to all Observe (Spot) tests, and +2 to Investigate (Inspect).

Bonus Edge: Exceptional Concentration; Aliothans are very hard to distract once they have their minds set to a task. They receive the Exceptional Concentration edge (p. 134 of the *Player's Guide*) as a species trait.

Species Flaw: Thin Blooded (Heat); Because of the frigid environment of their homeworld, Aliothans are very susceptible to high temperatures, especially in

combination with humid conditions. They take the penalties of the Thin Blooded flaw (p. 143, of the *Player's Guide*) with respect to hot temperatures, and weather conditions.

Zealous Loyalty: Aliothans serving as Starship Officers, or working in any type of hierarchical structure develop very strong loyalties to their superiors. Especially commanding officers in a military situation.

Not only do Aliothans automatically acquire the Devotion flaw (p. 140 of the *Player's Guide*) with their commanding officer as the focus of their devotion, but an Aliothan will do anything they feel is necessary to support, defend, or protect their commander.

When interacting with anyone the Aliothan knows has an unfavorable opinion of their commanding officer, and Aliothan does so with an interaction penalty equal to their commanding officer's Renown modifier.

Aliothans will easily go to extremes to defend, or protect their commanders. If an Aliothan is faced with a necessity to protect a superior that could result in a reckless act he must make a Willpower reaction roll (TN15) or take even the most extreme action feasible to protect his superior.

Anyone attempting to dissuade the Aliothan from this course of action does so at a -5 penalty; except for the Commanding Officer, of course; who can automatically influence the Aliothan's actions without any roll being necessary.