

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: ARGELIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Agility, +2 Presence

PHYSICAL DESCRIPTION

Argelians are outwardly indistinguishable from humans. Their physiques, coloring, and physical characteristics are almost identical to Terran humans.

There are some slight internal differences, most notably in the configuration of their brains. This is what makes even non-Psionic Argelians so receptive to emotional stimuli, and so often prone to nightmares, and vivid dreams.

CULTURE

The Argelian culture is one of peace and hedonistic harmony.

Since their Great Awakening, there has not been a murder or other act of violence perpetrated by one Argelian upon another.

Argelians are capable of defending themselves, but they are some of the least aggressive people in the galaxy. And as such they make excellent hosts and hostesses. Their homeworld is a popular vacation spot and resort.

LANGUAGES

The Argelians speak their own language, Argelian. Most Argelians also learn Federation Standard. Some Argelians speak it with a slight accent that sounds vaguely Arabic.

COMMON NAMES

Argelians each have a single name, and male and female names are difficult to distinguish from one another. Some examples include Jaris, Sybo, Kara, Morla, and Tark.

HOMEWORLD

Argelius II. A well-known pleasure planet in the Alpha Quadrant, and a popular shore leave resort among Starfleet personnel.

Argelius has a climate similar to that of Great Britain on Earth. And their culture is very open. The people are friendly and tactile. The planet has a general look befitting the setting of a classic film of the 1940s.

Technologically, the Argelians are on a par with the Betazoids. And like the Betazoids, they do not have an independent space navy, preferring to rely on Starfleet for protection.

FAVORED PROFESSION

More active in Federation affairs in the late 23rd century than the 24th; most Argelians preferred positions as Merchants or Explorers. Some served in Starfleet, usually as Communications Officers. And by the late 24th century, several Argelians hold positions as Ship's Counselors.

Argelians are not cut out for military careers, beyond those that allow a pacifistic individual to perform their duty without much risk of being forced to take a life or harm another.

Argelians serving outside the Counseling, or Communications elite professions will most often be found in Operations, or Science Officer positions.

SPECIES ABILITIES

Some Argelians have limited Psionic abilities. These rare individuals receive the Psionic edge for free, but can only develop one Psionic skill; usually Empathy, or Telepathy. Psionic Argelians begin with 2 levels of their chosen Psionic skill.

All Argelians will have the Pacifist flaw at level 2.

Female Argelians will have the Sexy edge (*APOTA*, p 13), as well as +2 to Influence (Seduce). Males have the Skill Focus (Eloquent) edge.

All Argelians have the species ability, Centered (+2 Willpower. See the *Starfleet Operations Manual*, p. 47)