

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: DELVIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

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

PHYSICAL DESCRIPTION

Delvians are a species of humanoid appearance, roughly the same height and proportions as the average humanoid species. However, instead of being a form of animal or creature, Delvians are actually sentient plants, with their main characteristic being blue skin with light green patterns.

Owing to their plant origins, Delvians do not seem to exhibit much body hair. Indeed, only a few thus far witnessed have body hair, including a few from both genders. It is not known whether Delvians photosynthesize like regular Earth-based plants. Solar radiation (like the light of the sun or a nebulae) has a very pleasurable effect on their body. Known as a photogasm, it can only be speculated that these produce similar effects to orgasms upon the body, but without the need for sexual contact or provocation.

The life-span of Delvians is very long. Delvians are considered to be in the prime of their lives at or around 800 years of age, making them even more long-lived than El-Aurians.

CULTURE

Although they are plants, Delvians do require meat in their diet to survive. Although they can go without meat if they are eating other foods, should they be without sustenance of any kind for too long, their body eventually switches into a self-defense mode that requires meat to "switch out" again. In this self-defense mode, the Delvian's body begins to shut down

and automatically produces flowering buds that exude a highly toxic pollen. This pollen seriously aggravates allergies in other species, causing bouts of sneezing so severe that any unlucky beings breathing it will be paralyzed by their own sneezes, providing the Delvian with fresh meat ripe for the killing. This pollen has less effect on Sebaceans than on most races, but even Sebaceans are incapable of handling it for long.

Leviathans, a species of organic sentient starships, seem especially sensitive to this pollen, as it can cause them to go totally blind if they are exposed to it for too long. The pollen is only produced when a Delvian is close to starvation; the buds cannot be grown or stopped at will. Starvation also affects a Delvian's mind, causing severe paranoia and even madness.

Again relating to the plant nature of the species, Delvians do require planting in soil when ill or drained in order to revitalize themselves and regain energy. Likewise, they are able to make their limbs wither at certain times, turning them quickly into roots, though it does take time to heal.

The Delvians are a very religious and disciplined species, and many practice what is known as the Delvian Seek. This is a search for enlightenment, of helping others and knowing no anger, and praying and worshiping their Goddess.

With prayer in the Delvian Seek, abilities follow. It appears that Delvians have psychic abilities which are able to be unlocked by a disciplined mind, aided by the Delvian Seek. One such ability is sharing "Unity", the ability for a Delvian to link their mind to the mind of other creatures, to communicate on a psychic and spiritual plane. They can also impart spiritual energy on another using this, but such a gift can leave them drained. If they give up too much of their own energy, the Delvian begins to weaken, the crown of their head slowly becoming a sticky pulp, until eventual death occurs.

Meditation is used by Delvians to focus themselves on the Delvian Seek, but isolation can play havoc with the mind of a Delvian. The Seek can allow the Delvian to control their anger, but cannot erase it; Delvians must be constantly on their guard, lest they succumb to their darker impulses and do something they will regret afterwards. The eyes of an angry or murderous Delvian turn a deep blood-red.

Aside from the Delvian society being religious and disciplined, it is also quite open. Delvians frequently meditate in the nude, and speak freely of all subjects with one another. However, in recent times, it appears that the Delvian society is being taken over by the Sebaceans; Delvians are being exiled from their homeworld, Delvia, for following the Delvian Seek. However, Delvians have been traveling across the universe for a long time now, setting up other colonies on habitable worlds to which the exiles may go.

LANGUAGES

The native Delvian language is an elegant language spoken in soft tones and used to great musical effect in Delvian religious chants. The language is not hard to learn, and non-Delvians seem to have no difficulty in speaking, or understanding it.

COMMON NAMES

Delvians have names that are representative of their soft, musical language. Some Delvians will use a surname, but this is becoming more and more rare over time.

Delvian surnames are a representative of familial clan affiliation, and in Delvian society this is traced through the female.

Some names of well-known Delvians include Bitaal, and Tuzak (male), and Tahleen, and Zoto Zhaan (female).

HOMEWORLD

Delvia is the homeworld of the Delvian race. It is much like earth was during the Tertiary Period, albeit greener and larger, with a balance of surface moisture to soil. Medicinal herbs and plants are abundant there.

FAVORED PROFESSION

Most Delvians encountered off their homeworld will be wandering Mystics, and Adepts known as Pa'us. The term translates, loosely, into Federation Standard as "Priest", although the title is used among Delvians for either male or female adepts.

Civilian Delvians also make excellent Scientists, and Explorers. Several Delvians serve in Starfleet, and these officers are usually found in the position of Medical Officer, or Ship's Counselor.

Delvians make excellent Ship's Counselors. And one of the most highly regarded instructors at the Betazoid University where most applicants for a Ship's Counselor position are trained is a 10th level Delvian Pa'u.

SPECIES ABILITIES

In addition to being a very physically strong and agile species, Delvians also possess a natural charisma. A type of charm that often makes them irresistible to members of other species. They are not as tough, or durable as non-plant based humanoid life-forms, however. But, their powers of recovery are remarkable

In addition to the modifications these physical differences give to their attributes, Delvians also have the following racial qualities.

Psionic: All Delvians are psionic, and have the ability to become powerful psions. A Delvian receives the Psionic edge as a species ability, and has a minimum starting Psionic attribute of 6. Delvians also begin with both Telepathy +3 and Empathy +3. They may advance their Psionic attribute as a favored attribute, and any psionic skills they learn as professional skills.

Natural Healer: To say that Delvians have a natural ability to heal, or perform medicine-based tasks would be an understatement. A combination of natural psionic talents, and a long history of study of various life-forms make Delvians uniquely qualified to treat physical injuries. They receive a +1 to all First Aid, or Medicine tests, as well as +1 to Life Sciences (Biology) tests.

Exceptional Concentration: A Delvian's self-mastery can overcome most distractions. Delvians will have this edge as a species trait (see p. 134 of the *Player's Guide*).

Poison Immunity: Delvians are immune to the effects of all non-systemic poisons. They also receive a +3 bonus to reaction rolls to resist the effects of systemic poisons.

Budding: (species flaw) This flaw is not a constant part of a Delvian's physique, or physical condition. Budding only occurs when a Delvian is starving.

When Budding a Delvian's rationality is impaired (-3 to Perception, or Intellect based tests, -1 to all Social tests). Large buds begin to appear over the entire body (a further -1 to Social tests). And these buds produce a highly infectious type of spore that generates an enhanced allergic reaction that, over time, will incapacitate anyone who comes into contact with the spores.

DELVIAN SPORES

Type: Inhaled

Onset: 1d6 seconds to 1d6 rounds

Potency: +5 TN

Treatment: +7 TN

Effect: Cumulative -1 penalties to Quickness reaction rolls, Agility and Perception attribute tests, and all Physical tests per 2d6+Vitality mod in rounds of exposure (all due to excessive sneezing and allergic symptoms).

Secondary Effect: Vitality temporarily reduced by 1 point per half-hour of exposure. Once Vitality is reduced to 0, the victim is unconscious. As the Vitality attribute is depleted, the spores become exponentially more effective as the Vitality moderator effecting the rate of the spores' primary effect is decreased.

A Delvian can only be cured of budding by being fed meat. If a Delvian begins to bud, feeding other types of food will not reverse the condition.

Self - Healing: If a Delvian is severely wounded, ill, or otherwise in need of medical treatment, she may opt to heal herself by "planting" herself in any nutrient-rich soil. Delvians do this by withering their limbs and literally immersing themselves into soil, with their limbs acting as roots and absorbing beneficial nutrients from the soil. This process will restore 2d6+Vitality mod in wounds per half-hour. However, after the process is complete the Delvian requires 2d6-Vitality mod in rounds to return their limbs to their normal state.

Photogasm: Both an edge, and a flaw. Delvians experience what is known as a photogasm when exposed to the radiation of high-potency solar flares. This causes a state of euphoria similar to a sexual orgasm.

This euphoria is so intense that the Delvian will be immobilized for 2d6 rounds after the photogasm has ended unless she makes a successful Stamina reaction at TN 10. And, she is completely incapacitated while actually experiencing the photogasmic effects.

Pick 1 Edge: Meticulous, Resolute, Skill Focus (Compassionate), Skill Focus (Eloquent), Skill Focus (Seductive)

The benefits of a photogasm are that afterward a Delvian is extremely relaxed and serene (+2 to all Presence attribute tests), very sexually aroused (+2 to Charm, and +3 to Seduce tests), and their physical reaction time is enhanced (+1 to Quickness reactions, +1 to all Physical skills).

The benefits of a photogasm will last for 2d6+Vitality mod in rounds for bonuses pertaining to all after-effects except those associated with sexuality and seduction. Those benefits will remain in effect for 2d6+Presence mod in rounds.

Unity: This is the Delvian equivalent of the Vulcan Mind Meld, and functions in the same way (see p. 48 of the *Player's Guide*, or pp. 164-165 of *Aliens*).

A Delvian may use this ability to transfer her life-energy into another being, resulting in the instant recovery of one Health level per transfer. These transfers leave a Delvian very drained, however, and a Delvian must make a Stamina test at TN 15, or lose 1 point of Vitality per transfer. The Delvian then requires 2d6 hours of rest to recover their lost Vitality.

However, if a Delvian overuses this ability she may begin to physically degenerate and eventually die.

After every 7 uses of the life-transfer ability a Delvian must make a Stamina reaction at TN 10 or suffer the negative physical after-effects. The degeneration takes the form of a reduction of one point of Vitality, per day, eventually leading to the death of the Delvian.

Delvians suffer no ill effects from using their Unity abilities in other, less strenuous ways. Unity is a type of Psionic skill, like Mind Meld and must be learned in the same way. Unity may be advanced as a professional skill, but only for Delvian Pa'us.

Edges: Psionic Coverage, Psionic Focus, Eidetic Memory

Flaws: Arrogant (optional), Proud (optional)

The Pa'u

The Delvian Pa'u, or priests are a sect of Delvian Adepts who study the Delvian Seek, attempting to attain a type of physical oneness with their universe in a way similar to the practices of Zen Buddhism.

However, given the Delvian people's powerful psionic abilities, the intense mental discipline of a Pa'u serves to give them very potent psionic abilities that can, at times, seem almost magical.

A Pa'u's professional skills are the same as those for the basic Mystic profession (*Player's Guide*, p. 58).

Pa'u Development Package

Skills: Culture +3, First Aid +3, Influence (Charm or Seduce) +4, Persuade (Oratory) +3, Religion +4, Sing +2

Pick 5: +1 to any professional skill

Pa'u Elite Profession

The Pa'u is both a Mystic and an Adept in Delvian culture. Younger, less experienced Pa'us will function as Mystics, taking the professional abilities of that profession. More experienced or powerful Pa'u's, fitting the prerequisites given below, are assumed to have advanced into the Adept elite profession, and may begin taking the professional abilities associated with it.

Therefore a Delvian may be both a Mystic (Pa'u) and an Adept (Pa'u).

Prerequisites: Psionic edge (naturally occurring in all Delvians), Intellect 8+, Presence 8+, Mind Shield 4+, Telepathy 6+, Empathy 4+, Religion 6+.

The Powers of the Pa'u

The Delvian priests are able to channel their psionic energies to such a degree as to perform feats that seem almost magical. And while they are often only tricks of the mind, Delvians can use these abilities to great effect in a variety of situations, including combat.

The following powers are Key Traits, keyed to various psionic skills. And the Pa'u must meet the prerequisites to acquire these traits. (See p. 19 of the *Starfleet Operations Manual* for a description of Key Traits, and how to acquire them).

Affect Mind

The Pa'u may "reach into" the mind of another being and make adjustments to his feelings, or memories.

Prerequisite: Unity +8

Effect: The Pa'u may implant any psychic image into the mind of their intended recipient that they wish. The recipient may resist, however, making the Pa'u's attempt an opposed test opposed by Willpower.

Upgrade: The Pa'u receives a +2 bonus to attempts made as opposed tests.

Chameleon

The Pa'u generates a mental illusion making themselves seem to blend into their surroundings, becoming virtually invisible.

Prerequisite: Mind Control +6

Effect: The Pa'u generates a type of psionic cloaking device around themselves, resulting in a +5 to any Observe (Spot) TN to detect the Delvian's presence. This ability has no effect on sensor or tricorder scans, however.

Upgrade: Each upgrade of this trait increases the TN by +1. The ability may be upgraded twice.

Combat Enhancement

This ability can be used to increase a Pa'u's efficiency in unarmed combat.

Prerequisite: Mind Control +6, any Unarmed Combat skill +4

Effect: The Pa'u receives 2 extra actions per round as long as the enhancement is in effect. She also receives a +3 bonus to all Unarmed Combat tests used to attack or defend. The Combat Enhancement lasts for a duration of

1d6+Psi mod in rounds.

Upgrade: The Pa'u receives a third action, and an additional +1 to Unarmed Combat tests (for a total of +4). This trait may only be upgraded once.

Deaden Pain

The Pa'u projects a type of psychic shield around any one person within her range (*Increased Range* edge applies). This shield serves to make them less susceptible to pain for a short period.

Prerequisite: Telepathy +6

Effect: Anyone under the effect of this ability receives the benefits of the High Pain Threshold edge (*Player's Guide*, p. 135) for a duration equal to 1d6+the Pa'u's Psi modifier in rounds.

Upgrade: The effects last for a duration equal to 2d6+Psi modifier in rounds. May be upgraded once.

Inflict Pain

The Pa'u initiates a metaphysical or psychic link with a target and then sends a neural message into their nervous system, forcing them to experience pain. This process is dangerous to the priest as well as the intended victim.

Prerequisite: Unity +8, Telepathy +8 (for performing Inflict Pain without physical contact)

Effect: The Pa'u inflicts a type of real damage to a target based on their level of skill using their Unity ability and the range of their attack. At point blank range the effect is 2d6+skill level. This is reduced by -2 per increased range increment. The range of such an attack is 0/5/10/20 +2. This ability cannot be upgraded.

Physical Boost

The Pa'u temporarily increases one or more physical attributes (Strength, Agility, Vitality). She may increase either her own attributes, or those of another.

Prerequisite: Mind Control +9, Telepathy +6

Effect: When using this trait, the Pa'u decides which attributes to increase, and may choose to increase one, two, or all three attributes. A Psionics (Mind Control) test is made at TN 10+2 per each additional attribute enhanced. Each attribute is increased by 1 point. The range of the Boost is 0/5/10/20 +2. And this ability may only be used on a willing target. The duration of the effect is 2d6+Psi mod in rounds.

Upgrade: Attributes are increased by 2 points.

Duration becomes 2d6+2+Psi mod in rounds. May be upgraded once.

It is possible Delvians have other abilities keyed to their highly developed Psionic skills. These may be added at the Narrator's discretion, based on information available from the Farscape television series.

Another excellent source of information regarding Delvians is the Farscape roleplaying game published by the Alderac Entertainment Group (AEG) in 2002.