

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

Great Book of their people is said to account for every Drac ever born.

Knowing a Drac's lineage is the best way to honor him.

### SPECIES NAME: THE DRAC

#### VISUAL REPRESENTATION



#### LANGUAGES

Drac. Very rarely spoken off of their homeworld (-10 TN to understand. -8/-5/-3 with a Universal Translator on extended tests). Klingon due to their alliance with them. Very rarely, a well-traveled Drac or a military commander will speak a heavily accented version of Federation Standard. (no higher than +4 language skill).

#### COMMON NAMES

Drac names feature a surname and a proper name usually written as one word with the two names separated by an apostrophe (when translated into readable Federation characters). One of the most famous Drac in their history was called Jeriba'Shigan. Shigan's family line is well documented in the Great Book of the Drac. Shigan, and his child, Zammis had some close dealings with pre-Federation Starfleet.

#### HOMEWORLD

The Drac homeworld is known simply as "Drac" by most outsiders, including their Klingon and Lurian allies. Drac is a lush, green planet and The Drac do everything possible to maintain a healthy environment.

The Drac have several colonies in Federation space. Usually on isolated worlds, concealed by asteroid belts, large nebulae, and the like.

They have an even larger series of colonies in Klingon space.

The Drac homeworld is located in the Beta Quadrant.

#### FAVORED PROFESSION

The most common type of Drac encountered will be a Starship Officer in the Drac military. Civilian Drac seldom venture off their homeworld, or one of their colony worlds. And when they do they will most likely be Soldiers or Merchants.

Drac Mystics are not uncommon, even off of the homeworld. Drac diplomats and some Adepts will move, cautiously within alien societies. Drac are not known for becoming Rogues, Spies, or Assassins. And there are no Drac in Starfleet.

#### SPECIES ABILITIES

**Amphibious:** A Drac can "breathe" underwater with no penalties. Double the normal movement rate for underwater activity, and take only half of any penalty normally imposed for underwater actions.

**Asexual:** Drac are hermaphroditic, and can reproduce asexually. Once a Drac reaches the age of 27, he must make a Stamina test at TN 20 every three years or become pregnant. If a pregnancy occurs a child will be born in 28 weeks. Future chance of pregnancy is reduced by -5 to the TN per child already born (including children conceived through intercourse).

**Bonus Edges:** Night Vision, Fit, High Pain Threshold.

#### SPECIES ADJUSTMENTS

+2 Strength, +3 Agility, +2 Vitality, -5 Presence

#### PHYSICAL DESCRIPTION

Tall, lanky reptilian humanoids. The Drac are amphibious. They have a large, elongated skull, small eyes, and thick bony plates in place of teeth. Their fingers are long, and clawed.

They are a hermaphroditic species, and normally reproduce asexually. Their general demeanor, body language, and vocal tone seem male to most other species.

Their skin is thick, and usually a gray-green color, although some shades of red or brown have occurred. Their eyes are dark yellow with slit pupils. Their overall appearance is very reptile-like.

Although Drac are hermaphrodites, they are capable of reproducing through sexual intercourse, as well as through asexual fertilization. To keep their gene-pool healthy, the Drac government will often order randomly selected individuals to reproduce through sexual intercourse.

#### CULTURE

The Drac are both a warrior race and a deeply philosophical and intellectual people. Although highly trained and specialized warriors, they also devote a great deal of time and study to their religious mythos.

The Drac are very concerned with lineage and ancestry. And their long list of names recorded in the

**Species Flaws:** Arrogant (optional), Intolerant (non-Drac), Thin-blooded (Cold), Proud.

**Faithful:** As per the Bajoran species trait, *Faithful* (*Aliens*, p. 23), but applied to the Drac faith, and the Great Book.

### ***Friends of the Drac***

Any non-Drac who speaks the Drac language at skill level +4 or higher, or can recite even a part of their Great List of Names may chose the edge Species Friend (Drac) as a free pick.

Any non-Drac who can recite an individual Drac's lineage can chose this particular Drac as an Ally, also as a free pick.

Any non-Drac qualifying for both of these edges may take a Contacts (Drac) edge in either Administration, or Streetwise, but this is not a free-pick edge.

## **DRAC FIGHTING**

As a warrior race the Drac have developed many methods of fighting. To start with, all Drac are born with claws on their thick fingers as a natural weapon. These claws inflict 1D6+1 in damage when used in combat by a skilled Drac.

All Drac are able to fight with their claws at no lower than +2 in Unarmed Combat (Claws) skill. Warrior or Soldier Drac will have at least +5.

The Drac have also developed a deadly Martial Art based around their lithe physiques and their natural weapons.

### ***Jakhaa'va***

The Drac Martial Art, which is learned by all Soldier Drac starting at +3 before a Drac will be approved for duty. Jakhaa'va is fought using quick, sudden moves that rely on the Drac's powerful strength to deliver blows that deal as much damage as a Mok'bara Great Strike with only a minimal exertion on the part of the attacker.

Jakhaa'va is learned like any other Unarmed Combat art, and there are several key trait maneuvers associated with the fighting style.

The most common are given here:

#### **Quick Strike**

A short punch delivered with a tight fist from close range in an upper-cut thrust motion aimed at the chin of the target. The goal of the Quick Strike is to render an opponent unconscious.  
**Prerequisite:** Unarmed Combat (Jakhaa'va) +3  
**Effects:** Deliver damage as a normal punch, plus a

chance to knock out the opponent (TN and effect as per Medium stun).

**Upgrade:** Reduce the TN to stun by -3. Add +1 to any damage done.

#### **Claw Strike**

A quick slash with the claws extended, intended to inflict maximum damage, or even kill. Used only as a last resort, or in a case of self-defense, or defense of one's child.

**Prerequisite:** Unarmed Combat (Jakhaa'va) +3

**Effect:** Double damage inflicted the Drac's natural claws for any successful attack

**Upgrade:** Allow a second follow-up attack if maximum damage is delivered by the first attack.

## **Drac Weapons**

The Drac have invented many weapons for use in war and in self-defense over the years. But, the most commonly used sidearms and popular weapons of the 24th century are dealt with here.

### ***Drac Disruptor***

**Specifications:** 28cm long. 1.0 L in volume; 0.7kg.

**Description:** Baring a strong resemblance to Starfleet's Type-II Phaser, this disruptor weapon is easily as powerful. The design differs in that the weapon is made of a material that appears brownish-green in color, and the emitter is larger, producing a wider beam.

**Settings:** 1, 3, 5, 7, 9, 11, 14, 16

**Charges:** 1,200

**Range:** 5 / 20 / 50 / 100 +20

### ***Khas'vagaya (sword)***

**Specifications:** 1m long. 2-3kg

**Description:** Similar in design to the Japanese Katana, but with a slightly serrated edge. The handle is usually fitted with a grip shaped for Drac fingers, and the pommel is decorated with the owner's family crest.

**Parry Modifier:** +1

**Damage:** 2d6+3 (+6 when pulled from a wound)