

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: EFROSIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +1 Intellect, -1 Perception

PHYSICAL DESCRIPTION

Efrosians are very similar in appearance to Klingons, save for the very slight cranial ridges in comparison to a Klingon's full crest, and a copper skin complexion. Their faces contain fatty deposits inherited from their primitive ancestors who neglected to cover their faces from the harsh cold of the planet Efros. Males tend to have white or blonde hair while females usually have black or dark brown hair.

It is typical in Efrosian culture for the males to grow lengthy mustaches, and most Efrosians wear their hair long. Efrosians have two stomachs and require the oils found in Levithi nuts in order to remain healthy. These nuts are found only on Efros Delta, but are exported to other Federation worlds where Efrosians live.

Most Efrosians have weak eyes but compensate with a heightened sense of smell. Some Efrosians who are blind can correct this disability with a type of special mechanical glasses. Interestingly, despite their poor eyesight Efrosians appear to have a greater range of vision than Humans, being sensitive to a wider portion of the spectrum.

An inherent ability is their uncanny sense of direction. This is believed to have originated as a survival mechanism to deal with their world's often blinding snowstorms. As a result, Efrosians are often sought out as navigators.

CULTURE

Efrosian culture is the result of living on the harsh, frozen world of Efros Delta for generations. Both technological and social development were minimal during the millennia-long ice age that ravaged the planet. Close-knit tribes formed out of a need for survival. Once the immense glaciers began to break up, the planet eventually united.

Efrosians prefer to specialize in one area of expertise.

The Efrosians do not have a written language. Although introduced to the concept by other civilizations, the Efrosian culture is still based on memorizing oral history, with libraries resembling other worlds' music archives. Furthermore, the Efrosian language is music based, which is more common among aquatic species such as the Alonis, than mammalian humanoids.

Efrosians lack the concept of monogamy found in many other humanoid cultures, however this lack of monogamy does not necessarily translate into sexual promiscuity. Still, Efrosians consider sexual intercourse a useful way to learn to work well with others, helping one appreciate one's colleagues. It is actually considered somewhat rude not to flirt with someone of your preferred sex. Children are raised by their mothers alone; in fact, the Efrosian word for mother is the word which translates into English as "parent". The closest term for a father is "seed-donor." Most Efrosians never meet their father. The mother is aided in caring for the child by whatever male lovers she has taken at the time. This behavior arose out of necessity; given the harsh conditions on Efros Delta, males had to mate with as many females as possible, and leaving a mother dependent upon only one male, who might not return from foraging parties, was foolish.

Efrosians are often attuned to others' emotional needs. They are known as an emotionally complex people.

Government

Each tribe during the ice age had at least one warrior-priest, an individual capable of exceptional combat as well as great healing. When the ice age ended, the warrior-priests soon united Efros under a religious oligarchy led by the still-revered S'skotomz.

As members of the United Federation of Planets, an Efrosian delegation sits on the Federation Council. In 2289, Ra-ghoratreei was elected President of the United Federation of Planets and served until 2300.

Religion

Efrosians are deeply spiritual, as a rule. Their religion features the same binary morality as is found in many Earth religions. The Efrosian equivalent of heaven is known as "Endless Sky", and it is balanced by a fiery underworld. Efrosian funeral services feature a "death march" in honor of the deceased. The Efrosian faith is rumored to obligate its members' names not be spoken (sung) aloud, on Efros. Nothing else is known, because Efrosians refuse to discuss the matter with outsiders, except to mention that their religion is what enabled them to withstand the Efros ice age.

Unfortunately, this has been the subject of speculation and some Tellarites believe child-sacrifice and ritual murder are common religious practices. This guarded secrecy very much remains in place in the 24th century.

History

Some Federation anthropologists claim there is some evidence that the Efrosians did not originally evolve on Efros. Other anthropologists suggest that the race was seeded on the planet before its ice age by the Preservers.

Unlike other planets where technology suffered under religious rule, the Efrosian warrior-priests believe technology betters life. As the climate warmed (at a very slow rate), additional energy and mineral resources were discovered that contributed substantially to their technological progress.

First contact was made with the Federation in 2278 when the Vulcan crew of the USS Surak visited Efros. Delighted to learn of other intelligent life, the Efrosians soon joined the Federation and began educational and philosophical cultural exchanges with other worlds. Many serve in Starfleet and the Merchant Academy as helmsmen, navigators, and medical personnel (some warrior-priests have become Starfleet doctors).

LANGUAGES

Efrosians have their own language, Efrosian, and also most Efrosians who intend to work off-world will learn the languages that function best for their work. Federation Standard, Deltan, Klingon, and Vulcan are common among languages spoken by Efrosians.

COMMON NAMES

Efrosians have long, somewhat elaborate names that have a distinctly Arabic sound to them when compared to names in Terran languages. Some Efrosian names include *Hu'Ghovlatrei*, *Ra-Yalix*, *Adzhin-Dall*, *Chitirih Ra-Dreii*, *Ra-ghoratreii*, *Zinaida*, and *Chitirih-Ra-Payjh*.

HOMEWORLD

Efros, also known as Efros Delta, is the fourth planet in the Flarset system and homeworld of the humanoid Efrosians, a member of the United Federation of Planets.

The planet Efros was in the throes of an ice age as recently as the mid-13th century. In fact, the very name "Efros" translates as "ice" in the Efrosian language.

The United Federation of Planets made first contact with Efros in 2278 when the USS Surak visited the planet.

A notable citizen of Efros was Federation President Ra-ghoratreii.

Efros is a cold world with virtually no variety in climate and massive glaciers dot the landscape. However, the planet does have an abundant supply of metals and geothermal energy. Most of the Efrosian people live in

the small temperate zone around the equator.

The cold, harsh conditions on Efros make it difficult for animals and plants to thrive, but some native non-intelligent organisms do exist.

FAVORED PROFESSION

Efrosians are well known for their involvement with Starfleet, as Flight Control Officers, Security, Tactical, and Medical Personnel.

Civilian Efrosians often work as Scientists, Explorers, or private Soldiers.

Unlike the Atreonids, to whom the Efrosians are often compared both physically and culturally, Efrosians do not make the best Diplomats, but their Warrior-priests qualify as Mystics and even Adepts.

SPECIES ABILITIES

Efrosians are as strong as Klingons, and almost as naturally intellectual as Vulcans. Their limited eye-sight, restricts their perceptive skills, however. These species traits result in a +1 bonus to both Strength and Intellect attributes, and a -1 to Perception.

Efrosians also have the following species abilities:

Poor Eyesight: Efrosian eyesight is not as good as that of most humanoids. As a result they receive a -2 penalty to all Observe (Spot) tests. Efrosians with extremely bad vision would be considered blind by human standards, but they are still able to see in the ultra-violet spectrum. Efrosians can compensate for their poor eyesight by using special glasses that filter out light-waves outside the ultra-violet spectrum. When wearing a pair of these glasses, the Efrosian is not effected by their visual deficiency, and Observe (Spot) tests are performed without the -2 test penalty.



Efrosian "glasses" used to eliminate, or compensate for the effects of poor Efrosian eyesight.

Efrosian Glasses

Specifications: 12.7cm x 3.8cm. 14cm (earpieces). 0.04kg mass

Description: With a wide variety of appearances, based on the preferred style and design of the wearer; Efrosian glasses usually resemble Terran eyeglasses with darkened lenses called "sun-glasses" because they were used to filter out the rays of Earth's sun to improve outdoor vision.

Duration / Energy: Efrosian glasses require no energy or power-supply to function as the lenses are specially ground and tinted to filter out all but ultra-violet light waves.

Rules: When worn by Efrosians, these glasses remove the -2 Observe (Spot) penalty caused by their decreased vision. When worn by non-Efrosians, these glasses aid in seeing in the ultra-

violet spectrum much the same way as infra-red goggles would allow people to see in the infra-red spectrum. This gives a +2 to all Observe (Spot) tests for non-Efrosians trying to see in the ultra-violet spectrum. But, using these glasses for an extended period can cause headaches in non-Efrosians.

A non-Efrosian wearing the glasses for a length of time equal to 1d6 hours -Stamina reaction modifier must make a Stamina reaction test or suffer a severe headache, intense enough to cause a -1 cumulative penalty to all Physical tests per hour unless a successful Stamina reaction test is made at TN 10.

Exceptional Hearing: To compensate for their poor eyesight, Efrosians also evolved with an increased hearing range similar to the hearing capabilities of many Terran animals. Especially large felines. Efrosians receive a +2 to all Observe (Listen) tests.

Flirtatious: Because Efrosians flirt openly and even consider it rude not to do so, they can be very charming. Efrosians receive a +1 species bonus to all Influence (Charm) and Influence (Seduce) tests.

Dedicated: Efrosians prefer to devote themselves to one profession. And they study and concentrate their efforts on the necessary skills for this profession. All Efrosians will begin with one Tier-1 Professional Ability in their chosen profession for free.