

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: ELLORA (aka Elloran)

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Strength, +1 Vitality, -1 Perception

PHYSICAL DESCRIPTION

A tall, dark-skinned humanoid race. The Ellora can have an fierce look, which harkens back to their ancient warrior culture.

The most striking feature of the Ellora are their fin-like headplates. The Elloran head is surrounded by a patterned bone plate. And the patterning on each plate is different from individual to individual, though some families of Elloran will have similar patterning among family members.

Male and female Elloran both have this bony plate, and there seem to be no difference in size, or patterning based on gender.

Generally, Ellora have dark skin, dark eyes, and are completely hairless with the exception of eyelashes and very thin eyebrows.

CULTURE

Once a proud race of warriors, known as te'Ellora, the Elloran lost touch with their warrior culture, and became more and more passive over the centuries.

Still proud and able to be quite fearsome if the need arose, this did not stop the Elloran from being conquered by the So'na in the early 24th century.

Now they are one of two races, along with the Tarlac, who are subjugated by the So'na. The Ellora form the basis of the So'na military. And they do maintain some

of the aggressive nature the te'Ellora were known for. They are reliable soldiers, who do not shirk from their duty.

And, over the past decade they have been growing weary of being under the control of the So'na. Many Elloran have expressed public distaste with the So'na involvement in the attempted relocation of the Baku in 2379. And there are rumors of a growing Elloran resistance, and a potential revolt against So'na control.

LANGUAGES

Their native language, Elloran, has but vanished from the Ellora culture, due to the dominance of the So'na. Elloran speak So'na, Federation Standard, and a few other dialects, including some elements of the Tarlac language.

Some older Ellora still teach their native language to young Ellora, in secret.

COMMON NAMES

Ellora have a single name, divided into their sections. Each section of an Elloran name represents a significant part of the individuals identity.

The first section is their proper, or personal name. The second is the name of their household, and functions as a surname in Elloran culture.

And the final section, usually written as a single vowel and pronounced with the long sound of the vowel, represents one of the twelve tribes of te'Ellora.

A sample of an Elloran name - *Kp'od'O*

HOMEWORLD

The Elloran homeworld has only two seasons. The Long Fire and the Long Ice. Essentially summer, and winter respectively.

High temperatures during the Elloran Long Fire can reach upwards of 130 degrees, Celsius. Temperatures during the Long Ice have been recorded as low as -24 degrees on the same scale.

For this reason, most Elloran live underground.

Ellora is a rocky world, with a harsh, barren landscape and very little water. But the planet is rich in mineral deposits, including large deposits of dilithium, and pergium, and trinium.

FAVORED PROFESSION

At heart the Ellora are a warrior race. They prefer the professions of Soldiers, and Mercenaries. Their situation with the So'na does not afford them much freedom to pursue the latter, however.

Some Ellora will also serve as Starship Officers aboard So'na vessels.

And there is at least one Elloran serving in Starfleet.

SPECIES ABILITIES

Ferocity: Ellorans have the same ability to become ferocious in battle, or when enraged. This ability functions as per the Ferocity trait of the Klingon species. (see Aliens,

Natural Weapon: Head Fin. The bony plate that surrounds the back of the Elloran skull is able to be used as a dangerous weapon. And a trained Elloran warrior can do as much damage with a head-butt as a Klingon can with a Bat'leth. The Elloran Head Fin deals 2d6+2 in damage, and can be used efficiently by an Elloran with the Unarmed Combat (Natural Weapon / Head Fin) skill, but a Head Fin attack is made at a -2 penalty.

Skill Focus (Keen Hearing): Ellora have this edge as a species trait. They receive a +4 to all Observe (Listen) tests.

Bonus Edges: Thick Skull. High Pain Threshold.

Species Flaws: Dullard (optional, males only). Thin-blooded (choice of hot or cold, reflecting the extreme climates of Ellora)

The Elloran Poltch'X

Specifications: 91.15 cm, in length. 2.3kg, mass.

Description: The traditional weapon of the te'Ellora. A long sword, with a blade curved like a cutlass and serrated on it's edge. The Poltch'X also has a split, "forked" tip that can be used to disarm an opponent.

Parry Modifier: +1

Damage: 2d6+3

Rules: Used to greatest advantage with Simple Weapons (Poltch'X), or Simple Weapons (Sword) skill. To use the forked tip to disarm an opponent, an Unarmed Attack test must be made at -5.