

SPECIES NAME: EXCALBIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Strength, -3 Agility, +4 Vitality, -4 Presence

PHYSICAL DESCRIPTION

A shapeshifting silicon-based lifeform, the Excalbians have been described as being “almost mineral” and “like living rock”.

In their natural form an Excalbian can be quite an intimidating sight. At roughly 2 meters in height, Excalbians appear as rock-like creatures displaying vaguely humanoid traits of a head, arms, legs, and pedal extremities.

Their short “arms” terminate in two long, thick claws that function as a sort of hand for the Excalbian, as well as being useful as a dangerous weapon.

Excalbians also sport a long, heavy looking tail. Both the arms and tail of an Excalbian is reminiscent of the forearms, and long, powerful tail of a Terran Tyrannosaurus.

Excalbians appear to be creatures of rock, or stone, similar to the Horta. Their epidermis, which has the texture of dense volcanic rock, is usually a mottled reddish brown.

Their “faces” are featureless, aside from three quartz lenses that function as the Excalbian's eyes, and are placed at somewhat random angles on the semi-spherical head.

These “eyes” seem to glow with an orangish-yellow light generated from inside the Excalbian itself.

Whether this aids the Excalbian's generally limited physical field of vision is not known.

Excalbians move very slowly, and have limited manual dexterity in the use of their claws.

An Excalbian's voice is deep and resonant, in either gender; sounding as if it is coming from the ground around the Excalbian and not from any orifice on the alien. In fact, Excalbian speech is a telepathic projection of thought, rather than the result of a voice box, or similar method of sound generation.

And Excalbians do have gender distinction. Although females appear no different from males, the voices they project are slightly higher, softer, and more soothing to listen to than the booming, powerful voice of the males, which can be as intimidating as their appearance.

CULTURE

Excalbian culture is very hard to understand, or comprehend by most outsiders. Curious, as many other races are, Excalbians are natural explorers, scientists, and scholars.

However, the methods they use to conduct their research is often considered invasive, and in some cases cruel by other cultures. In one famous incident an Excalbian abducted Captain James T. Kirk, of the Enterprise, and his first officer to participate in a contest against artificially generated replicas of reviled figures from history.

The purpose of this “experiment” was so that the Excalbian could learn the human concepts of good and evil, and how they differed.

Individual Excalbians can be quite good-natured, and even personable once you get to know them. But most tend to be arrogant and overbearing in their attitudes towards other beings.

But, at the heart of their culture is their curiosity about other races, and civilizations, as well as their own difficulty in grasping some of the most basic concepts of those cultures such as the aforementioned distinction between good and evil in human society.

LANGUAGES

Because they communicate telepathically, an Excalbian has the ability to tap into the mind of whomever they wish to communicate with, and speak to them in whatever language they best understand.

Excalbians do have their own native language – a rough, coarse language made up of monosyllabic concepts. But, no non-Excalbian has ever been able to comprehend the language. It is only used for communication between Excalbians.

COMMON NAMES

Excalbian names are usually short – one or two syllables. And the names by which they will be known among humans and other races are usually adopted names, or translations of actual Excalbian names designed to be easy to understand by whomever the Excalbians are associating with.

Thus an Excalbian individual might be known by several different names if they interact with several different cultures.

The Excalbian encountered by the Enterprise in 2269 was a male, called Yarnek

HOMEWORLD

Excalbia, the homeworld of the Excalbians, is a naturally hostile environment. A planet dominated by volcanic activity, and an atmosphere poisonous to most humanoid lifeforms.

The Excalbians are capable of altering the environmental conditions on their planet, most likely through an advanced form of climate control, to create temporary pockets of breathable atmosphere.

Despite the hostile conditions on the planet, the Excalbians have managed to create a very functional and quite advanced society.

Technologically, Excalbia is at level 8, with some elements of a Tech-9 society.

FAVORED PROFESSION

Excalbians are natural Explorers. And as such most of them encountered off of their homeworld will be Scientists.

Excalbians will favor the elite profession of Explorer, but will usually operate independently, and not on behalf of the Federation, or any other government.

To further their hunger for knowledge and eagerness to explore the galaxy, some Excalbians have even been encountered working in civilian jobs aboard star freighters, or on space stations.

There are no Excalbians serving in Starfleet. But there have been one or two encountered working as civilian security, or even as a bartender on at least one Federation station.

SPECIES ABILITIES

Due to their sturdy, stone-like bodies, Excalbians receive a +4 species bonus to their Vitality attribute. They also receive a +2 species bonus to their Strength.

They receive a penalty of -4 to their Presence score, however, due to their intimidating appearances, overbearing manners, and the general reputation of their people as harsh experimentalists.

Their rock-like body structure also serves to impede an Excalbian's movements to some degree, resulting in a -3 penalty to their Agility attributes.

ROLEPLAYING THE POWERFUL

Excalbians are, by their very nature, an extremely powerful race. And some Narrators might not consider them suitable for player character roles.

The information provided here, detailing Excalbian abilities is meant to reflect a playable Excalbian character.

Still a very powerful individual. But presumably one who is somewhat restrained in their use of their own abilities. Perhaps for the purpose of fitting in with their surroundings, affording the Excalbian with a chance to interact and experience the thrill of scientific discovery very up close and first hand.

For Narrators desiring more powerful, or less self-retraining Excalbians, the rules regarding the omnipotent Q species, and dealing with their godlike abilities in the course of a roleplaying game can be used as a guideline for the Excalbians.

The information on the Q, and on *Playing Dice with Gods* can be found in *Aliens*, on pages 124 & 125.

THE SUBDUED EXCALBIAN

Even if restraining some of their more formidable talents, Excalbians can be very powerful creatures. And as such they would have the following flaws and abilities.

Psionic: All Excalbians are powerful psions. It is through their psionic powers that they are able to interact with other species, communicate, and also manipulate matter. Excalbians receive the Psionic edge as a species trait, and begin the game with a Psionic attribute score of 7.

Excalbians also begin with 3 levels each in Telepathy, Mind Shield, and Mind Control. But they cannot learn the Empathy skill. They begin with 2 levels of the Psychokinesis ability as well (see *Aliens*, p. 116), but they cannot learn the Cryokinesis skill.

Thin-blooded (Cold): Excalbians are very susceptible to the effects of cold temperatures, and must take this flaw as a species trait.

Natural Armor: Excalbian "skin" is literally as tough as stone. And they receive 5 points of armor as a result.

Mineral Body: As silicon-based lifeforms, Excalbians have the mineral body trait (Narrator's Guide, p. 218), and receive the benefits associated with that trait.

Natural Weapon (Claws): An Excalbian can use their claws as a weapon (Unarmed Combat test), delivering 2d6+3 in damage from such an attack.

Arrogant: (species flaw) Most Excalbians will have this trait. But it can be bought off, if the Excalbian has lived among other beings, and other cultures long enough to achieve at least 5 advances.

Searing Touch: Excalbians have an extremely high body temperature. And, while they have some limited ability to control how this effects their interaction with their environment, it is still quite dangerous for most beings to touch, or be touched by an Excalbian.

The touch of an Excalbian (ie. An Excalbian actively making contact with another being via an appendage) will cause

1d6+3 in damage. Prolonged contact with the “skin” of an Excalbian can cause 3d6+6 in damage per round of contact.

RESTRICTIONS

Excalbians are incapable of using firearms, or energy weapons due to the design of most such weapons. It is extremely difficult for them to manipulate these kinds of weapons due to the configurations of their “hands”.

They are also unable to take the Cultural Flexibility edge. Despite their natural curiosity for other cultures Excalbians seem to have a difficulty comprehending some of the more basic concepts of those cultures.

Excalbians also have a very limited field of vision, despite having three eyes. And all Observe (Spot) tests are performed at a -3 penalty. They normally use their Telepathic abilities to see through the minds, and eyes of others. And under these circumstances, receive a bonus to their Observe (Spot) tests equal to half of their Telepathy skill.

They also have the ability to use a type of “Telepathic SONAR” to see when there is no other mind available to channel their vision through. In this case a basic Telepathy test is used in place of Observe (Spot).