

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: IOTIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Perception, -1 Presence

PHYSICAL DESCRIPTION

The native population of Sigma Iotia II are a race of humanoids virtually indistinguishable from Earth humans. So indistinguishable, in fact, that Iotians and humans can inter-marry, share blood, or even provide one-another with organ transplants and tissue transplants in medical emergencies.

There are some internal differences, but these are minor and do not impede any compatibilities between the two races.

Iotians have the same range of skin, eyes, and hair color as humans, and generally the same physical features. They have the same body-types, ranging in build from trim to obese, but most Iotians keep themselves physically fit.

Unlike Earth humans, however, Iotians still have some very unsafe health practices, such as tobacco use and heavy alcohol consumption.

Iotian women tend to have ample, voluptuous figures, and are considered very attractive. Iotian males are more rugged looking, often having a surly, or tough look and demeanor.

CULTURE

By the late 22nd century, Iotian civilization had evolved a long line similar to that of Terran America, and specifically the United States. But, by 2168, the Iotian people had only reached a stage of industrial development equal to Earth, c.1890. At this point in

time Iotian culture did not necessarily resemble Earth of the appropriate period. Their clothing styles were different, and they spoke their own language, with several regional dialects.

In 2168, the *Horizon* visited the planet. During its survey mission, a member of the crew left behind a book, *Chicago Mobs of the Twenties* (referred to as "The Book"), which was discovered by the natives. The highly imitative Iotians reinvented their entire society based on "The Book", thinking it was the model for a perfect society.

It is during this period that the Iotians developed a more Earth-like habit of dress, as well as adopting English, spoken in the dialect of the 1920s & 1930s American gangster, as a global language.

The Iotians are an extremely imitative people, and learn, very quickly, by imitating what others do, or what they are exposed to of other cultures. It was in this way that they were able to redevelop their entire culture, based around one encyclopedic volume, in a short time and replicate that culture with stunning accuracy.

In 2268, the *USS Enterprise* visited the star system for the second time and discovered the extent of the cultural contamination. After unusual negotiations with mob bosses on the surface, which required an intimidating show of force, Captain Kirk was able to create a loose system of government with the Federation as a "Godfather"-type figure. Doctor Leonard McCoy left behind his communicator, and it was feared the Iotians might try to copy Federation technology.

This did not occur however. Either the Iotians never found McCoy's communicator, or, as is more likely, their culture based on *The Book* had become a lifestyle that, as a people, the Iotians were so secure in that they felt no need or desire to change. And despite their tendency to be imitative, they viewed *The Book* on the par with a religious text, and felt that deviating from its "teachings" would be a sacrilege.

Following Kirk's visit, the Federation Council resolved to devote significant resources to guiding Iotian society, including large teams of cultural experts.

Iotia eventually became a Federation Protectorate. In 2271 the Iotians sent delegates to the Federation Council and circa 2366 Iotia had become a full Federation member world.

By the mid-24th century, Iotians were serving in Starfleet.

LANGUAGES

Originally, Iotians spoke their own language, which bore little resemblance to the Terran English they speak now. By speaking English, modern Iotians speak a very basic form of Federation Standard. And yet their dialect is very different from that of the average Federation citizen in the 24th (or the 23rd) century.

The Iotian version of English is littered with slang from the Great Depression era of America. And this makes it hard for some people to understand Iotian speech at times.

COMMON NAMES

All Iotians have a proper name, or "first name", which is sometimes referred to as one's "front name". All Iotians do

not have a surname, or “last name”, however. Only males in powerful positions, or females have surnames. And females will change their surnames upon marrying a male who, himself, has a surname.

Common Surnames: Krako, Okmyx, Tepo

Male Names: Cirl, Kalo, Karf, Jojo, Mirt, Bela,

Female Names: Lola, Fina, Milla, Tis, Jani

HEMEORLD

Sigma lotia II has always been a temperate, habitable, and agriculturally sound class-M planet. The climate is very similar to that of Earth, and tends to be cool, but comfortable.

Since the development of the Book Culture, some of the lotian landscape has become dotted with factories, and processing plants indicative of early 20th century industry. But, other than a few scattered cities close in size to Chicago, or Los Angeles in the 1920s, the lotian landscape is largely undisturbed.

lotia mines and exports some ores. The lotians also have a thriving export industry in clothing and manufacturing. And lotian fashion is some of the most sought after period style fashion in the Federation.

FAVORED PROFESSION

On lotia, lotian males will be Rogues (gangsters), or Merchants, with the occasional gangster having the Assassin elite profession, while working as a Hit Man for one of the Bosses.

Females will fit into the Merchant category, or perhaps as Rogues for ladies with a “less than savory” reputation.

Off lotia similar patterns will follow among civilians, with lotians working as Merchants, or running gambling establishments on space stations (Rogues).

There are also more than a few lotians serving in Starfleet; usually as Security Officers, or in the Operations department.

SPECIES ABILITIES

Imitative: lotians are notorious for their tendency to imitate cultural styles, customs, and even languages if they are exposed to them heavily enough. This gives all lotians a +1 to all Observe skill tests.

Adaptable: As the Human species ability, *Adaptable*. (see p. 39 of the *Player's Guide*, or p. 86 of *Aliens*). This is the only species ability lotians share with humans, and it may be a side-effect of their imitation of so many elements of human culture.

Bonus Edges: Quick Shot, Shrewd

Species Flaws: Gullible