

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

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### SPECIES NAME: JORIDIAN

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+2 Intellect, -1 Presence, +2 Perception

### PHYSICAL DESCRIPTION

Joridians have a very human appearance. Their skin, hair, and eye-colors run the full spectrum of a Terran human, although most Joridians seen off their homeworld tend to have lighter coloring; blond hair, and very light blue eyes being the norm in these cases.

Some would say the Joridians have an almost Elfin appearance.

They wear their hair long, with the males often sporting longer and more luxurious locks than the females. And their clothing is of a loose-fitting scanty, and comfortable style.

Joridians are, as a rule, in excellent physical condition. And they are usually considered quite attractive.

Although Joridians cannot physically speak – they are born mute – Joridians can communicate, even with those who have no telepathic ability, by projecting the thoughts of their words into a receptive mind.

It is possible for someone to actively block out a Joridian's attempts to communicate in this fashion, but a recipient is not required to be psionically active to receive Joridian messages in their minds.

### CULTURE

The Joridians are a race of humanoid telepaths who

have developed an advanced culture based on philosophical inquiry. Joridians tend to avoid contact with other races, preferring their own culture to those with “lesser philosophies”.

As members, in good standing, in the Federation the Joridians will carry out any obligations to other Federation worlds, or citizens that present themselves despite their isolationist culture.

A peaceful and productive race, Joridians are often found in positions where their legal and philosophical expertise can be used to the fullest.

They are often selected to make initial contact with newly discovered civilizations, and many serve in the Federation judiciary.

They have a short lifespan, compared to humans, and especially by 24th century standards.

Joridians have been members of the Federation since the mid 23rd century.

### LANGUAGES

Joridians communicate telepathically. They do have a native language. However they prefer to project their word-thoughts in the language of the person they are trying to communicate with.

Luckily they have a knack for languages, and seem able to learn them at a very sudden rate. It is possible that a Joridian will probe the mind of an individual with whom they want or need to communicate, and extract a telepathic sample of their language before projecting their own thoughts back into the person's mind.

This would function as something of a psionic universal translator. But, there has never been any verification of this practice by any Joridian.

### COMMON NAMES

Joridians have elegant names with a gentle Latin feel to them. Some use a single name, and some a first and last name.

*Male Names:* Bennu, Elian, Cardolas, Vitilan

*Female Names:* Lianera, Brashiera, Ciolana

*Surnames:* Baltaran, Violan

### HOMEWORLD

The Joridians' homeworld of Jorindas is equally well-known as being the world of origin of a unique creature known as the Tribble.

Jorindas is located in the Beta Vertis system.

A very Earth-like Class-M world, with a .85G gravity level and a 30% land mass ratio. Jorindas has a day of roughly 19 Earth hours in length, and a cool, comfortable, temperate climate. The Joridians are very used to the cooler temperatures and dress very scantily on Jorindas. Off world, and in warmer climates Joridians can sometimes prefer to go naked.

The average lifespan of a Joridian is 35 years. One of the shortest lifespans of any of the advanced races of the

Federation. Despite a high birthrate, the population of Jorindas continues to remain at or around 1,000,000 inhabitants.

## **FAVORED PROFESSION**

Joridians who interact with off-worlders, or actually leave the comforting familiarity of their homeworld will usually be found in diplomatic professions (Diplomat, or Envoy).

They do not often become Starship officers. It is often difficult for a Joridian to interact in a military hierarchy, because of their communication limitations.

Joridian Scientists, Explorers, Inventors, and philosophical Mystics are not uncommon.

## **SPECIES ABILITIES**

*Psionic:* All Joridians are very powerful psionics. This ability inevitably evolved as a result of their natural lack of functioning vocal chords. All Joridians begin with a 7 Psionic attribute (+3 to the average starting attribute level in Psionics). They also begin with Telepathy +3, and advance Telepathy as a professional skill.

*Empathic:* In addition to their powerful Psionic abilities, Joridians are naturally Empathic. They receive Empathy +3 as a species trait.

*Scholarly:* To compensate for their relatively short lifespans, Joridians try to accumulate as much knowledge as possible. This species traits functions for them as it does for the Ocampas. (see p. 117, of *Aliens*, for more information)

*Isolationist:* Joridians keep to themselves and tend to avoid contact with other species unless it is required of them. Despite their knack for diplomatic work, Joridians tend to suffer from their own isolationism in regard to their basic social skills. Joridians must take a -1 penalty to all Social tests.

*Bonus Edges:* Eidetic Memory, Skill Focus (Diplomatic)

*Species Flaws:* Pacifist 2