

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: MARKALIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Vitality, -1 Presence

PHYSICAL DESCRIPTION

Markalians are a humanoid race with a notably reptilian appearance. They have thick, leathery skin that is covered sparsely by bumps, horns and ridges similar to the skin of a Terran lizard.

Each Markalian is marked with a similar pattern of dark striping across their heads. And they have small depressions on either side of their face that function as their ears.

Markalians also have four nostrils.

Their skin tends to be brown, tan, or reddish in color with a few having a grayish tone.

Markalians have dark eyes, and even females have a gruffness in their voices that adds to an overall rugged, and sometimes intimidating effect.

CULTURE

Markalians are the rascals and robber barons of the Alpha Quadrant. Many cultures of Earth's 18th and 19th centuries could be comparable to the Markalians of the 24th century.

Pirates, smugglers, rogues, and mercenaries are more the norm in Markalian culture than what most other civilizations would consider upstanding citizens.

They are known for a criminal organization, the

notorious Markalian smuggling operation.

Many Markalians also work in the freight business and, apart from the smuggling operation, some are employed by various other criminal individuals.

LANGUAGES

The native Markalian language, B'kish, is a rough guttural tongue similar in sound to Klingon. The language is sometimes referred to, inaccurately, as Markalian.

An ancient language used by some older Markalians, and Markalian Mystics is known as Markalish. It is a more gently spoken language with some sounds similar to Terran Latin.

Markalish is an excellent language in which to compose music and poetry.

Not surprisingly, Markalians learn the Klingon and Nausicaan languages easily enough. And most Markalians working abroad will know at least a passable level of Federation Standard.

COMMON NAMES

Some Markalians will use a single name and some will also use a surname. Married females will adopt the surname of their husband, if he uses one.

Markalian surnames, and mononymous names are very similar.

Common single names include Asoth, Durg, and Madrat.

And example of a Markalian using both a "first name" and a surname is Regana Tosh.

There is little to no difference between male and female Markalian names.

HOMEWORLD

The Markalian homeworld of B'kaazi is class-M. But just barely.

B'kaazi is a rough, rugged planet with very little water. As a result there is little to no agricultural output from the Markalians. The native flora and fauna are the type one would expect to find in a desert, or other rocky conditions.

The surface temperature of B'kaazi is almost as hot as that of Vulcan, and with a thicker atmosphere even less tolerable to most humanoids.

The landscape is also victimized on a regular basis with dust storms, and winds of very high velocity. Due to the high winds on B'kaazi, these dust storms can be deadly.

The upper atmosphere is heavily ionized.

FAVORED PROFESSION

Rogue, Merchant, Mercenary, and Rogue smuggler are the professions in which one most commonly encounters a Markalian.

Starship officers are rare. Ad these will be serving aboard privateers, or even pirate ships.

The fewer rules a Markalian is forced to follow the better.

Markalians do not make good diplomats, but make excellent bodyguards.

There are a few Markalian mystics, preserving the history of their rich ancient culture which is all but forgotten by modern-day Markalians.

But, there are very few scientists.

SPECIES ABILITIES

Brash: While not as intimidating as a Nausicaan, a Markalian's rough exterior and tough demeanor can make him a good bully. Markalians gain a +1 species bonus to all tests made to Intimidate. They also receive a +1 bonus to all Willpower tests.

Infravision: Markalians can see heat and see into the infrared spectrum without any distortion to their vision under a normal light source. They receive a +1 to Observe (Spot) tests made to detect heat or its source, even in complete darkness.

Bonus Edge: Keen Smell. Markalians have an extra set of nostrils, and a very powerful sense of smell. They receive the *Skill Focus (Keen Smell)* edge for free, which gives a bonus of +2 to all Observe (Smell) tests.

Species Flaw: Thin Blooded (Cold). Markalians are highly susceptible to cold temperatures.

Additional *Bonus Edges:* Fit, Thick Skull

Additional *Species Flaws:* Arrogant, Bloodlust. *Both of these flaws are optional, and can be taken to increase edge picks, but they cannot be bought off later.*