

SPECIES NAME: RIGELLIANS

VISUAL REPRESENTATION



The USS Enterprise, in orbit around one of the many planets of the heavily populated Rigel star system.

SPECIES ADJUSTMENTS

See individual Rigellian races, under *Species Abilities* below.

PHYSICAL DESCRIPTION

The Rigel system is home to a literal plethora of sentient species. Unarguably the best known of these races are the natives of Rigel VIII, a world that is also widely known as Orion.

The Orions are discussed at length in both the *Narrator's Guide* (pp. 192-193), and *Aliens* (pp. 118-121), and will not be covered here.

Another species, known as *Rigelians*, and involved in some of the earliest diplomatic negotiations that helped to form the United Federation of Planets are likewise discussed in another document.

This article attempts to cover the other more prevalent races of the Rigel system, such as the primitive Kaylar, the turtle-like Chelarians of Rigel III, the fur-covered Bodas, and two species of Rigellian Vulcanoids.

With such a wide diversity of races comes, inevitably, a wide variety of physical appearances.

The Chelarians, for example, strongly resemble a Terran turtle, in a man-sized humanoid form. And according to their own lore they evolved from a race of "saber-toothed turtles".

The Kaylar of Rigel VII, also known as the Kalar, are a race of large humanoids with a strong resemblance to primitive Humans from Earth's Ice Age.

The Bodas of Rigel IV are covered in thick, soft silver-brown fur and resemble Terran rats.

And the race of Vulcanoids who actually refer to themselves using the term Rigellian appear as Vulcan/Human hybrids, with the distinguishing feature of eyes set farther apart on their heads than most humanoids.

CULTURE

As with the wide variety of physical appearances among the people of the Rigel system, there are easily as many diverse cultures.

The influence of the Orions is felt to some degree, yet many of the Rigellian cultures have developed a long completely different paths.

The Chelarian culture is somewhat primitive by Federation standards. A semi-warlike culture with a strong spiritual influence.

The rat-like Bodas are a race of traders, and businessmen who's skills for negotiating a trade and establishing a strangle-hold over the import/export industries of a given region rival even those of the Ferengi.

The hulking Kaylar are a violent species, easily as rugged and warlike as a Nausicaan. Their culture is not as developed as their Chelarian neighbors, however. And the Kaylar are easily compared to Terran neanderthals.

The Vulcanoid race known as the V'gelnians appear as Vulcans on the surface, although some V'gelnians do not have the sharply pointed ears of Vulcans and Romulans. And their culture is more similar to that of humans than to any other Vulcanoid species.

The Vulcanoids who refer to themselves as Rigellians are an open and gregarious people well-known for their hospitality to off-worlders. These Rigellians often find work in resorts on Risa because of their knack for making others feel welcome.

And the silver-skinned natives of Rigel IV are just the opposite. Cold to outsiders, and much more comfortable among their own kind than even their neighbors in the Rigel system. And this in spite of, or perhaps because of their long history of space travel and interstellar exploration.

LANGUAGES

Each of the many races of the Rigel system have their own native language. Even the primitive Kaylar have a language that is intricate and hard to translate.

To facilitate interaction and trade negotiations among the species of Rigel, the Bodas introduced a universal language in the 22nd century. This language is what is commonly known as Rigellian.

Most people from the Rigel system who have extensive dealings with beings, and cultures outside their home system will speak some Federation Standard. And the languages of the Orions, and the race known as the *Rigelians* are also widely spoken among the people of Rigel.

COMMON NAMES

Each species of Rigel have their own individual style of personal names, and family names.

Kaylar names, for example, sound like short, coarse grunts

but carry a deep meaning for other Kaylar. Bodas have long, complicated names but only use a shortened form when dealing with other cultures, for simplicity's sake.

Chelarians will normally have both a personal or proper name and a clan or family name.

And the Vulcanoid V'gelnians have names very similar to the types of names used on ancient, pre-Surakian Vulcan. Names such as Tu'Pari, Sovar, and T'Liri being common.

The Vulcanoid Rigellians have similar names, but use a wider variety of both vowel and consonantal sounds, resulting in names like Cher'vek, and Sousshon.

The natives of Rigel IV also have names similar to Vulcan or Romulan names, with a tendency to a more Romulan style of nomenclature.

HOMEWORLD

Each of the planets of the Rigel system are very different in their geography, and each indigenous species is responsible for introducing a very different civilization to their own homeworld.

As has been stated there is a great deal of Orion influences on some of the worlds of the Rigel system. But, each of the populated worlds of Rigel have their own individuality to their civilizations, governments, and developed technology.

With the exception of the Kaylar, most of the races of Rigel have developed warp drive by the mid 24th century. The natives of Rigel IV actually developed warp capability even earlier than the Romulans.

Rigel VII, home of the Kaylar, shows signs of an ancient and more advanced civilization. And there are several abandoned fortresses on the planet that indicate the civilization of Rigel VII may have evolved at least to the level of a medieval society on Earth before becoming decimated somehow and forced to re-evolve.

Rigel III, known as Chelar, is a water-dominated planet with a tropical climate.

Rigel V suffered from a minimal axial tilt, which meant that the seasons remained in a constant state by latitude. The northern continents such were both windswept and cold whilst the barrier islands to the south were temperate as well as equable.

With a system as large and as populated as Rigel, there are inevitably a wide variety not only of planetary types, but of civilizations made up of people who have found a way to survive even in some of the most hostile conditions exemplified by the planets with a greater distance from Rigel's sun.

FAVORED PROFESSION

Again a category as broad as the number of different civilizations in the Rigel system it's self.

The Kaylar, of course, will favor professions that allow them to exercise their warlike nature – soldiers, or weaponmasters.

Chelarians also favor the profession of Soldier, but there are easily as many Rogues, or Mystics among the Chelarian people.

Bodas are, as a race, Merchants, Rogues, and Free Traders.

And the Vulcanoids known as V'gelnians often serve as Starship Officers within Starfleet, or as Scientists or Explorers.

Explorer is a default profession of sorts for the Rigellians native to Rivel IV. And the Vulcanoids who actually refer to themselves as Rigellians favor the professions of Merchant, Diplomat, or Starship Officer; again offering their services most commonly to the Federation Starfleet.

SPECIES ABILITIES

Each of the different species of the Rigel system have their own individual strengths, weaknesses and unusual talents native to the species.



Chelarians – also known as Chelons, or Rigellian Turteloids. These natives of Rigel III believe themselves to be descended from “saber-toothed turtles”. Pictured here is a Chelarian guard, outfitted in the uniform worn by a soldier assigned to protect an important envoy.

Species Adjustments: -2 Agility, +2 Vitality

ABILITIES

Swamp-raised: Chelarians have a +2 species bonus to any test involving swimming, including Athletics (Swim), resistance tests against drowning, etc.

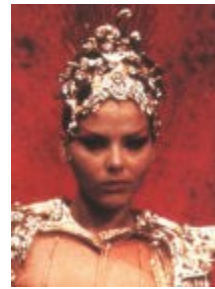
Hard-shelled: Though Chelarians do not actually possess a shell, they have a naturally hardened bony plate that protects their back. This natural back armor protects against up to 7 points of physical damage from a rear attack.

Natural Weapons (Fangs): A Chelarian can bite a foe with his fangs, causing damage equal to 1d6 + his Strength modifier. Civilized Chelarians have no skill in Bite, and may only take it as a non-professional skill in the Unarmed Combat group.

Ultraviolet Resistance: Chelarians have the same resistance to ultraviolet radiation as Orions, and most species originating in the Rigel system (see *Aliens*, p. 121).



Kaylar – also known as Kalar. Pictured here is a Kaylar warrior. A large, fierce predator humanoid who survives more by brute strength than by any use of their wits or intellect.



V'gelnians– What most people think of when they hear the term “Rigellian Vulcanoid”. V'gelnians have Vulcan features, although their ears are not as obviously pointed. Here is pictured a V'gelnian diplomat. And her dress is much more garish than a Vulcan's would be.

Species Adjustments: +3 Vitality, -1 Intellect, -2 Presence

ABILITIES

High Pain Threshold (bonus edge): Rigellian Kaylar receive this edge for free at character creation. See p. 135 of the Player's Guide for more information

Simple Weapons (bonus skill): Gained at skill level 1 at character creation. Kaylar characters can treat this as a professional skill for purposes of skill acquisition and advancement.

Ferocity: Kaylar share this species trait with Klingons, and receive the same in-game effects. See p. 99 of *Aliens*, or p. 41 of the *Player's Guide* for more information.

Species Adjustments: +2 Strength, -1 Presence

ABILITIES

Ultraviolet Resistance: V'gelnians have the same resistance to ultraviolet radiation as Orions, and most species originating in the Rigel system (see *Aliens*, p. 121).

So similar are these Rigellians to Vulcans that there is no doubt among anthropologists that they are descended from the same racial stock.

V'gelnians have the species abilities as those of the Vulcan species template, found in the *Star Trek RPG Player's Guide* (p. 49), or *Aliens* (pp. 164-165).

Exceptions are that V'gelnians do not have the *Nerve Pinch* ability, nor the ability to perform the *Mind Meld*. These are skills learned by Vulcans or taught on some occasions by Vulcans to members of other species who are able to learn them.

V'gelnians do have natural Psionic abilities, however. And they can learn the *Mind Meld*, as well as the *Nerve Pinch* and do so much easier than other non-Vulcans.



Bodas– Even with the looks of a giant rodent, the Rigellian Bodas are some of the most successful businessmen, negotiators, and wheeler-dealers known. Here, a Boda throws his head back in exuberant celebration of yet another well-done deal !

Species Adjustments: -1 Strength, +1 Agility, -1 Vitality

ABILITIES

Nose for Business: Second only to the Ferengi in their business skills. This species ability functions for the Bodas as the Ferengi ability, Lobes for Business (see p. 37 of the *Player's Guide* for details).

Eye for Profit: The Bodas have this ability in equal proportions to the Ferengi as well. (again, refer to p. 37 of the *Player's Guide* for in-game effects).

Night Vision (bonus edge): Bodas receive this edge as a species ability (see p. 136 of the *Player's Guide* for more information).

Skill Focus (Keen Smell): (bonus edge) All Bodas have very keen noses. They receive a +2 to all Observe (Smell) tests.



This subspecies of Rigellians are also a race of Vulcanoids. But, they, more than any other denizens of the Rigel system, refer to themselves as *Rigellians*. Distinguished by their more pointed ears, and the wider spacing of their eyes. Pictured is a Rigellian officer assigned to the Starfighter division of Starfleet's Marines.

Species Adjustments: +1 Strength, -2 Presence, +1 Perception

ABILITIES

Peripheral Vision: These Rigellian Vulcanoids have enhanced peripheral vision due to the wider separation of their eyes on their heads and the wider spectrum of vision this provides. They suffer no penalties to Observe (Spot) tests derived from a person or object being outside the usual range of peripheral vision.

Enhanced Rapid Healing: The self-proclaimed Rigellians have this ability as per Vulcans (see p. 164 of

Aliens, or p. 49 of the *Player's Guide* for more information).

Bonus Edge (Keen Hearing): They also possess this edge as a species ability (see p. 164 of *Aliens*, or p. 49 of the *Player's Guide*).

Ultraviolet Resistance: This race of Rigellians have the same resistance to ultraviolet radiation as Orions, and most species originating in the Rigel system (see *Aliens*, p. 121).

This race of Rigellians do not begin the game with the Psionic edge, but they do have latent Psionic abilities and can acquire the edge, and learn psionic skills easily. Like the V'gelnians, these Rigellians do not have the Mind Meld ability nor know the Nerve Pinch without learning one or both skills from a Vulcan master.



Anthropologists and historians familiar with the Rigel system have theorized the natives of *Rigel IV* are actually descendents of the *Shour*, who first colonized the system millenia ago. And both *Rigellian*, and *Rigelian* has been used in scientific writings to document this race from the Rigel system.

Species Adjustments: +2 Intellect, -3 Presence, +1 Perception

ABILITIES

Enhanced Rapid Healing: The natives of Rigel IV have this ability as per Vulcans (see p. 164 of *Aliens*, or p. 49 of the *Player's Guide* for more information).

Bonus Edge (Keen Hearing): They also possess this edge as a species ability (see p. 164 of *Aliens*, or p. 49 of the *Player's Guide*).

Ultraviolet Resistance: These silver-skinned Rigellians have the same resistance to ultraviolet radiation as Orions, and most species originating in the Rigel system (see *Aliens*, p. 121).

Proud (species flaw): The natives of Rigel IV have this flaw as a species trait due to their anti-social nature and the heir of superiority with which they carry themselves. (see p. 142 of the *Player's Guide*).

Orions only these denizens of the Rigel system had any contact with Starfleet. At least any that was documented by Starfleet personnel. The colony at Rigel X was one of the first planet visited by the crew of the NX-01 Enterprise. And Rigel X was then home several different races who lived on the 36-level trade complex on the planet.

TOS: By the late 23rd century Rigellians of all races have become involved in events in both the Alpha and Beta quadrants. And while the Orions still dominate Federation-Rigellian relations, Rigel, it's self is one of the most populated systems in either quadrant. By this time the Chelarians, V'gelnians, and Rigellian Vulcanoids are commonly encountered.

TNG: Within the next hundred years, Rigellians of most races have begun to serve in Starfleet. Both races of Vulcanoids have held positions of high rank on Federation starships, as well as seats on the Federation council. But, the natives of Rigel IV still remain aloof to any substantial contact with outsiders. And the Kaylar still remain a primitive society.

DS9: The Dominion War did not effect the people of the Rigel system as harshly as it did some of their neighbors. Smuggling, and other criminal activity regulated, and perpetrated by the Orion Syndicate was on an upswing before the war began, and the Orions had no interest in who won the war as long as their criminal empires continued. Other Rigellians felt the bite of the war most commonly through their involvement with the Federation. Especially those Rigellians serving in Starfleet.

VOY: It is possible the Rigellians native to Rigel IV may have traveled as far as the Delta quadrant during their long period of exploration. Other Rigellians are not as likely to be encountered whilst stranded so far from their homes unless they are serving on a Starfleet vessel, or other ship that finds it's self transported to such a distant location via unforeseen circumstances. Chelarian officers, as well as members of both Vulcanoid species can be quite resilient and would be able to survive as virtual castaways for a good length of time.

ERAS

Enterprise: The Orions and the species from the Rigel system known most commonly as the Rigellians were well-known by the time of the forming of the Federation. And throughout the exploratory period during the 22nd century in which Earth made contact with such races as the Tellarites, Andorians, and