

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: *RUTIAN*

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

-1 Presence

PHYSICAL DESCRIPTION

The Rutians are a humanoid race remarkably similar to Terran humans in appearance, and even in culture. Rutian males average between 1.6 and 1.8 meters, with most females slightly smaller.

Most Rutians have a Caucasoid skin-pigmentation, and medium proportioned features. They tend to be light of build, and physically fit.

With few exceptions, Rutian males have dark hair with a shock of gray running through it, while females have lighter, reddish hair with a shock of dark brown or black.

CULTURE

Rutian culture is very similar to some regions of the European continent on Earth in the latter half of the 20th century. They have a democratic society, with officials elected by a general assembly of a governing hierarchy.

Many Rutians feel disenfranchised by this oligarchical form of government; where the wealthy, powerful, and famous among Rutian society not only get to chose who governs the world, and it's people; but they often chose from their own number. As a result, political positions of power are usually filled with people who do not care for the conditions less fortunate Rutians are living in.

This has lead many Rutians to attempt rebellion against the government, forming insurgent groups to fight for their own voice in the planetary electorate.

The most prevalent of these terrorist groups is known as the Ansata.

The Ansata are a political separatist group, located on the eastern continent of the planet. Since 2296, the people of the western continent have been using terrorism to get the Rutian government to listen to their requests.

In 2366, the Ansata were lead by Kyril Finn, a devoted terrorist. At this time, it was thought that the group numbered only 200 actual members, but there were over a thousand sympathizers. During this year, Finn and his cell abducted Captain Jean-Luc Picard and Doctor Beverly Crusher from the USS Enterprise-D in an attempt to draw the Federation into the conflict on this planet.

By 2366, the Ansata had become more and more of a threat to Rutian society. They had developed folded-space transport technology (using a device known as the inverter) to instantly transport themselves anywhere without leaving a trace. This device was later discovered to be the cause for an illness from which the Ansata were suffering.

Their attempt to capture the Enterprise officers was initially very successful; the Enterprise had no defenses against the various folded-space transport incursions. However, further analysis of the data collected on board and on the surface of the planet revealed the location of the inverter, and Finn's cell.

LANGUAGES

The Rutians have their own native language. But, most Rutians will also speak at least some Federation Standard, due to their homeworld's long-standing trade-agreement with the Federation.

COMMON NAMES

Rutian names often have a Terran sound to the, although both vowel and consonantal sounds are arranged differently. Traditional naming styles still prevail with males having names heavy on hard consonants and short vowels and females having softer sounding names.

Some Rutians who figured prominently during the Enterprise-D's involvement at the planet included *Kyril Finn*, and *Katik Shaw* (both male), and *Alexana Devos* (a female).

HOMEWORLD

Rutia IV is the fourth planet of the Rutia planetary system. The atmosphere is capable of supporting humanoid lifeforms. This is the homeworld for the the Rutians, a technologically advanced unaligned humanoid species. This planet had a long trading relationship with the Federation.

The Lumar Cafe is a restaurant on the northern continent.

Since 2296, a separatist group known as the Ansata have tried to use terrorism to break away from the government of the Eastern continent.

In 2366, the USS Enterprise-D visited the planet to drop off medical supplies. During the visit, the away team witnessed

first hand an act of Ansata terrorism, and Dr. Beverly Crusher was kidnapped by the terrorists. The Rutian government worked with the Enterprise crew to free her, but during the rescue they underwent several more attacks before eventually retrieving Crusher.

The eastern continent is one of many regions on the planet Rutia IV that is controlled by a single government.

Ansata separatists spent several generations trying to free themselves from the rule of the government on the eastern continent. They maintained a base approximately three hundred kilometers from the capital city on the southern tip of the eastern continent.

FAVORED PROFESSION

Rutians can, and often will follow any Profession. On Rutia there will be a large concentration of Soldiers, making up not only the various city police forces, but also small commando units known as Regional Guards.

On the eastern continent, there will be Ansata; essentially Soldiers, who tend towards the elite professions of Special Forces, or Assassin, depending on each individual's function within the Ansata organization.

Rutians, off world, often stay involved in military pursuits as Soldiers and Mercenaries. There are also several Rutian Explorers, and Scientists at large (usually working as archaeologists, or historians).

There are a few Rutians in Starfleet.

SPECIES ABILITIES

Rutians are so physically close to humans that they have only one adjustment to their base-line attributes. This is a -1 species penalty to their Presence attributes, due to the often volatile nature of the Rutian personality.

Most Rutians have chosen a side – either they support the Ansata or the government. And the tension on their world has created a race of people who are often harsh, quick to judge, and quick to anger.

This results in a penalty to a Rutians Presence score.

Rutians also have a few species-traits that set them apart from other species.

Distrustful: Rutians tend not to trust very easily. This comes as a result of their society, and the constant conflict that goes on. Especially on the eastern continent of their homeworld. All Rutians have this trait as a species-flaw, and as a result suffer a -1 penalty to all Social skills. They suffer an additional -2 penalty when interacting with someone with the Infamy flaw, if the aspect of their Infamy is something the Rutian is likely to distrust due to their individual life experiences.

Sly: Rutians have learned to hide their intentions, as

well as their actions; either from the planetary police, or from groups such as the Ansata, depending on their personal loyalties. All Rutians receive a +2 to all Stealth tests, as well a +2 species-bonus to Savvy reactions.

Sickly: Rutians do not deal with disease, contagion, or contaminants very well. All Rutians will have this flaw as a species-trait; and suffer a -2 penalty to their Stamina reactions.

OPTIONAL ANSATA TRAITS

Rutians who are members of the Ansata separatist group, or who sympathize with them can, at the discretion of the Narrator, have the following species traits as well as those given above.

Radical: The character is very strong in their support of the Ansata position. If faced with any opportunity to further the aims of or promote the Ansata goals the Rutian character must spend a courage point, or take action; no matter what that action might entail.

Sympathizer: Although not a member of the Ansata, the Rutian character is a strong supporter of the movement. An Ansata sympathizer will suffer a -4 penalty to any Willpower roll made to resist any request for aid or support from an Ansata (such as stealing medical supplies, or weapons, or offering shelter from the police).