

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: TALARIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Vitality, -1 Presence

PHYSICAL DESCRIPTION

Talarians are characterized by a distinctive hairless enlargement of the coronal area of the skull extending in two lobes to the back of the head. Talarian blood is red, and Talarians are prone to radiation burns and respiratory distress.

Otherwise their physique is very similar to humans and human/Talarian hybrids are possible without too many complications.

Talarian men are known to be bearded and wear their hair long in the back, usually terminating in a braid beginning just below the terminus of the ridges extended back from their foreheads.

Due to their misogynist society, Talarian women are seldom encountered, but it is assumed they share the same physical features as the males.

Raktajino is known to have intoxicating effect on Talarians.

CULTURE

Talarians follow a strict set of traditions and customs. Their society is rigidly patriarchal, where a woman could never outrank a man, and encourages warrior-like behavior.

In Talarian society, women are considered to be "only for mating and working". And Talarians do not consider themselves to have mothers. Only fathers.

They will often refer to their father figures by their military rank, or social position. Thus a Talarian child might call his father "captain" rather than "father".

Talarians are very competitive; games, tests and competitions are an important part of their culture, and children regularly engage in contests and challenges, sharing victory is an important part of the games. Furthermore, when undertaking the tests, pain is not a consideration as passing the tests is what matters.

Talarians are a Xenophobic species, and will normally wear gloves when in the company of other species to avoid touching an "alien" directly. Removing the gloves and touching someone with the bare hands is a sign of affection and respect.

Bowing is considered a sign of respect, affection and solidarity. When meeting a close person, the bowing is extended by touching arms and gently pressing foreheads.

When a Talarian boy has reached the age of fourteen, the *Age of Decision*, he undergoes a ceremony of initiation and after that has the freedom to make his own choices.

The B'Nar is a Talarian ritual of mourning. When Talarians are in distress, they perform the B'Nar, which consists of a high-pitched shriek and rocking back and forth.

Adolescent Talarians listened to *Alba Ra*, a loud, discordant, electronic form of contemporary, 24th century, Talarian music, comparative to Terran *rock and roll*.

Talarians are known to ride *t'stayans*, very strong, six-hoofed animals native to their homeworld.

Talarians have trouble sleeping in Human beds as they hurt their backs. Talarians prefer to sleep in hammocks.

Talarian men often wore full beards. Talarian males, young and old, wore a short thin braid of hair, originating between the two hairless lobes at the back of their head.

Talarian law states that if a Talarian warrior loses a child in battle then he may take a child of his enemies' as a type of compensation, and raise the child as his own. The enemy child must also have been orphaned, in war, be male; and be of the same species as was responsible for the death of the Talarian's child in the first place.

During the mid-24th century, the Talarians were involved in a series of small skirmishes with the United Federation of Planets, most notably the Galen border conflicts, which lasted at least until 2357.

In 2367, the USS Enterprise-D discovered a small Talarian observation craft being used as a training ship for young Talarian warriors, adrift in Sector 21947.

The craft had developed a serious radiation leak in its propulsion system, and Dr. Beverly Crusher's team evacuated the survivors, including a Human youth named Jono, to the Enterprise.

Soon after, the Talarian warship *Q'Maire*, commanded by Endar, along with two sister warships, intercepted and surrounded the Enterprise in the hopes of forcing the

release of Jono, Endar's adoptive son. An armed conflict was averted when Captain Jean-Luc Picard decided to return Jono to the Talarians.

Attacking a superior officer, like a captain, is considered the highest offense and is punishable by execution, usually carried out by the offended officer.

Talarian uniforms reflect a militaristic culture. Talarian officers and boys having passed the Age of Decision wore a similar brown padded uniform-vest and black trousers. Large black helmets and black leather gloves are a standard part of the uniform, and a ribbed silvery-black undergarment was worn under the brown vest. Large rifles are worn on a shoulder strap on the right side of the body.

Golden insignia are worn on the right side of the uniform vest; two different kinds were observed: captains and senior officers wore badges with rounded ends, where young Talarians wore badges with pointed triangular ends. Additionally, only captains wore a second golden insignia, consisting of three diamond-shaped metal pieces positioned centrally on the chest.

LANGUAGES

The Talarians speak their native language of Talarin. It is a gruff, coarse language that sounds somewhat similar to Klingon, but more like Terran German than the comparisons that the Klingon language has received to both the Russian and Japanese languages of Earth.

The language consists of short words usually no more than one or two syllables, and rendered in a quick, blunt style that often sounds as if Talarians are barking at one-another rather than actually speaking.

COMMON NAMES

Common Talarian names are usually short, but have a less gruff or rugged sound than most words in their language. The names Endar, and Jono are good examples of Talarian nomenclature.

HOMEWORLD

The Talarian homeworld of Talar is a remarkable Earth-like planet with all of the same climates, and environmental conditions present on Earth in roughly the late 19th century.

Although the Talarians have an advanced technology, capable of space travel, they did not damage their environment during their industrial age and still have wide expanses of wilderness, and a lack of general pollution to their environment.

Were it not for the xenophobic nature of the Talarian people, Talar could be a highly sought-after vacation spot as it is a lovely world with sprawling forests, and long stretches of very hospitable beaches.

Talarian technology is on an equal with that of the Federation, near the earliest days of the latter's forming.

Talarian weaponry is inferior to Federation standards,

consisting of neutral particle weapons, X-ray lasers, and mercurite rockets, and thus did not represent a serious tactical threat to a Galaxy-class starship. They also employed subspace proximity detonators and self-destruct devices that were installed on their ships. Though their technology is inferior, they are known to employ guerrilla tactics, such as booby-trapping an observation ship and sending out distress calls, luring would-be rescuers to their deaths.

FAVORED PROFESSION

Soldier or Starship Officer in the Talarian fleet.

Talarians are fierce warriors, and very loyal to their own people. There are no Talarians serving in Starfleet, or at the most, very, very few.

Talarians favor a military lifestyle over one of science and exploration.

Aside from their own rituals, such as The B'Nar, Talarians do not subscribe to any particular type of mysticism. There are no Talarian mystics unless they follow a non-Talarian path.

Talarian Spceial Forces, and Weaponmasters are common Elite Professions.

SPECIES ABILITIES

Talarians are very durable and sturdy individuals, thus they receive a +2 species bonus to their Vitality attributes. However, their coarse manners, xenophobic and misogynist behavior, and tendencies towards violence all combine to provide a -1 species penalty to Presence scores.

Talarians also have other traits unique or common to their species.

The B'Nar: A very important act, or ritual for Talarians. A Talarian will perform The B'Nar when in mourning, or cut off from other Talarians. This is called "making" the B'Nar. And a Talarian who has made the B'Nar for a length of time equal to a roll of 2d6-Stamina mod immediately regains all spent courage points. Also, making the B'Nar is so enheartening to a Talarian that for every 1d6 minutes spent making this ritual sound a Talarian gains a +1 bonus to Stamina reactions and a +2 Willpoer bonus for a duration equal to 2d6+Presence mod in rounds.

Ferocity: Talarians are fierce warriors, and like Klingons have this trait as a species trait. See page 99 of *Aliens*, or page 41 of the *Player's Guide* for more details.

Bloodlust: (species **Flaw**) Some Talarians are more violent than others and may have the Bloodlust flaw as a species trait. This trait, if had by a Talarian, will never go beyond the first level of the Flaw. And the Bloodlust flaw may be bought off by a Talarian, at the Narrator's discretion. For more information on this Flaw see page 139-140 of the *Player's Guide*.