

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME:

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Vitality, +1 Perception, -1 Presence

PHYSICAL DESCRIPTION

Tamarrians stand at roughly the same size as an average Human and their body shape is similar to that of many humanoid species found in the Milky Way Galaxy, apart from some minor differences. Tamarian hands and fingers are Human-like but their thumbs are elongated and have a sucker-like tip at the end.

The Tamarian head also differs from the Human counterpart. Tamarrians possess two long slitted nostrils and have no visible auricles, but instead have two small holes located on the sides of the head, a little higher than the Human ear. A large ridge runs from the top of their nose to the back of the head and several more bony ridges or flaps of skin can be observed on the sides of the skull. Apart from typical sexual dimorphism observed in many humanoid species, female Tamarrians feature the same characteristics.

Tamarian skin is colored light brown with several darker red markings, especially on the head. The species seems to be completely hairless and their blood is white, which shines through in some small arteries of the head.

CULTURE

Tamarian culture is unusual due to their unique way of communicating. Beyond this, however, they have a basic patriarchal society with an emphasis on duty, honor, and military service.

But Tamarrians are not necessarily warlike. They are explorers, and have a similarly passive society to that of the Federation.

Tamarrians are also a deeply religious people, and their culture is steeped in tradition and rituals. These rituals are seldom witnessed by outsiders or off-worlders.

Several Tamarian customs were observed by Starfleet Captain Jean-Luc Picard, during impromptu first contact proceedings with the Tamarian Captain Dathon, at El-Adrel.

Tamarian Rituals

Before sleeping, Dathon removed five ceremonial objects from the right side of his uniform. He then threw those objects to the ground gazing at the pattern the objects formed on the ground and repeated the ritual. After each new pattern, he touched his forehead.

After finishing the ritual, he took the five objects and placed them on the ground forming a circle around his sleeping spot. Again, he touched his forehead after placing each of them on the ground. The next morning, when Captain Picard explored his camp, he found two of the objects still on the ground, Dathon had reattached the other three to his uniform.

After hearing the news of their captain's death at the hands of the Creature of El-Adrel, the two Tamarian bridge officers took their dagger out of the sheath, touched the blade and then touched their forehead in mourning or remembrance of their captain.

LANGUAGES

Tamarrians who do not communicate in basic Federation Standard speak completely in metaphor, citing references to people, places, and events in their mytho-historical accounts.

The Tamarian language is analogous of a human communicating by saying "Juliet, on her balcony" to invoke an image of romance, "Scoorge, the next morning" to create an image of a person who has undergone a profound change, or "Holmes, at Reichenbach" to indicate a presumed defeat.

Federation Universal Translators, although they successfully translate the words, present the syntax as almost nonsensical

Instead of asking for cooperation, a Tamarian would use a phrase such as "Darmok and Jalad at Tanagra", because their culture's stories include a tale of two Tamarrians, Darmok and Jalad, who fought a common foe together on an island called Tanagra.

Tamarian Language Samples

Darmok on the ocean - loneliness, isolation
Darmok and Jalad at Tanagra - cooperation
The beast at Tanagra - an obstacle to be overcome
Kadir beneath Mo Moteh - failure to communicate

Kiteo, his eyes closed - refusal to understand
Temba, his arms wide/open - signifying a gift
Temba, at rest – declining a gift
Mirab, with sails unfurled - signifying departure
Shaka, when the walls fell - failure
Sokath, his eyes uncovered/opened - realization
The river Temarc, in winter - be quiet/silence
Zinda, his face black, his eyes red - anger or conflict, also can indicate pain or discomfort
Rai and Jiri at Lungha - greeting between two different cultures/races
Uzani, his army with fists open - to lure the enemy towards you by spreading your forces
Uzani, with fists closed - to close rank and attack after luring the enemy
Kalimash, at Bahar - pain, or illness subsiding

HOMEWORLD

Shantil III is the third planet in the Shantil system and homeworld of the Tamarians. It is possible the planet was either once known as Tama, or Tamar, or is still referred to by one or both names by the Tamarians since they are known as the "Children of Tama" in their own self-references. Tama may also be a reference to either an ancient mytho-historical hero, or even a god-type being in the same accounts from which the Tamarians draw their language.

Shantil III is a Class-M planet with a mild climate, and an ecosystem similar to Earth. The geography of Shantil III runs to rocks, rough, and dry land with few inland bodies of water. Technologically, the Tamarians are on a par with the Klingon Empire, and have done some minor trading with the Klingons. Their primary exports include clothing and food stuffs, the latter consisting largely of a sweet jelly made of the fruit of a thorny plant that grows in the more arid regions of Shantil III.

Tamarians import many raw materials, including primary metals, dilithium, and pergium. But most of their import contacts are with Klingon, or Ferengi merchants.

FAVORED PROFESSION

Tamarians do not normally mingle with off-world societies any more than necessary. Most encountered Tamarians will be starship officers in their own stellar navy.

Some Tamarians may also find work as craftsmen (Merchants), or Soldiers. And many Tamarians met off of Shantil III will be Mystics and Adepts devoted to the pseudo-religion of the Tamarian mytho-historical accounts, and the culture they have built around those accounts.

SPECIES ABILITIES

Subsonic Hearing: The Tamarian ear structure is specially evolved to detect sound transmitted at a very low frequency. This may be due in part to the wide range of sounds used in rendering the musical second language of Tamarians used to perform precise calculations, and work complicated equipment.

Tamarians receive a +2 to Observe (Listen) tests to hear low frequency sounds.

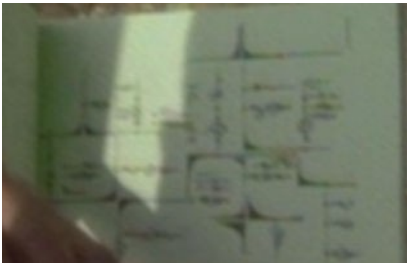
Thumb-grip: The elongated, sucker-like tip on the Tamarian thumb is used as one might expect upon first inspection. It is used to enhance the gripping and holding ability of a Tamarian. This gives Tamarians a +2 advantage in Agility tests to grip, or hold an object.

Language Barrier: (species flaw) because of their unique metaphoric language, the universal translator cannot accurately translate the meaning of most Tamarian phrases. For this reason, anyone trying to communicate with a Tamarian will suffer a -3 penalty in making themselves understood, and a -5 penalty in understanding the Tamarian's phrasing; unless they have been studying the Tamarian language (Language (Tamarian) +2 or higher).

Psionics: A very rare few Tamarians are able to develop minor psionic abilities. Tamarians who acquire the Psionic edge may begin with one skill at +2. The skill of choice will be either Telepathy, or Mind Shield. Some Tamarians can develop Psychokinetic abilities (see Aliens, p. 116).

Tamarian children learn the stories behind the metaphors, and thus their meanings, through enactment and repetition. Variations of meaning in metaphors are conveyed through subtle vocal and gestural cues that the universal translator will normally miss. In fields such as engineering and programming, a musical language is used to convey precise equations, numbers and instructions; thus explaining how Tamarians can effectively operate starships.

The Tamarian written language consists of thin horizontal and vertical lines with small letters written in the spaces between the lines. The lines meet at right angles in the hand written form of the language but in an angle of circa 70 degrees on computer interfaces. Tamarians still use paper, colored bright green, to write down notes.



The Tamarian written language

COMMON NAMES

Tamarian names have an unusual structure, in that the only truly necessary portion of the name, and the only one usually heard uttered in conversation is the final name; yet all Tamarians have three names.

The first name is always either *Tama* for a male, and *Tani* for a female. Presumably these are gender-specific ways of saying, simply "I am a Tamarian".

The second name is familial, and functions as a surname.

The third is the proper name. The proverbial "first name" in human nomenclature.

Beyond the Tama and Tani distinctions, Tamarian names have a notable similarity to Ferengi names.

Life-debt: (species flaw) a Tamarian will acquire the Devotion edge, being devoted to anyone who saves their life, or the life of a loved one until the debt is repaid in kind (ie. The Tamarian saves the individual's life, or gives their life for that person).

Bonus Edges: Great Stamina, Iron Willed

Species Flaw: Proud (optional – not all Tamarians possess this flaw automatically, but many Tamarians are very proud of their people, and their culture and can view outsiders not as inferiors, but as intrusive, or unwanted).

The Betoken of Uzani

All Tamarians serving in their military carry, as their primary sidearm, a small dagger called a *Betoken of Uzani*.



The Tamarian Dagger

Specifications: 40cm long, 1.03kg

Description: The dagger, or *Betoken of Uzani* has a green handle with a smaller yellow inset and the silver blade has one smooth and one serrated edge.

Parry Modifier: -1

Damage: 1d6+2