
STAR TREK

ROLEPLAYING GAME

ALIEN COMPENDIUM

W4-DM3N

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INTRODUCTION

Welcome to the **Alien Compendium**. In this short work, you'll find 16 new species for use in your *Star Trek Roleplaying Game* series. Some of them are suited for use as player characters, while others might prove difficult to integrate into play.

The species originated throughout the *Star Trek* universe, and all the series except *Voyager* are represented by at least one. *Star Trek: The Motion Picture* and *Star Trek IV: The Voyage Home* are given particular focus. A variety of new species traits are introduced, with one large-sized species, as well as several aquatic ones. The goal was to bring to the *Star Trek Roleplaying Game* a few of

the more exotic races seen onscreen.

In addition to the standard information, some species' writeups include sidebars for optional species abilities, commonly taken traits, equipment, or how to use a new species ability in other ways within a series. The table below summarizes the pick values and attribute adjustments for each species presented herein; this is just a quick reference, and each species' entry explains this data in detail.

Enjoy...

DEDICATION

To John, our resident Trekkie, for giving me a reason to get back into this universe.

My thanks to Dan Potter – this is a much better work due to his advice and hard work.

– Scott

SPECIES PICK VALUES AND ATTRIBUTE ADJUSTMENTS

SPECIES	PICK VALUE	ATTRIBUTE ADJUSTMENTS
Aaamazzarites	7	None
Aenar	22	+1 Vitality
Antedeans	9	+1 Vitality, +1 Perception, -2 Agility on land
Arcadians	17	+1 Strength, +1 Vitality, -4 Agility on land
Arcturans	23	+1 Strength, +2 Vitality, -2 Presence
Ariolo	31	+1 Strength, +2 Vitality, +1 Presence
Arkenites	7	-2 Agility, +2 Perception
Boslics	13	+1 Presence
Bzzit Khaht	12	+1 Perception
Chameloids	18	+1 Vitality
Dopterians	8	None
Kasheetans	12	+2 Strength, -1 Presence
Rigelians	14	+1 Vitality, -1 Presence, +1 Perception
Saurians	26	+1 Strength, +1 Presence, +1 Perception
Xelatians	15	+2 Strength, +1 Perception
Xyrillians	9	+1 Presence



AAAMAZZARITES

PERSONALITY

Aamazzarites (or Therbians, as they call themselves) are an industrious and artistic race. Many of their works are created with a biochemically created resin which is exuded from their mouths and then worked, much like Terran bees. Their creations are considered very personal, and Aamazzarites take great pride in their workmanship.

PHYSIOLOGY AND APPEARANCE

Aamazzarites are humanoids of about the same general size as humans. They have a waxy, yellowish skin tone. The cranial area is bald and slightly bifurcated between the cerebral lobes. Their eyes are shielded by heavy brow ridges. The Aamazzarites possess a second stomach where enzymes create a carbonic resin which is then used to make clothing, everyday objects, even building materials.

The species has a standard male/female gender breakdown, but does not reproduce through live birth. Instead the females lay several eggs in protective chambers, which the males then fertilize. The typical incubation period is eight months.

Child rearing is typically split between the parents and extended family.

HOMEWORLD

Aaamazzara. The planet is the fifth of seven orbiting a Type A giant, and the only M-class planet in the system. It is shrouded in clouds and has a high average humidity due to its large ocean masses.

The locals call their star Aaamazzara – also the name of a god of antiquity – and their world Therbia, but have accepted that offworlders use the two interchangeably. There are settlements on the fourth world (K-class) for mining and penal purposes.

HISTORY AND CULTURE

The Aaamazzarites have a long history that is only recently separable from their mythology. They have a rich pantheon of gods and heroes that are quasi-historical. Only in the last 500 years or so has history become less of a “literary” subject.

Aaamazzarite culture revolves around storytelling and art. Their sciences lagged far behind similar races until first contact with humans in 2240, when they were contacted by Captain Garth of Izar, commanding the *U.S.S. Constitution*.

LANGUAGE AND NAMES

Orna or Federation Standard. The local languages – there are twelve major tongues – have been superceded by Orna (a trade language) and Federation Standard, into which most of the great Aaamazzarite works have been translated.

Aaamazzarite names tend to be long, expressing a concept, and are often filled with drawn out vowels.

FAVORED PROFESSION

Artist (Sculptor) or Scientist. Many also pursue engineering.

SPECIES ADJUSTMENTS

None.

SPECIES ABILITIES

- **Biochemical Construction:** Using a secreted resin, Aaamazzarites can make anything from cloth to a building material similar to drywall. This requires an intake of fibrous materials over the course of their work equal to roughly twice the mass of the final product. The time required to convert the mass to resin is usually 6 hours, but can be reduced to 4 hours with a complete success or better on a TN 10

Stamina test. On a failure or complete failure, the character receives -1 Vitality but can continue working (uncomfortably!), though it now takes twice as long as normal (12 hours); on a disastrous failure, the character receives -2 Vitality and the resin is ruined, resulting in the need to vomit the spoiled mass. The Vitality is healed normally. The second stomach is roughly half a liter in volume, so most objects will require either an extended Craft test or series of Craft tests to complete.

- **Bonus Skill: Craft (Clothing):** Aaamazarites gain Craft (Clothing) skill at level 1, and can advance that skill as a professional skill.
- **Bonus Skill: Craft (Shelter or Furniture):** Aaamazarites gain Craft (Shelter or Furniture) skill at level 1, and can advance that skill as a professional skill.

PICKS

7 ([+3] Biochemical Construction, [+2] Craft (Clothing), [+2] Craft (Shelter or Furniture)).

ST: TMP



AENAR

PERSONALITY

An offshoot of the Andorian race, the Aenar are a peaceful and reserved group, the polar opposites of the Andorians.

PHYSIOLOGY AND APPEARANCE

The Aenar have a skin color of whitish-blue. They are blind, and their eyes appear as though

they are covered with cataracts. Their physiology is nearly identical to their Andorian cousins, save for a larger brain with a higher level of interconnection, making the species psionic.

HOMEWORLD

Andoria, a frigid world that circles a Type J gas giant. The Aenar live underground in the Northern Wastes.

HISTORY AND CULTURE

The Aenar retreated into seclusion early in Andorian history, and were considered a myth until the 22nd century when they were “rediscovered.”

LANGUAGE AND NAMES

Names are similar to those of Andorians. They speak a form of Graalen (Andorian).

FAVORED PROFESSION

Mystic.

SPECIES ADJUSTMENTS

+1 Vitality.

SPECIES ABILITIES

- **Antennae:** The constantly waving pair of antennae atop an Aenar’s head provides a wealth of information about their surrounding environment. Aenar gain a +2 species bonus to tests involving sensation of their immediate surroundings (anything within 3 meters), such as finding secret doors, reacting to surprises, Observe (Listen) tests, and similar occurrences. Aenar who lose an antenna become disoriented and suffer painful migraine headaches (-2 penalty to most tests).
- **Blindsense:** Though the Aenar are blind, their antennae and psionic ability allow them to function almost as though they had “normal” sight. They do, however, receive a +5 TN to all Spot tests.
- **Bonus Edge: High Pain Threshold:** The rigors of Andoria’s climate suffer few weaklings. Aenar characters receive the High Pain Threshold edge for free.
- **Bonus Edge: Skill Focus (Compassionate):** The Aenar are, well, a compassionate people.
- **Bonus Flaw: Pacifist 2:** The Aenar are strongly pacifistic.
- **Bonus Skill: Telepathy:** Aenar gain Telepathy skill at level 2, and can advance that skill as a professional skill.
- **Redundant Circulation:** With a twin-layered circulatory system, Aenar are less vulnerable to cold (ignore TN modifiers for uncomfortable and extreme cold; see Table 6.3, *Star*

OPTIONAL AENAR TRAITS

The following species traits can be added to the Aenar species profile, depending on the circumstances of a particular series.

- **Bonus Edge: Increased Range (Telepathy):** The character can reach farther than most species with his psionic abilities. (+2 picks)
- **Lesser Status:** The character is thought of as belonging to an inferior species and begins all social tests with unfamiliar Andorians with a *hostile* stance (as opposed to *indifferent*). Social modifiers for other species begin at *indifferent*. (NOTE: This trait should only be used in a series populated almost solely by Andorians, and only during the 22nd or 23rd centuries.) (-2 picks)

Trek RPG PG). They are, unfortunately, more vulnerable to toxins, which spread through their bodies more quickly (-1 to Stamina tests against poisons).

- **Strong Psionic:** Aenar receive the Psi attribute with a starting level of 8, and can advance it as a favored attribute.

PICKS

22 ([+5] +1 Vitality, [+3] Antennae, [-2] Blindsense, [+2] High Pain Threshold, [+2] Skill Focus (Compassionate), [-4] Pacifist 2, [+4] Telepathy 2, [+0] Redundant Circulation, [+12] Strong Psionic).

ENT "The Aenar"



ANTEDEANS

PERSONALITY

Practical and conservative, Antedeans tend to be introverted and focused on their own particular interests.

PHYSIOLOGY AND APPEARANCE

These ichthyohumanoids are aquatic, with scale tones from blue-white to purplish-silver. They have a fin on their head which aids in swimming, and they possess a pair of feelers under their mouth that aid in finding the shellfish and bottom-dwelling invertebrates that comprise their main food source. They have webbed hands and feet.

Antedeans find space travel disorienting and travel in a catatonic state, a trait that once was used to avoid starvation in times of food shortage or climatic disturbance. Awakening from this catatonia takes several hours, after which they must eat large amounts of food to recover. When traveling out of water, they require environmental suits to cover the gills in their shoulder areas.

HOMEWORLD

Antede III, a large world possessing vast oceans. The Antedeans live on the wide continental shelves, where their homes are created in reefs made by coral-like creatures.

HISTORY AND CULTURE

Antedeans have a rich oral history, but written language is still new to them. They have a mostly contemporary understanding of the sciences, but their technology lags behind due to a societal distrust of change as well as the consideration that mechanical advancement is "unnecessary." Their contact with galactic civilization has been intermittent over the course of the mid-24th century.

The primary endeavors of the Antedeans are fishing and undersea agriculture. Their political structure is based on representation of their local settlements, which rarely have populations above the tens of thousands.

LANGUAGE AND NAMES

Antedean, a language filled with a variety of sounds, many of which are infrasonic and can only be heard in aquatic environments.

FAVORED PROFESSION

Rogue or Scientist. Most Antedeans encountered will either be highly curious or suspiciously adventurous.

SPECIES ADJUSTMENTS

+1 Vitality, +1 Perception.

SPECIES ABILITIES

- **Aquatic:** Antedeans require water to breathe, and special environmental suits for land travel. They can survive for up to fifteen

minutes in open air before testing for asphyxiation.

- **Bonus Skill: Athletics (Swimming):** Antedeans receive Athletics (Swimming) skill at level 2, and can advance that skill as a professional skill.
- **Fish Out of Water:** When on land, Antedeans suffer from -2 Agility, cannot sprint, and must make an Athletics (Run) test when running whether or not they're engaged in other activity.
- **Natural Swimmer:** When swimming, Antedeans move at the same speed land-dwelling species normally do ('Walk' 6m, 'Jog' 12m...). They don't normally need to make Swim tests, only doing so under the same circumstances that land-dwelling species make movement tests (e.g., running during combat).

PICKS

9 ([+5] +1 Vitality, [+5] +1 Perception, [-5] Aquatic, [+4] Athletics (Swimming), [-5] Fish Out of Water, [+5] Natural Swimmer).

TNG "Manhunt"



ARCADIANS

PERSONALITY

The Arcadians are a thoughtful race, given to contemplation. Although they frequently swim alone on their homeworld, they are constantly speaking with each other across vast distances. Their conception of privacy is strange to most creatures: conversations and discussion of ideas

are considered 'open source' by human standards. On their world, everyone hears you when you speak. They are, however, very protective of their private space – touch is a privilege rarely given.

PHYSIOLOGY AND APPEARANCE

Arcadians are a cetaceous species who can survive on land for short periods of time. They have pale white rubbery skin, large flipper-like hands, human-like faces, and some have hair that grows from head to tail along their dorsal side. While on land they move slowly, balancing on their strong tail (which they can use to 'stand'), and 'walking' by using their arms and tail. Being cetaceans, they breathe air, requiring that they surface every 20 minutes or so while in the water.

HOMEWORLD

Arcadia, a world of warm seas and lush jungles. Arcadian cities are a new invention, primarily built to facilitate interaction with land-dwelling off-worlders.

HISTORY AND CULTURE

Arcadians live on their own or in small pods, coming together to breed. They have a long history of complex intellectual and philosophical inquiry, but little technological advancement. First contact with the Arcadians showed them to be more than capable of handling the idea of alien cultures, and their understanding of the sciences was sufficiently advanced that they were made a Federation protectorate in 2250.

LANGUAGE AND NAMES

Arcadian, Cetacean, Federation Standard. Arcadian names are concepts that translate into phrases like "Dives Deep" or "One Who Swims Alone."

FAVORED PROFESSION

Diplomat or Scientist.

SPECIES ADJUSTMENTS

+1 Vitality, +1 Strength.

SPECIES ABILITIES

- **Beached:** When on land, Arcadians suffer from -4 Agility, and can only crawl/step or walk.
- **Cetaceous:** As cetaceans, Arcadians live in the ocean, but need air to breathe. They can remain submerged for a base time of 20 minutes, with a Stamina test required for each 20 minutes thereafter. A failed test indicates they must begin testing for asphyxiation (though the tests are made every minute,

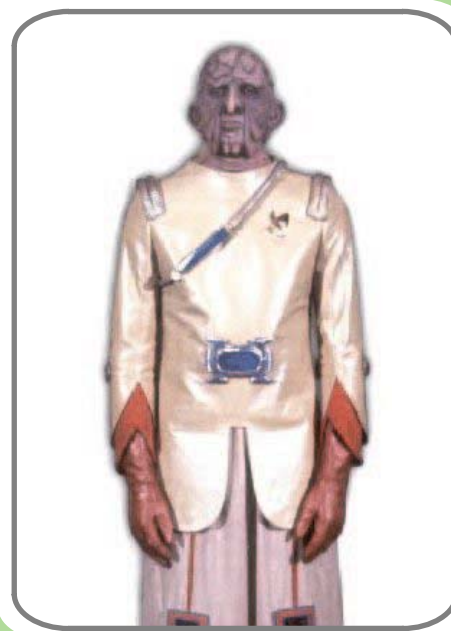
rather than every round). They must also keep their skin wet, and most wear special moisturizing robes while on land. An Arcadian without any way to stay wet must make a Stamina test every 4 hours; a failure causes a loss of -1 Vitality (cumulative).

- **Natural Swimmer:** When swimming, Arcadians move at the same speed land-dwelling species normally do ('Walk' 6m, 'Jog' 12m...). They don't normally need to make Swim tests, only doing so under the same circumstances that land-dwelling species make movement tests (e.g., running during combat).
- **Resistance:** Arcadians are highly resistant to cold and pressure. They make Stamina checks versus cold and higher pressure at -5 TN.
- **Sonar:** Arcadians have sensitive nerve endings that allow them to 'see' using sound. As a result they gain +2 Perception in water, +1 Perception in air.
- **Subsonic Communication:** Arcadians have the ability to hear (and speak) in the ultra-low frequency range. In open air, close range for this ability is equal to Perception x 10m; medium range is Perception x 100m; long range is Perception x 1km; extended range increments are equivalent to medium range. In water, these ranges are 100 times greater (so x 1km, x 10km, x 100km). Arcadians use this sense like other humanoids use "normal" speech and hearing, thus making Observe (Listen) checks in the subsonic range as for normal hearing.

PICKS

17 ([+5] +1 Vitality, [+5] +1 Strength, [-7] Beached, [-5] Cetaceous, [+5] Natural Swimmer, [+2] Resistance, [+7] Sonar, [+5] Subsonic Communication).

ST IV: The Voyage Home



ARCTURANS

PERSONALITY

A dour and practical race, the Arcturans reject the notion of individuality, instead prizing community. They prefer strong hierarchies and feel most comfortable in structured environments. They are militant, and combat and survival skills are taught from early childhood.

PHYSIOLOGY AND APPEARANCE

Arcturans display the standard deviation in height, mass, and muscular development of most humanoids. They are hairless, and have loose, rubbery skin which is generally of a grey to bluish-gray color.

They also have a standard male/female gender breakdown, but viewing sexual reproduction as a distraction, have cast it off in favor of cloning.

HOMEWORLD

Hega (meaning "Earth"), or Arcturus II, a harsh M-class desert planet orbiting a Type K1 giant. The Arcturans have constructed massive cities in recent history – some that span entire coastlines.

HISTORY AND CULTURE

Arcturans survived by conquering their environment, not adapting to it. They are rabid technophiles, who rapidly developed their sciences

and industry. A young race, the Arcturans nevertheless reached a galactic-mean level of technology in only a few centuries. They developed massive megalopoli, cloning and advanced genetic engineering, computer and materials sciences to rival any of the local species.

The Arcturans encountered humans in the late 22nd century and were one of the first members of the United Federation of Planets, providing many ground troops in times of conflict – they can clone thousands of their people in days. They are fixated on efficiency in a way the Benzites could never hope to match: technology, economy, and eugenics are their watch words. They were the last Federation race to give up monetary systems of economy.

LANGUAGE AND NAMES

Federation Standard. Following their admission into the UFP, the Arcturan Oligarchy made Federation Standard the official language for purposes of efficiency.

FAVORED PROFESSION

Soldier or Starfleet Security Officer.

SPECIES ADJUSTMENTS

+1 Strength, +2 Vitality, -2 Presence. Arcturans are strong and resilient, but lack basic social skills.

SPECIES ABILITIES

- **Able Warrior:** Arcturans can acquire and advance all Armed Combat, Ranged Combat, and Unarmed Combat skills as professional skills.
- **Bonus Edge: Healthy:** Arcturans are bred to be physically resilient.
- **Bonus Skill (any Combat):** Arcturans receive any one Armed Combat, Ranged Combat or Unarmed Combat skill at level 2.
- **Clone:** Arcturans come from only a few bloodlines, and their genetic structure is continually monitored for imperfections. Medical and first aid tests are performed with a +3 bonus on an Arcturan. They heal at twice the normal rate, and replacement of lost body parts is performed with a +2 bonus to Surgery tests.

PICKS

23 ([+5] +1 Strength, [+10] +2 Vitality, [-10] -2 Presence, [+5] Able Warrior, [+2] Healthy, [+4] Combat skill, [+7] Clone).

ST: TMP



ARIOLO

PERSONALITY

Hedonistic and highly social, the average Ariolo is interested in pleasure in all forms. They love art, food, and life.

PHYSIOLOGY AND APPEARANCE

Ariolo are mammalian, with four legs and two arms. They are large creatures, about the size of a Terran horse, and are covered with fine hair of varying color. They have a slow metabolism, but are fleet of foot.

HOMEWORLD

Browder IV (or Taloo), a large M-class world.

HISTORY AND CULTURE

Ariolo society is fairly young. They were encountered in the mid-23rd century by the *U.S.S. Lexington* while they were in a late industrial, pre-space era. They have a rich artistic and culinary culture based on the *aferio* (loosely translated 'party').

Food is one of the greatest art forms of the Ariolo people and their contribution to culinary arts is renowned throughout the Federation.

LANGUAGE AND NAMES

Federation Standard or Ariol. Ariolo names are long and musical sounding.

FAVORED PROFESSION

Artist.

SPECIES ADJUSTMENTS

+1 Strength (Large), +2 Vitality (+1 Large, +1 species), +1 Presence.

SPECIES ABILITIES

- **Bonus Edge: Sherpa:** As quadrupeds, Ariolo can carry a great deal of weight, and receive the Sherpa edge for free.
- **Bonus Skill: Craft (Cooking):** All Ariolo love food and the preparation of the same. They receive Craft (Cooking) skill at level 2, and can advance that skill as a professional skill.
- **Large size:** As large creatures all Ariolo have the following characteristics: +1 Strength; +1 Vitality; 1 extra level of Healthy; movement speeds as follows: Walk 9m, Jog 18m, Run 36m, Sprint 60m, Travel 15 km/hr.

PICKS

31 ([+5] +1 Vitality (species), [+5] +1 Presence, [+2] Sherpa, [+4] Craft (Cooking), [+15] Large size).

ST IV: The Voyage Home



ARKENITES

PERSONALITY

Arkenites are mostly a peaceful, contemplative people.

PHYSIOLOGY AND APPEARANCE

Arkenites are humanoid with elongated ears and a distinctively lobed head. They have eye color ranging from white-gold, to green-blue. Most wear the *anlec'ven*, a headpiece that allows them to maintain equilibrium while off their homeworld.

HOMEWORLD

Arken, an Earth-like world with striking skies that are often colored by aurora, a popular tourist attraction even though Arken's strong magnetic field causes some visitors to become disoriented.



HISTORY AND CULTURE

Arkenite society is old, with several thousand years of history and mythology. Their civilization has cultures as varied as that of humanity.

LANGUAGE AND NAMES

Arkenite and Federation Standard. Names are just as varied sounding as humans.

FAVORED PROFESSION

Any.

SPECIES ADJUSTMENTS

-2 Agility, +2 Perception

SPECIES ABILITIES

- **Bonus Edge: Skill Focus (Keen Hearing):** Arkenites receive this edge for free.
- **Magnetic Sense:** Arkenites live on a world with a peculiar magnetic field. As a result, they are not only capable of feeling magnetic fields, but also use the field of their homeworld to maintain their balance. Away from their world, they suffer from vertigo and loss of balance unless wearing the *anlec'ven*. Without it, they suffer a -5 penalty to Agility tests. They can distinguish magnetic fields and flows at a TN 10.
- **Poor Sight:** Arkenites receive a -2 penalty to their Observe (Spot) tests.
- **Skilled:** Arkenites seem to have a broad range of experiences which they can draw upon. During the personal development step when creating the character's background (see *PG, Ch.5: Development*), Arkenites gain extra

skill picks. After choosing a package and picking skills, Arkenites can add +2 skill levels to any one skill, or +1 to two skills.

PICKS

7 ([-10] -2 Agility, [+10] +2 Perception, [+2] Skill Focus (Keen Hearing), [+2] Magnetic Sense, [-1] Poor Sight, [+4] Skilled).

ST IV: The Voyage Home



BOSLICS

PERSONALITY

Boslics are a species of traders and explorers. Though sometimes curious, their temperament usually tends toward the mercantile. They are often greedy or deceitful.

PHYSIOLOGY AND APPEARANCE

Boslics are thought to be a “Preserver” species. They are similar in structure and size to most humanoid. The main differences are a strong brow ridge that runs back to just above the ears, and an indented ridge in the forehead area. Their skin tone is mostly similar to that of human caucasians, but hair can range across the spectrum. They reproduce sexually in the same fashion as most humanoids.

HOMEWORLD

Bosala II, an M-class world on the edge of the Cardassian Union.

HISTORY AND CULTURE

Boslic society is comparable in age to that of humans. They have had two distinct eras: pre-Fall and Reconstruction. The pre-Fall era, ending roughly 2000 years ago, saw Bosala rise to a level of industrialization comparable to pre-World War III Earth. A collapse of civilization followed a global war that nearly destroyed the ecosphere. The Reconstruction era saw a rapid recovery of technology and an interest in space travel.

The Boslics were contacted by Ferengi traders in the 22nd century and quickly rose to a stellar-level society. They have warred with both the Ferengi and Cardassians – intermittently with the Ferengi over trade disputes, and once with the Cardassians who sought to conquer them, but were stretched too thin in their war with the Federation.

Boslics are capitalists and individualists who view freedom and civilization as intrinsically connected to personal property.

LANGUAGE AND NAMES

Boslic and Ferengi.

FAVORED PROFESSION

Merchant or Rogue.

SPECIES ADJUSTMENTS

+1 Presence. Most Boslic cultivate their social skills because it's good for business.

SPECIES ABILITIES

- **Enlightened Self-Interest:** Boslics believe in the idea of enlightened self-interest almost to the point of religion. As a result they gain +1 Savvy, as well as a +1 bonus to Inquire, Enterprise (Business), and Enterprise (Street-wise) tests.
- **Skilled:** Boslics seem to have a broad range of experiences which they can draw upon. During the personal development step when creating the character's background (see *PG, Ch.5: Development*), Boslics gain extra skill picks. After choosing a package and picking skills, Boslics can add +2 skill levels to any one skill, or +1 to two skills.

PICKS

13 ([+9] Enlightened Self-Interest, [+4] Skilled).

D59 “Broken Link”



BZZIT KHAHT

PERSONALITY

Bzzit Khaht are a communal species that have a hard time adjusting to hierarchical structures. They work well in groups where all are equal and leadership is more amorphous.

PHYSIOLOGY AND APPEARANCE

An amphibious species, the Bzzit Khaht have a heavy pelvic area and powerful legs that allow them to jump impressive distances in normal or low gravity. They have acute eyesight and the feelers around their mouths can pick up changes in air pressure and movement with incredible accuracy. They must use special lotion on their skin to keep from drying out when not in damp conditions or in fresh water. They emit a protective scent that most species find mildly offensive.

HOMEWORLD

Athos IV, a rainy and cool world with heavy tectonic activity. Bzzitian cities are constructed in marshlands and along lake areas.

HISTORY AND CULTURE

Amphibious foragers, the Bzzit Khaht are not predators or scavengers like most humanoids. They develop communal social structures and work together in ways that seem inefficient to most. These creatures simply 'know' that they have a goal and how best to get to it. They reject hierarchical governing bodies. As a result, their culture has developed advanced science, but few ways to exploit it. Their entry into the Federation was held up due to the inability of negotiators to find someone who could make treaties and decisions.

LANGUAGE AND NAMES

Hhod. Bzzit Khaht names are strange combinations of sounds that are frequently difficult for other species to pronounce. They often take nicknames from the societies around them.

FAVORED PROFESSION

Diplomat. Bzzit Khaht are most comfortable in some form of liaison work.

SPECIES ADJUSTMENTS

+1 Perception.

SPECIES ABILITIES

- **Bonus Edge: Coordinator:** Bzzit Khaht work well in groups.
- **Power Jumper:** Bzzit Khaht leg structure allows for powerful jumps. Double the range for jumping.
- **Synergy:** Bzzit Khaht receive a +1 bonus on combined tests.

PICKS

12 ([+5] +1 Perception, [+2] Coordinator, [+3] Power Jumper, [+2] Synergy).

ST IV: The Voyage Home

CHAMELOIDS

PERSONALITY

Long regarded as myth, Chameloids are a species of shapeshifters. They are an alert, suspicious, and manipulative race – a result of heavy competition for survival on their homeworld. They change shape to protect themselves, not for pleasure, like the Founders of the Dominion.

PHYSIOLOGY AND APPEARANCE

A Chameloid's true form is that of a hairless, pasty-looking humanoid with yellowish skin, averaging two meters in height. They developed in a very competitive environment, requiring them to take on excellent camouflage. They have limits to their shapeshifting abilities – they can change height only by a meter or so, and their mass does not change. Their internal organs also remain intact, their eyes remain a bright yellow. They can only mimic the appearance of something they have observed.

HOMEWORLD

Pollux VIII, a barely M-class planet filled with predators.

HISTORY AND CULTURE

Most Chameloids encountered are descendants of those taken from their world by aliens who found use for a mimic. They were used from time to time by agents of the Orion Syndicate, and Klingon rogues, and other government agencies. The majority of Chameloids live on their homeworld in low industrial societies.

LANGUAGE AND NAMES

Chomo. Chameloid names vary in sound.

FAVORED PROFESSION

Rogue or Spy.

SPECIES ADJUSTMENTS

+1 Vitality

SPECIES ABILITIES

- **Exceptional Eyesight:** Chameloids developed good observational abilities as a survival trait and receive a +2 bonus to Observe (Spot) tests. They can also see well in dim lighting conditions, reducing total penalties for darkness by -2.
- **Mimic:** Chameloids can mimic any creature they see, within limits. The creature must be humanoid, it must be no more nor less than 50% larger or smaller than the Chameloid. It requires a Stamina test TN 15 (may be an extended test) to take on the form, and a Stamina test at TN 10 to maintain it per day.

PICKS

18 ([+5] +1 Vitality, [+3] Exceptional Eyesight, [+10] Mimic).

ST VI: The Undiscovered Country



DOPTERIANS

PERSONALITY

This shy and timid species are a Cardassian vassal species. They are quiet and generally pacifistic, but happily turn on their oppressors given a good enough opportunity.

PHYSIOLOGY AND APPEARANCE

Dopterians are a humanoid species that are distant cousins of the Ferengi. They have a four-lobed brain that makes them immune to telepathy and empathy. They have a distinctive bony ridge around the back of their head. They are usually a dark brown or tan color.

HOMEWORLD

Dopteria, an M-class planet inside Cardassian space.

HISTORY AND CULTURE

The Dopterians were invaded by the Cardassians in the mid-23rd century. Due to their psionic immunity, they became popular with the Obsidian Order, as well as the Orion Syndicate, who frequently used them as couriers. Dopterian culture has adapted to its vassal status well. They are subservient to their employers, but quick to turn on them, if the need or the opportunity arises.

LANGUAGE AND NAMES

Cardassian or, less frequently, Dopterian.

FAVORED PROFESSION

Rogue or Spy.

SPECIES ADJUSTMENTS

None.

SPECIES ABILITIES

- **Bonus Flaw: Weak Willed:** Dopterians are easily dominated.
- **Cautious:** Dopterians are naturally skittish. They receive a +1 bonus to Observe tests, as well as a +1 species bonus to Quickness tests for initiative.
- **Four-lobed Brain:** Dopterians have four-lobed brains, which render them immune to psionic skills and psi-like abilities. Dopterians cannot acquire the Psionic trait, and all Psionic skill tests against them automatically fail.

PICKS

8 [-2] Weak Willed, [+5] Cautious, [+5] Four-lobed Brain).

TNG "Firstborn"



KASHEETANS

PERSONALITY

Strong-willed and arrogant, the Kasheetan are a matriarchal society. They are herbivores that prefer to be in groups.

PHYSIOLOGY AND APPEARANCE

Kasheetans evolved early in their world's development. While having several reptilian traits, Kasheetan are actually warm-blooded dinosaurs, closer to birds than lizards. They reproduce sexually, but lay eggs that take six months to hatch. They have a double stomach, which they use to digest large amounts of grass and the like over long

periods of time. They have wide-angle vision like a cow or horse, as well as powerful legs which can either propel them at incredible speeds, or deliver a stunning kick to a predator. Kasheetan skin color ranges through yellows, greens and browns. Most have a mottled color combination, with male coloration less bright than that of females.

HOMEWORLD

Kaferia II. A lush, early-development M-class planet.

HISTORY AND CULTURE

Kasheetan history is still very short. They had developed early industrial-level societies on their own before they were discovered by the Orions in the 20th century. They were exploited regularly as slave labor; males culled by dominant females were sold for service offworld in exchange for more advanced materials and technology. With increasing visits from Earth ships throughout the 22nd century, this practice gradually came to a stop. Later the Kasheetan applied for protectorate status with the Federation, and were admitted as a member in 2260.

LANGUAGE AND NAMES

Morga or Federation Standard.

FAVORED PROFESSION

Any.

SPECIES ADJUSTMENTS

+2 Strength, -1 Presence

SPECIES ABILITIES

- **Bonus Trait: Sherpa:** Kasheetan can carry a great deal of weight and receive the Sherpa edge for free.
- **Bonus Trait: Speed:** Kasheetan are quick on their feet, and receive the Speed edge for free.



- **Powerful Kick:** Due to their powerful leg structure, Kasheetan roll 1d6+STR modifier for Unarmed Combat damage.
- **Wide-field Vision:** The placement of Kasheetan eyes allows them a 300° field of vision, granting them a +1 species bonus to Observe (Spot) tests.

PICKS

12 ([+10] +2 Strength, [-5] -1 Presence, [+2] Sherpa, [+2] Speed, [+2] Powerful Kick, [+1] Wide-field vision).

ST IV: The Voyage Home



RIGELIANS

PERSONALITY

Fond of pomp and ceremony, the Rigelians are a species of rituals and rules. They have a hierarchical government and caste system in which the elite are served by their inferiors. However, the real power in Rigelian culture lies with the servants, who work behind the scenes as diplomats, fixers, and power brokers.

PHYSIOLOGY AND APPEARANCE

Tall and powerful-looking, Rigelians are descended from a species of sea turtle. Their beaks are intensely powerful, capable of shearing through a human arm with little trouble. They have strong clawed hands, and armored skin. Their eyesight is poor, but their hearing and sense of smell excellent. They reproduce sexually, then lay eggs which take

over a year to hatch. For the first year, the young must be cared for at all times, at which point they reach the equivalent of human toddler.

HOMEWORLD

Beta Rigel IV.

HISTORY AND CULTURE

Rigelian culture is old, its history a fascinating mix of Machiavellian court intrigue and family-based politics. They achieved a level of technology equal to that of Middle Ages Earth early in their development, but remained stagnated at that level for nearly a millennia. They began to advance again with the introduction of capitalism and off-world trade from the Orions. They became a space faring race under their first 'world king' in 2100. The Rigelians were closely linked to the Orion Trade Confederacy throughout the 22nd century, but became a Federation member in 2258. Since then, their old cohorts have preyed on Rigelian ships whenever possible.

Rigelians have a 'world king' who actually has power to chart the course of legislation and controls the executive branch. His powers, however, are tempered by the de facto power of his courtiers – the actual movers and shakers of the Rigelian government. The various local nobility mimic the arrangements at the global level – although one goes to pay their respects to the king or lord, anything that needs to be done requires that you deal with the secretary or other servants.

LANGUAGE AND NAMES

Rigelian, a language of guttural sounds, pops, and clicks.

FAVORED PROFESSION

Rogue or Diplomat.

SPECIES ADJUSTMENTS

+1 Vitality, -1 Presence, +1 Perception

SPECIES ABILITIES

- **Amphibious:** Rigelians require air to breathe, but are capable of swimming long distances while holding their breath. If undertaking relaxed or standard activity, they can remain submerged for a base time of 10 minutes before making a TN 10 Stamina test; if engaging in demanding or extreme activity, this base time is reduced to 2 minutes; if the test is passed, additional tests are made every 10 (or 2) minutes with a cumulative +5 TN. Once a test is failed begin testing for asphyxiation as normal.

- **Courtier:** Rigelians are always thinking in terms of political power, and receive a +2 species bonus to their Savvy reaction. They also gain a +1 bonus to Influence tests, and a +1 bonus to Enterprise (Administration) tests.
- **Bonus Edge: Skill Focus: Keen Smell:** Rigelians gain a +4 to all Observe (Smell) tests.
- **Home By The Sea:** When swimming, Rigelians move at half the normal speed land-dwelling species normally do ('Walk' 3m, 'Jog' 6m...). They don't normally need to make Swim tests, only doing so under the same circumstances that land-dwelling species do (e.g., running during combat).
- **Nearsighted:** Rigelians are nearsighted, and consequently suffer a -2 penalty to all Observe (Spot) tests, as well as to all attacks beyond close range. The Narrator may also rule that the penalty applies to various other skills where visual acuity might be a factor, such as a Knowledge roll to recognize a specific vehicle at a distance.

PICKS

14 ([+5] +1 Vitality, [-5] -1 Presence, [+5] +1 Perception, [+8] Courtier, [+2] Skill Focus: Keen Smell, [+3] Home By The Sea, [-4] Nearsighted).

ST: TMP

OPTIONAL RIGELIAN TRAITS

Because of their highly political (some would say intrigue-riddled) culture, the following traits are common among Rigelian characters, though not universal:

- **Bonus Edges:** Alert, Shrewd.
- **Bonus Flaws:** Arrogant, Rival.

NON-SAURIAN NATURAL LINGUISTS



Although **Natural Linguist** is introduced here as a Saurian species ability (p.16), there is no reason the trait couldn't manifest in special cases throughout other species. **Hoshi Sato** from *Enterprise* is a prime example of a non-Saurian with a facility for tongues.

If it fits the character concept, any character can buy **Natural Linguist** as an edge during character creation, but only with Narrator approval. This is done by first selecting the **Innovative** edge, then buying **Natural Linguist**. The **Innovative** edge may either be substituted for the character's standard edge choice, or as an additional edge requiring a flaw to be chosen as well. Being the second or third edge chosen, **Natural Linguist** also requires that a flaw be chosen.

Narrators should be careful about allowing this ability to show up too often in a series. It should be a rare gift among non-Saurians.



SAURIANS

PERSONALITY

Steady and adaptable, Saurians are reliable companions and capable administrators.

PHYSIOLOGY AND APPEARANCE

Saurians are slender bipeds of reptilian, though close to avian, stock. They stand about 1.5m on average and have a large cranium. Their skin is purple and finely scaled, their eyes widely spaced, large and yellow, and though they look frail, their musculature is tightly knit, making them deceptively strong. They also possess four hearts, giving them superb cardiovascular systems.

HOMEWORLD

Sauria.

HISTORY AND CULTURE

Saurians have a rich history replete with competing religious and political systems that slowly coalesced into their current global government and singular faith. Their strong faith in a living, sentient universe is widely accepted by those of spiritual faith throughout the Federation. They are also renowned for their excellent liquors, of which Saurian brandy is just one example.

Saurians joined the Federation enthusiastically in 2200, having become a spacefaring species only a few years earlier. Many choose to serve in Starfleet.

LANGUAGE AND NAMES

Aulia or Federation Standard. There are several Saurian dialects, but Aulia is the most common, a musical and complex language that employs heavy tonal qualities that make it sung more than spoken. It is extremely difficult to learn. To most species, Saurian names are pretty sounding and often have a musical quality.

FAVORED PROFESSION

Starfleet Officer. Saurians are enthusiastic supporters of the Federation and Starfleet.

SPECIES ADJUSTMENTS

+1 Strength, +1 Presence, +1 Perception

SPECIES ABILITIES

- **Bonus Trait: Cultural Flexibility:** Saurians are xenophiles, enjoying learning about new people and cultures.
- **Bonus Edge: Great Stamina:** Saurians' quadruple hearts give them great endurance.
- **Natural Linguist:** Saurians learn languages with ease. After a full day of exposure to a new language, it can be learned at level 1 with a TN 10 Intellect test. Saurians advance all language skills as professional skills.
- **The Universe Will Provide:** Saurians have a strong belief in the sentient nature of the universe and the idea of a master plan. They begin the game with +1 Courage.

PICKS

26 ([+5] +1 Strength, [+5] +1 Presence, [+5] +1

Perception, [+2] Cultural Flexibility, [+2] Great Stamina, [+4] Natural Linguist, [+3] The Universe Will Provide).

ST: TMP



XELATIANS

PERSONALITY

Reserved and highly intelligent, Xelatians often come across as mysterious or intimidating. They have a whimsical sense of humor and are curious to the point of stubbornness. Xelatians are solitary by nature, but are very curious about others as well as the unknown. They rarely let an obstacle prevent them from achieving their goals.

PHYSIOLOGY AND APPEARANCE

Xelatians are cephalopods – invertebrates whose limbs are composed of ultra-strong muscle fiber and pressurized fluids. With no bones, their limbs can bend in any way necessary. They are clumsy on land, and the pseudo-humanoid form they usually present is due to the use of antigravity harnesses. Microcilia and suction pads grant them phenomenal grip and they can scale sheer, slick surfaces with little trouble. They revel in zero-g environments, never suffering from space-sickness.

Their internal structure is similar to that of Terran octopi, with the brain wrapped around the intestinal tracts. The 'head' is simply a large gas sac for buoyancy and locomotion. It is covered with a fine 'hair' of Xelatian *shadur*, a type of seaweed which symbiotically grows in the area of the gas sac, providing nutrients and insulation to the host.

They must immerse themselves in water every eight hours to avoid drying out. Their clothing is actually a suit that recycles water into their gill

XELATIAN DRY SUIT

Specifications: folded: approx. 4 liters; 15 kg

Description: Xelatians can survive in air for several hours and can also move without aid, but to better blend with humanoids, and to make their lives on land easier, they wear "dry suits." These resemble robes, with a breastplate-like device that provides anti-gravity support for the wearer. The headpiece has a faceplate that allows sight for the wearer, but also can translate Xelatian Luminal Speech, or project patterns for other Xelatians to see. The headpiece is topped by a kelp-like plant that stores water, which is extracted by the hydration system of the suit, creating a salinated, moist environment for the wearer. The suit is good for eight hours, after which point the 'kelp' must be immersed in water for an hour to recharge.

Rules: While wearing the dry suit, a Xelatian need not make Stamina tests for being on land. The suit negates the Agility penalties for moving on land, but imposes a -2 penalty to Observe (Spot) tests due to limited visibility through the visor. The suit does not protect against disease, radiation, nor vacuum; it simply provides moisture for the skin and water for the wearer to breathe.

Duration: The power systems of the suit last for 24 hours before recharge. The 'kelp' must be rehydrated every eight hours by immersion in water for one hour. The 'kelp' must be replaced every few months.

system; their bioluminescent visor protects their eye and allows communication through the same with others of their kind.

HOMEWORLD

Xelatia.

HISTORY AND CULTURE

At the time of their discovery, Xelatians had little in the way of technology, but had a grasp of certain of the sciences. Their philosophy and literary traditions (oral) were highly complex and innovative. They tend toward the mystical in their philosophies.

They were first contacted by Tellarite explorers in the early 22nd century. Being highly curious creatures they took to space travel with relish, subsequently joining the Federation in the early 23rd century.

LANGUAGE AND NAMES

Xelatians have a language that is bioluminescent in nature. They can understand spoken languages, but need a universal translator to respond in kind. They choose whimsical names.

FAVORED PROFESSION

Scientist or Mystic. The Xelatians enjoy problems and riddles, especially when creating them for others.

SPECIES ADJUSTMENTS

+2 Strength, +1 Perception. Like Terran octopi, Xelatians have excellent senses and powerful musculature.

SPECIES ABILITIES

- **Aquatic:** Xelatians require water to breathe, and special environmental suits for land



travel. They can survive for up to fifteen minutes in open air before testing for asphyxiation.

- **Bonus Edge: Skill Focus: Keen Sight:** Xelatians, like octopi, have extremely sharp vision.
- **Bonus Skill: Athletics (Swimming):** Xelatians receive Athletics (Swimming) skill at level 2, and can advance that skill as a professional skill.
- **Luminal Speech:** Xelatians developed communication using complex patterns of bioluminescence across their bodies. These patterns can be read by a specially adapted translator (universal translators do not work due to the visual aspect of the communication, but tricorders can be programmed to pick up Xelatian communications).
- **Mute:** Xelatians have no sound-producing organs, rendering them unable to speak.
- **Natural Swimmer:** When swimming, Xelatians move at the same speed land-dwelling species normally do ('Walk' 6m, 'Jog' 12m...). They don't normally need to make Swim tests, only doing so under the same circumstances that land-dwelling species do (e.g., running during combat).
- **Ocean-Bound:** When on land, Xelatians suffer from -4 Agility, and can only crawl/step or walk. They must also keep their skin wet, and most wear special moisturizing robes while on land. A Xelatians must immerse itself in water every 8 hours to avoid dehydration. If unable to do so, a Xelatian must make a TN 10 Stamina test every hour after the initial 8. A failure results in the loss of -1 Vitality; each subsequent test suffers a cumulative +5 TN.
- **Suction Grip:** Xelatians can use their counter-opposing musculature and suction pads to grip things intensely. They gain a +2 bonus to grapple maneuvers and do 1d6+STR modifier damage for a squeezing attack. Additionally, they gain a +2 species bonus to Athletics (Climb) tests.
- **Water Jet:** Using its gas sac, a Xelatian can jet up to 60m (as a full-round action) for up to two consecutive rounds. This ability can only be used while the character is in an Energetic or Winded condition, and once used, 5 minutes must elapse before using it again. If the character wants to use the ability before 5 minutes have elapsed, he must pass a TN 10 Stamina test. Within an hour-long period, every time the ability is used without waiting the full 5 minutes, the TN increases by +5. If the character fails the Stamina test, he can move no farther than a 'Crawl/Step' (2m) this turn.

PICKS

15 ([+10] +2 Strength, [+5] +1 Perception, [-5] Aquatic, [+2] Skill Focus: Keen Sight, [+4] Athletics (Swimming), [+0] Luminous Speech, [-5] Mute, [+5] Natural Swimmer, [-7] Ocean-Bound, [+4] Suction Grip, [+2] Water Jet).

ST IV: The Voyage Home



XYRILLIANS

PERSONALITY

Xyrillians are curious and peaceful people. They are technophilic, but are conscientious about making their technology blend with nature. They are easily given to emotional connections.

PHYSIOLOGY AND APPEARANCE

Xyrillians are humanoid, with orange skin that has scale-like plating under the epidermis to protect them. Their eyes are usually yellow, but a light sky blue is not uncommon. Compared to most humanoids, the major difference is their reproductive systems: Xyrillians do not reproduce through sexual intercourse. Instead, females generate both gametes, which are then transferred into the body cavity of the male of the species, which carries them to term. The Xyrillian gestation period is approximately five months, with birth occurring into a pouch-like cavity in the abdomen. Xyrillian embryos are very easily transferrable, even into males of other species; this can lead to some awkward moments for the surprised father-to-be.

HOMEWORLD

Xyrillia.

HISTORY AND CULTURE

Xyrillians achieved warp capability in the early 19th century. They are explorers, preferring to travel unobserved (and therefore unmolested by the likes of the Klingons and Orions). They developed cloaking systems in lieu of powerful weapons systems, and they were the first species to develop a primitive holographic simulator.

Xyrillian culture touts curiosity and cooperation. They applied for membership in the Federation soon after its founding, one of the earliest species to join. Xyrillians have a reputation for being xenophiles, although some of that is due to accidents involving reproduction from early encounters with other species. Usually, sexual encounters involve the use of a box-shaped device containing a psychoactive crystalline material which allows the transmission of pheromones and neurotransmitters between the participants.

LANGUAGE AND NAMES

Xyrillian and Federation Standard. Xyrillian names tend to have rounded vowel sounds throughout.

FAVORED PROFESSION

Starfleet Officer. Xyrillians are fascinated by the unknown.

SPECIES ADJUSTMENTS

+1 Presence

SPECIES ABILITIES

- **Amiable:** Xyrillians are genuinely friendly people who gain a +2 species bonus to Influence tests.
- **Bonus Edge: Curious:** Xyrillians love to explore and meet new people.
- **Parasitic Reproduction:** Xyrillian females create embryos in their bodies, which can then be transferred by touch to the male of any humanoid species with iron-based blood. To make this easier, Xyrillian females produce a pheromone that stimulates the production of pleasure neurotransmitters by the male during touch, and allows the embryo to be more easily transferred.

PICKS

9 ([+5] +1 Presence, [+4] Curious, [+0] Parasitic Reproduction).

ENT "Unexpected"