



HYLAN AND HAMALKI

NPCs



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Two of the newest *STAR TREK* novels from Timescape/Pocket books, *Mutiny on the Enterprise* and *The Wounded Sky*, (reviewed in last issue) each feature a new alien race, members of whom could easily be encountered as NPCs in ST:RPG2. These are the Hylans, of *Mutiny*, and the arachnoid Hamalki of *Sky*. The following guidelines are for use by Gamemasters who wish to use either race as NPCs in the game.

Hylans are actually humanoid in shape and nature, rather than true aliens, and could probably pass as humans as long as they could avoid sensor scans or Vulcan mind touches. The only representative of the race thus far encountered by the Federation is a young woman named Lorelei, who is a Speaker of Hyla. What facts that are available about this being must be inferred from her abilities. Nothing is yet known of Hyla itself other than that it is capable of evolving and supporting humanoid life forms of Lorelei's type.



Physically, Hylans are somewhat slighter than Terran humans, though possessed of enormous endurance, manifested in particular by a resistance to doses of radiation that would easily kill a human. Hylan reflexes seem no different than normal humans', nor do they show evidence of superior intelligence (unless the complete abandonment of all warlike tendencies counts as such). Their luck seems nearly human average, also. They are, however, highly charismatic and persuasive, and are psionically endowed as natural empathes, perhaps to an even greater extent than Vulcans (since they need not concentrate on a subject as a Vulcan must to mind touch), although this ability may be limited to Hylan Speakers

(it is assumed not everyone on Hyla is a Speaker). Lorelei evidenced brown hair and eyes and a translucent quality to her skin, which was also touched with a faint nut twinge, but such coloring may not be universal with her race. Her biopat-terns register as near Terran normal, but with detectable differences on McCoy's medical scanners.

Hylan racial modifiers would be:

STR -5 END +20 CHA +20
LUC -5 PSI +15

INT and DEX are normal (The PSI modifier is for Hylan Speakers, only. Other Hylans would probably be no more than +5.)

Hylans are extremely pacifistic as a race; they view pacifism as the True Path, almost as a religion. To achieve their ideals, however, they are willing to go to lengths some would consider extreme. These methods would include rendering those unable to see their viewpoint unconscious, if necessary, isolating them and their infectious anti-pacifistic thoughts from those who have come to agree with them. They will not take any violent action themselves, however, but will work through others who have come over to their viewpoint.

Fortunately for the Hylans, they have developed charismatic and empathic powers that enable them to persuade even their most ardent opponents over to their point of view. Speakers, especially, have developed their histrionic talents to a high degree. This is heightened by the use of subsonic and ultrasonic harmonics that subtly influence humans to further bring them around to the Speaker's pacifistic philosophy. Using her natural empathic powers, a Speaker can sense opposition in a person and tailor her argument to the most successful method possible, using her sonic powers to hypnotize the listener into accepting her own beliefs, yet leaving him convinced that he has been persuaded through logical argument alone. Female Hylans also seem to exude a pheromone that acts to excite human males. This helps the Hylan effect the human with her subsonics. Vulcans seem completely immune to the influences of a Hylan's pheromones and subsonics as well, and can logically check a Hylan's arguments in their disciplined minds and easily reject them if inappropriate to the situation. Other races, Tellarites, for example, may be similarly immune to Hylan influence (possibly due to pig-headedness in the case of Tellarites).

To simulate a Hylan's special sonic influence talent, whenever a Hylan attempts to win someone to her point of view, she must first make a psionic savings roll on raw PSI attribute. If it is successful, she may add a +10 to her persuasion attempts, as she has empathically deduced the best argument to use on her listener. She must then make a roll on the average of her CHA attribute and her *Negotiation/Diplomacy* skill (*Leadership* skill where it would be more appropriate), adding +10 if the PSI roll was successful and another +5 if the listener is a human male and is physically in the same room with her. If this roll is successful, the listener has been convinced of the rightness of the Hylan Speaker's case, unless he is able to make a saving roll of one half of his INT attribute. If he fails this resistance roll, he is completely won over to the Hylan's beliefs and viewpoints as presented to him, not even realizing they weren't his own all along,

unless he is made aware of it by someone else (and even then rejecting his old beliefs). With each failure to resist a Hylan's influence, the listener receives a +10% to the die roll on future attempts to resist further influences by the Hylan. Conversely, each successful resistance attempt adds -10% to the die roll, making it a bit easier to escape the Hylan's sonic hypnosis the next time. Even those who escape, however, may find themselves haunted by warm feelings of the Hylan. Should the INT Savings Roll ever drop to 0 or less, the victim is permanently under the Hylan's influence and totally turned to her pacifistic beliefs. A convertee can only be released from these beliefs by drastic measures such as Vulcan mind touch techniques. Even then, the victim will be somewhat confused mentally and will not completely recover for some days out of hearing of the Hylan's voice.

Vulcans may make savings rolls against Hylan attempts to influence them at full INT level with an additional -20 modifier to the die roll; if the initial roll fails, they may immediately make a second, a logic check. Tellarites may roll at full INT level, and may add a -10 if the Hylan has missed her PSI roll. Anyone who cannot hear the Hylan at all, due to deafness, ears stuffed with jeweler's wax, etc., will be totally immune to the Hylan's effect.

In addition to their psionic/sonic persuasion talents, Hylan Speakers seem to have a highly developed talent for learning languages. Within minutes of hearing a new language, they will have mastered it and can weave a convincing argument in it.

Typical Hylan Speaker NPC:

STR 30 + 2D10 END 70 + 2D10
 INT 50 + 2D10 DEX 50 + 2D10
 CHA 85 + 2D10 LUC 45 + 2D10
 PSI 80 + 2D10

Significant skills	Rating
Leadership	80 + 2D10
Negotiation/Diplomacy	80 + 2D10
Psychology	80 + 2D10
Languages	(all) 99 (must hear language first, or otherwise observe, if nonverbal)

Special Ability: Sonic Persuasion.

Hamalki are a pseudo-arachnoid alien race native to the Federation member world Hamal. Hamalki are well-known and respected throughout the Federation (unless the GM wishes to use them in a first contact scenario, of course), particularly for their skill in building and the physical sciences. They are noted especially for the transcendental science known as "creative physics", which even Vulcans often find difficult to grasp. The Hamalki designed and built the shielding on some of the later model warp engines in use by the Federation toward the end of the *Enterprise's* five-year mission and after.

Hamalki appear very much like huge glass spiders (or, possibly to some, like crabs). They possess a rounded central body about a meter across and half a meter thick, to which are attached 12 articulated legs, which allow a typical Hamalki to stand about a meter high. The legs are tipped with retractable claws that are only extended when it is necessary for the alien to grasp or manipulate something and that give the Hamalki surprisingly developed fine manipulation abilities. Their bodies are transparent in most places and translucent in others and are made of a chitin analogue as clear as glass. The body surface is polished to mirror smoothness in most places, which causes them to glitter like cut crystal under very bright lighting conditions, spotlights and the like. The upper abdomen, however, is covered with clear, needle-fine spines of fur that sparkle like dew-covered glass (adding even more to the glitter effect). Running atop the abdomen of a Hamalki from front to back is a slender ridge or crest, in which is set the alien's 12 eyes, four at one end, four at the other, and four along the ridge. Hamalki eyes seem expressionless at first to humans, but, upon closer examination, appear to burn like blue-hot coals full of shifting fire, revealing a strong, powerful personality within.

Racial modifiers for Hamalki NPCs are:

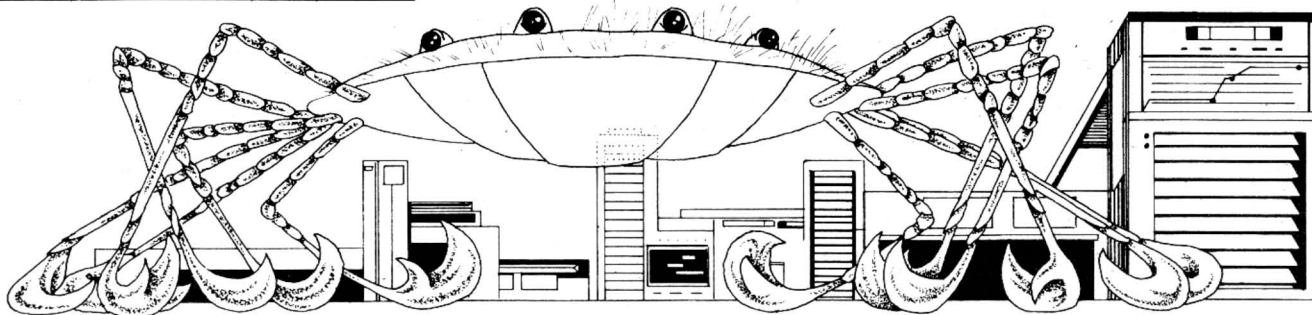
STR + 0	END + 5	INT + 15
DEX + 20	CHA - 10	LUC - 10
PSI - 10		

Their hard chitinlike bodies give them -8 points of damage per attack as a natural defense, and their claws add +2 damage per hand-to-hand attack.

The native speech of the Hamalki is based on harmonics and variations in pitch, and is thus very melodious, as well as difficult for humans to master. It is primarily composed of consonants and has only one vowel; an E above high C, surrounded by shivering harmonics. Their voices, even when speaking Galactic, resemble the delicate tones of wind chimes, though are somewhat staccato in sound. Their laughter, especially, sounds like tinkling musical chimes, melodious and happy. Hamalki seem to have a fondness for using Teran idioms, though they invariably mix them up badly, and humorously (K't'lk, the Hamalki in *Sky*, was often corrected in this by Spock). In spite of their seemingly expressionless eyes, Hamalki are capable of deep emotions, and are often quite joyous, though they, too, have their sadnesses.

Hamalki young are hatched from spun glass eggs that contain the DNA of the parent's old self, which means the same individual Hamalki can live many times by passing on its physical essence, memories included, to an offspring. This reincarnation is often necessary for certain Hamalki to complete some of their more complex scientific or architectural projects. Hamalki science, especially their creative physics, is highly developed, as is Hamalki architecture, their buildings and artistic creations often consisting of spun glass-like webs that are both functional and aesthetic.

In keeping with their spiderlike appearance, Hamalki can create their own



webbing, exuding a filament of crystalline fluid from a tiny orifice on their bellies. This filament can be spun with great delicacy into elegant glass structures that rival the most beautiful art works in Federation history.

The Hamalki procreation act is also spiderlike, in that females kill and devour the males in the act of love. Certain enzymes are triggered in the male during lovemaking that, when devoured by the female, cause the DNA of the children born to such females to be combined in different ways than that of hatchlings born to mothers who did not devour their lovers, making these nestlings stronger and more adaptable than those whose fathers lived. While the race is now capable of synthesizing these enzymes, the lovemaking ritual has come to have almost religious overtones and the black widow tendencies continue. Moreover, since the Hamalki believe that the male's spirit or soul is passed on to the offspring, the devoured loved one is not really lost.

Other than these beliefs and those entailed in their creative physics (which is quite mystical in its overtones), the Hamalki are fully rational, intelligent beings. They do pray to a god or goddess they call Architectrix, which seems to be a personification of their great love of building, but it seems more along the lines of humans who invoke the name of God as a figure of speech more than anything else.

Another interesting aspect of the Hamalki metabolism is that it seems to be totally unaffected by alcohol, yet a Hamalki can become intoxicated by the intake of polycarbons, graphite specifically. Still, they will often partake in alcoholic beverages to be social, drinking through a strawlike imbibing organ that extends from their sides and allows a Hamalki to talk at the same time it is drinking.

In addition to their love of building and their scientific explorations, Hamalki are extremely melodious singers. They are capable of weaving intricate tunes and melodies as beautiful as their crystalline artwork and architectural wonders, especially when singing the equations of creative physics.

All in all, Hamalki are quite capable, quite congenial beings (their lowered CHA being only due to their close resemblance to spiders), and as such are welcome additions to the many races of the United Federation of Planets.

Typical Hamalki NPC:

STR 50 + 2D10 END 55 + 2D10
 INT 90 + 2D10 DEX 80 + 2D10
 CHA 40 + 2D10 LUC 40 + 2D10
 PSI 40 + 2D10

<i>Significant skills</i>	<i>Rating</i>
Architecture	80 + 2D10
Artistic Ability	(spun glass sculpture) 80 + 2D10
Creative Physics	90 + 2D10
Personal Combat (unarmed)	40 + 2D10.

In addition to being able to use their claws in unarmed combat, a Hamalki may bite its victim if it makes a successful hand-to-hand combat roll. Such a bite will inject a paralyzing poison into the victim, which will do 5D10 points of temporary damage to END. Once the points from the poison are subtracted, the victim must make an END Savings Roll on the number of points left, or become completely paralyzed for 3D10+30 minutes. If he manages to shrug off the full effects of the poison (the roll is successful), he may continue to function, but his DEX is effectively halved for all saving rolls for the same period of time he would have been paralyzed.

A Hamalki may also use its web fluid to entangle a target. This is automatic on paralyzed victims. To entangle a nonparalyzed target, the Hamalki must make a roll to hit of one half DEX attribute, with all the normal

die modifiers for ranged combat added in. The target must be within five meters to be hit, as the web cannot be projected farther than that. If the target is hit by the web, he becomes stuck to it and entangled. The STR of the web must be determined by the GM with a percentile roll. The result is subtracted from the STR of the person caught in the web, and the remainder is what the victim must roll under on percentile dice to be able to break free. If this result is less than one, the web is too strong for the victim to break out of unassisted. To cut someone free of a Hamalki web, one must do the number of strength points rolled for it in damage with a nonblunt weapon (phasers set to disintegrate are *not* recommended). Once the web strand is partially damaged, the victim may attempt a new STR savings throw calculated on the web's adjusted STR to break free.

