

# Memory ★ ICON

## Antedean Species Template

### Attributes

Fitness 1 [4]  
    Strength (-1)  
    Vitality (-2)

Coordination 1 [5]

Intellect 2 [5]

Presence 2 [5]

Psi 0 [5]

### Skills

Artistic Expression (choose) 2 (3) OR Craft (choose) 2 (3)

Athletics (Diving) 2 (3)

    (Swimming) (4)

Culture (Antedean) 2 (3)

History (Antedean) 1 (2)

Language

    Antedean (2)

Persuasion (Storytelling) 1 (2)

Planetary Survival (Ocean) 1 (2)

Science, Planetary (Hydrology) 1 (3)

    (Oceanography) (3)

World Knowledge (Antede III) 1 (2)

### Typical Traits

Intolerant (Non-Icthyohumans) (-3)

### Appearance and Physiology

An ichthyohumanoid (fish-like) species, scale tones range from bluish-white to purplish-silver. Antedeans have no body hair but have head-fins. On their chin grow two long tentacles. They have large eyes and webbed hands.

Although the Antedeans are capable of spaceflight, they find space travel disorienting and extremely unpleasant, and survive the ordeal by entering a self-induced catatonic state. Their half-shut eyes fully open upon awakening, a process that takes several hours. Upon revival at the end of the voyage, Antedeans require large amounts of food to replenish their bodies.

### Society

Seen by very few Terrans, Antedeans are introverted with little outside interests, very few ever leave their homeworld. Living in cities beneath the wide oceans of their nearly landless planet, their level of technology is surprising considering their limited resources and barely amphibious lifestyle.

Antedean culture centers on their environment and communities. Practical and conservative they are a pragmatic people, unwilling to trust or embrace new ideas or lofty concepts. Despite their high level of technology they prefer simpler ways over mechanically based advancements,

which they believe conflict with the balance of nature.

Living much as they did a thousand years ago, simple fish farming and kelp cultivation are the planets major industry, universal material for tools is stone, supplemented by bone and shell.

The visual arts are practiced with great vigor by all people of Antede, but little evidence of their prehistory has survived, as the materials used—wood, ochers, shells, feathers, and clay—are short-lived. Nevertheless, Antede is enormously rich in the arts of sculpture, and architecture, as well as in such highly refined crafts of pottery, weaving, and matting.

There is no marriage, and reproduction is decided based upon the needs of the community and resources available to support an addition to the population. The community raises the children and as a result no Antedean knows who their relatives really are.

### **Political Structure**

Ruled by a senate (the leader of which is the planetary Prime Minister), communities of no more than ten thousand individuals are scattered over Antede. Elected representatives are chosen every year to govern these communities in accordance with ecological law. A small group of progressive government leaders were able to gain enough support to petition for Federation membership, but a resistance movement disrupted the negotiations and eventually re-established conservative leadership within the government.

*Submitted by Unknown*

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# Memory ★ ICON

## Arcadian Species Template

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Arcadians are a sapient semiaquatic species roughly resembling dolphinoid mermaids with pale skin, dark green hair and large blue-grey eyes.

Most Arcadians are pacifists, living in large social collectives. They do not have family groups, child-rearing being done by the entire collective. Arcadians are equally comfortable on dry land or in the water.

### Attributes

Fitness 1 [4]

Vitality +1

Intellect 2 [5]

Coordination 2 [5]

Dexterity +2

Presence 2 [5]

Psi 0 [5]

### Skills:

Athletics (Swimming) 2 (3)

Culture (Arcadian) 2 (3)

History (Arcadian) 1 (2)

Language (Arcadian) 2

Physical Sciences (Physics) 2 (3)

World Knowledge (Arcadia) 1 (2)

### Typical Traits:

Language Ability +2, Innovative +1

### Notes:

Arcadians appeared in *Star Trek IV: The Voyage Home* in the Federation Council Chamber.

This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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## *Ariolo Species Template*

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Ariolo are a mammalian species resembling the centaurs of Earth legend, with four legs and two arms. They are large beings, massing nearly a half-tonne, and are covered in fine hair ranging in colour from mottled grey through brown and black. They have a slow metabolism, but when necessary can move extremely swiftly.

Ariolo are hedonistic, and very social. Pleasure is the central goal of individual Ariolo, and they love to throw and attend *aferio*, or parties, although the word "party" is a very weak translation. Ariolo have discriminating palates, and expend much energy both eating and cooking.

### **Attributes**

Fitness 2 [5]

Intellect 2 [5]

Coordination 1 [5]

Presence 1 [5]

Empathy +2

Psi 0 [5]

### **Skills:**

Artistic Expression (Cooking) AND (Music) 2 (3) (3)

Culture (Ariolo) 2 (3)

History (Ariolo) 1 (2)

Language (Ariolo) 2

Material Engineering (choose Specialisation) 1 (2)

Physical Science (choose Specialisation) 1 (2)

World Knowledge (Fillandia) 1 (2)

### **Typical Traits:**

Artistic Ability (Cooking) +2, Engineering Aptitude +5, Excellent Chemoreception +2, Hedonist -1, Phobia (Claustrophobia) -3

### **Notes:**

Ariolo appeared in *Star Trek IV: The Voyage Home* in the Federation Council Chamber. This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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## Arkenite Species Template

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Arkenites are a tall humanoid race descended from an aquatic ancestor. They are recognisable by their bulbous, hairless heads and their large, fin-like ears. Arkenites are extremely sensitive to magnetic fields, and when off their homeworld wear a device called an *Anlac'ven* to avoid vertigo.

### Attributes

Fitness 2 [5]

Intellect 3 [6]

Coordination 2 [5]

Presence 1 [5]

Psi 0 [5]

### Skills

Athletics (Swimming) 2 (3)

Culture (Arkenite) 2 (3)

History (Arkenite) 1 (2)

Language (Arkenite) 2

Science, Any (Choose 2 Specialisations) 1 (2) (2)

World Knowledge (Arken II) 1 (2)

### Typical Traits

Poor Sight -2, Excellent Hearing +2, Medical Problem (Sensitivity to Magnetic Fields) -1, Medical Remedy (*Anlac'ven*) +1, Excellent Balance +2, Sense of Direction +3, Peripheral Vision +1

### Notes:

Arkenites appeared in *Star Trek IV: The Voyage Home* in the Starfleet Emergency Monitor Room. This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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## Bajoran Species Template

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A species with a long history of space travel, Bajoran civilization suffered greatly under Cardassian occupation. With the repelling of their Cardassian oppressors the Bajorans have taken to rebuilding their planet and have request (and have been granted) Federation assistance. The Bajorans are a very spiritual people who worship the Prophets of their wormhole; their recent experiences have also forced many to become freedom fighters.

### Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Willpower +1

Psi 0 [5]

### Skills

Any Science (choose Specialization) 2 (3)

Artistic Expression or Espionage (choose one and Specialization) 2 (3)

Culture (Bajoran) 2 (3)

History (Bajoran) 1 (2)

Language

Bajoran 2

Streetwise (choose Specialization) 2 (3)

World Knowledge (Bajor) 1 (2)

### Typical Advantages/Disadvantages

One extra Courage Point, Species Enemy (Cardassians) -4

Submitted by [Patrick M. Murphy](#)

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## *Benzite Species Template*

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A humanoid race, inhabitants of the planet Benzar. Because of the atmosphere of their homeworlds, they must use respirators to breathe properly in Class M environments.

### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Empathy +1

Psi 0 [5]

### **Skills**

Any Science (choose specialty) 2 (3)

Athletics (choose Specialization) 1 (2)

Culture (Benzite) 2 (3)

History (Benzite) 1 (2)

Language

Benzite 2

Planetside Survival (Class M worlds) 1 (2)

World Knowledge (Benzar) 1 (2)

### **Typical Advantages/Disadvantages**

Medical Problem (cannot breathe standard atmosphere)-3, Medical Remedy (Respirator) +3

**NOTE:** After 2372, Benzite medical science makes the use of the respirator unnecessary. Also note that Benzites from the same geostructure look identical to non-Benzites, which opens up some interesting ideas, such as allowing a player to play multiple Benzites from the same geostructure

Benzites were seen in the ST: TNG episodes "A Matter of Honor" and "Coming of Age", and were also seen in the DS9 episode "Apocalypse Rising".

Submitted by [Allen Shock](#)

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## Borg Species Template

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The Borg are a cybernetically enhanced humanoid species, each drone tied into a centralized communications network known as the collective. The Borg civilization is constantly expanding to assimilate new species in which their technology and distinctiveness is added to that of the Borg.

### Attributes

Fitness 4 [6]

Strength +1

Vitality +1

Coordination 1 [6]

Intellect 4 [6]

Presence 1 [5]

Willpower +2

Empathy -2

Psi 0 [0]

### Skills

Any necessary Skill and Specialization (accessed through the Collective) 3 (4)

Language

Borg 2

Unarmed Combat (Wrestling) 2 (3)

### Typical Advantages/Disadvantages

Eidetic Memory +3, Enhanced Vision +2, High Pain Threshold +2, Multitasking +2, Rapid Healing +1

### Editor's Notes

This is obviously a very quick-and-dirty version of the Borg. The complexities of the species and their special abilities (cybernetics) is beyond the scope of a very quick Template.

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

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## *Boslic Species Template*

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The Boslic of Bosala II are a tall, attractive humanoid race with a smooth vertical ridge bisecting the forehead. Boslic hair and eye colours range from a light lavender to a deep violet, while the skin colour has a "peaches and cream" complexion.

### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 3 [5]

Psi 0 [5]

### **Skills**

Any Science (select Specialization) 2 (3)

Computer (Data Alteration/Hacking) 2 (3)

Culture (Boslic) 2 (3)

History (Boslic) 1 (2)

Language

    Boslic 2

World Knowledge (Bosala II) 1 (2)

### **Typical Traits**

Sexy +2

### **Notes**

Captain Rionoj, a female Boslic freighter captain and suspected smuggler, was a regular visitor to Deep Space 9.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Breen Species Template 1

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A politically non-aligned species well adapted to surviving in cold conditions. Their outlook has been shaped by the harsh conditions of their homeworld, such that many acts deemed of questionable morality by Federation species are looked upon as necessary to fulfill their obligations by the Breen. The Breen wear refrigerated suits when exploring most environments considered tolerable by M-class planetary standards.

### Attributes

Fitness 3 [5]

Vitality +2

Coordination 1 [4]

Intellect 2 [5]

Presence 2 [5]

Psi 0 [0]

### Skills

Any Science (select Specialization) 2 (3)

Culture (Breen) 2 (3)

History (Breen) 1 (2)

Language

Breen 2

Planetside Survival (choose non-arctic Specialization) 2 (3)

World Knowledge (Breen) 1 (2)

### Typical Advantages/Disadvantages

Telepathic Resistance +4, Obligation -3

### Editor's Notes

For another take on the Breen, check out Owen Outlon's version. Owen has capitalized on additional information made available after the release of this template, but the Star Trek Encyclopedia makes me favor keeping the Obligation Disadvantage.

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## Breen Species Template 2

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The Breen are a mystery race - very few people know exactly what they look like. Non-aligned until 2373, the Breen joined the Dominion War on the side of the Founders, and gradually replaced the Cardassians as the Founders' primary Alpha Quadrant ally. The Breen are universally regarded as treacherous and untrustworthy - a Romulan proverb advises "Never turn your back on a Breen."

Although the Breen are never seen without their refrigerated environmental suits, it is reported by surviving senior Cardassian personnel that according to Weyoun - a Vorta aide to the female Founder who enlisted their aide in the war - the refrigeration suits are unnecessary, the Breen being perfectly capable of existing in a temperate environment. Why they maintain this ruse is unknown.

### Attributes

Fitness 3 [5]

Vitality +2

Coordination 1 [4]

Intellect 2 [5]

Presence 2 [5]

Psi 0 [0]

### Skills

Any Science (select Specialization) 2 (3)

Culture (Breen) 2 (3)

History (Breen) 1 (2)

Language

Breen 2

Personal Equipment (Environment Suit) 1 (3)

Planetside Survival (Arctic) 1 (3)

World Knowledge (Breen) 1 (2)

### Typical Advantages/Disadvantages

Telepathic Resistance +4, Bad Reputation (Treachery) -4

### Editor's Notes

For another take on the Breen, check out Patrick Murphy's version, but Owen has capitalized on additional info on the Breen made available after the release of that template.

Submitted by [Owen E. Oulton](#)

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## *Bynar Species Template*

Bynaus, the Bynar homeworld, survived the death of the star Beta Magellan in their system in 2364. Physically, the Bynars resemble humans, but stand around four feet tall on average and have enlarged, bony craniums with slender bodies. Spread across the surface of Bynaus is the Bynar's extremely sophisticated main computer network, to which each Bynar is linked. Over time, they have merged their society and even their own identities into the structure of their vast computer operating system. Every Bynar has a buffer, a cybernetic device worn on their belts, that enables them to exchange information in digital form. All Bynars live and work in pairs, and are neither considered male or female but a linked pair. The Bynar's concept of logic is as close to binary as any organic being can get, dividing every issue into "1" or "0" choices, like that of a computer. Thinking in absolutes, Bynar logic may lead them to acts of questionable morality. In 2364 they attempted to steal the U.S.S. Enterprise when their computer system was under threat. Bynar logic dictated that the need was too great, and they could not absolutely guarantee that the Federation would agree to help them. Rather than except the possibility of failure, they were prepared deal unjustly with others.

Unlike the Borg, Bynars do possess a degree of individuality. Like the Borg, each Bynar can access any information that is available to any other Bynar through their computer links. The Bynars have an affinity with technology; they specialize in most science and technical skills, especially those dealing with computers. In fact, their computer skills are highly sought after within the Alpha Quadrant .

### **Attributes**

Fitness 1 [3]

Coordination 2 [4]

    Reaction +1

Intellect 5 [6]

    Logic +2

    Perception +1

Presence 1 [3]

Psi 0 [0]

### **Skills**

Computer (Programming) 2 (3)

Culture (Bynar) 2 (3)

History (Bynar) 1 (2)

Language

    Bynar 2

Physical Sciences (Computer Science) 2 (3)

Systems Engineering (Computer Systems) 2 (3)

World Knowledge (Bynaus) 1 (2)

### **Typical Advantages/Disadvantages**

Engineering Aptitude +3, Mathematical Ability +3, Multitasking +2, Synergy (only with other Bynars) +3, Obligation (Bynaus computer mainframe) -3, Pacifism (total nonviolence) -5

### **Author's Notes**

Bynars can join a Series because of a number of reasons. The most logical is that the Bynars are on a quest for knowledge to increase the database of their main computer, or to conduct repairs or upgrades. Exactly how the Bynar link to their computer mainframe works is still a mystery. However, as was shown the Bynars depend on their main computer for survival. Should their main computer fail, the Bynars will die. This is represented as Medical Problem (Bynaus Computer Mainframe) -5. Most Bynars would be born and raised on Bynaus. With that in mind, the Early Life History package for a Bynar should be something like the following:

#### **Bynar Upbringing** (5 Development Points)

Any Academic Skill (per chart on page 71 of the core rulebook) 1 (2)

Computer (Choose Specialization) 1 (2)

Logic Edge +1

Being part of a linked pair, role-playing a Bynar can present a challenge. There are ways of dealing with this. The player can play one Bynar, with the other being a non-player character. Alternatively, the player can play the linked pair; i.e., both Bynars as one character. In either case, the Narrator makes the final decision. Exactly what happens should one of a linked pair of Bynars die or be killed is still unknown. This is also up to the Narrator. Narrators may consider giving Bynars the Dependent Disadvantage (-2).

Submitted by [Adam Toulmin](#)

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# Memory ★ ICON

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## Bzzit Khaht Species Template

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Bzzit Khaht are an intelligent amphibious species from the planet Althos IV. They require daily soaking to avoid painful skin problems, and their skin membranes emit an odour which most other species find offensive.

Bzzit Khaht are a communal species and often have problems with the concepts of leadership and hierarchical organisation.

### Attributes

Fitness 2 [5]

Intellect 2 [5]

    Perception +1

Coordination 1 [5]

Presence 1 [5]

    Empathy +1

Psi 1 [5]

### Skills

Athletics (Swimming) 2 (3)

Culture (Bzzit Khaht) 2 (3)

History (Bzzit Khaht) 1 (2)

Language (Bzzit Khaht) 2

Life Sciences (Ecology) 1 (2)

Receptive Empathy 1

World Knowledge (Althos IV) 1 (2)

### Typical Traits

Excellent Chemoreception +2, Excellent Hearing +2, Synergy +3, Medical Problem (Skin requires soaking daily) -2, Medical Problem (Offensive smell) -1

### Notes:

Bzzit Khaht appeared in *Star Trek IV: The Voyage Home* in the Federation Council Chamber. This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

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## *Caitian Species Template 1*

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A felinoid species belonging to the Federation, the Caitians are lithe and dexterous creatures.

### **Attributes**

Fitness 2 [5]

Coordination 3 [6]

    Dexterity +1

    Reaction +1

Intellect 2 [5]

Presence 2 [5]

Psi 0 [5]

### **Skills**

Any Science (choose Specialization) 1 (2)

Culture (Caitian) 2 (3)

History (Caitian) 1 (2)

Language

    Caitian 2

World Knowledge (Cait) 1 (2)

### **Typical Advantages/Disadvantages**

Excellent Balance +1, Excellent Sight +2

### **Editor's Notes**

For another interpretation of the Caitians, see Davy Jones' version.

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## Caitian Species Template 2

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Caitians are graceful cat-like humanoids from the planet Cait. They are well-known by their love of art and recreation, and are sometimes characterized as frivolous. Their world is a lush jungle, and ancient Caitians had few real predators. They evolved into a culture with few real needs, and were able to concentrate on the finer things. This matriarchal society practices equality at every level; even Caitian names have no gender preference.

### Attributes

Fitness 2 [5]

Coordination 3 [6]

Dexterity +1

Reaction +1

Intellect 2 [5]

Logic -1

Presence 2 [5]

Willpower -1

Psi 0 [5]

### Skills

Artistic Expression (choose Specialization) 1 (2)

Athletics (choose Specialization) 2 (3)

Culture (Caitian) 2 (3)

History (Caitian) 1 (2)

Language

Caitian 2

World Knowledge (Cait) 2 (3)

### Typical Advantages/Disadvantages

Excellent Balance +1, Impulsive -1, Night Vision +1

### Author's Notes

This version of the Caitian is a little more extreme, exemplifying (exploiting?) their more hedonistic background (according to some descriptions of the race).

### Editor's Notes

For another take on the Caitians, check out Patrick Murphy's version.

Submitted by [Davy Jones](#)

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# Memory ★ ICON

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## Cardassian Species Template

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### Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 3 [5]

    Perception +1

Presence 2 [3]

    Willpower +1

Psi 0 [6]

### Skills

Administration (Logistics) 1 (2)

Athletics (choose Specialization) 2 (3)

Culture (Cardassian) 2 (3)

History 1 (2)

Language

    Cardassian 2

World Knowledge (Cardassia) 1 (2)

### Typical Advantages/Disadvantages

Eidetic Memory (+3), High Temperature Tolerance\* (n/a), Intolerant (pacifists and civilians) -2

\* High temperature Tolerance: Cardassians may function normally at high temperatures (higher than those tolerable to humans). In cold climates, however, they suffer the effect of a -1 to their Stamina.

Submitted by [Molotov](#)

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## Chalnoth Species Template

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The inhabitants of Chalna VII are carnivorous hunters. They are covered in thick orange fur (1 point protection) and are usually quite tall. They have vicious looking front teeth, designed to tear raw meat off the bone. Chalnoth are impulsive, living for combat and the hunt, and have no overall government, though they will sometimes form loose groups around a leader when it suits them. Their planet is cold and barren, mostly mountain ranges and ice fields.

### Attributes

Fitness 2 [5]

Strength +1

Coordination 2 [5]

Reaction +1

Intellect 2 [5]

Logic -2

Presence 2 [4]

Empathy -2

Willpower +1

Psi 0 [4]

### Skills

Athletics (choose Specialization) 2 (3)

Culture (Chalnoth) 2 (3)

History (Chalnoth) 1 (2)

Language

Chalnoth 2

Planetside Survival (Arctic) 2 (3)

Primitive Weaponry (Knife) 2 (3)

Unarmed Combat (Wrestling) 2 (3)

World Knowledge (Chalna VII) 1 (2)

### Typical Advantages/Disadvantages

Bold +1, High Pain Threshold +2, Bloodlust -2, Impulsive -1.

### Notes

The Chalnoth have contacted other races, including the Federation, so there could be a Starfleet outpost or station on their world. A mission to Chalna VII would be a good way for players to interact with their volatile culture.

Submitted by [Greg Hughes](#)

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# Memory ★ ICON

## *Chameloid Species Template*

Chameloids (pronounced KAHM-e-loidz) are the only known race native to the Alpha and Beta quadrants capable of shapechanging. Their home world is Pollux VIII, which lies on the far end of the neutral zone between the Romulan and Klingon Empires. The majority of species native to that planet rely primarily on eyesight for sensory input. Their evolutionary ancestors developed in a niche where they fed on a range of extremely fast creatures and were preyed upon by very lethal ones. These ancestors developed the ability to alternately mimic their predators and prey just to survive. In turn, these species developed keen eyesight to spot the Chameloids' ancestors, forcing them to further perfect their mimicry. Eventually, these animals developed other means of detecting the shapeshifters, and so the Chameloids had to develop intelligence.

Unlike the Founders, chameloids are solid creatures, and need not return to their true shape at any time. Their true form is that of a tall (2 meters), hairless humanoid with pallid yellow skin. Furthermore, they can only mimic individuals they have seen in person, rather than taking on unique shapes or inanimate objects. They are further limited by size – they cannot mimic any creature less than one meter or greater than three meters in size. A Chameloid's yellow eyes are the only feature that cannot be changed. Of course, this can be concealed using the Disguise skill. Chameloids reveal themselves to others so rarely that their existence is widely regarded as myth. Note that Chameloids do not gain any abilities from their shape, such as speed or strength. They merely look (and, if desired, sound) like the subject in question. Note also that a Chameloid can change only his or her body, not clothing or other effects.

Chameloids have not developed warp technology, and so are constrained by the speed of light. They are, however, able to infiltrate the ships of other species and travel anywhere from there.

### **Attributes**

Fitness 2 [5]

Coordination 2 [6]

Intellect 2 [5]

    Logic -1

Presence 2 [5]

    Empathy -1

    Willpower -1

Psi 0 [3]

### **Skills**

Culture (Chameloid) 1 (2)

Shape Shifting (choose Specialization) 4 (5)

History (Chameloid) 1 (2)

Language

    Chameloid 2

Mimicry (choose Specialization) 2 (3)

World Knowledge (Pollux VIII) 1 (2)

### **Typical Advantages/Disadvantages**

Exceptional Eyesight (+2), Shapeshifter (+6), Poor Chemoreception (-1), Poor Hearing (-1)

### **Author's Notes**

A Chameloid named Martia appeared in Star Trek VI on the Klingon penal asteroid. The above information is largely speculation and based entirely on the film.

Note that the effectiveness of the Chameloid's shape-changing ability is based on his or her level of skill.

### **Editor's Notes**

I have adjusted the Template for the higher cost I assigned to the Shapeshifter Advantage. I would also consider whether or not all Chameloids are so talented at the Shapeshifting Skill; my inclination is to give the average Chameloid a Shapeshifting Skill of 2 or 3. Even if shapeshifting is something they do all the time, I'm not convinced it should be so much higher than their language skill level.

*Submitted by [Ryan Scott](#)*

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# Memory ★ ICON

## Attributes

Fitness 2 [5]

Coordination 2 [5]

Dexterity +1

Intellect 2 [6]

Logic +1

Presence 1 [5]

Empathy +1

Psi 0 [5]

## Skills

Engineering (choose any 2 Specializations) 2 (3)

Computer (choose Specialization) 1 (2)

Culture (Cygnus) 2 (3)

History (Cygnus) 1 (2)

Language

Cygnan 2

Science or Engineering (choose Specialization) 1 (2)

World Knowledge (Cygnus) 1 (2)

## Typical Advantages Disadvantages

Curious +1, Engineering Aptitude +3, Medical Remedy (Chemical Sunblock) +1, Night Vision +2, Impulsive -1, Intolerance (Authoritarian Behavior) -2, Medical Problem (No Skin Pigmentation) -1, Obsessive Tendencies (Technology) -3

The humanoid Cygnans are from a system with very low UV output and thus they lack the skin pigments that protect against UV light. To offset this they need to regularly apply a long lasting chemical sunblock to their very pale skin, which together with their totally black eyes, gives them a very distinctive, albino-like appearance.

Known for their technological aptitude and abilities, Cygnans actually see technology as a form of art - they are also renowned for their art. Cygnans have a well-deserved reputation for lacking discipline - except for when it comes to technology. Part of their philosophy is to spread their technology to others and their representatives on the Federation High Council continue to be the most open in their objections to the Prime Directive.

## Notes

The Cygnans are a conversion of the race that appears and is described in *Prime Directive*, the role-playing game for the *Star Fleet Battles* universe published by Task Force Games.

Submitted by [Matthew Pook](#) & William F. Hostman

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# Memory ★ ICON

## Cygnan Species Template 2

Cygnans are a humanoid race with violet skin and golden hair, and a semi-prehensile tail. They are a matriarchal society - males are only semi-intelligent and are rarely ever seen off-world. Cygnan females are uncommon in Starfleet.

Cygnans are renowned as software engineers, especially in the field of artificial intelligence. They believe that computer systems should emulate humanoid personalities and regard standard interface systems as terribly impersonal. In 2267, the *USS Enterprise* computer was upgraded by a Cygnan team, who gave the computer a flirtatious female persona.

### Attributes

Fitness 2 [5]

Coordination 2 [5]

Dexterity +1

Intellect 2 [6]

Logic +1

Presence 1 [5]

Empathy +1

Psi 0 [5]

### Skills:

Computer (choose Specialization) 1 (2)

Culture (Cygnan) 2 (3)

Engineering, Any (choose any 2 Specializations) 2 (3)

History (Cygnan) 1 (2)

Language

Cygnan 2

Science, Any (choose Specialization) 1 (2)

World Knowledge (Cygnet XIV) 1 (2)

### Typical Traits

Curious +1, Engineering Aptitude +3, Impulsive -1, Obsessive Tendencies (Technology) -3

**Notes:** Cygnans were referred to by name in Classic *Star Trek*, but were not definitively shown - I have chosen to regard a race which appeared aboard the *USS Enterprise* in the episode *Journey to Babel* as being Cygnans (this species also closely resembles the character of Trance Gemini in the series *Gene Roddenberry's Andromeda*). This writeup is loosely based on the *Prime Directive* game statistics.



A Cygnan

Trance Gemini

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

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## *Deltan Species Template 1*

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The Deltans are bald, empathic humanoids, well known for their sensuality. Those Deltans serving in Starfleet must take an Oath of Celibacy to assure that they will not take advantage of other sexually immature species.

### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [6]

Presence 3 [6]

Empathy +1

Psi 1 [6]

Range -1

### **Skills**

Any Science (choose Specialization) 1 (2)

Charm (Seduction) 1 (2)

Culture (Deltan) 2 (3)

History (Deltan) 1 (2)

Language

Deltan 2

Pain Reduction\* 2

World Knowledge (Delta IV) 1 (2)

### **Typical Advantages/Disadvantages**

Sexy +2, code of Honor (Vow of Celibacy) -2

\* **New Skill:** [Pain Reduction](#)

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## *Deltan Species Template 3*

Deltans are roughly Human height but with slightly lighter build. Most Deltans are slim due to a metabolism that is slightly higher than that of Human norm. Deltans have no body hair; this is a genetic trait rather than a cultural norm. Skin tones are as wide-ranging as among Humans.

The Deltans' homeworld is Delta IV, a lush planet with an extremely Earth-like climate.

### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 3 [6]

Empathy +1

Willpower +1

Psi 1 [6]

Range -1

### **Skills**

Any Science (choose Specialization) 1 (2)

Charm (Seduction) 1 (2)

Culture (Deltan) 2 (3)

History (Deltan) 1 (2)

Language

Deltan 2

Pain Reduction\* 2

Receptive Empathy 2

Projective Empathy 1

World Knowledge (Delta IV) 1 (2)

### **Typical Advantages/Disadvantages**

Sexy +2, Code of Honor (Vow of Celibacy) -2, Deltan Autophobia\*\* -3

\* **New Skill:** [Pain Reduction](#)

### **Deltan Empathic Skills:**

All Deltans are touch empaths of varying skill. Deltans are capable of empathically linking up with each other. This union has various effects – see chart below.

#### **Number Of Union Members Effect**

3	-
6	Range Edge = 0
9	Range +1
12	Range +2, Focus +1
15	Range +3, Focus +2
18	Focus +3, Mind Shield

Links cannot proceed past 18 due to loss of cohesion within the group and the danger of

burn-out. Most links do not proceed past 12 and are often family occasions. Deltans are extremely social beings and prize polite speech and good etiquette at all forms of social interaction. Being as they are, they excel at group projects.

**\*\* New Disadvantage: Deltan Autophobia**

Over the millennia, the combination of semi-isolation caused by the Deltan pheromonal effects on Younger Species, as well as developed social norms, have cursed the Deltans with a unique and sometimes overpowering condition similar to Terran autophobia.

Deltans fear isolation and will seek out any form of company to abate this syndrome. In some cases the syndrome is quite severe, happening when the subject is away from any Deltan contact for more than a week. However, in most cases the syndrome is manageable as long as the subject is not left alone.

Typically, the syndrome begins as a deep feeling of melancholy which progresses to depression. This depression lasts for some time and then, if social contact is not regained the final stages of the syndrome begin. These final stages consist of hysteria and suicidal urges, which rapidly degenerate into catatonia and finally death.

In the most severe cases, the syndrome's progress can take as little as a week to reach fatality while the more normal progress rarely reaches past the depression stage.

**Author's Notes**

Derived from a Pocketbooks novel and starting with Patrick Murphy's excellent statistics. The most notable changes were the addition of Receptive and Projective Empathy to Base skills (which I felt better reflected Deltan empathic abilities) and the Willpower edge (to better reflect the mental and emotional discipline Deltans must acquire in order to function among Younger Species [“I mean, c'mon, you think the Vow is ALL?”] and stave off the effects of the autophobia).

Submitted by [Old Nicodemus](#)

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# Memory ★ ICON

## *Denobulan Species Template*

A Species with a long history alongside the Federation. A highly developed and advanced culture, they had been allied and trading partners of the Vulcans prior to Earth's first contact in 2063, and were among the first few alien species that humanity encountered.

As a species they value openness and knowledge and display a gregarious, outgoing nature, that seems to set them apart from the emotionless Vulcans. As a species they extol the virtues of learning and the arts, and are strong in Artistic and Scientific fields (they are open to both advanced and alternate paths of learning, and have long combined the two), along with an open, curious nature that seems to embody the Vulcan philosophy of IDIC, it is little wonder that both Vulcans and Denobulans became firm friends and staunch allies. And the highly adaptive and emotional nature of the species enabled a link with the Humans, the two species becoming firm friends at speed. Many conjecture that the Denobulans were the bridging factor between the Vulcans and Humans allowing the core of the Federation to firm up during the early years allowing the two species to work past their differences and become the allies that would eventually form the Federation. Indeed, the Interspecies Medical Exchange program active in the mid 22nd century was indeed an effort to help bring the two species together, initiated by the Denobulan medical council.

While the Denobulan's were not among the first 5 founding members of the Federation, they did however retain a close alliance, until their full membership was approved shortly afterwards, and since that time the Denobulans have become staunch supporters of the Federation.

Denobulan Culture accepts polygamy, and the number of wives taken by an individual can be viewed as a sign of status, although Monogomist marriages are not unheard of. This is an established practice as Denobulan males are outnumbered by females. The most common marriages leave the average Male Denobulan with between 1-3 wives.

The Denobulan's are humanoid in nature, with a pair of cartilage ridges that run from their cheekbone to the top of their forehead, where it tends to disappear under a high receding hairline. Their facial muscles are densely packed, and this is most obvious when a Denobulan grins, giving them a far larger smile than would seem possible.

### **Attributes**

Fitness 2 [5]

Coordination 2[5]

Intellect 3 [5]

Presence 2 [5]

Empathy +1

Psi 0 [5]18

### **Skills**

Artistic Expression (Choose Specialisation) 1 (2)

Culture (Denobulan) 2 (3)

History (Denobulan) 1 (2)

Language

Denobulan 2

Science, Any (Choose Specialisation) 2 (3)

World Knowledge (Denobulan) 1 (2)27

**Typical Advantages/Disadvantages**

Curious +1, +1 Courage Point 6

Note; For the obvious reasons, facts and culture of the Denobulans is likely to change and alter through the course of the run of Enterprise.As such the contents of this profile may possibly change as new facts and information is established

Marriages Polygamy 3 wives are not unusual.

Early Earth contact, but not a founding member of the UFP.

**STARFLEET AFFILIATE PERSONNEL FILE: Phlox**

Played By: John Billingsley

Species: Denobulan

Position: Doctor

Assignment: Chief Medical Officer, Enterprise NX-01

Previous Assignment: Starfleet Medical, via Interspecies Medical Exchange

Full Name: Phlox

Birthplace: Denobula

Marital status: Three wives on home planet

Office: Enterprise NX-01 Sickbay, E-Deck

Profile: Report of Starfleet Diplomatic Relations Office

Dr. Phlox is a congenial fellow who balances an oblique sense of humor and a happy disposition, along with a natural scientific curiosity that retains a sense of humanity. His Sickbay is home to a growing collection of "stuff" some alive, some not gathered from various sources. At Captain Archer's request, Phlox agreed to join the new Enterprise as Chief Medical Officer. Phlox's background in intergalactic medicine is indispensable, though his approach to the healing arts is sometimes startling.

Submitted by [Dan Gurden](#)

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# Memory ★ ICON

## *Devore Species Template*

Masters of the Devore Imperium, the Devore are a Humanoid species very similar in appearance to Humans leading a strong interstellar community on a similar technical level to the Federation. The Devore originate from the planet Deverone located at the centre of their territory. The Devore are a strong military power, and have expansionist policies, but prefer to absorb willing planets into their Imperium, offering mutual agreements for sharing Technology and Defensive capabilities.

The Devore have spread rapidly throughout their territory, with the Devore as senior sentient's within the Imperium, their military is manned solely by the Devore, although absorbed worlds are allowed to maintain local law enforcements and minimal planetary defence forces to supplement the Devore navy.

Although maintaining a superior attitude to their member species, the Devore do accept and understand them, treating them as lesser partners, over conquered foes. And this attitude translates into a wary acceptance of peaceful travellers through their territory.

The Devore have one major dislike. They are rabidly intolerant of Psionics, going out of their way to hunt them down and incarcerate them. However such incarceration is often directly connected to the Deaths of any who are captured, often leading to refugee's evading the Devore authorities who often search vessels at random, even multiple times to ensure that all Psionics are apprehended. This attitude even extends to Psionic capable species aboard vessels travelling through their space, whether they are citizens of the Imperium or not.

This hatred stems from recent events on the Devore homeworld, after an abortive coup by Psionic's over a century before. The small group was destroyed and in a fit of Paranoia all Psionics were declared illegal by the Devore authorities, their leaders giving the Armed Forces draconian powers resembling martial law and a free hand to enforce the laws against Psionics any way necessary.

This situation is compounded by the fact that the development of Psionics is the next evolutionary step for the Devore. And slowly, over time they are developing Psionic abilities, faster even than the authorities are able to hunt them down.

### **Attributes;**

Fitness 2 [5]

Coordination 2 [5]

Intellect 3 [5]

Presence 2 [5]

Empathy -1

Willpower +1

Psi 1 [5]

### **Skills;**

Any Science (Choose Specialisation) 1 (2)

Athletics (Choose Specialisation) 2 (3)

Culture (Devore Imperium) 2 (3)

History (Devore Imperium) 1 (2)

Language

Devore 2

World Knowledge (Deverone) 1 (2) (27)

**Typical Advantages/Disadvantages;**

Intolerant (Psionics) -3

+1 Courage Point.

Submitted by [Dan Gurden](#)

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# Memory ★ ICON

## Dolphin Species Template

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Dolphins are small cetacean mammals with beaklike snouts. They evolved along with humans on the planet Earth, although for much of human history dolphin sentience went unrecognized. Dolphins are peaceful, intelligent, curious, and friendly. They are aquatic beings, spending their entire lives in water, although they breathe air. They possess a form of sonar which can reliably sense an object's size, shape, texture, and density up to 20 meters away (in a liquid medium). Since they have no appendages suited to tool use and other such typical humanoid manipulation of their environment, dolphins tend to be introspective and contemplative.

Dolphins (and their cousin, the Whales) are valued in Starfleet for their outstanding navigational abilities. Some ships, in fact (including the Galaxy-class) incorporate special facilities to accommodate cetacean crewmembers and/or researchers. "Cetacean Ops" on these ships is where theoretical topics in navigation are studied in depth.

### Attributes

Fitness 2 [5]

Coordination 3 [5]

Intellect 2 [5]

    Perception +1

Presence 2 [5]

    Empathy +1

Psi 0 [5]

### Skills

Acrobatics (Aquatic) 1 (2)

Athletics (Swimming) 1 (2)

Culture (Dolphin) 2 (3)

History (Dolphin) 1 (2)

Language

    Dolphin 2

Planetary Sciences (Navigation) 2 (3)

Space Sciences (Astrogation) 2 (3)

World Knowledge (Earth) 1 (2)

### Typical Advantages/Disadvantages

Curious +1, Excellent Hearing +2 (Sonar), Pacifism -3 (Self-defense), Physically Impaired -3 (No Fine Manipulators; Cannot Walk), Sense of Direction +1

Submitted by [Keith Garrett](#)

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# Memory ★ ICON

## *Dopterian Species Template*

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The Dopterians are a subject race of the Cardassian Union. Cardassia uses the Dopterians as merchants and sometimes as courier/agents (due to their resistance to Telepathic interrogation). Unfortunately, since the Dopterians tend to be a little on the timid side to start with, Telepathy is rarely needed to wring information from them, making them of only moderate real value as allies.

### **Attributes**

Fitness 1 [5]

Coordination 2 [5]

Dexterity +1

Intellect 2 [6]

Logic +1

Presence 2 [5]

Willpower -1

Psi 0 [5]

### **Skills**

Concealment (Choose spec.) 1 (2)

Culture (Dopterian) 2 (3)

History (Dopterian) 1 (2)

Language

Dopterian 2

Merchant (Choose spec.) 1 (2)

Science, Any (Choose specialization) 1 (2)

World Knowledge (Dopa) 1 (2)

### **Typical Advantages/Disadvantages**

Multitasking +2, Telepathic Resistance +4, Toughness +2, Greedy -1

Natives of the Dopa system, which is within the Cardassian Union, Dopterians have many Early Life experiences (and thus Background History Packages) which mirror those of the Bajorans and other Cardassian subject races. Other skills and Traits common among Dopterians include the following:

Language

Cardassian 1

Law (Cardassian) 1 (2)

Species Friend (Cardassian) +4

Obligation (Cardassian Citizen) -2

Submitted by [Kurt McCoy](#)

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# Memory ★ ICON

## El-Aurian Species Template

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Since the destruction of their homeworld in the late 23rd century, this race of listeners has been scattered throughout the galaxy. This mysterious species is well known for their awareness of distortions in the space-time continuum, and their ability to draw out and comfort others. El-Aurian feel any disruptions in reality deeply, and while they may not be able to focus in on such disruptions, they receive a constant nagging sensation that may get stronger or weaker in proximity to these events. It is not understood why the Borg sought to destroy rather than assimilate this race, but it may be related to their abilities. Some believe that the El-Aurian do not often gather together due to a fear of extinction should something happen to any gathered survivors. The long-lived El-Aurian instead chooses to build lives among other species.

### Attributes

Fitness 2 [4]

Vitality +1

Coordination 1 [4]

Intellect 2 [6]

Perception +1

Presence 2 [6]

Empathy +2

Psi 0 [6]

### Skills

Charm (Influence) 2 (3)

Culture (Adopted culture, select any species) 1 (2)  
(El-Aurian) (2)

History (Adopted culture, select any species) 1 (2)  
(El-Aurian) (2)

Language,

El-Aurian 1

Adopted culture language 1

Persuasion (choose Specialization) 2 (3)

Streetwise (choose Specialization) 1 (2)

### Typical Advantages/Disadvantages

Curious +1, Intolerant (the 'Q' and other space/time manipulators) -2, Shrewd +1, Space/Time Awareness (Sense of Direction, Sense of Time and the ability to sense the presence of space/time anomalies) +3, Species Enemy (Borg) -5

Submitted by ["DianneEB"](#)

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# Memory ★ ICON

## *Elaysian Species Template 1*

A humanoid race bearing a striking resemblance to Humans, their smooth forehead ridges and inability to tolerate normal gravitational strain most easily identify Elaysians, however the Elaysian bone structure is a honeycomb structure not unlike Avian's, leading to strong yet light bones. Coming from a planet with very little gravity Elaysians in their natural habitat seem to fly, as will any visiting off-worlders.

They are fiercely proud and often headstrong. Making good if somewhat impulsive members of the Starfleet.

### **Attributes**

Fitness 2 [5]

Vitality +1

Strength -1

Co-ordination 3 [5]

Intellect 2 [6]

Perception +1

Presence 2 [5]

Willpower +1

Psi 0 [5]

### **Skills**

Athletics (Zero-G) 2 (3)

Culture (Elaysian) 2 (3)

History (Elaysian) 1 (2)

Language:

Elaysian 2

Science (choose specialisation) 1 (2)

World Knowledge (Elays)(2)

### **Typical Advantages/Disadvantages**

Physically Impaired (Gravity intolerant) (-2), Remedy (+1 or +2), Zero Gravity Training (+2)

### **Notes**

I use the Disadvantage 'Physically Impaired' very loosely here, Elaysians do not consider their gravity intolerance a medical condition. In the case of the Elaysians 'Physically Impaired' means that under any gravity condition higher than their norm, they find themselves trapped and unable to move, or worse, crushed under their own weight.

Within Starfleet, a number of ways have been designed to enable the few Elaysians within Starfleet to function normally alongside their crewmates. Most opt for a low power bionic frame and wheelchair/hoverchair for everyday use setting the environmental controls in their quarters for their planetary norm. (1 point remedy)

Genetic therapy is also available, created by Dr. Julian Bashier, however as a result, any Elaysian that successfully undergoes this therapy will be unable to tolerate their planetary

gravity again.(1 point remedy)

Lastly a full bionic frame is available enabling the Elaysian to enjoy both a full and active life and still return to their natural gravity when they wish.(2 point remedy) The homeworld was (I believe) never mentioned, and so I have stuck to Elays.

Submitted by [Dan Gurden](#)

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# Memory ★ ICON

## *Elaysian Species Template 2*

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Elaysians are a Federation member race. Tall and graceful, their native planet has an extremely low gravity. Their bodies cannot tolerate a standard 1 gee environment without technological aids. Elaysians usually rely on an antigravity harness to deal with what they perceive as crushing gravity. Their harnesses are not, however, compatible with Cardassian artificial gravity generators, so on Cardassian-designed stations and ships, they must resort to wheelchairs to get around.

### **Attributes**

Fitness: 1 [3]

Strength: -1

Coordination: 2 [5]

Intellect: 2 [5]

Perception: +1

Presence: 2 [5]

Empathy: +1

Psi: 0 [5]

### **Skills:**

Athletic Ability (Acrobatics) 1 (2)

Culture (Elaysian) 2 (3)

History (Elaysian) 1 (2)

Language (Elaysian) 2

World Knowledge (Elaysia) 1 (2)

### **Typical Traits**

Curious +1

Excellent Balance +1

Physical Impairment (Gravity Intolerant) -2

Medical Remedy (Antigrav Harness) +2

Zero Gee Training +2

### **Notes:**

Lieutenant Melora Pazlar was briefly stationed aboard Starbase Deep Space Nine (the former Cardassian mining station Terok Nor), where she was briefly involved with Lieutenant Julian Bashir, the station's medical officer.

*Submitted by [Owen E. Oulton](#)*

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# Memory ★ ICON

## Ferengi Species Template

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The Ferengi are a greedy and capitalistic species with business transactions and contracts forming the very philosophical basis of their civilization, as formalized in the 285 Rules of Acquisition. They are shorter than humans, with clearly lobed foreheads and prominent earlobes.

### Attributes

Fitness 1 [5]

Strength -1

Vitality +1

Coordination 2 [3]

Intellect 2 [6]

Logic +1

Perception +1

Presence 2 [5]

Willpower -1

Empathy -1

Psi 0 [0]

### Skills

Any Science (choose Specialization) 1 (2)

Bargain (choose Specialization) 2 (3)

Culture (Ferengi) 2 (3)

History (Ferengi) 1 (2)

Language

Ferengi 2

Merchant (choose Specialization) 2 (3)

World Knowledge (Ferenginar or other homeworld) 1 (2)

### Typical Advantages/Disadvantages

Telepathic Resistance +4, Greedy -1

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## Founder Species Template

The Founders of the Dominion are liquid creatures capable of changing their shape at will. The Founders can each assume multiple shapes at the same time, including inorganic and unique shapes in addition to mimicry of existing beings. This means that a Founder never needs to worry about clothing; a Founder can appear to wear anything he or she wishes. This shapeshifting ability is limited only by size – an individual Founder can only assume shapes of his or her particular liquid volume. Note that a Founder's shape shifting ability does not convey any additional abilities to him or her, such as speed or strength. The change is purely one of shape and appearance.

In their natural state, the Founders all coexist in a huge sea of living fluid they call the Great Link. In the Great Link, there is no physical distinction between one Founder and the next, or even individual identities, as humans understand it. All Founders within the Great Link know everything all other Founders in the Link know, and are, in a way, a single entity. They only take on independent personality upon leaving the Great Link.

Most Founders are never away from the Great Link for very long, but they do send out members of their race to other, faraway worlds, to gather information. As they keep one hundred of their kind scattered across the galaxy, these Founders are simply called the Hundred. The Hundred are sent out with no knowledge of their home world, their race, or their abilities. After fifty to five hundred years, the hundred instinctively seek out the Founders home world.

### Attributes

Fitness 2 [2]

Coordination 3 [3]

Intellect 2 [2]

Presence 2 [2]

Empathy -1

Psi 0 [0]

### Skills

Any Science (choose Specialization) 2 (3)

Culture (The Great Link) 1 (3)

History (Founders) 1 (3)

Language

Dominion Standard 2

Shapeshifting (choose Specialization) 3 (4)

World Knowledge (Founders' Homeworld) 1 (2)

### Typical Advantages/Disadvantages

Arrogant (-1), Domineering (-1), Medical Problem (must resume liquid form daily; -1 die each to Fitness and Coordination, -2 dice to Presence) (-5), Shapeshifter (+6)

### Author's Notes

Since Founders can learn directly from the Great Link, they do not require a standard character

history. Founders leaving the Great Link should be generated by spending an additional 125 points on skills alone. Note that individual Renown is not applicable, as a Founder is not an individual until he or she leaves the Great Link. Note also that since Founders do not develop in the same way that other organisms do, they are very consistent in their attributes. Finally, note that the cost of the Double-Jointed and Resistant advantages have been doubled in this case to reflect the greater abilities of a liquid life form. Members of the Hundred are the only Founders which should be generated according to the standard rules. Their Early Life History package should be something like this:

**The Hundred Upbringing** (5 Development Points)

Any Academic Skill (choose Specialization) (see p. 22 in the Player's Guide) 1 (2)

Shapeshifting (choose Specialization) 1 (2)

Alien Upbringing +1

Disregard Arrogant and Domineering Bad Reputation (Cannot be Trusted) -4

Only members of the Hundred should be considered as player characters, and should be created using the standard character history rules. They will know nothing of their home world, the Great Link, or even their own species.

#### ***Editor's Notes***

*I have modified the Advantages of this Template as submitted by the author, and therefore added a Science skill to adjust the point total for the Template. This Template refers to the Shapeshifting Advantage and Shapeshifting Skill submitted here by the same author. Of course, a Narrator should be extremely reluctant to allow any but the most disciplined players a chance to play (and probably abuse) a Founder character or other shapeshifter.*

*Submitted by [Ryan Scott](#)*

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# Memory ★ ICON

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## Gallamite Species Template

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Gallamites are short, averaging only 1.6m in height, and slender, averaging 50kg. They have a slightly greenish cast to their amber skin. The hand has four digits, three long slender fingers and an opposable thumb. The eyes are somewhat larger than Humans, and have an epicanthic fold similar to eastern Asian Humans. The ears are small and pointed like those of a Vulcan. The most distinguishing feature, however, is the fact that the cranium is transparent, and the brain is twice the size of a Human brain. Some races feel a mild atavistic discomfort at seeing a living brain pulsing inside the cranium, and some Gallamites wear a close-fitting hood-like garment to avoid making others uncomfortable.

Gallamite culture is quiet and contemplative for the most part. Gallamites excel in the sciences, having a natural affinity for mathematics. Although not as well known as the Vulcan Science Academy or the Daystrom Institute, the Campus of Mathematical and Analytical Arts on Gallam II is widely respected in scientific circles.

### Attributes

Fitness 1 [5]

Vitality +1

Coordination 2 [5]

Intellect 3 [5]

Presence 2 [5]

Psi 0 [5]

### Skills

Any Science (select Specialization) 2 (3)

Computer (Simulation/Modeling) 2 (3)

Culture (Gallamite) 2 (3)

History (Gallamite) 1 (2)

Language

Gallamite 2

World Knowledge (Gallamite) 1 (2)

### Typical Advantages/Disadvantages

Mathematical Ability +3

### Author's Notes

Gallamites are only mentioned a couple of times in *Star Trek: Deep Space Nine*. Captain Boday was a friend of Jadzia Dax, an association continued by Ezri Dax. Some officers expressed a faint discomfort with his appearance. The only description we are given is that the Gallamite cranium is transparent and the brain is twice the size of a Human brain. The Gallamites, as I have envisioned them, are loosely based on various images of alien life forms from 1950's science fiction.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

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## Gorn Species Template

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The Gorn are immense, bipedal reptilians who adhere to a strict code of honor. They are slow but strong opponents. Since their first contact with the Federation at Cestus III, relations with the Federation have improved but have on occasion broken down into conflict.

### Attributes

Fitness 4 [6]

Strength +2

Vitality +2

Coordination 1 [4]

Reaction -2

Intellect 2 [5]

Presence 2 [5]

Willpower +1

Psi 0 [3]

### Skills

Any Science (select Specialization) 1 (2)

Culture (Gorn) 2 (3)

History (Gorn) 1 (2)

Language

Gorn 2

Unarmed Combat (choose Specialization) 2 (3)

World Knowledge (Gorn Homeworld) 1 (2)

### Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2, Code of Honor (Gorn) -2

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

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## Grazerite Species Template

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Having evolved from herbivorous herd animals, the Grazerites are a peaceful species that avoids violence whenever possible.

### Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

    Perception +1

Presence 2 [5]

    Empathy +1

Psi 0 [4]

### Skills

Any Science (choose Specialization) 2 (3)

Artistic Expression (choose Specialization) 2 (3)

Culture (Grazerite) 2 (3)

Diplomacy (choose Specialization) 2 (3)

History (Grazerite) 1 (2)

Language

    Grazerite 2

World Knowledge (Grazer) 1 (2)

### Typical Advantages/Disadvantages

Excellent Chemoreception +1, Pacifism -5

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

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## Halanan Species Template

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Halanans are a dark-skinned humanoid species with double-pointed ears. They are psychoprojective telepaths, with the ability to create extremely life-like illusions of themselves. Under extreme stress, Halanans may project an illusion involuntarily, falling unconscious in the process.

Halana recently terraformed an uninhabitable planet and established the colony of New Halana.

### Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 2 [5]

Empathy +1

Psi 1 [5]

Range +1

### Skills

Artistic Expression (choose Specialisation) 1 (2)

Culture (Halanan) 2 (3)

History (Halanan) 1 (2)

Language

Halanan 2

Psychoprojective Telepathy 2

Science, Any (choose Specialisation) 2 (3)

World Knowledge (Halana) or (New Halana) 1 (2)

### Typical Traits

Involuntary Psychoprojection (Extreme Stress) -2, Impulsive -1

### New Skill: Psychoprojective Telepathy

The character has the ability to project convincing illusions of him/herself. The illusions have no physicality, and a tricorder scan will visual image and a low-level energy pattern.

### New Disadvantage: Involuntary Psychoprojection

Under extreme stress, the character may fall unconscious and project an illusion of him/herself. The illusory being may adopt a different persona with no knowledge of the character's actual self, and the character has no memory of his/her illusory self's actions. The projection rarely last longer than a few minutes, but on a critical failure of a Presence roll, the character may fall into a coma.

### Notes:

A Halanan woman named Nidell Seytik, and her psychoprojective persona Fenna, appeared in the *Star Trek: Deep Space Nine* episode *Second Sight*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Haliian Species Template*

### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Dexterity +1

Intellect 2 [5]

Presence 2 [5]

Empathy +1

Psi 1 [6]

### **Skills**

Artistic Expression (choose specialization) OR Athletics (Any Specialization) 1(2)

Culture (Haliian) 1(2)

History (Haliian) 2(3)

Language

Haliian 2

Personal Equipment (Canar) 1(2)

Projective Telepathy 1

Receptive Telepathy 1

World Knowledge (Haliia or other homeworld) 1(2)

### **Typical Advantages/Disadvantages**

Impulsive -1

### **Background Information**

#### **HOMEWORLD: Haliia**

Haliia is a lush Class M planet. They tend to be dark-skinned and have a slight bony protrusion in the center of their brow ridges, but otherwise appear human.

#### **HALIIAN CHARACTERS**

Haliians are known as an artistic and graceful people, valuing form over function. They live for the moment and thus tend to be impulsive, which can make them hard for other species to relate to.

#### **HALIIAN ACCOMPLISHMENTS**

Although the canar is the most famous Haliian crystal, many other crystals can be found in various caves on Haliia. These crystals tend to produce harmonious tones when lightly struck. Their music is eerie and relaxing to most species. Haliian musicians either harvest crystals for or grow crystals for their musical instruments.

#### **HISTORICAL FIGURES**

Turani is a famous Haliian musician, whose signature ethereal music is easily recognized by many throughout the Federation.

#### **NEW EQUIPMENT: Canar**

A Canar is a naturally-occurring Haliian crystal which allows a telepath to focus his or her psychic ability. Haliians get a +4 (other telepaths get a +2) bonus to telepathy skill rolls if both the telepath and target are touching the same canar. Half this bonus if the subject is unwilling.

Canars are fragile, and are often stored in decorative cases.

Submitted by [Charles Durfee](#)

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# Memory ★ ICON

## *Horta Species Template*

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After the unfortunate first UFP contact with the Horta in 2267 these silicon-based life forms have found a place in the Federation. They possess a natural understanding of mining and can exude an extremely corrosive acid (which does 1D6 to 25 points of damage, depending on exposure). They have no vocal apparatus so they must use devices to synthesize spoken language.

### **Attributes**

Fitness 2 [5]

Coordination 1 [5]

Intellect 2 [5]

Logic +1

Presence 2 [5]

Psi 0 [5]

### **Skills**

Athletics (choose Specialization) 2 (3)

Culture (Horta) 2 (3)

Engineering, Material (Metallurgical) 2 (3)

History (Horta) 1 (2)

Language

Federation Standard 2

World Knowledge (Janus VI) 1 (2)

### **Typical Advantages/Disadvantages**

High Pain Threshold +2, Physically Impaired (mute) -1

### **Editor's Notes**

I have several problems with this species being included, but for the sake of completeness... First of all, how a Horta (essentially a moving piece of rock) would serve in Starfleet aboard a starship is stretching it enough. Secondly, the stats are exceedingly high in my mind (a Horta has a maximum Fitness or Coordination to that of a Human?).

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## Jem'Hadar Species Template

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The Jem'Hadar are a warrior-species of the Dominion, having been genetically engineered by the Founders and controlled by the Vorta. They lack a crucial isogenic enzyme needed for survival which the Founders use to keep them under control. They live a short, often brutal, lives and do not eat or sleep.

### Attributes

Fitness 3 [6]

Strength +2

Vitality +2

Coordination 2 [6]

Intellect 2 [5]

Presence 1 [5]

Willpower +1

Psi 0 [0]

### Skills

Athletics (choose Specialization) 2 (3)

Culture (Jem'Hadar) 1 (2)

Language

Dominion 2

Planetside Survival (choose Specialization) 2 (3)

Unarmed Combat (choose Specialization) 2 (3)

### Typical Advantages/Disadvantages

High Pain Threshold +2, Rapid Healing +1, Resolute +3, toughness +2, Fanatic -3, Medical Problem -3

### Editor's Notes

I made an alteration of lowering the Psi rating maximum to 0, to reflect that the Jem'Hadar are genetically-engineered: it seems highly unlikely that the Founders would leave any possibility of their warrior-caste developing psionic abilities. Since they are a genetically-engineered race I removed Jem'Hadar Language and replaced it with Dominion. There has been nothing to substantiate that the Jem'Hadar have ever had or will ever be allowed to develop their own culture, however they seem to have their own sense of 'honor' so that's close enough for me.

[grin]

Submitted by [Patrick M. Murphy](#) and [Don Mappin](#)

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# Memory ★ ICON

## Kasheeta Species Template

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Kasheeta are a large reptilian race similar to (but unrelated to) the Gorn. Kasheeta are a matriarchal culture, with the males relegated to a second-class role in society. Female Kasheeta are bright green in colour, males a duller olive colour. Although female Kasheeta are arrogant and quick to take offense, they prefer non-violent resolutions to conflicts.

### Attributes

Fitness 2 [5]

Intellect 2 [5]

Coordination 1 [5]

Presence 2 [5]

Psi 0 [5]

### Skills

Athletics (choose Specialisation) 1 (2)

Computer (choose Specialisation) 1 (2)

Culture (Kasheeta) 2 (3)

History (Kasheeta) 1 (2)

Language (Kasheeta) 2

Sciences, any (choose Specialisation) 2 (3)

World Knowledge (Kasheeta) 1 (2)

### Typical Traits

Patron (City Governor) +1, Strong Will +2, Argumentative -1, Arrogant -1, Pacifist (Self Defense) -3

### Notes:

Kasheeta appeared in *Star Trek IV: The Voyage Home* in the Federation Council Chamber. This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Klingon Species Template

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Once enemy to the Federation, the Klingon Empire became allied with the United Federation of Planets after the Khitomer Accords of 2293. They are aggressive, proud and enjoy a well-deserved reputation as fierce warriors.

### Attributes

Fitness 3 [6]

Vitality +2

Coordination 3 [5]

Intellect 2 [5]

Logic -2

Presence 3 [6]

Willpower +1

Empathy -1

Psi 0 [5]

### Skills

Athletics (choose Specialization) 1 (2)

Culture (Klingon) 2 (3)

History (Klingon) 1 (2)

Language

Klingon 2

Primitive Weaponry (*bat'leth*, *d'ktagh*, or *mek'leth*) 2 (3)

Unarmed Combat (*mok'bara*) 2 (3)

World Knowledge (Qo'nos or other homeworld) 1 (2)

### Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2, Code of Honor (Klingon) -4, Bloodlust -2

### Editor's Notes

The original statistics that I saw and the "generic" Template given in the Core Rule Book (page 267) give the Klingons a maximum Intellect and Psi of 6. Although far from stupid, there has been nothing to support the fact that Klingons have a greater intellect or psionic potential than Humans who are the "standard" 5. Thus the maximum ratings for a Klingon Intellect and Psi have been lowered to 5.

Submitted by [Molotov](#)

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# Memory ★ ICON

## *Magna Roman Species Template*

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Coming from Planet 892-IV, first contact with this species occurred during the 2260's when Captain Kirk and the crew of the Enterprise tried to retrieve a Federation Citizen who had joined this planet's civilisation.

The native species are almost identical to Terrans, and in an extraordinary example of Hodgkin's law of parallel planet development, they have developed a culture that mimics that of the great Roman Empire on Earth. In this case however the empire thrived and continued. When first contact was made they were the equivalent to the late 20th century in technology. Now due in part to federation aid they have joined the Federation as a valued member.

As a species they still have a lot to learn, although they are learning fast, members of these species have an overbearing sense of self-righteousness and tend to try to be dominant in most situations. This has led to several of members of this species to rise rapidly in the ranks of Starfleet.

### **Attributes**

Fitness 2 [5]

Co-ordination 2 [5]

Dexterity +1

Intellect 2 [5]

Presence 2 [5]

Psi 0 [5]

### **Skills**

Any Science (Choose Specialisation) 1 (2)

Athletics (Choose Specialisation) 2 (3)

Culture (Magna Roman) 2 (3)

History (Magna Roman) 1 (2)

Language

Latin 1

Federation Standard 1

World Knowledge (Planet 892-IV) 1 (2)

Primitive Weapon (Gladius) 1 (2)

### **Typical Advantages/Disadvantages**

Arrogant (-1), Domineering (-1) +1 Courage Point

---

*Magna Roman New Early Life Packages* (each cost 5 Development Points)

By Eric.R

### **Senatorial Birth (P)**

Culture 1 (2), Language 1 (2), +1 Renown, Wealth +2 or Patron +2, Arrogant -1, Rival -2

The character has been born into one of the 240 noblest houses of Rome; wealth and patronage are a normal part of their life. Most of their childhood has been simply been

learning Greek culture or another culture from a tutor.

### **Equestrian Birth (E)**

Bargain 1 (2), One Intellect skill at 1 (2), +1 to Perception edge, Wealthy +1, Obligation -2, Greedy -1

The character has been born into one of the many rich families of Rome that have either to gain Senatorial status or is just a successful professional family. Most of their childhood has been spent as an apprentice to some profession or in preparation to become a junior magistrate

### **Patrician Birth (P)**

Charm 1(2), Persuasion 1 (2) +1 Renown, Ally +2, Diminished Social Status -3

Not as wealthy as an Equestrian and not having the advantage of senatorial rank The patrician represents some one from a family that has fallen from the ranks of the senate and refuses to participate in any business endeavours. Most likely they will join Starfleet or serve in the government of the Federation.

### **Military Upbringing (P,E,p)**

Athletics 1 (2), History (Particular Legion/Ala), +1 to Dexterity or Reaction edge or Good Nickname +1, Code of Honor (Mithras) -2 or Bad Nickname -1 and Rival -1

A child of the Legion they have been around the marching camp for all their life and have enjoyed the fellowship of their parent's Legion. Most times their parents are officers but not always.

### **Performer (E,p)**

Artistic Expression 1 (2), language (Greek) 1 (2), +1 to any Fitness or Intellect edge, Innovative +1, Social Stigma -3.

Born into an Acting family, the character has been exposed to a different language and artistic upbringing even though at the cost of Social Stigma that Roman Society place on performers.

### **Normal Upbringing, Female (P, E.)**

Artistic Expression (Sewing or Cooking) 1(2), Knowledge Roman Etiquette 1, Compulsion -1 or +1 to Empathy edge and Hides Emotions -2.

Raised to be a "Good Woman" of Roman virtues and morals the player's character started life being instructed in the manners expected of such hence she has a compulsion to be clean and neat always and to present a good face to the public.

### **Normal Upbringing, Female (p.)**

Artistic Expression (Cooking) (Sewing) 1 (2) (2), Compulsion -1 or +1 To Empathy edge and Hides Emotions -2.

Like her companions in the Patrician and Equestrian Classes the Plebeian women is expected to do the same except for learning the finer points of Roman Etiquette.

### **Advanced Education Packages**

#### **Classical Education (P., E.)**

Any Language 1, History 1(2), Any Culture 1

#### **Modern Education (E. p.)**

Any 2 Intellect Skills 1(2).(2) Any Presence Skill 1(2)

#### **Roman Republican Military Academy (P., E.)**

##### **Land Course**

Command 1(2), Planetary Tactics (w/two specializations) 1(2) (2)

##### **Star Course**



Command 1(2), Starship Tactics (w/two Specializations) 1(2) (2)

**Apprenticeship (E., p.)**

Administration (Small Business) 1(2), Any 2 intellect skills 1(2) (2)

**Wasted Youth (P., E., p.)**

Gaming 1(2), Streetwise 1(2) +1 to Reaction edge

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***Magna Roman Career Overlays*** By Eric.R

**Junior Magistrate**

Representing an individual in the Introduction to mid-level management of Magna Roman Government the junior magistrate either started his career in the Legions as a staff officer or as an elected official. Though he may still be in the military, he now also holds many civilian positions as an aid or elected representative in a city and/or provincial government.

Administration (Bureaucratic Manipulation) 1(2)

Law (Magna Roman) 1(2)

Persuasion (Rhetoric) 1(2)

Politics (Manoeuvre) 1(2)

Animal Handling (Horse) 1(2)

Artistic Expression (Writing) 1(2)

Computer (Basic) 1(2)

Culture (Greek) 1(2)

Engineering, Material (Civil) 1(2)

Knowledge (Magna Roman Etiquette) 1 (2)

Language:

Federation Standard 1

Magna Latin 2

Magna Greek 2

Energy Weapon (Phaser) 1(2)

Primitive Weaponry (Gladius) and (One Other) 1(2), (2)

Strategic Operations (Military Science) 1(2)

Vehicle Operation (ground vehicle) 1(2)

**Legionary**

The Soldiers of the Empire, from their ranks alone, have produced nearly 90% of all officers in the military, which is simply called the Legions by the Romans. Trained in various methods of warfare the Legionary has undergone a major modernisation in the last 100 years.

Athletics 1(2)

Energy Weapon (Phaser) (Phaser Rifle) 1(2) (2)

Primitive Weaponry (Gladius) (Pugio) 1(2) (2) Or Primitive Weaponry (Spatha) (Hasta) 1 (2) (2)

Dodge 1

History (Particular Legion or Ala) 1(2)

Knowledge: Armour Care & Identification 1 (2)

Personal Equipment (Tricorder) 1(2)

Unarmed Combat (Wrestling) 1(2)

First Aid (Combat) 1(2)

Planetary Tactics (Small Unit) 1(2)  
Planetside Survival 1(2)  
Language;  
Latin 1  
Federation Standard 1  
Engineering, Material (Military) 1(2)

### **Arena Hunter**

A slight variant of the Bounty Hunter the Arena Hunter has set out into the great expanse of space to bring back to the Roman Homeworld new and dangerous animals to replace those long extinct on the Magna Roman Homeworld. The Hunter operates on the fringes of Federation law and in fact violates it on some worlds where Hunting is considered both immoral and against the Law. Despite Federation pressure to end all games the Magna Romans have resisted this to the up most declaring it is a fully cultural manner no different than the respect Starfleet pays to Andorian Duels, and therefore off limits from Federation jurisdiction.

Animal Handling (Choose Specialisation) 2(3)  
Planetside Survival (Choose Specialisation) 2 (3)  
Primitive Weaponry (Net) 1(2)  
Sciences, Life (Zoology) 1(2)

Dodge 1  
Energy Weapon (Choose Specialisation) 1(2)  
Language;  
Federation Standard 1  
Law (Hunting Regulations) 1(2)  
Stealth (Choose Specialisation) 1(2)  
Tracking (Specific Animal Class) 1(2)

#### **Advance Training Package**

Hunting Apprenticeship: Life Science (Biology) 1(2), World Knowledge (Choose World) 1(2) +1 to Reaction Edge and Contact +2 or Administration (Bureaucratic Manipulation) 2(3), Vehicle Operation (choose specialisation) 1(2); OPTIONAL: add +1 Contact and 1 Rival.

#### **Professional Package**

Arena Hunter: World Knowledge (Choose World) 1(2), Language (Choose Language) 1, Biology (Specific Species), 2 +1 level Contacts, and Diminished Social Status -1 or Peripheral Vision +1 and Code of Honour (The Hunters Code) -1  
Diminished Social Status -2 (While doing a job most Romans want done Arena Hunters are looked down upon by both Roman and Federation Social norms.)  
Code of Honour (The Hunters Code) The Hunters code is a code, which states that the hunter shall not use illegal or unfair advantages in the hunt and that they will show compassion and respect to the life which they hunt never abandoning a kill or its offspring if found.

Submitted by [Dan Gurden](#)

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## *Malon Species Template*

**First Encountered;** 2375

**Affiliation;** Neutral

**Primary Exports;** Theta Radiation Pollution

This Delta Quadrant species is highly advanced, nearly equal to that of the Federation, however several encounters with the USS Voyager have shown that not all their technology is the equal of the Federation, neither are their societies values. Whilst no formal contact has been made with the Malon government a series of individual contacts has been made, and knowledge of the USS Voyager both in helping and hindering the Malon have led to a stand-offish neutral attitude towards the representatives of the Federation, admiring their advanced technology, whilst annoyed by the Federations high-handed values.

Malon space seems quite large, as the encounters made with the species have occurred over a distance of over 30,000 light years. Such a vast territory would make their territory larger than the Federation itself, however initial encounters were at the far end of a stable wormhole, indicating that the actual controlled space could be far smaller. Whether the Malon possess the technology to create stable wormholes is unknown, but doubtful, it is more likely that the Malon simply are taking advantage of resources available to them.

Greed and an odd form of camaraderie also seem to be significant factors in Malon consideration. Upon first contact in 2375, when the USS Voyager discovered the side-effects of the pollution dumping of a Malon vessel upon an indigenous life-form. The Voyager crew offered to share technology that would eliminate all Theta Radiation pollution from their Matter/Anti-Matter production process, thus in a single stroke allowing clean, renewable energy production. The captain of the vessel ignored this offer of technology, as he realized that such technology would put his 'waste-disposal' crews out of business. Although a later encounter with the Malon was spent trying to retrieve one of Voyagers probes from with a gas giant, showing that they do hold an interest in advancing their technology through the advancements of other species.

Malon technology produces large amounts of Theta Radiation, a potentially harmful substance that could poison their world. To counter this, the Malon's primary Space Exploration program also involves finding suitable locations to dump this waste, preferably dumping the pollution in remote, unpopulated areas of space. As a result the Malon home world is a peaceful, pleasant environment, and the effects of this pollution rarely effect members of the Malon population. While in space their most common presence is in the form of the mammoth tankers that export their pollution elsewhere in the galaxy.

These freighters carry massive cargo's, over 12,000,000 isotons of Theta Radiation pollution on a single vessel, and the destruction of a fully loaded vessel could spark a detonation that would devastate everything within 3 light years. Such corrosive pollution often leaves the Freighters in poor repair, and it is common that the crews of these ships suffer serious cell damage as a result of their radiation exposure, which they call 'freighter blight'. Service aboard these

freighters usually takes up « a year, and can significantly shorten the expected lifespan of the Malon concerned, but does pay very well. The Malon use analeptic compound injections to counter the freighter blight, but while the treatment keeps them alive, it does not prevent dermal scarring as a result of the exposure to the Theta Radiation. Core labourers are hired who work directly with the pollution containment area, who receive even greater doses of Radiation Poisoning, with less than 1/3 expected to survive a single trip, the pay for these roles is astronomical, a core labourer can make in a single trip more than most Malon can earn in a lifetime, although as stated this pay often goes to the employees next of kin.

Occasionally the extreme radiation can cause spontaneous mutation, and while many freighter crews tell stories of the Monsters dwelling in the bowels of the ship, it was finally proved that these monsters can and do exist as the mutated and barely coherent remains of older core labourers

**Attributes;**

Fitness 3 [5]

Vitality +1

Coordination 2 [5]

Intellect 3 [5]

Presence 2 [5]

Empathy -1

Willpower +1

Psi 0 [5]

**Skills;**

Any Science (Choose Specialisation) 1 (2)

Athletics (Choose Specialisation) 1 (2)

Culture (Malon) 2 (3)

History (Malon) 1 (2)

Language

Malon 2

Merchant (Choose Specialisation) 1 (2)

World Knowledge (Malon Homeworld) 1 (2)

**Typical Advantages/Disadvantages;**

Excellent Metabolism +1

Innovative +1

**Templates;**

***Malon Ship Crew***

**Science, Medical (Radiation Poisoning Treatment) 1 (2)**

**Science, Space (Choose Specialisation) 1 (2)**

**Ships Systems (Choose 2 Specialisations) 2 (3) and (3)**

**Engineering, Any (Choose Specialisation) 2 (3)**

Administration (Starship) 1 (2) or Merchant (Choose Specialisation)

Computer (Choose Specialisation) 1(2)

Law (Malon Law) 1 (2)

Personnal Equipment (Choose Specialisation) 1(2)

Unarmed Combat (Choose Specialisation) 1(2)

Vehicle Ops (Shuttlecraft) 1 (2)

Medical Problem -1

**Malon Core Labourer**

**Science, Medical (Radiation Poisoning Treatment) 1 (2)**

**Ships Systems (Disposal Control and Choose Specialisation) 2 (3) and (3)**

**Engineering, Material (Structural/Spaceframe) 1(2)**

**Engineering, Systems (Cargo Containment Systems and Choose Specialisation) 2 (3) and (3)**

Administration (Starship) 1 (2)

Computer (Choose Specialisation) 1(2)

Law (Malon Law) 1 (2)

Personnal Equipment (Choose Specialisation) 1(2)

Unarmed Combat (Choose Specialisation) 1(2)

Vehicle Ops (Shuttlecraft) 1 (2)

Medical Problem<sup>3</sup>

Wealth +1

**Life Package;**

**'Monster' mutation. (9 points)**

Occasionally spontaneous mutation is caused by the massive doses of Radiation Poisoning, creating a hideous monster that has become the stuff of Malon ships legend. Proved to exist, these radioactive monsters are highly volatile and very dangerous, their very touch is poisonous and passes radiation poisoning to the affected area. Unfortunately, many of these bestial creatures hold grudges against their crewmates for the damage that was done them, and often become violent.

Athletics 1 (2)

Unarmed Combat 2 (3)

+1 Vitality, +2 Strength, +1 Reaction

Vengeful<sup>1</sup>, Chronic Pain<sup>2</sup>, Slow Healing -2

High Pain Threshold +2, +2 in Hand to hand damage.

*NOTE: This is not designed as a playable template, but for an adversary, it will unbalance the character before they arbitrarily die of their condition.*

Submitted by [Dan Gurden](#)

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# Memory ★ ICON

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## Mensæan Species Template

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### Attributes

Fitness 2 [5]  
Coordination 3 [5]  
Intellect 2 [5]  
Presence 2 [5]  
Psi 2 [5]  
    Focus +1  
    Range +1

### Skills

Culture (Mensæan) 2 (3)  
History (Mensæan) 1 (2)  
Language  
    Mensæan 2  
Projective Telepathy 2  
Space Science (choose Specialization) 2 (3)  
World Knowledge (Alpha Mensæ) 1 (2)

### Typical Advantages/Disadvantages

Sense of Time +1; Pacifism -1

The Mensæans are found throughout the Federation. Their average lifespan is 170 years. They come from Alpha Mensæ. Mensæans appear indistinguishable from Trill hosts. 90% of Mensæans in Starfleet are in either the Ops department or the Medical department.

Submitted by [Brent Reiersen](#)

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# Memory ★ ICON

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## *Nausicaan Species Template*

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The Nausicaans are extremely tall, surly humanoids who throw their weight around whenever possible. Once a client species to the Romulans they now are found throughout the Alpha Quadrant wherever hired muscle is needed.

### **Attributes**

Fitness 3 [6]

    Strength +2

    Vitality +1

Coordination 2 [6]

    Reaction +1

Intellect 1 [5]

Presence 1 [5]

Psi 0 [6]

### **Skills**

Athletics (choose Specialization) 1 (2)

Culture (Nausicaan) 2 (3)

History (Nausicaan) 1 (2)

Intimidation (Bluster) 1 (2)

Language

    Nausicaan 2

Unarmed Combat (choose Specialization) 2 (3)

World Knowledge (Nausicaa III) 1 (2)

### **Typical Advantages/Disadvantages**

High Pain Threshold +2, Bloodlust -2

*Submitted by [Patrick M. Murphy](#)*

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# Memory ★ ICON

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## Orion Species Template

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Humanoids infamous throughout the Federation because of the Orion Syndicate. Some breeds are green-skinned, especially the valuable Orion slave women.

### Attributes

Fitness 2 [6]

Strength +1

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 2 [5]

Psi 0 [6]

### Skills

Bargain (choose Specialization) 2 (3)

Culture (Orion) 2 (3)

History (Orion) 1 (2)

Language

Federation Standard 1

Orion 2

Streetwise (choose Specialization) 2 (3)

World Knowledge (Rigel VII or other homeworld) 1 (2)

### Typical Advantages/Disadvantages

Greedy -1, Sexy +2 (females)

Submitted by [Patrick M. Murphy](#) and [Don Mappin](#)

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# Memory ★ ICON

## *Pakled Species Template*

The Pakleds are a physically stout but mentally underdeveloped species which has only emerged onto the galactic scene in recent years. They are primarily scavengers and scroungers who subsist on what the more advanced species discard or overlook.

Pakleds have heavy foreheads, thick fringed lower eyelids and oddly vertical eyebrows. Most have sparse or receding hairlines and distinctly "pear-shaped" bodies. They are hardy and strong but not particularly agile. Their minimal language skills and simplistic approach to problem solving leads many species to underestimate their not inconsiderable capacity for cunning and resourcefulness. Pakleds are not innovators or conquerors, but they are some of the galaxy's most persistent survivors.

### **Attributes**

Fitness 3 [6]

Strength -1

Vitality +1

Coordination 1 [4]

Reaction -1

Intellect 1 [3]

Presence 2 [5]

Willpower -1

Psi 0 [3]

### **Skills**

Bargain (Marketplace Haggling) 1 (2)

Culture (Pakled) 1 (2)

History (Pakled) 1 (2)

Language

Pakled 1

Search 2

World Knowledge (Pakled homeworld) 1 (2)

### **Typical Advantages Disadvantages**

Curious; High Pain Threshold; Impulsive; Resolute; Obsessive Tendencies; Weak Will

Though slow-witted, Pakleds can be deceptively cunning. Their single-minded devotion to completing their tasks can be daunting, since they will press on well past the point where any sane sentient would've turned back. They are prone to set goals without assessing the risks involved.

Pakleds are scroungers and scavengers, seeking out usable materials and jury-rigging their ships as they go. It is unlikely that they developed space travel on their own. More probably, they took the technology from some other species that exploited them as laborers, then made the fatal mistake of underestimating them. ("We are tired of working. We will go home now. Give us your ship." Followed by relentless weapons fire that continues until the exploiters are barely even carbon burns on the bulkheads. "Thank you.") Pakleds are tireless laborers, easy to

please consumers, and relentlessly unyielding hagglers. They can badger a Ferengi into giving them a discount just to get rid of them. Many species underestimate the Pakleds and wind up regretting it. They are ruthless in the pursuit of their goals and heedless of moral or ethical impediments.

Their native world is a passive, rather dry, deadly dull place. Pakled architecture and culture are simple and functional. Their comprehension of Art is minimal. The primary Pakled response to any work of Art is to squint at it, frown, then ask, "What does it do?" If the answer is not something practical, they ignore it.

Submitted by [Kurt McCoy](#)

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# Memory ★ ICON

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## Reman Species Template

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The Remans are the original indigenous race of the core systems of the Romulan Star Empire. They were conquered and assimilated by the renegade Vulcans who fled Surak's reforms and became the Romulans. The Remans are a servitor race within the Star Empire, serving as miners on their homeworld of Remus, and as shock troops for the Romulan Star Navy. These shock troops served with other Alliance forces during the Dominion War.

Physically, Remans are tall, slender humanoids. Their pale, hairless skin and bestial features are unsettling to most other species. Remans prefer to live in near-darkness, as they are extremely sensitive to light.

### Attributes

Fitness 2 [5]

Vitality +1

Coordination 3 [6]

Intellect 2 [5]

Perception +2

Presence 3 [6]

Empathy -2

Psi 0 [5]

### Skills

Culture (Reman) 2 (3)

History (Reman) 1 (2)

Language

Reman 2

Romulan 1

Planetside Survival (Subterranean) 1 (2)

Stealth (Stealthy Movement) 1 (2)

World Knowledge (Remus) 1 (2)

### Typical Traits

Excellent Chemoreception +1

Excellent Hearing +1

Night Vision +2

Poor Sight -2

Submitted by [Owen E. Oulton](#)

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## Romulan Species Template

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The society of this offshoot of the Vulcan race is extremely rigid and duty-bound. The Romulans are an arrogant and scheming species and have remained enemies to the Federation since 2160.

### Attributes

Fitness 2 [6]

Strength +1

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 2 [5]

Empathy -1

Psi 0 [6]

### Skills

Administration (choose Specialization) 1 (2)

Any Science (choose any two Specializations) 2 (3)

Culture (Romulan) 2 (3)

History (Romulan) 1 (2)

Language

Romulan 2

Unarmed Combat (Romulan) 2 (3)

World Knowledge (Romulus, Remus or other homeworld) 1 (2)

### Typical Advantages/Disadvantages

Curious +1, Shrewd +1, Arrogant -1, Code of Honor (Romulan) -2

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# Memory ★ ICON

## Saurian Species Template

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Saurians are a small, slender, bipedal reptilian species. Standing about 1.5 metres tall on average, they have a large head for their size. They are completely hairless, with finely scaled purple skin and large yellow-orange eyes. They are quite strong for their size, and have four hearts. Saurians speak a complex, musical language which is considered difficult to learn by non-Saurians, but they have no problem learning other languages. Saurians make good Starfleet officers. One of Sauria's primary exports is an alcoholic beverage known as Saurian Brandy.

### Attributes

Fitness 2 [5]

Strength +1

Coordination 3 [6]

Intellect 2 [5]

Presence 2 [5]

Psionics 0 [5]

### Skills:

Athletics (choose Specialisation) 1 (2)

Culture (Saurian) 2 (3)

History (Saurian) 1 (2)

Language

Saurian 2

Science, Any (choose Specialisation) 2 (3)

World Knowledge (Sauria) 1 (2)

### Typical Traits:

Cultural Flexibility +1, Curious +1, Organ Redundancy (4 Hearts) +2

### Notes:

Saurians appeared in the Rec Deck sequence of *Star Trek, the Motion Picture*. Their stats are based on information from the book *The Making of Star Trek, the Motion Picture*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Sheliak Species Template*

The Sheliak are a reclusive, non-humanoid species encountered by the Federation during the 23rd Century. After negotiating a complicated and exhaustive treaty with the Federation, the Sheliak avoided any further contact for 111 years, until the Tau Cygna V incident forced them to demand the removal of an illegal human colony. Federation scholars were never able to decipher the Sheliak language, but the Sheliak easily learned several Federation languages. They are a rigorously legalistic and exacting species that considers human beings to be inferior lifeforms. Their species-political organization is called the "Sheliak Corporate," suggesting a goal-oriented cooperative structure. Ship commanders are "Directors of the Membership," first among equals with clearly defined roles and obligations.

Physically, the Sheliak are roughly T-shaped with a stocky central body and two ovoid projections, sort of like stubby wings, on either side. They possess a featureless head-like projection at the top of their torsos. They have no observable limbs or manipulatory appendages. Their skin is grayish with sparkling highlights and has numerous folds or creases in its surface. A pronounced rippling motion is observable when they address humanoid beings, suggesting that at least part of their own language is gestural.

The Sheliak inhabit only Class H worlds, like Tau Cygna V, and have a tolerance or perhaps dependence for hyperonic radiation of the the type that makes Tau Cygna V unsuitable for human habitation.

### **Attributes**

Fitness 2 [5]

Vitality +1

Coordination 1 [4]

Intellect 3 [6]

Presence 2 [5]

Empathy -2

Psi 0 [5]

### **Skills**

Life Sciences (Biotechnology) 1 (2)

Culture (Sheliak) 2 (3)

History (Sheliak) 1 (2)

Language

Sheliak 2

Law (Sheliak/UFP Treaty) 2 (3)

World Knowledge (Sheliak Homeworld) 1 (2)

### **Typical Advantages/Disadvantages**

Enhanced Vision; Enhanced Chemoreceptors; Multitasking; Eidetic Memory; Physical Impairment (Sheliak do not possess humanoid forms, so many types of action that are common for humanoids are impossible for the Sheliak. They do not acquire Acrobatic or Dodge skills at all.); Intolerant (Humanoids); Code of Honor (Legal Matters)

The Sheliak use their prehensile outer membrane as a manipulatory organ, forming gripping surfaces at any point necessary along their bodies. The ovoid projections at their "shoulders" are used in reproduction, linking one to another, often in large circles involving many partners (sometimes hundreds or thousands!) Genetic material is passed from one partner to the next around the circle with the individual Sheliak selecting the genetic donation most compatible with its own out of all available pairings. The head-like appendage atop the torso is a sensory organ cluster. The Sheliak brain is spread in loops throughout the torso and is capable of storing far more information, which is more readily accessible, than is normal for humanoid species. Their biomolecular sense allows them to "see" DNA patterns without requiring technological assistance. This has given them a unique understanding of biotechnologies. The Sheliak have a reputation as advanced bioengineers, though limited contact makes this hard to confirm. They may have substantial capabilities for producing, and no ethical limitations on using, biogenic weapons of mass destruction. To the Sheliak, with their alien senses, humanoids appear to be skeletons covered with masses of transparent flesh, spewing out clouds of DNA-fog from every orifice and pore, bizarre and repulsive creatures which they cannot bear to be around. Humanoids contaminate everything they touch with their shed DNA, leaving potentially toxic refuse on everything they touch.

#### **Author's Notes**

The Sheliak appeared only once, in the "Ensigns of Command" ST:TNG episode. Very little was directly revealed about their physiology or culture. Most of the above is purely speculative, designed to portray the Sheliak as implacable and utterly alien creatures.

Submitted by [Kurt "Sheliak Bob" McCoy](#)

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# Memory ★ ICON

## *Son'a Species Template*

**Species Name:** Son'a

**Affiliation:** Dominion Ally

**Primary Exports:** Ketracel White

### **Description and Background Notes**

A tall humanoid species their faces have been twisted by years of cosmetic surgery in a perverse species wide effort to retain the looks of their youth. In 2375 it was discovered that the Son'a are actually an offshoot of the Ba'ku people having abandoned their home world in an effort to explore the stars, their actions considered the folly of youth.

It is an Irony that the Metaphasic Radiation that kept the Ba'ku in an almost ageless state, living for hundreds of years, and brought about the impatience of those who would become the Son'a was essential in extending their life spans considerably, even after the Son'a left the planet. However as a species who have lived for hundreds of years without aging a day, the change that overcame them as they began to age was considerable, they ceased their exploration and became wanderers searching for immortality, believing themselves unwelcome with the Ba'ku. As the years stretched on their search became more desperate and they turned to drugs and medical techniques to extend their rapidly diminishing life spans, turning to piracy and violence in order to fund their macabre pastime, eventually conquering other species to serve them, the Ellora and the Tarlac.

Rua'fu, their leader came up with a plan to regain the years they had lost. It would take time, but with the best medical treatment, they could expand their life spans to ensure its success. They could simply harvest the Mataphasic Radiation, using it to enhance their bodies. Of course such an action would have the Ba'ku home world uninhabitable, but this pointless act of vengeance against the Ba'ku only spiced the plan. Then it was discovered that their bodies had been treated to the limits of their endurance, and that it would be unlikely that further treatment would have any lasting effect, and with preparation nearly, but not quite, complete, the Son'a were forced to make an Alliance to complete their preparations, they chose the Federation, relying on the naivety of the Federation to ensure the plans completion and cover their devious acts.

But the intervention of the USS Enterprise under Captain Picard thwarted their plans and for a small number of Son'a drew the 2 very different species back together again. However many Son'a still feel this is propaganda, or appreciate their lives as they are and continue on.

The S'ona are very wealth oriented, they collect treasures and fine objects d'art. Over the years they have become wealthy and influential as Pirates and Traders, working independently or with others.

They are also particularly fond of ostentatious displays of wealth, proudly displaying precious metals and stones as part of their outfits. They have also become influential in crime, and it is rumoured that at least one Son'a serves among the leadership of the Orion Syndicate.

Independent Son'a have become even more dangerous since the cessation of hostilities with the Dominion, recent intelligence believes that many Jem'Hadar Alpha's abandoned when the Dominion signed the peace treaty were given haven by the Son'a, the fact that the Son'a had developed a production technique for Ketracel White only enhances the likelihood of these reports but confirmation is being sought.

**Attributes:**

Fitness 2 [5]

Vitality -1

Co-ordination 2 [5]

Intellect 3 [5]

Presence 2 [5]

Willpower +1

Psi 0 [5]

**Skills:**

Athletics (Choose) 1 (2)

Culture (Son'a) 2 (3)

History (Son'a and Ba'ku) 1 (2)

Language

Son'a 2

Science, Any (Choose) 1 (2)

Science, Medical (Choose) 2 (3)

World Knowledge (Ba'ku Homeworld or Choose) 1 (2)

**Typical Advantages/Disadvantages:**

Arrogant -1

Intolerant: The Ba'ku -1

Minor Phobia (about their appearance) -1

+1 Courage Point

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# Memory ★ ICON

## *Suliban Species Template*

**Species Name:** Suliban

**First Encountered:** 2151

**Description and Background Notes:**

No more advanced than Human, the Sulidan are a reptilian, humanoid Alien Species. They have achieved interstellar capabilities far before their human counterparts, and are an accepted part, if considered minor, of established Stellar travel. Many Suliban have colonized extensively, often settling peacefully alongside other species.

History once recorded them as a minor species. No threat, and one that would fade into obscurity. That was before the Cabal seemed to appear out of nowhere in 2151.

The Cabal represent an elite minority of the Suliban peoples. A group determined to garner power anyway possible. Led by a Suliban named Silik, they were enlisted by a stranger, they accepted advanced technologies and above all advanced genetic manipulation that made the members of the Cabal physically far superior to all. In return they would do their benefactors bidding, and gain power for themselves, throwing the Alpha Quadrant into disarray.

Not all Suliban chose the Cabal, some remained as they were, gathered in their colonies, proud of their heritage, and wishing no more than peaceful existence, however the activities of the Cabal coloured the views of many others, causing distrust and even hostility towards Suliban that were not of the Cabal. In fact this was even a factor of Silik's long term plan, the very same discontent, breeding amongst those of his species and driving more recruits to the Cabal, to undergo genetic manipulation and join the ranks of his loyal soldiers.

Not all members of the Cabal are loyal however, a small number grow dissatisfied with the treatment of their people, including both the Cabal, and the original Suliban in their considerations, and feel that this treatment steams directly from the actions of the Cabal, and of Siliks disdain for those that did not choose to change themselves. This small dissident movement works against the Cabal, from within and out. Trying to restore an element of trust that had been lost by the Suliban as a whole.

The Suliban are tall humanoids, with a mottled green skin and no body hair. The Suliban of the Cabal however also have many genetic traits added through their manipulation, among other traits this includes a chameleon like ability to appear in any form, or even disappear entirely Total night-vision, along with enhanced strength and reflexes

Their established future as one of the minor players in Alpha Quadrant politics lost. Who knows what role the Suliban will eventually play in the Grand scheme of things.

### *Basic Suliban Template*

**Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 3 [5]

Presence 2 [5]

Psi 0 [5]

**Skills**

Artistic Expression (Choose Specialisation) 1 (2)

Athletics (Choose Any) 1 (2)

Culture (Suliban) 2 (3)

History (Suliban) 1 (2)

Language

    Suliban 2

    Settled World 1

Science, Any (Choose Specialisation) 2 (3)

World Knowledge (Settled World) 1 (2)

**Typical Advantages/Disadvantages**

Outcast -1

*'Cabal' Suliban Template*

**Attributes**

Fitness 3 [5]

Coordination 3 [5]

    Reaction +1

Intellect 3 [5]

Presence 2 [5]

    Empathy -1

Psi 0 [5]

**Skills**

Athletics (Choose Any) 1 (2)

Culture (Suliban) 2 (3)

History (Suliban) 1 (2)

Language (Suliban) 2

Science, Any (Choose Specialisation) 2 (3)

World Knowledge (Settled World) 1 (2)

*Choose one of the following skills:*

Stealth 1

*or*

Disguise (Chameleon) 1 (2) \*

**Typical Advantages/Disadvantages**

Double-Jointed +2

Chameleon +4\*\*

Night Vision +2

Obligation (To the Cabal) -2 or Fanatic -2

Outcast -2

*\* The specialization of Stealth or Disguise represents the individual Suliban's use of their new-found Chameleon like abilities, how well they can look like a member of an alien species, or how difficult it is to remain unseen against a wall*

*\*\* Like the +6 Advantage Shapeshifter, Chameleon allows a character to use species specific abilities that are fine-tuned by skill use.*

Submitted by [Dan Gurden](#)

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# Memory ★ ICON

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## *Tholian Species Template*

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Tholians are very punctual and territorial creatures of crystalline form from a hot world. Very little is known about them.

### **Attributes**

Fitness 2 [5]

    Vitality -2

Coordination 2 [4]

Intellect 2 [6]

    Logic +1

Presence 2 [4]

Psi 0 [4]

### **Skills**

Any Science (choose any two Specializations) 2 (3)

Culture (Tholian) 2 (3)

History (Tholian) 1 (2)

Language

    Tholian 2

World Knowledge (Tholia) 1 (2)

### **Typical Advantages/Disadvantages**

Mathematical Ability +3, Sense of Time +1

Submitted by [Patrick M. Murphy](#)

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# Memory ★ ICON

## Trabe Species Template

**Species Name:** Trabe

**First Encountered:** 2372

**Affiliation:** Neutral

**Primary Exports:** None

**Editor's Note:**

*The Trabe are a humanoid, warp-capable, Delta-quadrant species. The Kazon were once a Trabe slave species until 2346, when they revolted and forced the Trabe from their homeworld. The Trabe were encountered by USS Voyager in 2372, when they attempted to use Captain Kathryn Janeway as a pawn in an plot to assassinate the majes of the Kazon sects.*

**Attributes**

Fitness 2 [5]

Vitality +1

Co-ordination 2 [5]

Intellect 3 [6]

Presence 2 [5]

Empathy -1

Psi 0 [5]

**Skills**

Athletics (Choose Specialisation) 1 (2)

Culture (Trabe) 2 (3)

History (Trabe and Kazon) 1 (2)

Languages

Trabe 2

Kazon 1

Sciences, Any (Choose Specialisation) 1 (2)

*choose one from the following:*

Engineering, Systems (Choose Specialisation) 2 (3)

*or*

Sciences, Space (Choose Specialisation) 2 (3)

*or*

Shipboard Systems (Choose Specialisation) 2 (3)

**Advantages/Disadvantages**

+1 Courage Point

Resolute +3

Exile -2

*I have given a lower point Exile from that presented in the DS9 rulebook, as the full definition does not apply. The Trabe were driven from their homeworld or slaughtered, those that survive live as a society of refugees on the run from the Kazon, but unable to return home...*

Species Enemy (Kazon) -3

**Author's Notes:**

Developed to match Mac's Kazon template.

Submitted by [Dan Gurdin](#)

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# Memory ★ ICON

## Trill Species Template

### *Trill Host*

#### **Attributes**

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 2 [5]

Psi 0 [5]

#### **Skills**

Athletics (choose specialization) 1 (2)

Culture (Trill) 2 (3)

History (Trill) 1 (2)

Language

Trill 2

Planetary Survival (choose specialization) 1 (2)

Science (choose specialization) 1 (2)

World Knowledge (Trill) 1 (2)

#### **Typical Advantages/Disadvantages**

Curious +1

### *Joined w/ Symbiote*

*(as above with the following alterations)*

#### **Attributes**

Intellect 3 [6]

#### **Skills**

*(use the rules in the Core Game Book on merging skill levels)*

Artistic Expression (choose specialization) 1 (2)

Gaming (choose specialization) 1 (2)

Science (choose specialization) 1 (2)

#### **Typical Advantages/Disadvantages**

Phobia (multiple personalities) -3; Phobia (any) -3; Medical Condition (parasite) -1; Obligation (Trill Breeders) -1; Impulsive -1; Rival (who you beat out) -2; Favor Owed +1

### *Symbiote*

#### **Attributes**

Fitness 1

Strength -1

Vitality -1

Coordination 1

Dexterity -1

Intellect 2

Presence 1

Psi 1

#### **Skills**

No skills without host.

**Trill Training Academy**

Disregard Phobia (multiple personalities)

+1 Willpower Edge

Contact (Starfleet) +1

Submitted by [Allyn West](#)

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# Memory ★ ICON

## Vaadwaur Species Template

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### HOMEWORLD

The Vaadwaur come from an unnamed Class M world in the Defta Quadrant.

### HOMEWORLD

Vaadwaur territory once spanned hundreds of light-years. However, after the Turei Alliance assault on their homeworld and the 892 years spent in bio-pods, the Vaadwaur's territory has been completely conquered, or liberated, by the Turei Alliance.

### ATTRIBUTES

Fitness 2 [6]

Vitality +1

Coordination 2 [5]

Dexterity +1

Reaction +1

Intellect 2 [5]

Logic-1

Perception +1

Presence 3 [5]

Willpower +1

Psi 0 [5]

### SKILLS

Culture (Vaadwaur) 2 (3)

History (Vaadwaur) 1 (2)

Language

Vaadwaur 2

Science, Any (choose Specialization) 2 (3)

Space Science {choose Specialization} 1 (2)

World Knowledge [Vaadwaur] 1 (2)

### TYPICAL ADVANTAGES/DISADVANTAGES

Excellent Hearing +2 (due to collar like crest)

Reputation: Ruthless Conquerors

Species Enemy (Turei Alliance)

### SIZE

Vaadwaur are roughly the same size height and mass as humans.

### TRAITS COMMON TO THE SPECIES

The Vaadwaur possess neither eyebrows nor eyelashes, and have high foreheads with a segmented vertical crest running down the middle and a smaller vertical crest present on the chin. Hair grows from the center and back of their scalps and is typically arranged in an elaborate knot. The Vaadwaur's most distinguishing feature is the supportive collar of flexible cartilaginous tissue, which begins just underneath the throat and ends below each ear.

Submitted by [Dan Gurden](#) and [Brian K.](#)

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# Memory ★ ICON

## Vorta Species Template

### Attributes

Fitness 2 [4]

    Vitality +2

Coordination 2 [5]

Intellect 3 [5]

Presence 3 [5]

    Empathy +1

    Willpower +1

Psi 0 [6]

### Skills

Administration (Jem'Hadar) 2 (3)

Culture (Dominion) 2 (3)

Culture (select specialization) 2 (3)

Diplomacy (select specialization) 2 (3)

History (Dominion) 1 (2)

Language

    Dominion 3

Persuasion (select specialization) 2 (3)

Social Science (select specialization) 1 (2)

World Knowledge (select specialization) 1 (2)

### Typical Advantages/Disadvantages

Command +2, Excellent Chemoreception +2, Excellent Hearing +2, Species Friend (Founders) +5, Synergy +2, Fanatic -2, Poor Sight -2, Poor Taste -2, Species Enemy (pick) -3 to -5

Native to a world within Dominion space as-yet unvisited by Federation explorers, the Vorta have been genetically manipulated by the Dominion Founders to serve as diplomats, ambassadors, and military leaders. Designed to compliment the abilities of the Jem'Hadar, each Vorta is very much like the others of their race, with only minimal variation maintained for specialization purposes. Also, multiple copies of each Vorta are developed so that difficulties arising from the loss of any individual can be minimized.

Vorta are humanoid, with styled black hair and dark eyes. Pale, almost purple skin covers noble, attractive features on most specimens. Their ears are fully attached, running from above the chin to above the eyebrows on either side of the face. Average height is typically between 5.5 and 6 feet. Known for gracious violence and suave threats, Vorta are talented charmers as well as cunning strategists. Most oscillate freely between the two. They are absolutely loyal to the Founders, whom they revere as gods. The mere presence of a Founder causes a Vorta to humble itself and fawn over the changeling's well-being.

### Author's Notes

We first encountered the Vorta in, I believe, the ST:DS9 episode "Jem'Hadar." The Vorta in that episode, a deceitful female, had potent psi powers. It appears, however, that the producers have abandoned that notion. Rightfully so. The Vorta are much more interesting with their

current personalities. Please note that Vorta can have a variety of advantages and disadvantages other than those above. Most of what makes a Vorta unique comes from these Ads and Disads. While some, like Weyoun, can be argued to be Tactical Geniuses, others, like Keevan from "Rocks and Shoals" are Greedy and self-interested. The "Command" advantage above is something like the Department Head advantage, but in this case refers to the figure's detachment of Jem'Hadar. It is important for Narrators to tweak the personalities of the Vorta in their game to ensure memorable, quirky characters. I recommend the Iggy Pop model.

Submitted by [Will Hindmarch](#)

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## *Voth Species Template*

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**Species Name:** Voth

**First Encountered:** 2373

**Affiliation:** Neutral

**Primary Exports:** Scientific Knowledge, Technology

### **Description and Background Notes**

A nomadic species dwelling in the Delta quadrant on vast 'city ships'. The Voth are actually descended from the hadrosaur, a dinosaur that evolved on Earth many millions of years ago, evolving into a sentient species and managing to develop technology suitable to enable them to abandon Earth before the Extinction Level Event that felled the dinosaurs and led to man becoming the planets dominant species. They began wandering the galaxy.

Although they have had spaceflight, and further developed interstellar capabilities, it is unknown why in the annals of time, that the Voth have not appeared to have developed any permanent off-world colonies, instead they continued to trek across the galaxy in the search for a suitable home. It is thought that by the time they had reached the Delta Quadrant, approximately 65,000,000 years ago, that the initial mission had been forgotten and their technology and society evolved to service life as a nomadic species.

Technologically, the Voth are more advanced than the Federation, their city ships are many miles long, and all Voth vessels, large and small are capable of transwarp speeds. Voth transporters are powerful enough to rate as weapons by Federation standards, and are capable of transporting large object up to and including an *Intrepid* class starship. The Voth also now posses phase-cloak technology, which has become advanced enough to be miniaturized for practical personal use.

However, this advanced technology is only at best a century or two ahead of that of the Federation, and given their millions of years of history it appears that either Voth culture has stagnated, slowing as it reached its zenith, or that the Voth simply advance at a slow rate. Their encounter with the *USS Voyager* indicated one possible reason, as Voth culture is heavily influenced by their self-image as superior to all other life, and that a semi-religious, scientific and cultural dictates form a central doctrine which few members of their society dare to question for fear of judgment by their ruling classes, who enforce their doctrines strictly and ruthlessly. It is possibly fear of these reprisals that slow Voth scientists and stunt scientific growth.

One aspect of Voth doctrine is their firm belief that they originated in the Delta Quadrant: when this doctrine was contradicted by two of their scientists, with the DNA of the crew of *Voyager* as proof, the Voth authorities responded by threatening to banish the scientists and destroying all of the evidence. Only after those involved in the "Distant Origin" theory retracted their statements did the Voth agree to release *Voyager*, on the understanding that there would be no further contact between the two sides.

**Attributes: (19)**

Fitness 3 [6]

Coordination 2 [5]

Intellect 3 [6]

Presence 2 [5]

Empathy -1

Psi 0 [4]

**Skills: (27)**

Athletics (Choose Specialisation) 1 (2)

Computer (Choose Specialisation) 1 (2)

Culture (Voth) 2 (3)

History (Voth) 1 (2)

Language

Voth 2

Science, Space (Choose Specialisation) 1 (2)

*choose one of the following:*

Artistic Expression (Choose Specialisation) 1 (2)

*or*

Science, Any (Choose Specialisation) 1 (2)

**Typical Advantages/Disadvantages: (6)**

+1 Courage Point

Arrogant -1

Toughness+2

*Submitted by [Dan Gurdin](#)*

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# Memory ★ ICON

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## *Vulcan Species Template*

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*An alternate Vulcan template for those that dislike the one in the Core Rule Book.*

### **Attributes**

Fitness 3 [6]  
    Strength +1  
Coordination 2 [5]  
Intellect 2 [5]  
    Logic +1  
Presence 2 [5]  
    Empathy -1  
Psi 1 [6]  
    Focus +1  
    Range -1

### **Skills**

Any Science (choose Specialization) 2 (3)  
Culture (Vulcan) 2 (3)  
History (Vulcan) 2 (3)  
Language  
    Vulcan 2  
Mind Meld 2  
Unarmed Combat (Nerve Pinch) 1 (2)  
World Knowledge (Vulcan) 1 (2)

### **Typical Advantages/Disadvantages**

Curious +1; Hides Emotions -2; Code of Honor (Vulcan) -3

*Submitted by [Reginald](#)*

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# Memory ★ ICON

## *Xelatian Species Template*

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Xelatians are a sapient cephalopoid species native to the aquatic planet Xelata. Their body is 1.2m in length and possesses four metre-long manipulatory tentacles. They have no means of locomotion on land, so they wear antigravity harnesses to get around. Xelatians are mute and communicate with each other by a combination of telepathy and bioluminescence, but are capable of understanding spoken languages. Their skins are not well suited to life in the open air, and must immerse themselves in water every 7 hours to avoid drying out. They wear a UV luminescent visor over their one large eye-spot and are rarely seen without a cloak which serves both to simulate a generally humaniform appearance and to retain moisture on their skin. What appears to be a mop of unruly greenish hair is actually a swatch of native seaweed worn over the breathing slits, moistening the air and masking "dry" scents.

### **Attributes**

Fitness 1 [5]

Intellect 2 [5]

Coordination 3 [5]

Presence 2 [5]

Psi 2 [5]

### **Skills**

Any Science (choose Specialisation) 1 (2)

Athletics (Swimming) 2 (3)

Culture (Xelatian) 2 (3)

History (Xelatian) 1 (2)

    Language (Xelatian) 2

Projective Telepathy 2

World Knowledge (Xelata) 1 (2)

### **Typical Traits**

Language Ability +2

Medical Remedy (Antigrav Harness) 2

Medical Problem (Must immerse in water every 7 hours) -1

Physical Impairment (Mute) -1

Physical Impairment (no legs) -2

Poor Sight -2

### **Notes**

Xelatians appeared in *Star Trek IV: The Voyage Home* in the Federation Council Chamber.

This writeup is a conversion of the FASA statistics published in the *Star Trek IV Sourcebook*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

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## Zakdorn Species Template

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### Attributes

Fitness 2 [5]

Coordination 2 [5]

    Reaction +1

Intellect 2 [5]

    Logic +1

Presence 2 [5]

    Empathy -1

Psi 0 [5]

### Skills

Any Science (choose Specialization) 1 (2)

Administration (choose) 2 (3)

Culture (Zakdorn) 2 (3)

Gaming (Strategema) 1 (2)

History (Zakdorn) 1 (2)

Language

    Zakdorn 2

Law (choose) 1 (2)

World Knowledge (Zakdorn homeworld) 1 (2)

### Typical Advantages/Disadvantages

Tactical Genius (+3); Arrogance (-1)

Submitted by [James Dyer](#)

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# Memory ★ ICON

## Zalkonian Species Template

A highly advanced and militant species from the fringes of Federation space, the Zalkonians were once great explorers and travelers. Unfortunately, when their species began to evolve into a higher form of life with enormous psionic potential, their conservative government pulled back to the homeworld and instituted a repressive effort to prevent this evolutionary "next step" from taking place. Zalkonians who evidenced signs of "transfiguration" were segregated from the general population and treated as "infected" or dangerously criminal aberrants. The government focused increasingly on controlling the burgeoning evolutionary crisis and became isolationist and xenophobic. Zalkonians are very humanoid with rippled dermal layers on their cheeks and foreheads, in many ways reminiscent of the Zaldorn, but with less stout physiques and more attractive features.

### Attributes

Fitness 3 [6]

Vitality +1

Coordination 2 [5]

Intellect 2 [6]

Logic -1

Perception +1

Presence 3 [6]

Will +2

Empathy +1

Psi 1 [6]

Focus +2

### Skills

Athletics (choose any specialization) 1 (2)

Administration (choose any specialization) 1 (2)

Culture (Zalkonian) 2 (3)

Language

Zalkonian (3)

Law (Zalkonian) 1 (2)

World Knowledge (Zalkonia) 1 (2)

### Typical Advantages / Disadvantages

Evolutionary Potential (Zalkonians have the potential to evolve into Pure Energy Beings of immense psionic ability); Strong Willed; Rapid Healing; Intolerance (-1 to outsiders, -3 to those showing signs of imminent "transfiguration"); Arrogant

Zalkonians who are on the verge of making the evolutionary leap that their government is so frightened of first show signs of the impending change by an increase in their Presence, often up to the species maximum, in very little time. Psi potential also begins to rise at a less observable pace. The evolving individual will begin to manifest psionic skills, even without any training at all. Receptive and Projective Empathy come first along with prodigious healing abilities soon thereafter. Full Telepathic powers manifest as the "Transfiguration" takes place as well as Teleportation and the ability to directly affect energy fields. Evolved Zalkonians do

not appear to possess "Q" or Doud level abilities, but their maximum potential has yet to be revealed.

Zalkonians do not possess a default Skill in History (Zalkonian) because the government wants to obscure the true nature of their evolutionary condition and wants the populace focused on the present, on Zalkonia, rather than on past glories that may prove dangerously stimulating. Athletics may well be used as a kind of safe cultural distraction. Even Art may prove too dangerously provocative to be freely indulged in. Zalkonians almost certainly live with significant levels of censorship and media control by the government.

### **Author's Notes**

The similarity between the Zalkonian and Zakdorn appearance, along with linguistic similarities in their names and a general tendency toward rigid militancy in both cultures leads me to speculate that there may be an, as yet unrevealed, connection between the two species. In my own campaigns, I am speculating that their relationship is similar to that between the Vulcans and the Romulans. The Zakdorn represent a segment of Zalkonian society that broke away at some point before the mass withdrawal back to the homeworld occurred. The Zakdorn are more cerebral, but less physically inclined and less interested in interpersonal skills than the parent culture. There are no signs of emergent evolution among the Zakdorn, so they may represent a more "primitive" version of the Zalkonian genotype. Both species possess formidable military capabilities, but, despite their shared arrogance, neither seems to be interested in expansionism. The Zakdorn are content to be arm-chair generals par excellence, while the Zalkonians are obsessed with preserving their traditional culture and avoiding outside influences which may destabilize them.

Submitted by [Kurt McCoy](#)

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