

# DELTANS for STAR TREK

By Paul Montgomery Crabaugh

**D**eltans are a seldom-seen but greatly respected race of the Federation, and it seems logical to include them in FASA's *Star Trek: The Role-Playing Game*.

Physically, Deltans follow the standard humanoid pattern, except that they are entirely devoid of facial, cranial, or body hair.

Deltan culture is extremely sophisticated, on a par with Vulcan culture. However, where the Vulcans have made a sect out of logic and do everything in their power to eradicate emotion, Deltans have gone in the opposite direction, venerating sensation and emotion above almost anything else. These two otherwise-similar races are thus somewhat suspicious of each other.

Deltan characteristic modifiers are: Strength -5, Charisma +10, Luck -30, Psi -10.

Physiologically, Deltans differ from human-normal in one major, key factor: they can manufacture sex-attractant pheromones, causing sexual arousal in members of the opposite sex across a broad range of species. This ability is under semi-conscious control; Deltans will not normally release the pheromones in the presence of other species, out of politeness and consideration for their (to the Deltans) inexcusable discomfort with sex, but under conditions of stress, especially when surrounded by strange members of the opposite sex, Deltans tend to release the pheromones in large quantities, equivalent to a human sweating from nervousness, but with somewhat more serious consequences.

Deltans have limited telepathic powers. The only telepathic ability (actually a combination telepathic and telekinetic ability) which Deltans universally possess is a form of empathic healing, absorbing and dealing with the pain of another. The Deltan must be in contact with the sufferer (and cannot heal himself/herself in this manner). A roll is made, unmodified except by

special decree of the gamemaster. (For example, attempting to heal a Vulcan might well present particular difficulties, especially if the Vulcan is a stranger to the Deltan, because of the Vulcan psychological resistance to empathy.) Success allows the Deltan to heal up to one-third of the damage inflicted on the sufferer. Note that this is mitigating the effects of shock; the ability may only be used on persons in a state of shock, who have passed their unconsciousness threshold, or who are in obvious agony. Thus, phaser/stun damage and most diseases cannot be healed. The Deltan absorbs non-permanent damage equal to the amount of damage healed, and permanent damage equal to one-tenth the amount of damage healed.

The Deltans have additional telepathic powers not available under normal Starfleet conditions. (In Deltan culture, they are available almost any time, anywhere.) Specifically, during sexual congress, Deltans achieve a form of mind-meld. Any time a Deltan engages in sex, he must roll as if attempting to mind-meld. (If two Deltans mate, both roll, and the highest state of mind-meld achieved is used.) Consult the chart of telepathic modifiers; the most potent form of mind-touch that could have been successful with the roll made (excluding mind alteration) is the state of mind-meld achieved. In further matings with the same person, this is the minimum state attained and further rolls can only increase the state attained. In addition, a permanent bond is forged, a constant low-level tele-empathic bond at a state one less than the highest state of mind-touch attained during sexual congress.

**N**eedless to say, sex with and between Deltans is one of the most intense emotional experiences known. Because of the permanence and depth of the attachments formed, and the fact that Deltan sexual partners cannot act with much reason and dispassion

when it comes to their paramours, Deltans serving with Starfleet must take an oath of celibacy—which is quite a sacrifice, about like requiring a human to keep his eyes shut during his entire term of service. However, Deltans, like Vulcans, have a strong sense of honor and invariably abide by the oath. (For those running non-Starfleet campaigns, no such oath is exacted of Deltan civilians. . .) Needless to say, the gamemaster may well set up situations where a Deltan player-character is required by some greater priority of honor to break the oath. Because of requirement of the oath, most Deltans have no desire to serve in Starfleet. As with many races, Starfleet therefore becomes, for the Deltans, a refuge for those unable to deal with the restrictions of their society—in the case of Deltans, this probably means those unlucky at love, which for a Deltan is equivalent to a human who is unlucky at breathing.

Despite the difficulties implicit in Deltans serving with Starfleet, they are highly regarded for their powerful intellects and considerable technical skills. In addition, they are regarded by some planners, notably Vulcans, as a useful stabilizing influence, almost as efficient at pointing out non-violent alternatives as the Vulcans themselves.

From the point of view of role-playing, Deltans present some challenges, mostly in things not to do—jump the bones of anything that moves, for example. Deltans with Starfleet will tend to be restrained, and may well seem cold and unresponsive to those who do not know them—such behavior is a form of defense. They will tend to be more interested in the emotional, sensual, or psychological aspects of a situation than in the physics or political angle. Deltans will tend towards the medical or scientific branches of Starfleet, but can be found almost anywhere. (They will, however, tend strongly away from Security.) They tend to be somewhat patronizing towards other species, regarding them as emotionally immature—especially Vulcans. However, they are extremely polite and friendly about it, which takes the sting out of their presumed superiority.

What a Deltan male (or female, for that matter) would think of an Orion slave-girl is an interesting question. And when it comes to breaking the ice at parties, Deltans are even better than Finite Improbability Generators. . . □