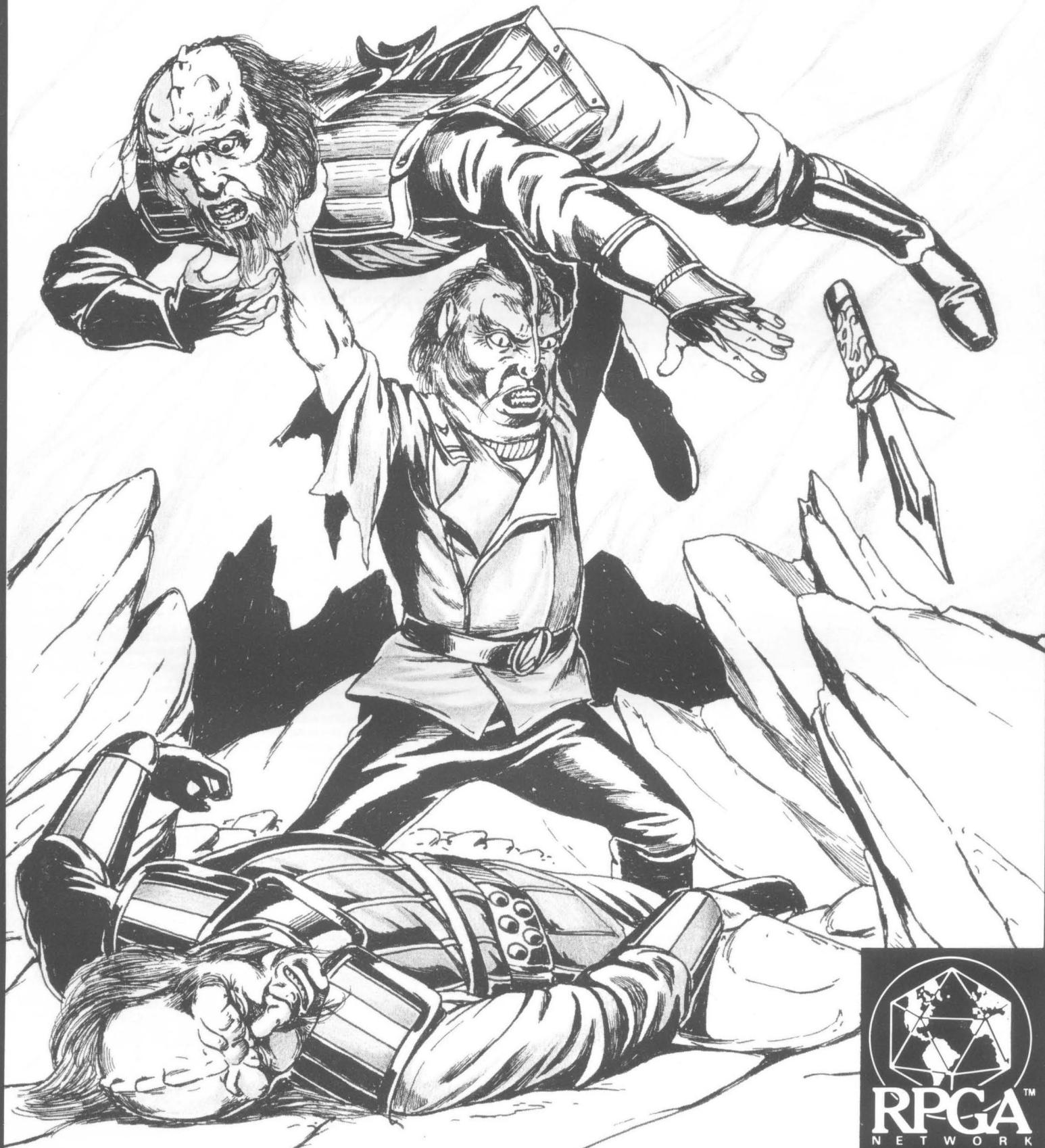


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The Kellar

A New Alien Race

by Jon Leeke

This is Jon's first article for the POLYHEDRON™ Newszine. He lives in Sanford, Maine, and is a new member to the RPGA™ Network. Despite his newness he was quick to submit a quality, typed manuscript that we found very articulate. If a new member can send us something of this quality, watch out old-timers, you're facing competition! Welcome aboard, Jon.

Jon notes that this new race was designed for the first edition of the STAR TREK® rules.

The Kellar are a new member race in the United Federation of Planets. They can be used as non-player characters or player characters for *Star Trek®: The Role-Playing Game*. Because of the unusual power of this race, it is suggested that they be used in limited numbers and only in difficult campaigns or against experienced characters.

The Kellar: Description

Kellar are humanoid, and bear a resemblance to a cat with a definite saurian skull structure. The average Kellar is a little under two meters tall, weighs about 87 kilograms, and has fine but thick hair. Under the hair, a small crest usually lies flat but inflates with blood when the Kellar is angry. The crest expands above the Kellar's hair.

Kellar eyes are slightly larger than human eyes and have a vertically slitted pupil like a Terran cat's. The eyes are usually a golden color, although some rare Kellar have blue or green eyes. Green-eyes raise a Kellar's CHA score 10 points when among his own people. Many famous Kellar politicians have had green eyes.

Kellar possess two tongues: one for tasting food and another for sensing pheromones and other air scents. This second tongue is about one foot long and forked like a snake's. It is usually coiled up in a fleshy sack deep in the Kellar's throat and is not noticeable unless flicked from the mouth.

Their voiceboxes have more than one set of vocal chords, and the Kellar speak with echoing voices.

Their hands each have three fingers and one opposed thumb each.

All Kellar have two hearts, located slightly lower in the chest than a human's single heart. Their intestines are coiled about a set of three stomachs. Kellar have more ribs than humans, and the sternum is extended down toward the pelvis to protect their hearts. The Kellar have an unusual organ called the psion, which is located underneath the hearts and amplifies psionic energy. This is the key to all Kellar psionics. If this organ is removed, a Kellar loses all psionic abilities.

The Kellar blood uses cobalt as a carrier of oxygen. This makes their blood a bluish color.

The blood also contains no white corpuscles, relying instead on a chemical known as reonalten. This chemical acts as a blood cleanser for all foreign substances except poisons. Injected poisons cause double normal damage to a Kellar, but injected poisons cause normal damage.

The Kellar are a long-lived race, much like the Vulcans. Their middle age (critical age for subtractions from abilities) is 170. As they get older, the Kellar hair color changes to silver but never becomes white. They look much the same throughout their lives, their skin wrinkling only slightly with age.

The Planet of the Kellar

Kella orbits a hot, green star known as Can-topolix, near the edge of Federation territory. The planet is about twice the size of Earth but has the same gravity. Nearly half the planet is covered by freshwater seas. Kella is a very old planet and has almost no volcanic activity. There are four continents, each approximately the size of Australia.

The atmosphere of Kella is 70% oxygen 20% nitrogen, and 10% inert gasses like argon and krypton.

Kella's 52 moons and respective dust clouds are unique in the Federation. Each moon is very small. The largest, Ploron, is one-fourth the size of Earth's Luna. The dust clouds are drawn into strange patterns that resemble thinly spread, multiple rings. The moons are arranged in these ring-like formations and provide excellent defense bases.

History

At about the same time the first humans stood upright, so did the Kellar. The Kellar suffered none of the early wars that plagued the humans. They escaped this fate because, like the Vulcans, they began to practice mental control over emotions. This mental control evolved gradually into psionic ability, aided significantly by the psion organ.

Shortly after their development of psionic ability, the Kellar were viciously attacked by another race from a neighboring star system. The Kellar were forced to learn the art of war very quickly to protect themselves. They banded together to combat this new menace and, while doing this, they developed a superior warp engine.

During the war and over the next thousand years before they met the Federation, the Kellar developed psionic power to a finely tuned ability. When Federation scouts first encountered the Kellar, there were a few skirmishes before the Kellar realized that the Federation could give them new technology. Although they did not get along with most of the Federation races, the Kellar joined only ten years after first contact.

Kellar warp technology had advanced to nearly trans-warp drive before the Federation met them. They mounted laser weapons on their starships along with a type of photon torpedo. Their ships are all delicately structured, with as many as four warp engine nacelles that provide speeds up to warp 14. Because of the speed and maneuverability of their small starships, the Kellar-designed craft are becoming more popular with traders and pirates.

Senses

Kellar senses tend to be keener than those of a human.

Sight. The two catlike eyes of the Kellar can distinguish faces at a distance of one kilometer. They can see into the infrared spectrum and consequently can see well in darkness. In bright daylight, if not wearing protective glasses, they have a disadvantage of +15 to their "to hit" rolls, and their DEX is lowered by 10. Because of their sensitive vision, Kellar also can be easily blinded by the flash of an explosion. A large, bright explosion will blind a Kellar for 1d10 turns. When wearing protective glasses, they are blinded for half that. Nearly all Kellar wear dark glasses, even on a Federation starship.

Smell. The Kellar nose is no more sensitive to scents than a human's nose. Their forked tongues, however, can sense odors and vibrations in the air. It senses Kellar pheromones and carries their emotional message. Sensing odors and vibrations in the air gives the Kellar an advantage in combat: they can rarely be surprised.

Hearing. A Kellar's hearing is more sensitive than a human's and is more easily deafened. A large explosion (such as a phaser set on overload) will deafen a Kellar for 1d10 minutes unless his ears are protected.

Taste. Kellar prefer rare or raw meat, although they eat cooked meat on Federation starships. They do not usually eat vegetables, but have acquired a taste for them since their association with the Federation. The Kellar have modified their diet in order to be less offensive to other Federation races.

Pheromones

Like the Deltans, the Kellar produce pheromones that affect other humanoid races. Among themselves, these pheromones express strong emotions such as love, anger, and hate. Other races find themselves uneasy around Kellar for no explainable reason. This gives the Kellar a minus on their CHA score. However, people who spend time around one specific Kellar get used to his pheromones. The Kellar can then upgrade his CHA score, ignoring the minus where those people are concerned. Vulcans are unaffected by Kellar pheromones.

Attitudes and Customs

Kellar tend to be shy like Edoans and reserved like Vulcans. They keep to themselves when among other races, but among their own race they are social in a quiet sort of way. Kellar make few friends outside their own race, except for Vulcans, but a friend is never forgotten. Kellar are very loyal to their friends and comrades. Vulcans and Kellar seem to fit together, perhaps because it is their mutual assumption that emotions should be governed by clear thought. Remember also that Vulcans are immune to the Kellar's pheromonal influence.

Married Kellar are joined by a wedding brand, a tattoo on the back of the left hand of the male, right hand of the female. These brands are usually in the shape of geometric figures, although no two are alike. Due to their intense telepathic sharing, when a mate dies, its partner must make an END save or die. The survivor will fall into a state of shock and must make an INT save at half its score once a week to recover from this debilitating effect. While under the effects of shock, the survivor is unable to perform any actions, but must be led and cared for. Further, the survivor suffers a permanent loss of 10 points from his PSI.

A Kellar mates only once during its life. Mated Kellar are almost never found in Starfleet, but if they enlist, must always serve together. Between the mated couple, the telepathic link is so strong that they can communicate over any distance, even through space.

No Kellar-human halfbreeds are known, although surprisingly, human and Kellar are actually genetically compatible. There are a few isolated Kellar-Vulcan halfbreeds, and these tend to favor their Vulcan parent.

Kellar find transporter carrier waves cause them great discomfort and disorientation and prefer to avoid the use of transporters. A Kellar who is transported will be disoriented for 2d10 turns upon arrival and perform all actions at half their scores during this period.

Language

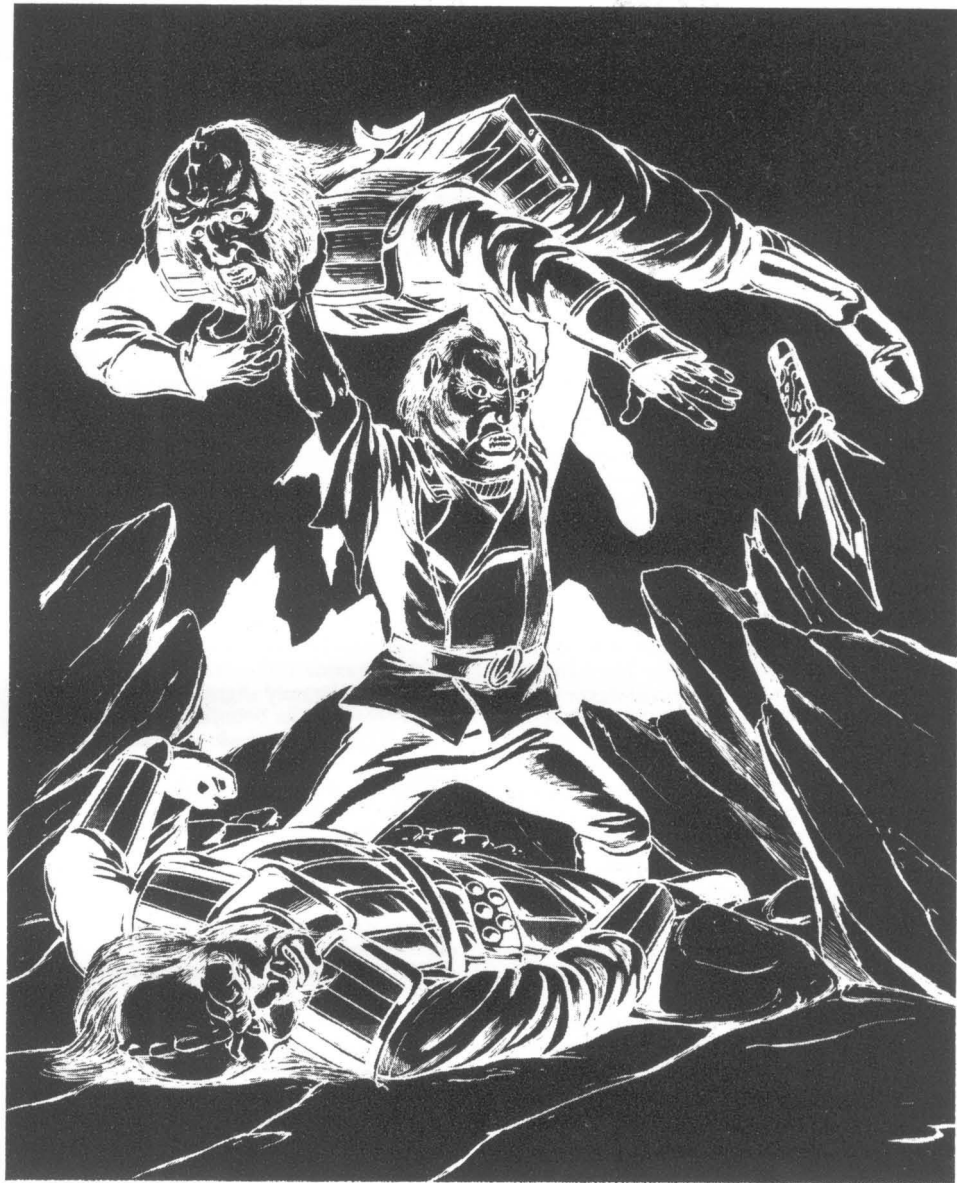
There are two forms of the Kellar language. Most humanoids usually only can learn the simplest form, Low Kellar. Even Low Kellar is very difficult to master. High Kellar requires the use of a double larynx. Some linguists have learned some High Kellar, but their skill level never exceeds 10. Kellar are impressed by any skill in either of their languages.

Abilities

Table 1 - Kellar Racial Adjustments

Strength:	+ 5
Endurance:	—
Intellect:	+ 10
Dexterity:	—
Charisma:	- 10
Luck:	- 30
Psionic Potential:	+ 20*

* The PSI score of the Kellar is high because of their psion organ and the training in psionic arts given to all Kellar from birth. This has allowed all Kellar to develop psionic disciplines (see **Psionics**). The PSI



score is never modified if the original rolled score is above 90, and cannot be raised beyond 100 under any conditions.

The Kellar suffer a minus on their CHA score because their pheromones incite distrust in members of most other races.

Kellar and Vulcans have a LUC minus for the same reason: neither believe in the workings of fate. Therefore, they subtract 30 from their LUC scores (no subtraction if the original rolled score is 35 or less).

Skill Modifications

Kellar are trained for certain skills on their own planet:

Carousing: A Kellar never has a score in this area since this race hardly ever partakes in alcoholic beverages and the usual partying that humans and other races enjoy. Alcohol effects them only slightly.

Instrumental Music: Kellar have an automatic 15 + 1d10 in the Kellar shakuhachi, a flutelike instrument that requires the use of

a forked tongue. The music of this instrument is hypnotically fascinating. Kellar do not like to play in public, but they can be persuaded to do so. Most Kellar have a higher skill level than 18 in this.

Vocal Music: When singing their own songs, Kellar produce fascinating and hypnotic music. Usually these songs are accompanied by the Kellar shakuhachi. Kellar automatically have a skill level of 20 + 1d10 in Vocal Music.

Medicine (Kellar): Many Kellar have some medical training. The starting figure for this skill is 20 + 1d10, about half that required for a degree.

Transporter Operational Procedures: Although Kellar don't like transporters, those who are engineers will operate them.

Transporter Systems Technology: Even though they hate to use transporters, Kellar have absolutely no aversion to learning how the fascinating machines work.

Weaponry

The most important weapon of the Kellar civilization before they joined the Federation was the iraser (Infra-Red Amplification by Stimulated Emission of Radiation). The iraser fires a concentrated beam of infra-red radiation.

Iraser A is the size of a phaser II. Iraser B is a weapon about the size of a phaser rifle. Iraser C is about the size of a large machine gun and must be mounted on a tripod to be fired. It weighs 70 kilograms.

All iraser weapons are too large to be concealed on the person like a phaser 1 can be.

Psionics

The Kellar race is a very psionic race; they use psionics even more frequently than the Vulcans. Kellar are trained intensely from birth to use psionics, and all develop psionic disciplines, extra abilities that affect matter and not just the mind. They can perform all the Vulcan telepathic abilities, but their adjustments are different and higher than Vulcans.

The rest of the modifiers for Vulcans are the same for the Kellar because they are outside influences and do not originate with the Kellar.

Disciplines

In addition to Vulcan mindlink abilities each Kellar may be trained in one or more special psionic disciplines. There are 25 known disciplines and these are fully detailed following. In order to use some disciplines (such as Psionic Attack, Pyrokinesis, Cryokinesis, and Telekinesis) a roll to cause damage or to take effect must be made. To hit with a discipline, a Kellar adds his INT and PSI together and divides by two. He must then roll this number or less on d100 to score a successful hit. If the Kellar misses his intended target, the discipline may affect something else in the target area (Pyrokinesis may start the curtains beside that Klingon on fire).

Table 4 - Number of Kellar Disciplines

Dice Roll (d10)	Number of Disciplines
1-3	1
4-7	2
8-9	3
0	4

To possess more than one discipline, a Kellar's PSI must be greater than 50. To have three disciplines, the PSI must be greater than 80. To have four disciplines, the PSI score must be greater than 90.

The use of many disciplines is often

Table 2 - Iraser Statistics

Weapon	Damage	Short	Med	Long	Extreme	Power	Graze	Drain
Iraser A (pistol)	60	1-5	6-14	15-36	36-50	20	45	2
Iraser B (rifle)	90	1-15	16-30	31-49	50-100	90	30	3
Iraser C (heavy weapon)	120	1-40	41-60	61-90	91-160	120	40	4

taxing to the Kellar, and the user will suffer varying temporary fatigue damage upon the use of some disciplines.

Table 5 - Kellar Psionic Disciplines

D100 divided by 4/Discipline

1/Psionic Attack: The Kellar can project a blast of mental energy that causes damage if it hits. This discipline has a maximum range of 50 meters and causes damage equal to half the Kellar's PSI. This discipline can be used only once every 15 minutes. Each use inflicts 5 points of fatigue on the Kellar.

2/Life Detection: The Kellar can detect intelligent lifeforms in a 50-meter radius. This discipline works upon concentration.

3/Pseudo-Matter: A Kellar can alter his body so that it can pass through material. Solid weapons have no effect on this form. Beam weapons cause full damage. With this discipline, a Kellar may pass through walls and floors but cannot travel through space since he still requires nitrogen to breathe. A Kellar in this form can still be seen, although he will appear ghostlike. This discipline lasts up to 20 turns and can be used twice per day. Each time this discipline is used, the Kellar suffers 15 points of fatigue.

4/Teleportation: This is an important discipline that allows a Kellar to transport himself to anywhere in a 900 million kilometer radius, through solid matter or space. The Kellar does not necessarily require a mental picture of his destination, but if he doesn't have one, he must make a PSI save upon arrival with -10 added to his score. If the save is unsuccessful, the Kellar suffers 4d10 points of damage from disruption. Kellar can transport only themselves and any nonliving objects they are carrying. They cannot transport anyone else. This discipline can be used only once per week. The Kellar suffers 3d10 points of fatigue upon arrival.

5/Telekinesis: This discipline allows a Kellar to move objects weighing up to 400 kilograms without touching them. It has a range of twice the Kellar's PSI score in meters and can be used three times per day. If used as a weapon (to push somebody over a cliff, for instance) the person attacked can

make a PSI save to resist the force, and a successful hit must be made by the Kellar with his mental force. This discipline can be sustained for up to 20 turns. The Kellar suffers the loss of 1 point of fatigue per 20 kilograms of weight moved.

6/Clairvoyance: With this discipline, a Kellar can see within his mind any area within a range of 12 times the Kellar's PSI score. The Kellar feels as if he is leaving his body and soaring overhead. Walls are no obstacle to this discipline, unless lead lined. This discipline can be used once per day and lasts for up to 20 turns. The Kellar suffers 10 points of fatigue.

7/Clairaudience: A Kellar possessing this discipline can hear sounds from any area in a radius equal to 12 times the Kellar's PSI. It is very useful, for like Clairvoyance, this discipline can be used once per day and lasts up to 20 turns. The Kellar suffers 10 points of fatigue.

8/Shapeshift: A Kellar can change his corporeal form into anything he can see. To use this discipline, the Kellar must concentrate on an object in front of him for more than 10 turns. Kellar can transform into animals and, although they retain their INT, LUC, and PSI, their other abilities change to that of the animal. To change into another form takes one minute and can be done twice per week. The Kellar reverts to his true form if he falls unconscious. He suffers 1d10 points of fatigue for every 10 minutes he maintains an altered form.

An advantage to this discipline is that the Kellar's clothes and equipment transform with him so that they are again available when he returns to his normal form.

9/Vapor Form: This discipline allows a Kellar to change his form into a semi-visible cloud of gas. Like the Shapeshift discipline, all equipment carried by the Kellar is changed along with the Kellar's body. This form lasts for up to 50 turns. Although the Kellar cannot pass through walls like in the Pseudo-Matter discipline, he can go in Vapor Form through keyholes, under doors, and through other areas. This discipline can be used once per day. While in Vapor Form, a Kellar cannot be harmed by material weapons such as swords and bullets. Energy weapons, however, do full damage. A Kellar suffers 1d10 points of fatigue for every 10 minutes he remains in vapor form.

10/Total Heal Capacity: A Kellar can repair his body so that he is healed. All END points are regained and wounds are healed. This discipline can be used only once every two weeks. This discipline is not automatic; the Kellar must be conscious to activate it. If his END falls below 0 and he is unconscious, the discipline cannot be activated.

Table 3 - Kellar Telepathic Adjustments

Contact	Description	Modifier
Mind Touch	One-way transfer of a basic concept or feeling or short message	+5
	Two-way telepathic conversation, done frequently among friends	-0
	Two-way sharing of thoughts and feelings	-5
	Total exchange of memory data and thought sharing	-10
	Modifications of a subject's memories or attitudes	-15
Mind Fusion	Complete sharing of self	-20
Mind Meld	Per additional person in any of the above levels	-15

11/Mind Control: With this discipline, a Kellar can attempt to control another intelligent being within a 50-meter radius. The being can make a PSI save to escape the control, although he probably will not realize control is being attempted. If the save is failed, the being falls under the Kellar's control for 20 turns. If the Kellar's concentration is disrupted, the control is broken and the being will have no memory of what he did while under control. This discipline can be used only once per week. All Kellar who possess this discipline are tested for complete reliability before going into Star Fleet service. The Kellar suffers the loss of 15 fatigue points upon gaining control and cannot recover any temporary damage while controlling another. At the end of this control period, the Kellar must make an END save or lose 25 more fatigue points.

12/Empathy: This discipline allows a Kellar to pick up the feelings of living creatures around him. The Kellar must concentrate to use this discipline. A Kellar with this discipline increases his CHA by 10 points because he understands what other people wish from him and their attitudes toward him.

To a Kellar with this discipline, people and animals seem to appear with a strange glow around them. The glow's color shows the being's emotions. This discipline can be used only on creatures within the Kellar's sight.

13/Suspended Animation: A Kellar can place his body in Suspended Animation for an infinite period. During this comalike state, the Kellar regains 1 point of temporary damage per minute or heals 1 point of wounds per hour and does not require food or water, nor does he age. A Kellar may use this discipline to survive periods of extreme cold and poison gases. Any Kellar with this discipline is sent automatically into suspended animation if his END falls below 5, and stays in this state as long as it takes to regain consciousness. A Kellar cannot be awakened from this trance by anything less than hostile surroundings (fire, extreme danger, etc.) or stimulants. When awakened, the Kellar will be lethargic for 1d10 minutes, and his DEX is halved until fully alert. A Kellar who consciously puts himself into Suspended Animation sets an awakening date. This discipline can be used only once per week.

14/Precognition: This discipline allows a Kellar to see five minutes into the future. It may be possible to change the future by using the discipline. Precognition can be used once per week. If the Kellar sees what appears to be his own death, he falls into a cataleptic state for 2d10 minutes. The Gamemaster will have to decide such futures as combat resolution, sudden chance events, etc. The Kellar suffers a loss of 15 points of fatigue when using this discipline.

15/Invisibility: A Kellar can become invisible for 20 turns. During this time he can be detected by sound or by machines. Anyone trying to hit the Kellar must attempt to do so at half his combat score. Invisibility can be used twice a week and causes a loss of 15 points of fatigue when used.

16/Animal Control: This discipline allows

control over unintelligent creatures with less than 100 END. The animal can make a STR save (with -20 to their score) to resist the control. Animal Control can be used every five hours and lasts up to 20 turns. The Kellar suffers a loss of 10 points of fatigue with each attempt to control.

17/Illusion Generation: A Kellar can produce lifelike illusions with his mind. These illusions are visual, auditory, and/or tactile, and appear entirely real. The victims of the illusion can make a PSI save at half their score to see through the illusions. Up to four illusions at a time can be created. The illusions last as long as the Kellar concentrates and can be created once per day. The illusions can be created as far as 900 million kilometers away and are very useful for sending messages. The Kellar suffers a loss of 5 points of fatigue for every turn.

18/Psionic Detection: With this discipline, a Kellar can detect any psionic use in a radius equal to twelve times his PSI. He must concentrate to use this discipline.

19/Pyrokinesis/Cryokinesis: There are two forms of this discipline. The player must decide which one his character is schooled in. Pyrokinesis allows a Kellar to start fires by using his mind. Cryokinesis causes extreme cold. To use each discipline the Kellar must remain still and undisturbed. On the first turn of its use, the discipline can cause 2d10 points of damage. For every additional turn of concentration, the effect causes 1d10 more points of damage. The concentration can last up to 10 turns and the discipline can be used once per day. The Kellar suffers 5 points of fatigue for every turn of concentration.

20/Telepathy: This discipline can be used at any distance, even across the galaxy. It is used to send very complex messages and thoughts faster than any subspace radio message. In fact, the transmission is instantaneous. The Kellar cannot receive thoughts in return unless he is communicating with another Kellar who also has this discipline. This discipline is so draining that the Kellar must rest for 2d10 hours after its use before he can move again. Telepathy can be used only once every two weeks and causes a loss of 25 points of fatigue.

21/Psionic Adhesion: This discipline allows a Kellar to attach himself to any smooth surface and crawl around, even upside down. The discipline can be used for any length of time and as many times per day as desired. The Kellar can carry people along with him, as many as his STR score can handle. The Kellar suffers a loss of 5 points of fatigue per minute of wall-crawling.

22/Radio Control: With this discipline, a Kellar can control radio waves. He can contact others just as if he had a radio device in his hand. This discipline can be used to contact starships or any radio device up to 900 million kilometers away. It can be used for up to 20 turns and three times every day.

23/Force Field Generation and Control: A Kellar can generate a personal force field that can absorb up to 1000 END points of

damage before collapsing. This field can be formed into different shapes and can cover up to 50 square meters. The Kellar suffers the loss of 15 points of fatigue when erecting the field and further suffers 1 wound for every 50 points of damage suffered by the force field.

This discipline also extends to force field control. A Kellar with this discipline can destroy a personal force field (such as in a starship brig) by making a discipline roll. This causes the same fatigue loss as above.

This discipline has a maximum range of 10 times the Kellar's PSI score. The force field lasts for one day, either on land or on a starship, unless it is destroyed. This discipline can be used twice per week.

23/Stun Field: A Kellar can project a field that has a range of five times his PSI in meters. All people within that radius must make a PSI save at half their score. If they fail, they suffer 90 points of temporary stun damage. The field remains in the area for 10 turns, even if the Kellar moves, stunning anyone who goes into it. It can be used twice per week and is not selective; everyone in the field will be stunned, even allies. A Kellar is immune to his own Stun Field. The Kellar loses 15 points of fatigue every time he uses this discipline.

24/Thought Shield: Any Kellar with this discipline is nearly immune to psionic detection or mental tampering. A Vulcan cannot control him and cannot communicate psionically without the Kellar dropping the shield. Another Kellar cannot break through the shield either, so a Kellar possessing this discipline is usually safe from psionic tampering. Still, disciplines that affect the physical structure of the Kellar will affect him. It is only his mind that is protected. The Kellar can, of course, drop the shield at any time. The discipline acts constantly.

25/Energy Recharge Ability: A Kellar can recharge phasers, lasers, and any other energy weapon. He can recharge a number of power units equal to twice his PSI score. This discipline can be used three times each week. The Kellar suffers a loss of 1d10 points of fatigue, plus 2 points of wounds for every item he recharges.

Summary

There are so many things that affect the Kellar that don't affect other races that they are a difficult race to play. They should never be used for beginning players, as they may find the race frustrating and difficult. If the Kellar prove too unbalancing for a campaign, change the guidelines and make them weaker.

Remember to keep very close track of the Kellar's surroundings, as they affect him greatly. Things like lights, sounds, and poisons are examples of factors easily overlooked that affect the Kellar.

Above all, remember that the name of the game is fun, and fun adventuring is the most important thing. Don't make it too easy for the players and don't make it too difficult.