

PERSONNEL FILE - UFP

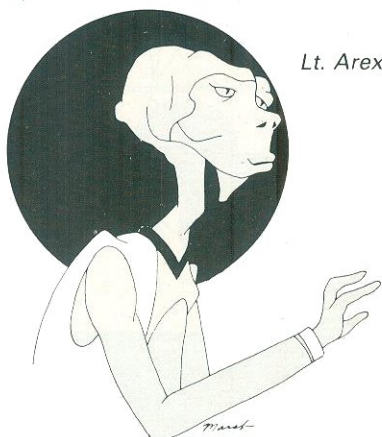
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This month, **PERSONNEL FILE - UFP** will provide non-player character statistics for four new races that players may encounter on their travels in the *STAR TREK* universe. Representatives of these races appear in an episode of the animated *STAR TREK* TV series, "The Jihad".

The live-action *STAR TREK* series shows a noticeable absence of non-humanoid alien races. This is logical; It's difficult to hire non-human actors. But the Filmmation-produced animated series, though short-lived, made up for this somewhat by introducing a number of imaginative and distinctly non-human types. Among these were the Caitian and Edoan races described in the basic ST:RPG package, as exemplified by Lt. M'ress and Lt. Arex, respectively.

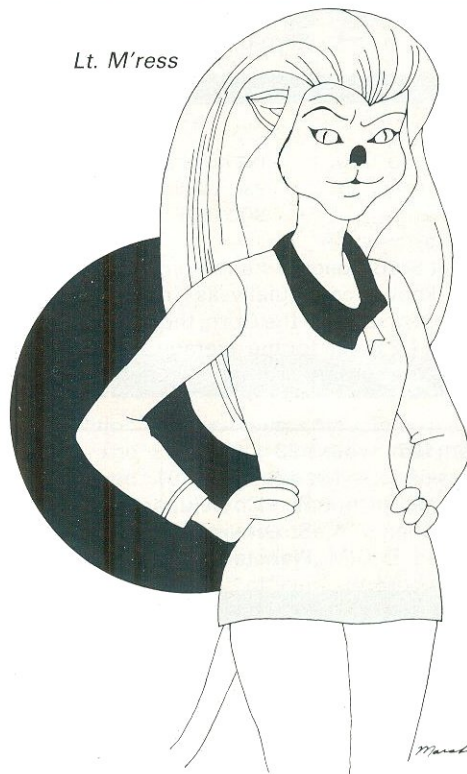
In "The Jihad", the *Enterprise* is placed by Star Fleet at the disposal of the Vedala, an ancient and reclusive race said to be the oldest spacefaring culture in the known galaxy. The Vedala wish to enlist the aid of Kirk and Spock in a multi-species band of hand-picked adventurers, in an attempt to recover the stolen "Soul of Skorr" and prevent the proud avian race of Skorr from going on a *jihad*, or holy war, over the theft.

The members of the team are chosen for certain skills and talents believed by the Vedala to be useful for the mission. Kirk is chosen for his proven courage and resourcefulness, and Spock for his analytical mind and vast knowledge. The other members of the team are also chosen for survival traits and useful skills. Lora, a human female, is a noted hunter and tracker with an infallible sense of direction. Sord, a member of a dinosaur-like race, has great strength and endurance. Em-3-Green, an insect-like being from a culture whose members are all cautious to the point of cowardice, possesses incredible dexterity and has skills as a machine operator, pickpocket, and lockpick.



Lt. Arex

Lt. M'ress



The final member of the team is Tchar, hereditary prince of the Skorr, a bird-like race with functional wings. The Skorr, once a proud warrior race, gave up warfare thanks to the teachings of one great philosopher. This philosopher's mental patterns were preserved in an abstract sculpture that the Skorr believe possesses the soul of their culture. The theft of the sculpture threatens to set the Skorr back on the path of interstellar war.

The team is sent by the Vedala to recover the sculpture from a deadly planet of constantly shifting climate and geological extremes. Along the way they discover that Tchar himself is the thief. The proud warrior prince has a mad hope to restore his race's lost greatness by sparking a holy war. In the end, Kirk, Spock, and the others defeat Tchar and recover the Soul. The Vedala promise to heal Tchar's madness and return him to his people as the proud and brave prince he should have been.

Any of the races of the quest would make good non-player characters for various encounters, and their non-player stats and information are presented below, along with brief character descriptions of the actual members of the quest team from "The Jihad".

SKORR

STR +5 END -5 INT normal DEX +5
 CHA normal LUC -15 PSI -30
 AP = (DEX/10) + 4 SOC/TECH INDEX 6-878773

An ancient warrior race, now turned toward peace. This race has bird-like ancestry, and still possesses functional wings and talons. (Flight in maneuver situations moves 4 squares per AP expended, with 2 AP cost to take off. During straight-line flight at altitude, that speed increases to a maximum of 5 times maneuver speed. Talons do 1D10+5 damage in HTH combat.

Tchar:	STR 79	END 60	INT 63	DEX 82
	CHA 71	LUC 19	PSI 01	
<i>Significant Skills:</i>	Leadership			82
	Pers Cmbt (unarmed)			69
	Zero-G Operations			35

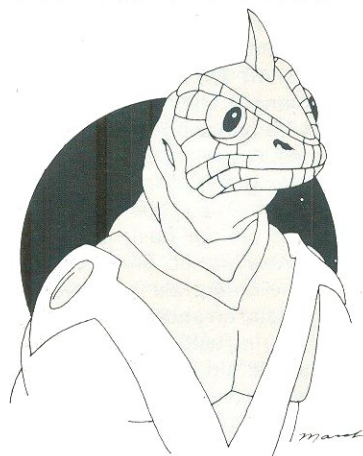


REPTILIANS

STR +25 END +20 INT normal DEX -10
 CHA -5 LUC -30 PSI -30
 AP = (DEX/10) + 2 SOC/TECH INDEX 7-667651
 ARMOR 4 points

The planet Sord's people come from is never mentioned, but they are known colloquially as "reptilians". They are probably distant cousins of the Gorn, though they are smaller in size (about 6 1/2 ft. tall for the average adult). They resemble dinosaurs, possessing a tough skin and striking golden eyes.

Sord:	STR 107	END 98	INT 69	DEX 35
	CHA 65	LUC 42	PSI 01	
<i>Significant Skills:</i>	Pers Cmbt (unarmed)			79
	Streetwise			81
	Planetary Survival			63



CILIATES

STR 15 END 15 INT normal DEX +25
 CHA -5 LUC -10 PSI -30
 AP = (DEX/10) + 6 SOC/TECH INDEX 7-877762

Em/3/Green's home world isn't revealed either, but his people are popularly known as "ciliates" because they have rows of three arm-like cilia along each side of the body which are used as extremely delicate manipulatory organs. They walk upright on short, stumpy legs, and are a bright green in color with a perpetually sad expression. The ciliates are, as a race, cowardly. They will avoid physical danger wherever possible. This does not mean they will turn tail and run at every provocation; they are not unreasoning in their fear. They will, however, avoid danger whenever possible, though they are capable of accepting it (albeit not very gracefully) when danger is unavoidable. Ciliates have six very flexible and sensitive arm-like cilia which they can use all at once and with no worries about "handedness" or reduction in dexterity. Their eyesight is also particularly good, especially when manipulating small objects. Thus, they make excellent mechanics, jewelers, and craftsmen.

Em/3/Green:

STR 29	END 32	INT 71	DEX 104
CHA 45	LUC 53	PSI 40	
<i>Significant Skills:</i>	Lockpicking		84
	Electronics Tech		88
	Pickpocket		77
	Pers Cmbt (unarmed)		01
	Ground Vehicle Op		78



VEDALA

STR - 10 END - 20 INT + 20
DEX normal CHA + 10 LUC - 5
PSI normal
AP = (DEX/10) + 4
SOC/TECH INDEX 0-CB9A8B

The Vedala are a cat-like people who walk upright with sort of a stoop-shouldered appearance. Despite their unassuming physical appearance, they seem to radiate a wisdom only great age can produce in a race. They are the oldest known spacefaring race in the galaxy, beginning their explorations while mankind on Earth was still living in caves. As such, they are one of the rare examples of a culture that is technologically superior to the Federation.

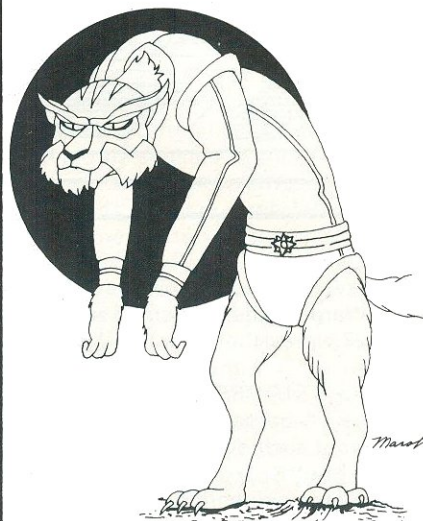
Though the Vedala have always been on friendly terms with humans and most other spacegoing species, they have an overwhelming need for both personal and racial privacy. (So much so that asking any personal question of a Vedala, even his/her name, is a grave insult.) Thus, they rarely contact other beings, and even on those rare

occasions, only one Vedala at a time has ever been seen. Their home planet is unknown even to them — they now live on many widely-scattered, artificially-maintained asteroids (equipped with advanced Vedala stardrives) that they use to wander the galaxy.

The Vedala are never encountered unless they wish to be, and they can command the instant attention of most any government just by requesting it. Not only the Federation, but the Klingons have been known to have responded at times to Vedala requests of one sort or another. Their advanced technology remains a mystery, but it is formidable enough that no existing power — no matter how expansionistic — would want to bother them. No Vedala asteroid has ever been attacked, as far as Federation records can reveal. No Vedala has ever been known to use or carry a weapon. Even so, they are quite capable of protecting themselves, and all races in the galaxy know this quite well.

The Vedala individual who calls Kirk, Spock, and the others together in

"The Jihad" is never identified (naturally), and is not observed under conditions that allow reasonable speculation on her skills or specific attributes.



The final member of the party, Lora, is a normal human female. Her statistics and significant skills are listed below:

Lora: STR 68 END 79 INT 73
DEX 82 CHA 77 LUC 76 PSI 51

Significant Skills:

Marks (modern)	82
Pers Cmbt (unarmed)	77
Planetary Survival	73
Hunting	91
Tracking	99

There are a number of ways these non-player character races could be worked into a campaign. The most straightforward would be to have the team called back together by the Vedala, either to again thwart the war-like efforts of prince Tchar, or perhaps teamed up with a rehabilitated Tchar against some other galaxy-spanning problem.

The individuals from the expedition may be encountered on their own. The little lockpick Em/3/Green may be mixed up in some sort of spectacular theft planned by a mastermind. Lora may seek out Captain Kirk (who she "took a fancy to" during the original quest) to ask for his help or just to take up where she left off. Sord may be working as a bodyguard or expedition leader somewhere. Tchar, now cured of his madness, may want to make amends by giving Kirk some important information. And, of course, the Vedala may call on Kirk and Spock, or other Star Fleet officers, for another important cause.

Finally, other members of the races represented in the original expedition may turn up as non-player characters in any campaign. A reptilian mercenary band, a ciliate repairman, or a Skorr diplomat might be interesting as important

non-player characters, or just walk-ons.

None of these four new races are intended as player characters, and none would be found in Star Fleet. A race known as the Aurelians, close relatives of the Skorr, MIGHT be found as Star Fleet officers, however. (An Aurelian historian was shown in the animated episode "Yesteryear".) The Aurelians have slightly different racial characteristic adjustments and background than the Skorr. We will present the Aurelians as an optional seventh Star Fleet character race in this column next month, including complete background and character creation data for Aurelian player characters. Meanwhile, have fun with these four new non-player character races.

