

MIXED BLOOD

by Jeffrey K. Mills

"We've run a number of blood tests on Mr. Spock; it isn't true Vulcan blood either. It has human blood elements in it."

Christine Chapel
"Journey to Babel"

With this and many other quotes from *Star Trek*, we can see that Mr. Spock is not only different from normal humans, but from normal Vulcans as well, both mentally/emotionally and physically. Why then, does ST:RPG2 not reflect this fact? I, for one, see it as an opportunity for yet another possible character race, one which would add greater flexibility to the game.

ST:RPG2 reflects half-human/half-Vulcan characters in an unusual way by simply stating that the characteristics of a half-Vulcan will conform to the type of culture the character is raised with and the planet he/she is raised on. While it is true that persons, whether human, Vulcan, Caitian, or whatever, will vary somewhat depending upon the planet that character is raised on, it is to be assumed that the majority of planets covered in ST:RPG2 are so close to the norm as to be virtually the same. This seems to be a "universal constant". Anything else would be extremely time-consuming in terms of the time it would take to explain the differences between them.

We cannot avoid discussing the planetary characteristics of Vulcan, however. It is a hot, dry planet with a slightly heavier gravity and a thin atmosphere. This, presumably, is primarily why Vulcans receive the modifiers they do on their initial ability scores. Vulcan's harsh conditions have bred a harder race, accounting for the increased STR and END scores.

Culture, too, plays a part in the differences between humans and Vulcans. Vulcan has an extremely logical society, conditions which easily lend themselves to intellectual pursuits, explaining their increased INT and PSI scores. The logical basis of their culture gives us the reason for the reduced LUC of Vulcans as well. A people as logical, and hence, analytical as the Vulcans will have a much more difficult time understanding and interpreting illogic than a human would.

So we can see that it is possible that a Vulcan raised on Terra or a human raised on Vulcan would be slightly different physiologically than if raised on their native planet. A human raised on Vulcan would be used to the altered conditions present on Vulcan, but be very uncomfortable under standard Terra conditions. And a Vulcan raised on Terra could hardly help but be more emotional as well as less adept in harsh conditions, but would possibly possess some measure of human intuition (luck).

As we have discussed, half-Vulcan physiology differs from either human or Vulcan. But, although there would be some small variation between Terra-raised Vulcan physiology and that of native Vulcans, the base adjustment would still be +10 to STR and +5 to END.

Cultural factors also play a major part in one's upbringing. The cultural environment a child is raised in affects him throughout the rest of his life. It is difficult, at best, to try to change one's behavior patterns. Therefore, a half-Vulcan raised on Vulcan would receive the full +10 to INT, -40 to LUC, and no modifier to PSI, while one raised on Terra would receive no modifier to INT or LUC, but a -30 to PSI. The half-Vulcan raised on Terra would probably not be trained in Vulcan psionic techniques, either.



With the introduction of Saavik in *Star Trek II: The Wrath of Khan*, we encounter a whole new series of problems. From "Balance of Terror", we are able to form a possible hypothesis that Vulcans and Romulans evolved from the same parent race. In "The Enterprise Incident", this theory is further proven by the similarity in the cultural rituals of the two races. Considering these factors, it should not be too difficult to believe that the two races are genetically compatible for interbreeding. Saavik is such a hybrid. Although not emphatically stated in the last two films, the novelizations clearly state that she is the offspring of a rare Vulcan/Romulan cross. While it is probably true that Saavik is not the only hybrid of this kind, they are extremely rare, far more so than Human/Vulcans. The Vulcans and Romulans do not normally associate with each other, and their cultural views have radically diverged, so even if they were together, it is unlikely that the two races would ever mate or marry. Because of this, the resultant hybrid probably occurred from a forced intermingling of the species. It is illogical for Vulcans to behave in this manner, so we must conclude that Romulans force themselves on Vulcan captives.

The physical characteristics of the Vulcan/Romulan cross would be very similar to those of either race individually; Romulus and Remus are worlds almost as harsh as Vulcan. Therefore, a +15 to STR and a +10 to END would be the physical characteristics of the hybrid. All Vulcan/Romulan children would probably gain the Romulan's increase in DEX of +5, due to cultural conditions placed on them within the Star Empire during their very early years. Culturally, the Vulcan/Romulan offspring will almost always be initially brought up within the Romulan Star Empire due to the circumstances under which they were conceived. If rescued by the UFP, these children could be raised on Vulcan or elsewhere in the Federation. For Vulcan/Romulan hybrid player characters, it can be assumed that they will take on the cultural characteristics of whichever type of campaign they are participating in; a Federation or a Romulan one. Hybrids raised within the Star Empire would, therefore be more intuitive than their Vulcan cousins (LUC only -10), but not as highly trained in psionic disciplines (-20 to PSI).

On the other side of the Neutral Zone, these hybrids would gain both benefits and detriments from their initial exposure to the Romulan Way and later exposure to Vulcan Mysticism; they would likely be more intuitive than pure Vulcans (LUC -30); they would have full psionic training but not be as adept with it (PSI -10); and their later educational and cultural training would place less stress on the intellect (INT +5).

	STR	END	INT	DEX	CHA	LUC	PSI
<i>Vulcan/Human</i>							
Vulcan Culture	+10	+5	+10	-	-	-40	-
Human Culture	+10	+5	-	-	-	-	-30
<i>Vulcan/Romulan</i>							
Vulcan Culture	+15	+10	+5	+5	-	-30	-10
Romulan Culture	+15	+10	-	+5	-	-10	-20