

**SPECIES NAME: ANGOSIAN**

**VISUAL REPRESENTATION**



**SPECIES ADJUSTMENTS**

-2 Presence, +1 Intellect

**PHYSICAL DESCRIPTION**

Angosians are physically indistinguishable from Terran humans, and may have genetic ties to Earth humans similar to the people of Alpha Centauri.

Their body-types and skin, eyes, and hair coloring run the full range of a standard human; from platinum hair to black. From dark skin, to a pale Caucasoid complexion. Asian-type features are rare, but some Angosians originating from one of their smaller southern continents do exhibit some traits common in Terran Asian features.

**CULTURE**

A race of inherently non-violent, passive people. Angosians prefer intellectual, artistic, and scientific pursuits.

As a result, their government decided to genetically alter their soldiers to enable the Angosian people to end their conflict with the Tarsians in their own favor.

This resulted in what could be considered a separate race, or sub-species of Angosian people known as the Angosian Augment (see below).

Some Angosians seem stolid, and it is not uncommon for an Angosian to have an air of arrogance, or a snobbish manner. Especially among the males, or those in positions of social power and influence.

**LANGUAGES**

Angosians have their own language, which is remarkable similar to the native Betazoid language. Angosians prefer to use Federation Standard to communicate with off-worlders, however.

**COMMON NAMES**

Angosian names are also very similar to Betazoid names. Both male and female names have an exotic sound to most humans. Roga Danar (male) and Beata Leyoro (female) are well-known Angosians.

**HOMEWORLD**

Angosia is a highly industrialized Class-M planet on a technological par with most Federation member-worlds. A member of the Federation it's self, as of 2369, Angosia is a prominent exporter of machines and manufacturing material.

The flora and fauna of Angosia is very similar, once again, to that of Betazed. Although there is not as much of an abundance of wild life on Angosia, and most Angosians do not take to keeping pets.

**FAVORED PROFESSION**

The average Angosian will be virtually anything but a Soldier.

Scientists, Explorers, Diplomats, and Starship Engineers are preferred professions for non-augmented Angosian personnel.

There are a few Angosians in Starfleet, including some Augments, serving as security officers.

Since the Angosian society does not have, or recognize a religion, they do not produce any Mystics.

**SPECIES ABILITIES**

Non-augmented Angosians have heightened Intellect due to their common pursuit of academic skills and knowledge. In this way they are an enlightened species.

They do suffer a penalty to their Presence, however, due to their stolid, and often "stuffy" behavior.

*Bonus Edges:* Innovative, Multitasking  
*Species Flaws:* Pacifist 2, Intolerant (Tarsians), Proud (optional)

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***THE ANGOSIAN AUGMENT***

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The genetically engineered "super soldiers" used by the Angosians during their military conflict with the Tarsians.

Due to their pacifist nature, the Angosian people were unable to achieve the type of natural aggression necessary to defeat their Tarsian enemies.

The Angosian senate ordered all soldiers who volunteered for service during the Tarsian wars to

undergo extensive genetic manipulations, as well as chemical alterations to enhance their strength, their reflexes, and their ability to endure physical pain and damages.

These augmentations also improved the Angosian soldier's memories, and their ability to think quickly, and improvise actions in the battlefield.

And, of course, the soldiers were made more aggressive by these treatments. And they would often lose control of themselves resulting in dangerous aggressive behaviour.

After the end of the Tarsian war, rather than try to help deprogram their soldiers, the Angosian government simply exiled these men and women to various penal colonies.

This treatment of the Augments ended when one soldier, Roga Danar, escaped and staged a revolt. And the Angosian Augments were officially declared equal in Angosian society, and allowed to petition the government for a redress of grievances.

### **VISUAL REPRESENTATION (*Roga Danar – Angosian Augment*)**



### **SPECIES ADJUSTMENTS**

+2 Strength, +3 Vitality, +1 Perception, -2 Presence

### **PHYSICAL DESCRIPTION**

Angosian augmented soldiers appear as other Angosians – essentially identical to humans. But they are all almost unnaturally physically fit and in excellent medical health.

Despite over nearly 2 decades of research, no method of reversing the manipulations done to these soldiers has been found by Angosian scientists, or Federation medical personnel who have worked with the Angosians

since the world was admitted into the Federation in 2369.

Angosian Augments cannot conceive children. Nor can an Augment male impregnate a non-augmented female, or a member of another species.

Angosian Augments who spent time in one of the “camps” such as the Lunar V settlement where Roga Danar was incarcerated will often have a small tattoo at their left temple, from the corner of their eye back to their ear.

This is an identification mark, used to tag and document Augments sent to the internment camps, and it consists of a series of numbers and letters in Angosian. Most Augments will refuse to have this removed, as it serves as a reminder of how they were treated.

Augments will treat this mark as a mark of solidarity.

### **CULTURE**

The sub-culture of the Angosian Augment is a lonely one. Still ostracized in many ways by their own society, they have been some basic freedoms and social equalities since the Danar Rebellion in 2366.

And they are recognized as citizens by the Angosian courts.

But, for many Augments life off-world is preferable. And this has led to several Augments leaving Angosia, and even joining Starfleet.

### **LANGUAGES**

Augments will speak the same languages as their non-Augmented counterparts. However, due to their improved memories, Augments find it easier to learn languages. It is not uncommon for an Augment traveling off-world to quickly pick up, if not the language, a great deal of any local dialect they encounter.

### **COMMON NAMES**

Augment names are in the same style as non-Augments. Although, some Augments will call each other by their designation numbers, as displayed on their identification tattoos, as a way of recognizing and identifying with fellow augments.

Roga Danar's DN was 824.

### **HOMEWORLD**

Angosia, for the Augments, is the same world it was before the Tarsian war. But often they feel as if the world it's self is rejecting them.

Angosian Augments living off-world will be most comfortable on planets with a lot of plant-life, few animals, and a reasonably advanced technological level.

### **FAVORED PROFESSION**

Angosian Augments are Soldiers. And they will choose this profession over all others.

Some serve in Starfleet, as Security or Tactical officers. Others make their way as Mercenaries; freelance

soldiers fighting for the highest bidder. And the bidding can be quite high for a soldier as strong and virtually indestructible as an Angosian Augment.

A few Augments will find the life of a Rogue appealing. But even these men and women seem to find themselves getting into more than most people's share of fights.

## **SPECIES ABILITIES**

*Military Conditioning:* The crux of what makes these people who they are. Angosian Augments gained several physical and mental advantages from the chemical and genetic alterations done to them to prepare them for military service.

Angosian Augments receive +2 to *all* Combat tests. They receive one extra action, per round. They gain +2 on their initiative rolls, +1 Health, 2 levels of Healthy, as well as +2 to Quickness, Stamina, and Willpower reactions.

All sensors trying to scan or track them do so at a -5 to -10 penalty, depending on the conditions under which the scan is attempted.

Augments start at 3 levels in Armed, Unarmed, and Energy Weapon combat skills. And they can automatically advance all personal combat skills as professional skills.

Augments also have the species ability, *Skilled*, as humans.

*Bonus Edges:* Eidetic Memory, Fit, Dodge, Lightning Reflexes, Rapid Healing (x2)

*Species Flaws:* Bloodlust, Dark Secret (Angosian Soldier), Infamy (Violence)

