AZZIZ

SPECIES ADJUSTMENTS
-2 Strength, +4 Intellect

PHYSICAL DESCRIPTION
The Azziz have silvery blue skin tones, with white spots on their faces that indicate what their function in life is. They are completely hairless and have a metal silver colored skull cap that protects their head. This has been permanently attached to their skull. They appear to be humanoids, tall, slim, fit and attractive.

As with most intelligent humanoid species, the Azziz have a very complex system with specialized organs, unique hormones, chemicals and enzymes. However in their case it is obvious that they have bioengineered their own bodies to make them better than they originally were. This includes altering themselves so that each member of their society is ideally suited to one particular job. Also they all eat a prepared nutritional supplement that has very little taste but is an excellent source of all the required daily nutrients.

The Azziz tend to be calm, relaxed and able to mimic all emotional expressions. They also seem to have trouble understanding humor. Other than this they seem to be completely free from any mental ailments or problems.

CULTURE
The Azziz tend to have no ability to understand or appreciate any of the arts. So far none of the various art forms they have been exposed to seem to have any affect on them or even been able to spark any interest.

Culture is one of those areas where they have no concept of what it is. They do not seem to have any of their own and for the most part do not show any interest in any other species customs except where it impacts on their ability to meet and have meaningful discussions.

They are greatly admired for their remarkable bioengineering and biosynthesis abilities. In fact they are one of the leading authorities when it comes to this subject. In all other areas they fall behind the Federation.

The Azziz do not seem to have any religious beliefs. In fact they have shown confusion when other species have tried to explain it to them.

They have no myths or legends of their own. They also have shown no interest in any other species in regards to this subject.

The Azziz have an extremely organized society where every one has been bioengineered to perform one specific job. Crime is unknown, poverty is unknown and everyone has access to any and all the resources they may need. Even their cities are extremely well laid out, clean, quiet and with many bioengineered amenities.

LANGUAGES
The Azziz cannot speak, verbally. But, most of them can understand what seems be said to them easily enough. After decades of contact with the Federation, some Azziz have begun to use basic sign-language to communicate with non-Azziz.

COMMON NAMES
The Azziz do not communicate on the same level as most humanoids. They do not use names the way humans, Vulcans, or Klingons do. But, they do understand when someone else calls another by name, or a non-Azziz calls an Azziz by a nick-name to facilitate communication.

For this reason, Azziz try to impart a useful name to each other to use while dealing with non-Azziz. Taking their cue from The Poet, most Azziz will go by a name that is easy to remember, and serves to describe the individual Azziz in some one.

HOMEWORLD
Proper Name: Azziz
Diameter: 12,796 km (7,951 miles)
Gravity: 0.93 standard gravity with a density of 5.1
Axial Tilt: 7.6 %, with mild seasonal changes
Orbital Period: 495 days
Rotational Period: 26.2 hours
Classification: M
Surface Water: 49 %
Atmosphere: 1.11 % is a standard pressure with 74% nitrogen, 25% oxygen, 1% trace chemicals
Climate: Climate controlled for maximum efficiency.
Population: Just over 4 billion

While they are allied with the Federation not much is known about their past. How and why they adopted bioengineering on such a wide spread scale is still a mystery. What is known is that they have been long time allies of the Pelians and the Bactricans who are in the next system. This has included trade and military support against the numerous alien invasions that
they have all had to suffer. Most notably from the Tzenkethi.

The first formal contact between the Azziz and the Federation came in 2354 on Pelios Station. Based on certain conversations between the "Poet" and the Federation Ambassador at this time it appears as if their humanoid appearance may not be their natural or original state. Certain experts have wondered if they altered their appearance to make them more acceptable around other alien species.

The members of their government have been bioengineered to perform these jobs. The top members or council of 9 have never been seen by off-worlders.

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They are mostly self sufficient but do have long standing traded deals with the Pelians and the Bactricans who are in the next system. Now however they have also established some trade deals with the Federation.

While they are primarily a peaceful species they have had to defend themselves in the past. As a result they have developed some very remarkable ships that are state of the art in bioengineering. These ships are essentially living beings, proof positive that the Azziz are masters of biosynthesis.

These ships live for one purpose, to defend the Azziz and anyone the Azziz tell them to defend. As a result they will and have been known to take risks that normal sentient beings would never even consider. These ships are on average 1/4 of the size of equivalent warships belonging to other species. This is primarily due to the fact that they do not need space for crew or other humanoid required needs. On the whole they tend to be less dangerous than equivalent ships belonging to species like the Federation, Klingons, Cardassians and Romulans.

The first formal contact between the Azziz and the Federation came in 2354 on Pelios Station. This first contact ended tragically when "the Poet," the member of the Azziz who was able to verbally communicate, was accidentally killed aboard the station. It was later revealed that the Azziz ship and crew were in fact all interdependent biological units, all of which relied on the Poet to keep them in harmony.

FAVORED PROFESSION

Scientist. Most specifically a biotech engineer.

SPECIES ABILITIES

The Azziz are a very unusual species. And a welcome ally to the Federation. Due to their reliance on biotechnology, they are very different from most sentient species.

The Azziz are not overly strong, or physically athletic.

But, they are extremely intelligent. Even Vulcan’s marvel at their intellectual prowess.

Azziz to suffer from a -2 penalty to their Strength attributes, but they more than make up for it with a +4 bonus to their Intellect scores.

The Azziz also have several singular species traits.

Vocally Mute: Azziz can speak, in their own way, but only with other Azziz. To all other beings they are essentially mute. In any test requiring verbal communication (in either an Attribute, Reaction, or Skill test) an Azziz must take a -8 penalty. To offset this, an Azziz may roll a Perception, Intellect, Savvy, or appropriate Skill test (which ever the Narrator feels is most accurate given the circumstances) to find a functioning way to communicate.

Psionically Mute: Azziz have no psionic abilities whatsoever. It is almost impossible for a Betazoid, or any telepath to read them, tap into their thoughts, or communicate with them on that level. Anyone attempting to enter an Azziz mind does so with a -8 penalty. And an Azziz gains a +4 bonus when trying to actively block such an attack.

Technophile: The Azziz have this Scientist Professional Ability as a species-trait. This is wheather the character actually is a Scientist or not. (see p. 82 of the PG for more information)

Bioengineer: All Azziz have some background-training in bioengineering as a necessity. As a result, they all star the game with 2 levels of Life Science (Bioengineering), and may advance this skill as a professional skill.

Limited Interests: Although the Azzis are very intelligent, they limit the scope of their knowledge to things that directly concern their daily activities. Azzis may only spend Courage on Academic tests involving their professional skills.

Exceptional Concentration: (bonus edge) When an Azziz is busily working on something it is almost impossible to distract her. The Azziz have the ability to “tune out the world” when they concentrate. An Azziz can simply brush off or ignore distractions that would hamper anyone else. An Azziz may ignore the normal penalties imposed on a character by outside distractions.