

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

### SPECIES NAME: **BETELGEUSIAN**

#### VISUAL REPRESENTATION



#### SPECIES ADJUSTMENTS

+2 Agility, +1 Vitality, +2 Perception

#### PHYSICAL DESCRIPTION

Betelgeusians are a race of blue skinned humanoid. Dramatically different from most humanoid races, except Bolians, with blue skin, nickel based blood and facial cartilage plates. They prefer to stay on their homeworld, only leaving for diplomatic purposes.

Having evolved from a race of eagles, Betelgeusians are a two meter tall humanoid species. Their claw and bone structures were like that of an Earth condor, but Betelgeusians walk upright. Members of the species have two mouths, one for speaking, and the other for eating. Members of the species have a strong hunting drive, which they needed to sublimate with both sports and other forms of competition.

#### CULTURE

The Betelgeusians evolved from leopard-like avian predators.

They started out as avians originally, but as they evolved, they were forced from the air as their size increased, but retained many of the biological adaptations they had evolved. They became arboreal, leaping from branches to capture their prey.

Over time, they evolved patagia, flaps of skin between their arms and legs, allowing them to glide and pounce. As that allowed them to be successful, they became larger, and were forced to abandon the trees for the ground. Over time, the patagia became vestigial, like the skin flaps found on Human digits.

They still have minimal flaps beneath their arms as a result. They still retain the enhanced reflexes and senses they had from earlier in their evolution, making them superb predators.

Since they have abandoned all planets and live on colony ships or stations, they view all life as ephemeral. They live life to the fullest, hoping to earn enough glory and experience to be able to return to their clan and be considered an adult.

At this point, if they have accrued enough, they are allowed to mate. They epitomize the saying, 'Live fast and die hard.' They enjoy doing dangerous and adventurous things, as it gives them the surge in their system equivalent to an adrenaline rush, like they experience when they hunt.

The more exciting the activity, the more they like it. The Earth term for their cultural choice is 'adrenaline junkie.' This includes most athletic activities, including such things as free-climbing, parkour, and even an activity as strange as bungee-jumping down a turboshaft. They enjoy challenges and don't back down from them.

Their bones may have the equivalent of carbon fiber interlaced into them, making them very strong as well as light. They have claws like a condor, a vestige from their predatory past.

They aren't from Betelgeuse itself, as the star hasn't been around long enough for them to have evolved around it, but are from the Betelgeuse sector. Their star is now a red giant, and they were forced to abandon it before it wiped out their homeworld. As a result, they distrust planets.

#### LANGUAGES

Betelgeusians have their own native language – which is made up of long words, divided into distinct syllables and pronounced with a throaty inflection. Heavy on short vowel sounds. The native Betelgeusian language can have a guttural sound, but also lends itself well to musical composition.

Betelgeusians will have a broad knowledge of their own native tongue, and often speak at least functional bits of other languages such as Federation Standard, Klingon, or Vulcan, as their need requires.

#### COMMON NAMES

Most Betelgeusian names have the same unique sound and structure as other words in their language - *Hrrii'ush Uuvu'it*, who served as a science officer aboard the USS Enterprise in the early 2270s, had a very traditional Betelgeusian name.

By the late 24th century some Betelgeusians, especially those working with, or actively serving in Starfleet, began to adapt names that were easier to spell and pronounce; similar to the simplified names some Andorians used when interacting with humans.

#### HOMEWORLD

Betelgeusians once occupied all three of the Class M planets in the Betelgeuse system. Betelgeuse lies 527 light-years from Earth, in the Orion constellation.

Betelgeusians knew Betelgeuse IV, where their ancestors

first evolved, as Hav'a'halar, which means "home" in one of the central ancient languages of Betelgeusians.

Betelgeuse II and VI, each colonized less than a thousand years ago, were called, respectively, A'halar and B'halar. The large planet Hav'a'halar boasted a great range of climates and extreme geographical features similar to that of Earth. Four moons erratically orbited the mother world; the largest has an atmosphere of its own.

This moon's extensive coal deposits have burned since prehistory, shrouding the Smoky Moon (as it is called) in thick black clouds.

A'halar was tropical at high latitudes and almost uninhabitably hot in its equatorial zones.

The once-frigid small planet B'halar was made habitable only through extensive climactic alteration. Even after those changes, it was subject to wildly powerful storms; to avoid them, most B'halaran cities were constructed underground.

Forced to abandon their homeworld, and home-system long ago due to the Betelgeusian star morphing into a red giant; the Betelgeusians now do not call any world or system their home. They live, instead, on massive colony ships.

### FAVORED PROFESSION

Betelgeusians can easily function in any profession, but do to their reckless, adventuresome natures often choose professions that satisfy this urge for thrill-seeking and risk-taking.

Civilian Betelgeusians are most often encountered as Soldiers, or Scientists; with Mercenary, or Explorer being common Elite Professions.

There are a few Betelgeusians serving in Starfleet by the end of the 23rd century, and even more in the next century.

Betelgeusians in Starfleet most often serve as Command, or Security officers. But, Betelgeusian Science and Medical officers have also had successful careers.

### SPECIES ABILITIES

Betelgeusians are extremely agile, and suited for an athletic lifestyle. They also have an uncanny sense of their own surroundings. As a result they receive a +2 Species Bonus to their Agility and Perception attribute scores. They are also a surprisingly hardy species, receiving a +1 bonus to their Vitality attributes as well.

Betelgeusians also have the following unique species traits:

**Audacious:** Betelgeusians are naturally reckless, and impulsive. Due to their habit of leaping into dangerous situations, often without thinking the possible consequences through; if a Betelgeusian spends a courage point on any Physical test, he only receives a +2 benefit (instead of the usual +3). Furthermore, if

anyone, including a Commanding Officer, attempts to dissuade a Betelgeusian from a reckless or potentially dangerous act, she does so at a -5 penalty to any Influence tests.

**Homeship:** Betelgeusians are born, and raised aboard large colony-ships, rather than on a home planet. Treat all Betelgeusian characters as if they have both the *Colony / Frontier Upbringing* and *Nomadic Childhood* Personal Development packages. (see pages 87 & 88 of the *Player's Guide*).

**Physically Adept:** Betelgeusians hone the required skills for a predatory lifestyle from an early age. A Betelgeusian may advance any of the following skills as Professional Skills regardless of his actual profession: *Athletics, Gaming, Gymnastics, Observe, Sport, Survival, Unarmed Combat*.

**Easily Distracted:** Due to their impulsive nature almost anything can attract a Betelgeusian's attention. They have this Flaw as a Species Trait. (see p. 140 of the *Player's Guide*).

### OPTIONAL EDGES

Betelgeusians will often have several of the following Edges, and only need spend 1 Advancement Pick to acquire any of them:

*Alert, Competitive, Confident, Courageous, Excellent Metabolism, Fit, Great Stamina, Great Vitality, Healthy, Lightning Reflexes, Quick Draw, Sense of Direction, Speed.*

### OPTIONAL FLAW

The competitive nature of Betelgeusian society makes all Betelgeusians potential rivals of each other. Some Betelgeusians (especially those with the Competitive Edge) will have the following Flaw:

*Rival (Other Betelgeusians)*

This flaw is even more common among Betelgeusians with both the Competitive Edge, and a Renown of 14+.