SPECIES NAME: **DOLZIAN**

**VISUAL REPRESENTATION**

Dolzians, of Dolzaret, a planet in the Ciropus Beta system, are a race of very physically attractive albino humanoids. Their albinism is a naturally occurring racial trait. Their hair is completely white, their skin very lightly pigmented so that it has a light pinkish tone. And their eyes are a pale lavender color.

The most distinctive feature of the Dolzian people are their facial markings. All Dolzians have an intricate pattern of metallic looking markings of a bronzish color that begin in the eyebrows and extend around the eyes and down onto the cheeks, sometimes as far down as the neck, or shoulders. Each pattern is distinctive to each individual and their genetically close immediate family.

Aside from these markings, and the features of their albinism, Dolzians have the appearance of Asian Earth humans. And they have the usual appendages, including fingers and toes, of most human-like species.

Dolzians usually dress as if to accentuate their monochromatic looks, wearing whites, grays, and silvers in the form of loose fitting clothing, robes, and cloaks. Some Dolzians will wear an occasional brightly colored or oddly color-patterned garment. Usually a cloak, cape, or other accessory.

Dolzians never carry weapons openly.

They speak with soft, gentle voices that are sometimes more high-pitched than would be expected of a human of the same size and build as the individual Dolzian.

Dolzians are generally good-humored, gentle people given to outgoing, gregarious, friendly behavior.

**CULTURE**

The Dolzian culture is one of uninhibited hedonism. They love playing host, on their homeworld, to other beings. And it was the Dolzians that first brought the Ciropus Beta system to the attention of their interstellar neighbors.

Dolzians are very diplomatic, pacifistic, and gregarious.

They are well-known for being broad-minded. And they are also very active sexually. One could even say they are a race that thrives upon promiscuity. But this does not cause any problems for Dolzians as they do not embrace sexual restraint for so-called moral reasons.

Also, only an estimated 30% of Dolzian females can conceive children so no matter how promiscuously Dolzians behave it is not likely to result in an explosion of population, or a radically increased birthrate.

Dolzians will also behave in this fashion with other people they meet, of other species, regardless of that particular species cultural mores, but Dolzians do not behave in an aggressive way. They are a genuinely warm and friendly people.

Dolzians are vegetarians. They do not eat meat, or approve of killing an animal for food.

**LANGUAGES**

The Dolzian language is one that lends itself well to music. Dolzian is spoken properly with a soft, lilting tone that almost sounds as if the speaker is chanting more than actually talking.

Dolzians also have a knack for learning languages, and a Dolzian is likely to speak at least a few functional phrases in any language they use commonly – Federation Standard, Romulan, Klingon, and Ferengi being the most common.

**COMMON NAMES**

Dolzian names are often long, and elaborate. They do not use surnames, and usually only have a single name to identify each individual.

*Male names:* Borizial, Mikeole, Oriazian, Genisois, Franzlithian  
*Female names:* Triaznilias, Korianthis, Pelatonisa, Braslonia, Kiontela

**HOMEWORLD**

Dolzaret, the homeworld of the Dolzians, is a large planet with very little surface water. Most of the water of Dolzaret is located underground in expansive underground lakes and seas. There is no salt water on Dolzaret.

Dolzaret is rich in minerals, and there has been extensive mining on and below the surface of the planet. The Dolzians mine their own planet for resources such as metals and material for fuels for their starships.
The primary industry of Dolzaret is people. Dolzians make excellent diplomats, and negotiators as well as entertainers, and merchants. Dolzians also export crafts, metal-works, and starship material. They are on a civil footing with the other indigenous species of the Ciropus Beta system; especially the Nixabin, who use Dolzian delegates to deal with other off-worlders due to their xenophobic nature.

From orbit, Dolzaret has a very unusual appearance. The upper atmosphere has a decidedly purple or lavender color and this gives the planet a very distinctive coloring when viewed from orbit.

FAVORED PROFESSION
Dolzians usually excel in any profession they choose. But most Dolzians encountered off of Dolzaret, or outside their home solar system will be Merchants, Diplomats, Free Traders, or the occasional Rogue.

Dolzians are a very charming and charismatic species, and this makes them very good at diplomatic work.

There are a few Dolzians serving in Starfleet. And those that do serve the Federation normally do so as Counselors, or Science Officer aboard a starship or in a civilian capacity in the medical profession or as an ambassador.

Several Dolzian diplomats will work for the Nixabin as delegates, or mercantile representatives.

SPECIES ABILITIES
Dolzians are a very exotic, physically attractive species, and their open personalities make them even more appealing to those outside of their culture. They are not as muscular as most humanoids of their average size and physique, but they are quite lithe and dextrous.

This gives all Dolzians a +2 species bonus to their Presence attributes, and a +1 bonus to their Agility; but a -1 Penalty to their Strength scores.

Dolzians also have other traits and special abilities individual to their race.

Singular Triumph: Dolzians have a knack for picking up the basics of just about task they see others perform, or manage to read about, etc. Once, per game-session, a Dolzian may use one skill untrained that cannot normally be used untrained. Furthermore, he is allowed to role three dice and choose the two best results (the double-six rule still applies). Success in this attempt gives the Dolzian not only success at that particular test but the equivalent of +2 in the skills for a number of rounds equal to the result of 2d6+the Dolzian's Intellect modifier.

Once a Dolzian has used a skill untrained in this fashion, he may not do so again with the same skill. But, if he chooses to learn that skill he will receive a +2 to any tests needed to learn the skill.

Psionic: If a Dolzian acquires the Psionic edge, then he begins with a Psionic attribute of at least 6. Also, he gains 2 levels of Telepathy for free.

**Immovilize:** If a Psionic Dolzian reaches level-4 or higher in Mind Control he acquires this ability. A Dolzian can implant a psionic suggestion in another mind that that person is immobilized – and that they cannot move. And until the Dolzian removes this suggestion the recipient of it will believe they are unable to move, or change positions from whatever position they were in when the suggestion was implanted.

This attempt at telepathic manipulation can be resisted as an opposed tests using a Willpower reaction at a TN equal to the Dolzian’s Psionic skill test result.

**Skill Focus:** A Dolzian will have either Skill Focus (Eloquent), or Skill Focus (Seductive) as a bonus edge. If the Dolzian is a PC, this choice should be left up to the player. Se pp. 137-138 of the Player’s Guide for more information.

**Staffmaster:** Just as young Klingons learn to use the Bat’leth, Dk’tagh, and other weapons native to their planet and culture; young Dolzians learn to fight, and defend themselves using a Quarterstaff at a very young age. All Dolzians will begin with Armed Combat (Simple Weapons / Quarterstaff) +3 and can advance this skill as a professional skill.