

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

**SPECIES NAME: EEIAUOAN**

**VISUAL REPRESENTATION**



**SPECIES ADJUSTMENTS**

+2 Agility, +1 Perception, -1 Presence

**PHYSICAL DESCRIPTION**

Eeiauons strongly resemble their felinoid cousins, the Sivoans, who were described as “overgrown housecats” by USS Enterprise physician, Leonard McCoy.

While Sivoans tend to resemble Terran tigers, lynx, or bobcats, Eeiauons will be reminiscent of the latter, or of other long-haired cats. They also tend to be slightly shorter, and stockier than Sivoans.

Their features are very cat-like, including their greenish eyes, with slit pupils. They have prehensile tails, and soft, gentle purring voices.

**CULTURE**

Eeiauons are a more industrialized, and technically advanced versions of their Sivoans cousins, and it was this move to a less agrarian base civilization that caused the rift between the two elements of Sivoan society, leading to the exile of the Eeiauons to their new homeworld of Eeiau.

Originally prisoners of a sort, the Eeiauons carved out a society for themselves on their new world and even achieved membership in the Federation before Starfleet was aware of the Sivoans.

In the late 2260s a plague of severe ADF broke out on Eeiau, and a Federation team was called in to help contain the outbreak. It was through the efforts of Captain James T. Kirk and his crew, working to find a

cure to reverse the effects of ADF that first contact was made with Sivoa.

ADF syndrome is a bacteriophage which the afflicted Eeiauons called “the long death”. The first stage of the disease involves pained slow movements. The second stage leaves the patient hunched over with pain, leading to the final catatonic stage. A much lighter version of this disease experienced by Sivoans was called Noisy-Baby.

**LANGUAGES**

Eeiauons speak a dialect of the native Sivoan language, Sivan. Their dialect is referred to as Eeiau. The language is essentially the same, but certain words and phrases are accented, or stressed differently. And some common phrases used by the Sivoans do not convey the same meaning in the Eeiauon language.

This is very similar to the different usage of English by natives of America, and Great Britain on Earth.

**COMMON NAMES**

Eeiauons use the same descriptive nomenclature as their Sivoan cousins, with names such as Sunfall, Quickfoot, and Patterner being common.

Because they no longer reside, or are born on Sivoa, they do not take the traditional Walk, or receive a new name when coming of age. As a result Eeiauon names never carry the to- prefix. Always the of- prefix given to young Sivoans who have not taken their Walk.

The same place-names occur in Eeiauon names as are used by the Sivoans: Sralansre, Ennien, Vensre, Allanien, and Sretalles.

**HOMEWORLD**

Originally natives of Sivoa, and indeed, Sivoans; the Eeiauons were exiled to their new home after a conflict divided Sivoan society. Sivoans who wanted to leave behind the old ways, and the traditions and live in cities, ending their nomadic lifestyle were ostracized, and asked to “leave the camp”.

And the “camp” was the planet of Sivoa, itself.

In the two millennia that followed prior to the ADF outbreak and the arrival of the USS Enterprise in their system, the Eeiauons evolved into a separate species, with slight anatomical differences from the Sivoans (mostly internal).

They also developed a more severe strain of what the Sivoans called Noisy-Baby Syndrome.

By the early 24th century, both Sivoa and Eeiau held membership in the Federation, with officers from both worlds serving in Starfleet.

**FAVORED PROFESSION**

Like the Sivoans, Eeiauons prefer more passive pursuits. And as Starship officers they will be found working in the Science, Operations and Medical departments.

Fewer Eeiauons serve as Security or Tactical personnel than Sivoans. And some Eeiauons in Starfleet serve as Ship's Counselors.

Civilian Eeiauans encountered off their homeworld of Eeiau will usually be Merchants, or Free Traders, with the occasional well-meaning Rogue or Explorer thrown into the mix.

## **SPECIES ABILITIES**

**Emotion Smell:** Eeiauans, like Sivoans can detect slight chemical changes brought on by changes in mood or emotion in most beings. They receive a +4 bonus to Observe (Smell) tests to detect emotional changes. Success at such a test has generally the same results as psionic emotion detection as described for Empathy (Player's Guide, p. 126).

**Natural Weapons (Claws):** An Eeiauans claws are long, and sharp, and Eeiauans are not adverse to using them to defend themselves. Eeiauans claws inflict 1d6+3 damage, and all Eeiauans will start with the skill to use their claws as a natural weapon at +3.

**Prehensile Tail:** An Eeiauans tail can function almost as another appendage. An Agility test is required for an Eeiauans to grasp and hold something with their tail, and a Strength test to lift an object. A Stamina test is required for an Eeiauans to hold up any object with their tail longer than their Strength attribute score in rounds. This also applies to holding their own weight with their tail, eg., if the Eeiauans is trying to hang from a tree-branch or doing something similar, causing their tail to be the only support for their weight.

**ADF Syndrome:** (optional species flaw). A more severe version of the Sivoans Noisy-Baby Syndrome, ADF has much more severe effects, and can be fatal. It is also able to effect other humanoid, and even those of non-felinoid biochemistry.

An Eeiauans suffering from ADF must be treated for the disease. If not it could advance to the fatal stage. And treatment for ADF is mandatory for any Eeiauans serving in Starfleet, as soon as the earliest symptoms are detected.

penalty to all physical tests), followed as the disease progresses by a catatonic state (-4 to Perception, and -3 to all reaction rolls). Over time this state of catatonia will, itself, progress causing a further -3 to Perception, and an additional -2 to all reactions, as well as a -3 to Intellect. At this point a character suffering from ADF must make a Stamina reaction roll each day, at a -3 penalty. For each failure the character's Vitality is reduced by 1 point. If the character's Vitality is reduced to zero, he dies.

If ADF Syndrome is chosen as an optional flaw, the character may make 2 additional edge picks. Suffering from ADF should be roleplayed out, as should the process of curing the disease.

**Bonus Edges:** Keen Sight, Eidetic Memory

### ***Eeiauans ADF Syndrome***

(see description above)

**Onset:** Slow. The first symptoms are not noticed for days and the symptoms slowly progress over time, sometimes taking as long as a year to reach the final catatonic stage.

**Potency:** +3 TN

**Diagnosis:** +5 TN

**Treatment:** +3 TN (with appropriate medication. It should be noted the corresponding medicine stems from a plant growing on Sivo, so Eeiauans were essentially left completely vulnerable to the disease after they abandoned their homeworld.) / +7 TN without the proper medication.

**Effect:** Severe pain (-3 to Willpower reactions to resist. If the character fails he suffers a -2