

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: ITHENITE

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Agility, +1 Perception, -1 Presence, -1 Strength

PHYSICAL DESCRIPTION

The Ithenites are a race of diminutive humanoids. Only half the size of a human when full grown, Ithenites have a golden tone to their skin, which also has an almost metallic sheen to it.

This unusual pigmentation is the result of the high concentration gold in their blood. Ithenites blood is gold-based in the same way humans blood is iron-based, and the blood of Vulcans is copper-based.

In other respects Ithenites look like smaller versions of humans. They tend to be dark haired, and have dark eyes, although some have yellowish eyes.

Ithenites favor a style of fashion similar to Terran Arabic clothing styles from the early to mid-20th century. And males will always wear a tall, brimless hat similar in appearance to a type of hat from Earth known as a Fez. These hats have a knitted appearance and are solid-colored, with the color possibly designating either the social status of the wearer, or the region of the Ithenite homeworld the individual calls home.

CULTURE

Ithenites have a very simple culture. They seem to value food, cheer, and social gatherings above almost all other things. Their lifestyles are very laid back, for the most part, and there has not been a war on their homeworld in recorded history.

First Contact with the Ithenites was made by the Vulcans in 2146, and they were well known to the Earth Starfleet prior to the founding of the Federation, but they did not attain Federation membership until the early 23rd century.

Ithenites will look for any excuse to throw a party, and for this reason they have agreed to host many diplomatic functions, when a situation of neutral ground was required. Ithenite delegates have also attended almost every major treaty negotiation since their inclusion in the Federation, with the exception of the signing of the Khitomer Accords.

Their own society is very liberal, hedonistic, and broadminded. And while they prefer the company of their own kind, they still make friends easily and are keen to develop close friendships with off-worlders and people they meet in their travels.

LANGUAGES

Ithenites speak a language very similar to very ancient, early English from Earth. The use of vowels and syllabic stress is almost identical, hinting at some kind of evolutionary similarity. Perhaps part of some Preserver influence.

Most Ithenites met off their homeworld, and most who interact commonly with off-worlders on their home planet will speak Federation standard. Several also learn at least some functional phrases in Tellarite, due to their close political and mercantile ties to the Tellarite people.

COMMON NAMES

Ithenites have a single name; no familial or clan-based surname system. Male Ithenite names have two or three syllables, and tend to have short vowel sounds, and harsh consonants. Female names are softer, with an emphasis on long vowels, and female names usually end in a vowel sound.

Male Names: Karash, Kapek, Lopador, Malash
Female Names: Mirimia, Shilima, Cahale, Palmo

HOMEWORLD

The Ithenite homeworld of Orodanga, called Aurakish in their native language, is a small class-M planet in the Eta Virginis system.

Generally very Earth-like in its general climate and the appearance of the flora, and even some of the fauna. There is even a native animal almost indistinguishable from the Terran rabbit in abundance on the planet.

Located near Tellarite space, the Ithenites have enjoyed a long, fruitful relationship with the Tellarite people. A great deal of the older construction done on Orodanga was done by Tellarite craftsmen.

A generally pacifistic people, the Ithenites do not allow off-worlders to carry weapons on their world, and only have small hold-out phasers, available to their law-enforcement personnel to enforce this and other rules of conduct on the planet.

These rules consist largely of restrictions against violent behavior, or coarse, insulting, or narrow-minded attitudes towards visitors. Ithenites are very hospitable people.

The main industries on Orodanga would be farming, and the exporting of food-stuffs. Ithenites also grow a fragrant weed that some cultures still use for the ancient practice of smoking, despite the fact that most people in the Federation know this to be a devastating health risk.

Tellarites are quite fond of Ithenite tobacco, and have even tried to grow and market a hybrid variety with little success.

FAVORED PROFESSION

There are some Ithenites serving in Starfleet, and they make excellent Starship Officer; usually as Counselors, or Operations personnel.

Other Ithenites encountered off their homeworld will most likely be Diplomats, Explorers, or the occasional Rogue.

But, it is not likely an Ithenite would become an out-right criminal, unless faced with circumstances that convinced him he had no other choice.

SPECIES ABILITIES

Ithenites are very agile, and quite perceptive. However, their diminutive size is often a disadvantage when dealing with larger, more aggressive species like Klingons or Nausicaans. Due to their size they also tend to have less brute strength than medium or large-sized humanoids.

These factors result in a -1 penalty to their Strength and Presence scores, +1 to their Perception, and +2 to their Agility.

Beyond the adjustments to their attributes, Ithenites also have the following species traits:

Voracity: Although technically a species flaw, this trait is seen as an absolute boon by the Ithenites themselves. Indeed, the more voracious an appetite for food, drink, and carousing an Ithenite displays the more he is likely to be respected by his peers.

As a result of their Voracity, Ithenites suffer a -1 penalty to Influence and Debate tests (some people find it hard to take them seriously after witnessing their virtually gluttonous behavior). However it is almost impossible to get an Ithenite drunk, and they receive a +3 to all Stamina tests to resist the effects of alcohol.

Solid and Sturdy: Ithenites are tougher than they look, and have a slightly more dense molecular structure than most humanoids which allows for the heavier blood-mass of their gold-based blood. Despite their small stature, Ithenites have the same number of Wound Levels as medium sized humanoids (5). They also gain +2 to their Stamina reaction rolls. They suffer no Vitality penalty as a result of their size.

Small: In all other respects, Ithenites are considered "small" according to the Size Categories table on p. 205 of the *Narrator's Guide*. Any bonuses or penalties applicable to size the Narrator feels appropriate in a

given situation can apply to an Ithenite unless covered under the Solid and Sturdy species ability described above.

Bonus Edges: Thick-skulled, Sherpa, Sense of Direction, Species Friend (Tellarites)

Species Flaws: Easily Distracted