SPECIES NAME: KOELKA

VISUAL REPRESENTATION

SPECIES ADJUSTMENTS
-1 Strength, +1 Agility, +1 Intellect

PHYSICAL DESCRIPTION
They are a bear-like being that has come to resemble the Earth koala, and an off-shoot of the Ursaran species.

They were isolated for the main Ursaran population tens of millions of years ago, and as a result, have evolved in a different direction, to the point of becoming a marsupial species. As marsupials are born underdeveloped, they can theoretically develop very large brains.

Males have a height of roughly 91.5 – 122 centimeters, a mass of roughly 60 kg, and reach maturity at 18-24 years. Females have a height of 74 – 112 centimeters, a mass of 42.5 kg, and reach maturity at 12-18 years. They have a lifespan of 108 years.

They are genetically distinct from the other Ursarans, and can only breed with their own species, having speciated at some point in the past, probably some time after evolving their marsupial reproduction.

They became less arboreal as they evolved and grew in size, but still retain their climbing claws and other similar adaptations. They are soft-spoken in general, but can become very loud if necessary. They prefer a nocturnal environment. They don’t develop working eyes, ears, or even hair until 30 months after their birth.

CULTURE
Koelkas differ from most Ursarans in their cultural norms. While most Ursarans are capable of normal or even high intelligence, they prefer to rely on their brute strength to deal with most situations.

Koelkas revel in displays of intelligence, and cleverness. They love science, learning, studying, and the basics of physics and mechanics.

Pacifists, Koelkas are still capable of mastering the arts of self-defense. And they are surprisingly brave and sturdy for their size. The males tend to be more stout, or stocky; and this often causes them to be mistaken for being lazy, or slow. But, Koelkas serving in Starfleet have often found themselves in the front lines of combat, serving as field engineers; showing as much bravery and hardiness as other larger humanoid.

They have a very unique culture compared to most humanoids, and there has been some argument that Koelkas are not truly humanoid – but they are definitely sentient and very intelligent. They are one of the only marsupial races within the Federation.

Koelkas have a gestation period of 210 days. They are 4 cm long when they are born. The underdeveloped young remain in the pouch for 3 years, nursing. They tend to have an offspring every 6 years or so. They have a population of 100 million.

They leave their mother’s range after 6-18 years, depending on when she has another child. Because they evolved from an ancestor that ate toxic leaves, their liver has evolved so that they are immune to most known poisons, and are able to neutralize or minimize the effects of most others. When their environment changed, they were forced to evolve intelligence to survive, and their marsupial form of reproduction allowed them to evolve it much quicker than most species, as they weren’t as restricted in how large their brain could get before they were born, growing to its size after birth.

They are still herbivores, but have learned to choose more nutritious plants, and added fruits to their diet to compensate. This gives them a higher metabolic rate than their ancestors had, and helped them to evolve to intelligence. In spite of this, they are still slower than most species, partly because of their niche, and partly because of their marsupial reproduction method.

LANGUAGES
Koelkas have two native languages. One, their common spoken language, which has a wide variety of words, and uses some vocal sounds most humans cannot imitate. The Koelka spoken language produces many musical tones, and Koelka names reflect this.

The other language native to the species is a tonal language made up of grunts, and barks. This is most likely an ancient language. And is only used by Koelkas to communicate clandestinely. The “language” functions as more of a code than a true language, with certain sounds representing basic ideas such as “go”, or “stay”; “yes”, or “no”. Only a Koelka larynx can reproduce the exact sounds of this language, though some computers can reproduce the
language with close accuracy if fed enough of a sample of the tones and their meanings.

Koelkas working off of their homeworld will usually speak a fairly fluent, if somewhat accented version of the local language. Koelkas serving in Starfleet will normally use Federation Standard.

COMMON NAMES
Koelkas have very unique names, that are often hard for other people to pronounce properly. As a result, many Koelkas will accept a distorted pronunciation of their names to better facilitate interaction with other species.

Koelkas have only one name – and no apparent surname or family name.

**Male Names:** Rr'u'br, D'ru, Be'ny, Farf'l'y, Ar'go'th, Pp'r'aa

**Female Names:** Lu'rr'a, P'll'y, Mo'lyy, Pa'nn'tla, Mii'o'kta, Ef'ri'sha

HOMEWORLD
The main Koelka homeworld, Phasco III, is located in a system within a short distance from the original homeworld of the Ursarans. And some historians believe that ancient Kolekas may even have been removed from the Ursaran homeworld by an advanced race such as the Preservers and “transplanted” into the jungles of Phasco.

The Koelkas share their homeworld with a species of sentient semi-humanoid lagomorphs, who refer to the planet as Leporadis.

The Koelkas and the Glirons, as the lagamorphs are known, share the planet in a completely peaceful, cooperative society. And in many ways the Koelkas are closer, at least socially and culturally, to the Glirons than they are to other Ursaran races.

Phasco III is predominantly a jungle-world; heavily forested in the northern hemisphere with trees closely resembling Terran oaks, roans, and conifers. In the warmer regions of the planet the vegetation tends to be similar to an Earth rain-forest.

Both the Koelkas and Glirons live relatively simple lives. They do have some technological advancements native to their own world. The Glirons achieved warp-drive some time in the early 23rd century and the Koelkas were soon to follow, fielding their first warp-ship by 2260.

Phasco III became a Federation protectorate in the 2270s. And the planet joined the Federation sometime before 2290.

FAVORED PROFESSION
Koelkas are comfortable in most professions. Although Koelkan soldiers are rare beyond their own planetary defense.

Koelkas in Starfleet will normally work as engineers, or science officers.

Although Koelkas are the only Ursaran race capable of psionics, there are few Koelkan mystics. An ancient Koelkan religion that involved the worship of nature, and a pantheon of nature-based gods and goddesses did exist.

But, this practice faded from the Koelka culture some time in the 17th or 18th centuries.

SPECIES ABILITIES
Koelkas are very dextrous, and surprisingly agile given their small stature and the male tendency of being stout-built. But, Koelkas are understandably not as strong as most larger humanoid.

Koelkas receive a +1 species-bonus to both Agility and Intellect scores, but suffer a -1 penalty to their Strength attributes.

They also have several unique species traits:

**Small Size:** Koelkas are considered “small” (see Table 12.2, p. 205 of the Narrator’s Guide). The have only 4 Wound Levels.

**Poison Immunity:** Due to evolving from a species that consumed toxic plant-life for food, the Koelkas are virtually immune to poisons. Most known chemical toxins have no effect on them; and unknown, or newly encountered toxins (even toxins engineered to be effective against Koelkas) are resisted with a +5 to the Koelka’s Stamina reaction roll.

**Natural Weapons:** Koelkas have long, sharp claws on their hands, and feet. And they can use these skillfully in combat. Koelkas begin the game with a skill of Natural Weapons (Claws) 3. And they may advance this skill as a Professional Skill. Koelka claws do 1d6+STR modifier in damage.

**Tough Stuff:** Koelkas have a naturally high constitution – they are “made of sturdier stuff” than their looks would indicate. They receive a +2 species-bonus to all Stamina reactions.

**Psionic:** Not all Koelkas are psionic. But some can and have developed Psionic abilities. A Psionic Koelka begins with a PSI attribute no lower than 5. And Psionic Koelkas can choose either Mind Shield, or Telepathy as a starting skill, beginning at level-3 in the skill. Psionic Koelkas may advance their Psionic skills as Professional Skills.