

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: LUXAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +2 Vitality, -1 Intellect, -2 Presence

PHYSICAL DESCRIPTION

Luxans are large bipeds; males are typically six to seven feet tall. They have protruding brow ridges that extend around to the sides of the head, and their noses are covered in a hard, bony shell

Males have long chins that come to a point, and all Luxans have approximately eight tentacles (called "tenkas") that hang down from the back of the head.

The tenkas have no muscular function but are sensitive to pleasure and pain. Anyone attempting to seduce a Luxan can add +2 to their skill roll by stroking the tenkas.

Males are bald but have beards that run from beside their noses to above the area where ears would be. Mustache-like portions of the beard hang down to the chest and are braided. The exposed skin of the chin and head is often tattooed. Chin tattoos as well as tattoos decorating the pectoral region of the torso, denote military rank and social status.

CULTURE

As a warrior culture, Luxans have a fierce code of honor which includes refusal to deceive an opponent, refusal to abandon an ally, and allowance of retribution for aggression against an ally. It is probably because of this warrior nature that they have no word in their language for 'suicide'.

The Luxan culture is very similar, in many ways, to

that of the Klingons. Luxans can be a violent people, but they are honorable, and once one gains a Luxan's trust they have a loyal and devoted friend for life.

No greater honor can befall a Luxan warrior than to lay down his life for those he loves.

Luxans participate in a dating/mating ritual known as the *Luxan Chase*. The Luxan Chase is a type of courting ritual in which the male pursues the attentions of the female through a variety of means. The entire process, if conducted according to Luxan tradition can take all of twelve hours.

LANGUAGES

Luxans speak their native tongue of Luxic, and most Luxans encountered away from their homeworld will know some Klingon, Nausicaan, or Federation Standard. Luxans tend to speak Standard in a gruff, clipped style similar to Klingons.

COMMON NAMES

Luxans have two names, a personal or proper name and a clan or family name. Female proper names tend to be longer and have a more lyrical flow in their pronunciation. One of the most famous Luxan warriors was the wrongly imprisoned General, Ka D'Argo (a male).

HOMEWORLD

The Luxan homeworld is a rugged, and rocky planet for the most part. Although some regions have wide expanses of forested vegetation. The planet is very mountainous and these more fertile regions are often located close to the mountains; usually in the foothills, or near in land bodies of water created by mountain stream tributaries.

Many Luxan cities and settlements are constructed under ground.

The Luxan Homeworld has at least two large continents, and one sprawling sea separating them. There are many wild and dangerous animals both on land, and in the sea.

The Luxan style of government is a militaristic one, with rule falling to individuals who have achieved military power and status. Regional Luxan governors will also command the local military. And the Luxans, themselves, form the central governing force in a region of space known, simply, as the Luxan Worlds.

It is smaller than, but similar in structure and political function to the Klingon Empire.

FAVORED PROFESSION

Soldier – Luxans are warriors. And they value honor, and glory as highly as any Klingon. Luxans will also be inclined to choose elite professions that follow a warrior's path. Mercenaries, and Weapon Masters.

Luxans will also serve as Starship Officers, but usually on board Privateers (thus tending towards the Free Trader elite profession), or in their own limited space navy. There are a very few Luxans in Starfleet.

Oricans – These are the Luxan Mystics. An Orican is something like a cross between a holy woman and a wizard.

Only female Luxans can become Oricans, and it is an honor granted to few. Somehow, through copious study of ancient tomes and mystic potions, an Orican learns how to exert her will in order to change the physical world around her, giving her an incredible amount of intensely powerful magical abilities that seem to shame the abilities of all other races

To become an Orican, a Luxan woman must be a Mystic, with the Adept elite profession. The Oricans' magic is performed using Psionic skills.

Orican magic is a form of Psychokinesis, and functions similar to Ocampan Psychokinetic skills. It is even possible that the Oricans learned their skills from a group of highly evolved Ocampan, since it is believed early Luxan settlers came into Klingon space from the Delta quadrant.

For Orican abilities, use the Psychokinesis rules on page 116 of *Aliens*, doubling the ranges given for the Ocampan.

Orican Healing

Luxan Oricans have the ability to heal by touch. But this can be a very taxing on the healer.

To perform this seemingly miraculous feat, the Orican must make a successful Psionics (Psychokinesis) test, at TN 10. The Orican is then able to heal one individual, by touch, as if she had *First Aid* skill.

After performing the hands-on healing, the Orican risks becoming fatigued. And she must perform a Stamina test to resist Fatigue at TN 10, with a +1 affinity bonus for her Psionic skills.

SPECIES ABILITIES

In addition to the powers of Luxan Mystics, there are certain abilities common to all members of the species.

Luxans are as strong as Klingons (+1 Strength), and even more durable (+2 Vitality). They also suffer a -1 to Intellect due to their culture which does not embrace academic pursuits as readily as most civilizations in the 24th century. And, because most Luxans tend to be brash, and even arrogant at times, they suffer a -2 penalty to their Presence.

Luxans also have the following species abilities:

Hyper-Rage: This is the Luxan equivalent of Klingon Ferocity and functions as per that trait (see *Aliens*, p.99 for further information). Luxans who experience Hyper-Rage often suffer blackouts and cannot recall their violent actions.

Luxan Hyper-Rage has twice the duration of Klingon Ferocity, but a Luxan may end his rage prematurely, by breaking some inanimate object. If he does this the Hyper-Rage will end if the Luxan makes a Willpower roll (TN 10). If the roll is successful the Hyper-Rage

ends without the Luxan having to spend a Courage point.

Tongue-sting: Luxans have prehensile tongues that can extend several feet, either to grab objects (Agility TN 10) or to deliver an adaptive venom which stuns but does not kill the victim.

Luxans learn to use their tongue-sting at an early age as a Natural Weapons skill, and most adult Luxans will have this skill at level 2, or higher.

Although non-lethal the Luxan tongue-venom is powerful enough to produce a stunning effect equal to a Medium stun.

Luxan Blood: (species flaw) When they are injured, a Luxan's blood runs reddish-black. In order to heal, the wounded area must be deliberately hit or squeezed to increase the bleeding until the dark blood starts to run clear. If this is not done, the toxicity of the dark blood can kill the individual.

Once a Luxan is injured, he immediately acquires the Slow Healing flaw, and suffers the effects of this flaw as long as his blood is running red. An injured Luxan must also make a Stamina test at TN 15, every 3 rounds or take 1 point of damage. To force the Luxan blood to heal properly, at least 5 points of damage must be inflicted to the wound.

Once the Luxan's blood is flowing clear, his healing rate returns to normal.

Bonus Edges: High Pain Threshold, Thick Skull, Resolute, Unyielding, Skill Focus (Keen Smell) - +2 to all *Observe (Smell)* tests. Species Friend (Ilanics).

Species Flaws: (optional) Arrogant, Infamy (Warlike), Species Enmity (Scorvians), Proud.

The Qualta Blade



Specifications: 106.68cm long, 3.4kg

Description: A Qualta Blade is the traditional Luxan weapon; it is a broadsword just over a meter long, made of an unknown heavy and durable material. It also has the ability to be converted in to a powerful rifle, capable of as much damage as a Disruptor rifle, or a Starfleet Phaser rifle. The Qualta Blade, in rifle mode, fires a blast of intense energy that does damage equal to a Phaser on setting 8.

Perfectly balanced, tipped, and double edged, the blade is about five inches wide, and two inches thick. There is no hilt, but a decorated two-handed grip, with an enlarged pommel to brace against the shoulder in rifle mode.

After transformation the hilt of the blade becomes the stock and grip, the blade splits to become the muzzle alignment, with the energy charge firing chamber

between them at the rear of the muzzle. There is no sighting scope or scope attachment. The gunner sights along the edge of the blade portion.

Parry Modifier: (broadsword mode only) +1

Damage: (broadsword mode only) 2d6+3

Settings: (rifle mode only) 8

Duration/Energy: 800

Range: 5 / 40 / 80 / 160 +40 meters

Rules: To use a Qualta Blade efficiently, skill in both Armed Combat (Qualta Blade) and Energy Weapons (Qualta Blade) are required.

Switching a Qualta blade from broadsword to rifle-mode, or back again takes 2 rounds, but is a free action. An experienced user can switch the weapon over in 1 round, providing he makes a successful Agility test at TN 10, with a +1 affinity for Armed Combat (Qualta Blade) skill.