

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

**SPECIES NAME: FOTIALLAN (M-113)**  
Creature / “Salt Vampire”

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+3 Strength, +3 Vitality, -5 Presence, +1 Perception

### PHYSICAL DESCRIPTION

In their natural form a Fotiallan is a vaguely humanoid creature with a wrinkled face, deep-set yellow eyes, and a snout-like mouth surrounded by a row of razor-sharp teeth.

They have long, silver hair, and their bodies are covered in soft, gray fur. Their skin, visible on the face, which is hairless, is a deep green in color.

Fotiallans have three long fingers on each hand. These fingers have three sucker-like feeding organs. The creature uses these to extract salt from its prey; a process that is very painful and leaves a reddish, ring-like mottling on the skin. The creature can also ingest pure salt through its mouth.

### CULTURE

As a species, all but extinct. The few surviving Fotiallans will adopt the culture and customs of whatever people they are living among as part of their attempts to blend in with their surroundings through mimicry.

M-113 creatures are also highly intelligent, capable of carrying on conversations with other intelligent beings. Some form of telepathy enables them to draw an image from the mind of someone near; this image is usually of someone trustworthy or appealing. This image in turn enables the creature to approach prey

easily. At very close range, the creature can fascinate or mentally paralyze its prey, preventing it from escaping even if it saw the creature's actual form. The creature can feed equally well in its natural form, or while projecting one of these images.

### LANGUAGES

Fotiallans speak their own language; a confusing, elaborate, and fast spoken language that sounds like high-pitched gibbering to most other people. But they are also able to use their telepathic abilities to learn other languages very quickly.

### COMMON NAMES

There are no known, or documented Fotiallan names. Most people do not even realize the true name of their species, which is documented as “The M-113 creature” or even the “Salt Vampire”.

Fotiallans will usually adopt common names, and common nomenclature of the people they live among.

### HOMEWORLD

Fotialla – documented in Starfleet records and Federation starcharts as M-113. A barren, desolate, and long-deserted world. Fotialla was decimated by a military attack in 2249, and most of the species was wiped out.

The few survivors live off world, hidden in society at large. And presumably they cannot survive on their homeworld any longer (most likely due to a lack of naturally available salt).

### FAVORED PROFESSION

The few Fotiallans that survive, living among their galactic neighbors survive by taking whatever jobs become available to them.

Merchants, Rogues, and a few scattered Soldiers or Mercenaries.

Fotiallans also make good Spies, or Assassins.

But, there is no record of a Fotiallan serving as a Starfleet officer.

### SPECIES ABILITIES

*Psionic:* All Fotiallans receive the Psionic edge, as a free pick and start the game with the Telepathy skill at level 3.

*Mimicry:* Functions as the Founders' Natural Mimic ability (*Aliens*, p. 72), with the exception that all Mimicry is in the form of a telepathically projected illusion.

**Salt Hunger:** (species flaw) Fotiallans eat only salt (although they can consume other things, only salt properly nourishes their bodies). And they must feed every 9 hours (+1 hour / Willpower modifier).

Resist Hunger = Willpower (TN 15) or risk feeding on anyone who's salt is available.

**Salt Drain:** When a Fotiallan feeds, they drain the salt from the body of anyone they feed on, which eventually results in the death of their victim. In

game terms this Salt Drain reduces the Vitality of the person, or creature being fed on.

See the *Narrator's Guide*, p. 215, for full descriptions of Drain effects, as well as applicable TNs.

***Bonus Edges:*** High Pain Threshold, Thick Skull.

***Species Flaw:*** Dark Secret (Salt Vampire)