SPECIES NAME: **ORIOLIAN**

**VISUAL REPRESENTATION**

![Oriolian Character](image)

**SPECIES ADJUSTMENTS**

+2 Agility, +1 Vitality, +2 Perception

**PHYSICAL DESCRIPTION**

Oriolians are a race of pale-skinned humanoids with many avian features. They prefer to stay on their *homecraft*, only leaving for diplomatic purposes.

Oriolians are a two-meter tall humanoid species. Their claw and bone structures were like that of an Earth condor. They have long necks, with lose skin on their necks and upper torso. They have a think plumage over their heads, on the face, and on the back of the neck in a red, orange, or yellow hue (or a mixture on any of the three).

Oriolians have large, round yellow eyes. And they have large beaks of a tough bony substance that is stronger than some metals.

**CULTURE**

The Oriolians evolved from carnivorous avian predators. They have a strong hunting drive, which they needed to sublimate with both sports and other forms of competition.

They started out as avians originally, but as they evolved, they were forced from the air as their size increased, but retained many of the biological adaptations they had evolved. They became arboreal, leaping from branches to capture their prey.

Since they have abandoned all planets and live on colony ships or stations, they view all life as ephemeral. They live life to the fullest, hoping to earn enough glory and experience to be able to return to their clan and be considered an adult.

At this point, if they have accrued enough, they are allowed to mate. They epitomize the saying, *Live Fast and Die Hard*. They enjoy doing dangerous and adventurous things, as it gives them the surge in their system equivalent to an adrenaline rush, like they experience when they hunt.

The more exciting the activity, the more they like it. The Earth term for their cultural choice is “adrenaline junkie.” This includes most athletic activities. They enjoy challenges and don’t back down from them.

Their bones may have the equivalent of carbon fiber interlaced into them, making them very strong as well as light. They have claws like a condor, a vestige from their predatory past.

Modern Oriolians are not actually from the homeworld, itself.

Their star is now a red giant, and they were forced to abandon it before it wiped out their homeworld. As a result, they distrust planets, and prefer the security of their giant homeship vessels.

**LANGUAGES**

Oriolians have their own native language – which is made up of long words, divided into distinct syllables and pronounced with a throaty inflection. Heavy on short vowel sounds. The native Oriolian language can have a guttural sound, but also lends itself well to musical composition.

Oriolians will have a broad knowledge of their own native tongue, and often speak at least functional bits of other languages such as Federation Standard, Klingon, or Vulcan, as their need requires.

**COMMON NAMES**

Most Oriolian names have the same unique sound and structure as other words in their language. They use a two-name structure with the first name being the individual's proper name, and the second being the clan-name. A clan-name is, of course, the equivalent of a surname.

**Oriolian Proper Names:** Hrri'ush, Lusrrsh'rii, Novi'suus, Huiis'rrls, Surr'liius

**Oriolian Clan-names:** Uuvu'it, Zyzz'tus, Jrrk'urvok, Kurj'grrsh, Denvu'jajjek

By the late 24th century some Oriolians, especially those working with, or actively serving in Starfleet, began to adopt names that were easier to spell and pronounce; similar to the simplified names some Andorians used when interacting with humans.

**HOMEWORLD**

Oriolians once occupied more than 60% of the total landmasses of the large, heavily forested Class-M planet, Orlionis. This homeworld of the Oriolians was in the Beta Quadrant, in Romulan space.

The planet boasted a great range of climates and extreme...
geographical features similar to that of Earth. Two moons erratically orbited Orlionis; the largest had an atmosphere of its own.

Forced to abandon their homeworld, and home-system long ago due to the Oriolian star morphing into a red giant; the Oriolians now do not call any world or system their home. They live, instead, on massive colony ships.

Originally, Orlionis was the third planet in the system, and the only planet capable of supporting life.

**FAVORED PROFESSION**

Oriolians can easily function in any profession, but do to their reckless, adventurous natures often choose professions that satisfy this urge for thrill-seeking and risk-taking.

Civilian Oriolians are most often encountered as Soldiers, or Scientists; with Mercenary, or Explorer being common Elite Professions.

There are a few Oriolians serving in Starfleet by the end of the 23rd century, and even more in the next century.

Oriolians in Starfleet most often serve as Command, or Security officers. But, Oriolian science and medical officers have also had successful careers.

**SPECIES ABILITIES**

Oriolians are extremely agile, and suited for an athletic lifestyle. They also have an uncanny sense of their own surroundings.

As a result they receive a +2 Species Bonus to their Agility and Perception attribute scores. They are also a surprisingly hardy species, receiving a +1 bonus to their Vitality attributes as well.

Oriolians also have the following unique species traits:

*Audacious:* Oriolians are naturally reckless, and impulsive. Due to their habit of leaping into dangerous situations, often without thinking the possible consequences through; if a Oriolian spends a courage point on any physical test, he only receives a +2 benefit (instead of the usual +3). Furthermore, if anyone, including a commanding officer, attempts to dissuade a Oriolian from a reckless or potentially dangerous act, she does so at a -5 penalty to any influence tests.

*Homeship:* Oriolians are born, and raised aboard large colony-ships, rather than on a home planet. Treat all Oriolian characters as if they have both the *Colony / Frontier Upbringing* and *Nomadic Childhood* personal development packages. (see pages 87 & 88 of the *Player's Guide*).

*Natural Weapon (Beak):* The beak of an Oriolian in both very large, and very strong. And even a young Oriolian well know to used it in combat. All Oriolians start with a minimum of +4 in *Unarmed Combat (Beak-fighting)*, and they may advance this skill as a professional skill regardless of their profession.

The Oriolian beak can inflict 1d6+3 on a successful attack, with no bonus, or penalty during a Parry.

*Physically Adept:* Oriolians hone the required skills for a predatory lifestyle from an early age. A Oriolian may advance any of the following skills as professional skills regardless of his actual profession: *athletics, gaming, gymnastics, observe, sport, survival, unarmed combat*.

*Easily Distracted:* due to their impulsive nature almost anything can attract a Oriolian's attention. They have this Flaw as a Species Trait. (see p. 140 of the *Player's Guide*).

**OPTIONAL EDGES**

Oriolians will often have several of the following Edges, and only need spend 1 Advancement Pick to acquire any of them:

*Alert, Competitive, Confident, Courageous, Excellent Metabolism, Fit, Great Stamina, Great Vitality, Healthy, Lightning Reflexes, Quick Draw, Sense of Direction, Speed.*

**OPTIONAL FLAW**

The competitive nature of Oriolian society makes all Oriolians potential rivals of each other. Some Oriolians (especially those with the *Competitive Edge*) will have the following Flaw:

*Rival (Other Oriolians)*

This flaw is even more common among Oriolians with both the *Competitive Edge*, and a *Renown* of 14+.