

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: ORKAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, +2 Agility, -1 Perception, +3 Psionics

PHYSICAL DESCRIPTION

Orkans are a humanoid species that so closely resemble Terran humans that they are completely indistinguishable from them externally. This is to say that there are no discernible external anatomical differences between Orkans and humans.

The internal makeup of an Orkan is quite different, however, and the differences are easily distinguished.

The Orkan brain is more highly developed than a human and there are at least three sections of the brain completely devoted to psionic ability. Orkan internal organs are arranged similarly to Vulcans, and there is some organ redundancy.

And the Orkan reproductive system works almost in the reverse from a human. Among Orkans it is the male who gives birth to an Orkan child, by laying an egg similarly to most reptilian or avian species.

Orkans are physically capable of mating with most other humanoids, and with the exception of Klingons, or Vulcanoid species, these unions have been known to produce children.

Actual mating is done via sexual intercourse, whereby female vaginal secretions are absorbed through the penile skin of a male Orkan. These secretions contain enough genetic material to fertilize the egg carried by the male, which is carried inside the body for 6-8

weeks, before being laid. When the egg is first laid it is the size of a large avian egg. This egg will grow, exponentially, as the fetus inside develops over a period of 38 weeks.

At the end of this period, the egg is large enough to contain a humanoid adult. And when it hatches, the emerging Orkan child has the physical characteristics of an aged human.

Orkan Aging

Orkans “age in reverse” in respect to what is considered normal biological age in most humanoids species.

While most humanoids being life as small infants and advance to end their life-cycle as aged adults, the Orkan body functions as near as possible to the reverse of this as has ever been recoded by science.

In what is sometimes referred to as *Benjamin Button Syndrome* (after the eponymous character of a Hemingway novel, who ages in reverse), Orkans are born as fully formed adults, appearing anywhere between 50-80 human years of age.

They are mentally, and psychologically immature, however; being born with an intellect close to that of a 6-year old human. Orkans reach their physical maturity in their early 30s, and are considered adults by Orkan law at age 37. By this time their bodies have reverse-aged to appear between 30-50 years old.

Orkans have an unusually long lifespan of as long as 400 years. 500 in some extreme cases. During this time their bodies age very slowly, but the reverse aging continues.

By the time an Orkan reaches middle-age, he or she will appear as a human, roughly 20-25 years of age.

An elderly Orkan will resemble a human teenager, or a child between the ages of 8-11. And a very old Orkan will have most of the physical characteristics of a toddler, or a child up to the age of 6.



An Orkan Infant

The decrease in size of an Orkan body during aging is due to a type of cellular degeneration that causes the body to lose mass, slowly, over a lengthy period of time, in the same way that most humanoids gain size and body-mass as they grow.

And while an Orkan does not actually become a baby mentally, or psychologically, an aged Orkan can have many physical similarities to an infant and is often hard to tell apart from a human child.

Orkans are among the most developed of naturally psionic species. They also have a unique epidermal structure that allows them to absorb liquids directly through the pores in their skin as a means of taking in nourishment, and re-hydrating their bodies.

The skin on the tips of their fingers are the most pliable for this purpose, and it is not uncommon to see an Orkan sitting at a bar, "drinking" with his finger submerged in a glass while he is carrying on a conversation.

This method of consuming liquids allows the nutrients to enter the blood-stream directly, bypassing the digestive tract. Orkans must consume more solid foods by mouth, however.

Orkans do not sleep as most humanoids do, but instead put themselves into a deep meditative trance and remain this way for 4-9 hours, depending on their level of exhaustion.

And the most restful position for an Orkan to be in when in this trance is to be hanging, inverted, either using a device similar to 20th century Inversion Boots, or by hanging their knees over a bar or similar device sufficiently raised above the ground to allow the Orkan to hang there, inverted.

CULTURE

Orkan society is a culture based around science, education, and learning. And there's is a strictly non-violent society. There has not been a war on Ork in recorded history. And they only maintain a small military for the sake of planetary defense.

Despite their pacifistic nature, or perhaps because of it, the Orkans have been engaged in an ongoing conflict with a neighboring species called the Necrotons for centuries. But, even so, the Orkans will not raise a full-scale military.

The closest thing to a large, organized force on Ork is their Expeditionary Detail. From the time they enter the public education system, young Orkans are trained to conduct scientific experiments, and record and document data. And, during adult life, the more talented and intelligent Orkans are selected to serve in the Expeditionary Detail.

Orkan Expeditionaires are sent, often incognito, to observe life on other planets, experience other cultures from a participative stance, and document and record all that they learn for later study by the Orkan Scientific Tribunal.

Due to their advanced telepathic abilities, Orkans often transmit their recorded data as a series of telepathic messages sent to a superior on a regular

basis, and under a tight and regimented schedule.

While Orkans do not consciously restrain their emotions, as Vulcans, they tend to behave in a manner that could be considered very non-emotional. Orkans have the same emotions as humans. However, due to centuries of lax emotional expression, Orkan emotions have become somewhat atrophied, one might say.

This has led to most Orkans not being able to fully understand, or properly respond to an overt emotional stimulus. Among other Orkans, they will seem subdued, dull, and even aloof. But, among races who display the full range of their emotions, Orkans will seem awkward, and socially clumsy as they try to adapt, and fit in, in a less stoic society.

Orkans study emotions more than they exercise them, and it is not uncommon to hear an Orkan announce "Humor!" or "Sadness!" when exposed to a display of emotion, followed by an attempt to properly imitate the emotional display he or she is witnessing.

Humor is the most difficult concept for Orkans to understand, as it often involves word-play, irony, and sarcasm. All of these elements seem deceitful to Orkans and as a result they have little grasp of traditional humor. Orkans do not laugh, naturally, and their attempts at imitating this response is usually a hoarse grunt, or a series of half-hearted barks.

Needless to say, Orkans are a very law-abiding people, and stress honesty in all their dealings with other species. Only curiosity and the desire for scientific advancement is of more importance to an Orkan than their own honesty, and integrity. Orkans are willing to lie, in as much as they will live as part of another race or culture to study them. But they do not harm those they study, or conduct any type of experiments on them, preferring to learn by association and interaction.

Orkan society is atheistic, and they do not understand the concept of gods.

LANGUAGES

The native Orkan language is a spoken language with heavy emphasis on vowel sounds, hard consonants, and drawn out Rs. The traditional Orkan greeting is "Na-Nu Na-Nu", given in tandem with a hand gesture similar to the famous hand-sign of the Vulcans.

The Orkan word, Shazbot, is commonly uttered in anger or frustration, and is assumed to be a type of profanity.

Most Orkans encountered off their homeworld will speak fluent Standard, although often in a stiff and unusual way that makes them seem almost mechanical.

COMMON NAMES

Orkan male names are short, monosyllabic names that usually end in a hard consonant. Female names are longer, and tend to end in a vowel sound. Orkans have no surname, or family names.

Male: Mork, Yok, Mearth, Orka, Bork
Female: Gazeeba, Moosha, Fazeela

HOMEWORLD

Ork, the homeworld of the Orkans, is a large class-H planet made inhabitable by the Orkan's advanced environmental control technology. Advanced technology seems to have always been a part of Orkan society, even as far back as the Bronze Age on Earth.

Ork is a heavily populated world, dotted with domed cities, and the native Orkans travel from city to city using a system of underground monorails.

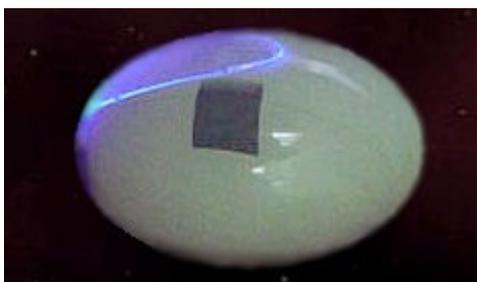
Each Orkan city has a university as its central point. And all Orkans are required to attend at least 5 years of study in their home university.

Ork is a Tech-9 level planet. And their primary industry, if one can call it that, is exploration. Orkans are highly valued as explorers, and first-contact experts.

Orkan nano-technology has also been instrumental in many medical advances. But, Orkans have a strict custom of not allowing their technology to be shared for military or aggressive purposes.

FAVORED PROFESSION

Most Orkans are Scientists. And those encountered off their homeworld will be Starship Officers, with the Science Officer elite profession. Due to the nature of most Orkan exploratory craft only science officers are needed to crew them.



Orkan Exploratory Pod

Some Orkans, especially those whom remain on Ork, will be Merchants specializing in mechanics, and in the manufacturing and exporting of technological items.

Orkans working for the Federation often become Diplomats, and Envoys. But, the favorite elite profession for an Orkan is that of the Explorer.

SPECIES ABILITIES

Orkans are as strong as Vulcans, and even more agile than humans. They receive a +1 adjustment to Strength, and twice that as a bonus to their Agility scores.

Their social naivete tends to hamper their understanding of their surroundings. This causes Orkans to suffer a -1 reduction to their Perception.

Psionics: Orkans are among some of the most advanced psions known to the Federation. Their telepathic abilities are considered to be phenomenal even in comparison to those of Betazoids.

Orkans begin the game with the Psionic attribute, and receive a +3 adjustment to their attribute score. They also automatically receive the psionic skill, Telepathy, at +6, and Mind Shield at +3. But, Orkans cannot learn Empathy skills.

They are able to telepathically communicate with other Orkans over very long distances (even interplanetary distances) by initiating a telepathic link with their contact (TN 15). The other Orkan must be actively attempting to receive the mental signal, however. If they are not, then the Orkan transmitting must make the attempt at +6 to the TN.

Telekinesis: Orkans also have advanced telekinetic abilities. They can levitate most objects within a particular weight-range using their minds, and even cause electrical discharge using their telekinetic abilities to excite particles in the atmosphere of their surroundings in much the same way as lightning is formed during a thunderstorm.

These telekinetic bursts can cause damage equal to a heavy stun. And they appear as a small bolt of electricity moving from the outstretched hand or fingers of the Orkan toward the target. An Orkan will only use this ability in self-defense.

Other aspects of Orkan telekinesis should be resolved using the rules for Telekinesis given as part of the Psychokinesis rules for the Ocampo (*Aliens*, p. 116).

Timestop: This is a very rare, and unusual psionic phenomenon that is ironically common among Orkans. With a successful Telepathy test (TN 15) an Orkan can stop all time within their immediate surroundings in a radius equal to their Presence attribute in meters. The Orkan continues to move and act normally, while anyone within the influence of the Timestop is literally frozen in time.

This effect lasts for a number of rounds equal to the Orkan's Presence. At Telepathy 8+, an Orkan may add their Willpower reaction modifier to both the range of effect and the duration of the Timestop.

If an Orkan wants to end a Timestop before its duration expires, he may do so with a second successful Telepathy test. Only the Orkan who initialized the Timestop may stop it prematurely.

Inversion: Orkans rest, and recover from fatigue by putting their bodies into a deep trance-like state, in an inverted position (usually, hanging upside down). It takes 3-12 rounds for an Orkan to induce such a trance, after which they can be awakened as if they were asleep.

If an Orkan attempts to rest without inverting he will recover from fatigue and exhaustion at 1/3 the normal rate. And an Orkan recovering from injuries and requiring bed rest must be inverted to heal properly.

Due to their dependency on inversion, Orkans will often try to "sit down" by assuming a yoga-like head-stand position.

Emotionally Unadapted: While Orkans have the same range of emotions as humans, they seldom experience them to their full potential. As a result, Orkans do not always give the right responses, or sometimes over-do the responses they give. This gives them a -1 to all Social skills, as well as

a -1 to their Savvy reactions.

Epidermal Absorption: Orkans can absorb liquids directly into their blood-stream through their pores. Especially on the skin of their fingertips.

This makes it very easy for them to take in liquid nutrients, but if an Orkan absorbs a toxic substance in this fashion then it is harder for them to resist the effects of the toxin, and they make all rolls to resist absorbed toxins at -5.

Bonus Edge: Curious

Species Flaw: Easily Distracted

Orkan Stun Baton



Specifications: 22.86 cm length, 0.34kg

Description: The closest thing Orkans have to a weapon. These slender, light batons are used by Orkan defense forces to subdue enemy combatants, or unruly individuals. They are carried as a sidearm by security forces on Ork, and are not allowed offworld, except in the possession of trained Orkan personnel and then only in emergency circumstances.

Settings: 1-3

Duration/Energy: 800

Range: Contact, up to 1 meter

Rules: Used with Simple Weapons (Club) or Simple Weapons (Orkan Stun Baton) skill. Can also be used in a pinch as a club, in which case it delivers 1d6 in damage and has a parry modifier of -2.