

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: SIVAOAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Agility, +1 Intellect, +1 Perception

PHYSICAL DESCRIPTION

Described by Dr. Leonard H. McCoy, of the USS Enterprise as “overgrown housecats”. And that is an excellent summation of the Sivoans, as well as their cousins, the Eeiauans; both felinoid races from the planet of Sivao.

Sivoans are tall, slender-built felinoids who bare some resemblance to the Terran “big cats”, especially the Tiger, or the Ocelot. They are bipedal, covered in a soft, medium-length fur, and have strong, prehensile tails.

Their eyes are greenish, and their pupils slit-like, in feline fashion.

CULTURE

Sivoan culture is at once simple, and advanced. While they cling to many of their ancient rituals, they are also aware of technological advancements and adapt to them easily.

They have an equal aptitude for scientific study, and are especially adept at social sciences and the study of other cultures.

Sivoans are very artistic, and have natural talents as artisans and craftsmen.

In Sivoan culture great store is put in names. A Sivoan is considered a child until they have succeeded in the Walk, after which they are

recognised as adults and may chose their own names. Their names usually reflect their attitude or physical appearance, such as Brightspot or TooLongTail, but there are exceptions to the rule. Sivoans end their name with to-, such as to-Ennien, which represents their travelling to a place. The Eeiauans are of-, as after their exile they could no longer travel to a place, but were instead from a place.

LANGUAGES

The Sivoans speak their own native language, Sivan. Many also know the similar language of Kzinti, and some Caitian dialects. Most Sivoans speak the Eeiauon language as well, as it is merely a derivative of old Sivan.

Sivoans can learn to speak Federation Standard easily, and become fluent in it with very little training.

COMMON NAMES

All Sivoans have a single proper name, followed by a second name, or title. In a Sivoans youth ths title refers to the place of their birth, or their home in their youth. After their ritual coming of age Walk, this name will change to reflect the place to which they journeyed on the Walk.

A Sivoan might be born as Wintersbreath of -Vensre, and then become Wintersbreath to-Ennien after taking her Walk.

Some examples of Sivoan names include Hotspring, Cloudshape, Catchclaw, Brightspot, Sunfall, Toolongtail, Whitewhisker, Wintersong, Fetchstorm, and DistantSmoke.

The Sivoan places to (and from) which Sivoans take their Walks are; Srallansre, Ennien, Vensre, Allanien, and Sretalles

HOMEWORLD

The Eeiauon and Sivoan races both originated on the planet Sivao, an M-class planet that is feral in nature, covered by forests and full of wildlife both dangerous and docile. While the Eeiauans have long been friends with the Federation, the Sivoans were only encountered when the USS Enterprise under the command of Captain James T Kirk went in search for the cure of a plague known as ‘The Long Death,’ a disease fatal to most humanoids and to the Eeiauans themselves.

Over two thousand years ago the two felinoid races shared their homeworld of Sivao as one race. Although technologically they are almost the same standard as the Federation, the Sivoans have always followed a nomadic lifestyle, not shunning technology but preferring their old ways of life. However, as technology improved, two distinct factions were formed. The Sivoans who stuck to the nomadic culture, and the Sivoans who lived in cities.

Along with the cities came great destruction, and alongside those came the plagues that would kill in great swathes. Finally a decision was reached; to atone for the disruption of their world the city-dwelling Sivoans had to leave camp, the camp being Sivao itself. And so the outcast Sivoans left their homeworld, even taking their name from their word for ‘outcast;’ Eeiauon.

FAVORED PROFESSION

Sivoans serving in Starfleet are equally at home as Science, Medical, or Security officers. The first Sivoan to

wear a Starfleet uniform, Sundance to-Ennien, served as a member of the shipboard operations staff aboard the USS Expedition, under Captain Gwen Connor.

Another Sivoan with an impressive Starfleet record is Brightspot to-Srallansre, who has served as a security officer aboard several vessels including the USS Galaxy.

Sivoans who seek their fortune off their homeworld as civilians will often be Rogues, Explorers, or Mercenaries. And there are many Mystics on Sivao.

SPECIES ABILITIES

Emotion Smell: Sivoans can detect slight chemical changes brought on by changes in mood or emotion in most beings. They receive a +4 bonus to Observe (Smell) tests to detect emotional changes. Success at such a test has generally the same results as psionic emotion detection as described for Empathy (Player's Guide, p. 126).

Natural Weapons (Claws): A Sivoan's claws are long, and sharp, and Sivoans are not adverse to using them to defend themselves. Sivoan claws inflict 1d6+3 damage, and all Sivoans will start with the skill to use their claws as a natural weapon at +3.

Prehensile Tail: A Sivoan's tail can function almost as another appendage. An Agility test is required for a Sivoan to grasp and hold something with their tail, and a Strength test to lift an object. A Stamina test is required for a Sivoan to hold up any object with their tail longer than their Strength attribute score in rounds. This also applies to holding their own weight with their tail, eg., if the Sivoan is trying to hang from a tree-branch or doing something similar, causing their tail to be the only support for their weight.

Noisy-Baby Syndrome: (optional flaw) A degenerative disorder that usually strikes young Sivoans, although some cases have been reported in adults. The syndrome has similar effects to the ADF Syndrome that threatened to wipe out the Eeiauon civilization, but Noisy-Baby is a milder form of this condition.

In Severe cases a Sivoan suffering from Noisy-Baby will experience severe pain (-3 to Willpower reactions to resist), In such cases a sufferer may also lapse into a catatonic state (-4 to Perception, and -3 to all reaction rolls). Noisy-Baby is usually not fatal in Sivoans and can be cured.

Bonus Edges: Keen Sight, Eidetic Memory