SPECIES NAME: TORZIAN

VISUAL REPRESENTATION

SPECIES ADJUSTMENTS
-1 Strength, +2 Agility, +1 Intellect, +1 Presence

PHYSICAL DESCRIPTION
Torzians, one of four indigenous sentient species native to the Ciropus Beta system, are a tall humanoid race very similar in physical appearance to humans, and also to Vulcans.

Natives of the planet, Tolore, the Torzians have elongated, pointed ears similar to Vulcan but usually longer and more narrow. They also have arched eyebrows like those common to Vulcans and Romulans. Torzian eyes are a subtle golden yellow in color. And their skin-tones tend to be more pink, or even slightly reddish tinted than the average Caucasian human.

Both Torzian men and women wear their hair long, and loose. And Torzian men usually wear some form of facial hair – mustaches, beards, goatees, or long sideburns are all common social and fashion statements among Torzian men.

Torzians are an attractive species. And they tend to be very intelligent, well-educated, widely read, and quite charming. Most Torzian men speak with soft, deep voices. But, despite these positive physical attributes Torzians do not possess good singing voices and listening to a Torzian try to sing can actually be a grueling experience unless one enjoys a flat voice and a propensity for hitting sour notes.

Despite this drawback, Torzians love music; and often attempt to make their own. But their primary talents usually lie in instrumental music, and playing musical instruments.

Torzians are usually lean of build, but muscular. They have a decidedly elven appearance.

CULTURE
Torzians are very pacifistic people, preferring artistic pursuits to war and conquest. Nevertheless, the Torzians have developed a competent starfleet over the past 3 centuries to defend their homeworld. Usually from attacks in the ongoing, and seemingly endless war between the Torzians and the Dyvogians.

The Torzians, who developed STL propulsion drive in the late 20th century, came into conflict with the Dyvogians during a diplomatic meeting on the latter’s homeplanet, also located in the Ciropus Beta system. The Torzian delegate was in a severe state of inebriation, and insulted the Dyvogian princess by making sexual advances on her.

This severe breach of protocol, from the point of view of the Dyvogians, was solid grounds for military aggression. And the incident, which took place in 2168, spawned a war between the two worlds that continues into modern times.

The war is fought as more of a cold war, with both sides raiding the other's shipping lanes. This is primarily due to the passive nature of the Torzians. It is not that they refuse to fight, but that they see themselves in a defensive position and will not make an aggressive move against their enemies, even after several centuries.

The Torzians do possess a more advanced spacefaring technology, as well as a more capable military. But they prefer to resolve violent conflicts non-violently.

Torzians are very broadminded, gregarious, and open people known for their hedonistic lifestyles. And the main reason Torzians appear to live in a state of eternal bliss despite being at war for over 3 centuries is that most Torzians are usually in an intoxicated state.

Tolore’s main export, usually exported to Ferengi dealers is a potently intoxicating weed called Bram'hokan. And Bram'hokan can be smoked, like tobacco, or dried, ground and brewed into a fermented tea with a stronger alcohol content than Romulan Ale, or Saurian Brandy.

The Torzian ambassador was under the influence of Bram'hokan tea when he insulted the Dyvogian princess. Most Torzians begin indulging in the tea, and tobacco at a young age – early teens for most males – and by the time they reach adulthood Torzians are usually in a state of constant intoxication. So much so that being drunk or “high” actually helps a Torzian think more clearly.

LANGUAGES
Torzians have a native language similar to the native tongue of Betazed and possibly an evolutionary off-shoot of that language. There are also similar elements to Vulcan and Romulan languages in the spoken Torzian language.

Most Torzians know some amount of Federation Standard, Dyvogian, Mogbigglian, and even a little Klingon.
COMMON NAMES

Torzians use a proper or personal name accompanied by a surname passed down through the family line via a family matriarch.

Surnames: Bola, Trizak, Silmarin, Torzor, Molor
Male names: Pistor, Yozak, Friol, Tor, Payto, Yak
Female names: Nini, Yolla, Mita, Portaya, Craya

HOMEWORLD

Tolore – pronounced “toe-lore” - is the homeworld of the Torzians. A beautiful green planet with plenty of water, extended mountain ranges, wide open prairies, and expansive, ancient forests.

The Torzians have always cared for their land and do not allow any industrialization that could damage their environment. They do mine for metals to build their starships, but they also import a great deal of material and other technologically advanced items.

In this way Tolore is very similar to Betazed, or Delta IV. But it has a lower ratio of surface water than the latter and I generally a warmer climate than the former.

The primary export from Tolore is Bram'hokan products which are bought from the Torzians and resold in open market. Usually either by Ferengi merchants or Orion privateers.

Smoking Bram'hokan as tobacco, or drinking the fermented tea has a powerful intoxicating effect. And either method of experiencing Bram'hokan could be considered a toxin, although mild and non-lethal.

BRAM'HOKAN TOBACCO

A strong-smelling tobacco, usually smoked from a water-pipe called a Doxie. Prepared Bram'hokan tobacco is a dried, crushed leaf with similar appearance and odor to a strong spice.

Type: Inhaled
Onset: 2d6 rounds
Potency: +2 TN
Treatment: -2 TN
Effect: Strong intoxication (-3 to all Perception attribute tests), including loss of inhibitions, fits of laughter, slurred speech, staggering gait, and a tendency to speak one’s honest thoughts openly regardless of potential consequences. Secondary Effect: A ravenous appetite that will effect the character for 3d6 minutes unless a successful Willpower reaction is made at TN 10.
Stages: 2. The increased appetite takes hold after the drug has taken effect, 2+1d6+Stamina mod after the first effects of smoking the tobacco have taken hold.

BRAM'HOKAN TEA

A strong, fermented tea made by brewing the dried leaves of the Bram'hokan tobacco in boiling water, often with some sort of sweetener, or flavoring. The tea is then allowed to ferment for 48 days in wooden barrels before being drunk or served. Bram'hokian tea has a strong flavor. A very obviously alcoholic taste. And is usually served chilled, or over ice.

Type: Ingested
Onset: 3d6 rounds
Potency: +3 TN
Treatment: -2 TN
Effect: Intense intoxication (-5 to all Perception attribute tests). An enhanced version of the effects described above. With emphasis on staggering gait and the inability to control one’s “inner monologue” or resist speaking even the most personal of thoughts.
Secondary Effect: For every 3d6 rounds after intoxication has set in anyone drunk on Bram’hokan tea must make a successful Stamina TN vs Medium Stun or pass out.
Stages: 1 – drunken intoxication.

Of course due to a history of consumption and use, Torzians are technically immune to the effects of Bram'hokan. They still become intoxicated when they drink the tea, or smoke the tobacco. But it has no ill effects on them. It still loosens their inhibitions, and their tongues; causing Torzians under the influence of the Bram'hokan to say and do all sorts of outlandish things. But, Torzians no longer pass out from drinking too much, or find themselves made inexplicably hungry from smoking the weed unless they are personally inexperienced in its use.

The above effects are those had by the Bram'hokian products on people less familiar with the drug. The effects of Bram'hokian can be countered fairly easily, with resuscitative drugs such as Cortolin.

FAVORED PROFESSION

Torzians enjoy many professions, including Merchant, entertainer, Diplomat, Rogue, Smuggler, and Explorer. But they do not become Soldiers, or do anything actively warlike.

There have been a very few Torzians who have entered Starfleet, in scientific, or care-giving capacities.

SPECIES ABILITIES

Torzians are not as strong as one might expect, given that they usually stand over 2 meters tall and have lithic, muscular physiques. This fact causes Torzians to suffer a -1 species penalty to their Strength attributes.

However, they are a very intellectual species, and are also quite agile and dextrous. This affords Torzians a +1 bonus to their Intellect, and a +2 species bonus to Agility. They also receive a +1 bonus to their Presence attribute scores due to their gregarious nature, and generally appealing appearances.

Torzians also have several other traits common to members of their species.

Pacifist 2: All Torzians have this flaw as a species trait and they will not fight, except to defend themselves or others under their personal care or loved ones they care for closely. See p. 142 of the Player’s Guide for the full effects of this trait.

Intoxicated: Adult Torzians are almost always under the
influence of the powerful narcotic from their homeworld known as Bram'hokan. Once a Torzian has acquired the taste for this potent drug they can literally spend their “entire life high”. But they do not show the effects of this intoxication as most people would due to their body building up a natural tolerance for the condition.

Because of their constant inebriated state, Torzians are virtually invulnerable to the effects of other intoxicants, and receive a +5 bonus to any attempts to resist the effects of other drugs, or alcohol.

But, if a Torzian somehow manages to “sober up”, he must make a Stamina reaction test vs Heavy Stun or pass out. A Torzian cannot function while sober, and a sober Torzian performs all Skill, Reaction, and Attribute tests at a +5 TN. To remove this penalty the Torzian must become intoxicated again.

Species Enmity (Dyvogians): Due to their long-standing military conflict, the Torzians have made bitter enemies of the gruff, warlike Dyvogians. Most Torzians will possess this flaw as a species trait. For more information on the full effects of the flaw, see p. 143 of the Player’s Guide.

Friendly: Torzians are very outgoing and approachable. And they receive this edge as a species trait. Torzians receive a +1 species bonus to all Social tests.