

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: TROYIAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Agility, +1 Perception

PHYSICAL DESCRIPTION

Troyians appear to be distant evolutionary relatives of the Andorians. They have bluish tinged green skin, and white hair. Some Troyians, especially of high social standing, will add coloring to their hair as an aspect of ceremonial dress.

Troyians are basically the same size as humans, although some tend to be smaller. And they have lean, agile physiques.

Their eyes are blue, or green in color. And they do not have the antennae of the Andorians.

CULTURE

Troyian culture is still somewhat primitive by Federation standards, but they are not as inherently warlike as Andorians. A Troyian is more likely to prefer a logical solution to a problem than a confrontational one, although they can show strong aggressive tendencies if they feel threatened.

Troyians have a great respect for intellect, education, and institutions of higher learning such as the Vulcan Science Academy, or Starfleet Academy.

Troyian governmental arrangement includes a Ruler and the Troyius Tribunal. Troyians maintained a friendly diplomatic relationship with the Federation, during a period of conflict between the Federation and the Klingon Empire over control of the Tellun system.

And in the mid 24th century, Troyius became a member of the Federation.

Troyians had a history of war with their neighboring planet of Elas, and considered the spartan Elasiens to be arrogant and primitive compared to the more civilized and polite Troyian society. By 2268, new technological developments made the mutual destruction of the Tellun worlds a possibility. In order to foster a lasting peace, elements of both governments supported an arranged marriage of Elaan, the Dohlman of Elas, to the ruler of Troyius.

LANGUAGES

The Troyian language has many similarities to Andorian, but is spoken with an accent that sounds Asian to most Earth humans. Troyians will also learn Elasian, Andorian, and Federation Standard.

COMMON NAMES

Troyians usually have short, uncomplicated names that are easy to remember. They have only a single name; no surnames, clan-names, or familial names. Some examples of Troyian names include Petri, Yrol, and Purdi (all of these are names of male Troyians).

HOMEWORLD

Troyius, the fifth planet in the Tellun system. A planet rich in deposits of raw dilithium, but otherwise a generally unremarkable world. Class-M, and at Tech level 7, the main industries of Troyius are mining and exporting.

Troyius' primary resource is its wealth of dilithium crystals, which the Troyians call radans.

Although they did not have Warp-capable technology by the end of the 23rd century the Troyians have developed such capabilities since the end of their conflict with the Elasiens.

The Troyian climate is very similar to Earth, but days are shorter and the general overall temperature tends to be cooler. As a result, most Troyians have difficulty coping with high levels of heat. A Troyian would be very uncomfortable on Qo'noS, Vulcan, Cardassia Prime, or in the warmer tropical or desert regions of Earth.

FAVORED PROFESSION

Troyians are very adaptable, and can usually find work successfully in any profession they chose. But, their natural talents seem to lie in Mercantile or Diplomatic pursuits. Troyians also make good soldiers, although they prefer to avoid gratuitous violence.

Troyian Starship Officers are not uncommon, and Science, Operations, and Counseling will be the fields most Troyians will gravitate to in Starfleet. A Troyian Security officer would be more inclined to the "law officer" variety of *Voyager's* Lieutenant Tuvok, rather than the aggressive "soldier" style of the *Enterprise's* Lieutenant Commander Worf.

SPECIES ABILITIES

Incisive: While Troyians do not have the antennae, and thus the enhanced senses of their Andorian cousins, they more than make up for this with their sharply focused observational skills. Not only do they receive a +1 species bonus to their Perception attribute, but Troyians also receive a natural +1 to their Savvy reaction rolls.

Cogitative: Troyians are deep thinkers, and have a natural knack for studying the peoples and cultures they encounter. They receive a +1 bonus to all Academic tests, and a +2 to all Culture skill rolls.

Bonus Edges: Eidetic Memory

Species Flaws: Thin-blooded (Heat)

Optional Species Flaws: *Arrogant, Proud, Pacifist.*

Most Troyians will have these flaws. But they can be bought off, as long as a good reason is supplied, by the player, for why the individual Troyian does not have one or more of these traits that are common to the species. The hardest flaw to buy off for most Troyians will be the Proud flaw.

FAMOUS TROYIANS

Petri – Troyian Ambassador to the Elasiens in 2268.

Yrol – Original Executive Officer aboard the USS Expedition, in 2269; under Captain Gwendolyn Grace Connor. Yrol was one of few truly aggressive Troyians, who enjoyed a military lifestyle. He died in the line of duty on Neural in 2270.