

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: VAKLURAN

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+1 Strength, -1 Presence, +1 Intellect

PHYSICAL DESCRIPTION

The Vakluran are a Vulcan off-shoot race very similar to the Romulans. And yet there appears to be no documented record of them in Vulcan culture, or history.

When the original Romulans broke away from Vulcan and left to establish their own civilization, which later became the Romulan Empire, the records of the earliest in that chain of events were kept, meticulously, on Vulcan as one would expect.

And yet there appears to be no such record regarding the Vakluran.

It is possible that they are either an off-shoot of the original Romulans, rather than descending directly from Vulcan stock.

Vaklurans physically resemble Romulans, but they do not have the slight forehead ridge that distinguishes the Romulan people from their Vulcan cousins.

Vaklurans do have the same upswept eyebrows, and pointed ears of both the Romulan and Vulcan people. Vakluran men shave their heads bald, however, which creates a stark difference.

In addition, all Vakluran have some sort of tattooing on their heads, faces, foreheads and even some parts of their upper bodies. This tattooing serves as a designation of social rank and importance and a skilled Vakluran can read the tattoos as if reading a printed biography of the individual. The Vakluran tattoos can serve a function

similar to a fingerprint when it comes to identifying an individual Vakluran. And it is against Vakluran law to tamper with the tattooing once it has been applied.

Because the tattoos serve to tell a life story of sorts, this means it is very hard for a Vakluran to live down an event in their life they may regret if it was also significant enough to be included in the symbolism of their personal tattooing.

Vakluran women do not shave their heads, and instead wear their dark hair long. But they still have the required ritual tattooing, on their foreheads, faces, backs, and upper bodies.

All Vakluran have dark eyes.

CULTURE

Vakluran culture is very similar to Romulan culture, but it also has some major differences. Whereas Romulans are known for being warlike, and achieved their status as an imperial power by military conquest, the Vakluran have a very different way of gaining influence and expanding their power-base.

Essentially a capitalist culture, with a strong value placed on business and on monetary worth, the Vakluran have built up a large empire consisting of several semi-independent worlds that have either allied themselves with the Vaklurans or have become subjugated under Vakluran government.

Those worlds who are allied with the Vaklurans form the official governing body of the Vakluran Coalition, with the Vakluran planetary government acting as the seat of power for this coalition.

There are between 12 and 20 worlds who are voluntary members of the Vakluran Coalition, and they include some of the more powerful peoples of the region of the Alpha Quadrant where the Vakluran Coalition is a dominant force.

But there are many other worlds that are part of this coalition unwillingly, or because they had no other choice but to place themselves under Vakluran rule.

The Vaklurans do not invade a world, or take control of another planet with hostile military action, however. Vaklurans gain control of a planet in a method similar to what was once known on Earth as a "protection racket".

The Vaklurans, when choosing a world to annex, will choose a world that is already under some difficulty. Perhaps the planet's agricultural capabilities have been decimated by some natural disaster, or the world has suffered a recent military defeat and is in the midst of reconstruction, or of rebuilding their basic society.

It is at this point the Vaklurans move in. They begin their conquest by hiring mercenaries, usually from among privateers and underworld groups in the Alpha Quadrant. And these mercenaries will carry out whatever aggression the Vakluran see as required to overwhelm the people of their target world.

Sometimes this involves direct military aggression,

sometimes it can be quiet, and devious, as the Vakluran's hired agents manipulate the target world socially, or politically. In any case the result is the same. The target world is made vulnerable to the next step of the process.

This next step involves the Vaklurans coming to the aid of the target world; either by volunteering diplomats to resolve any political difficulties the mercenaries created – perhaps the planet was nearly plunged into a war with a neighboring world – or, in some cases the Vaklurans will even send their military to “remove” the “invading” mercenaries from the planet.

And all the target world must do to benefit from not only the initial support of the Vakluran people, but to continue receiving their help is to become a member of the Vakluran Coalition.

Once under Vakluran control, the planet is then governed by a Vakluran regent. A contingent of Vakluran soldiers are stationed on the planet to prevent revolt and to see to it that the new coalition member fulfills whatever further arrangements were agreed to in the initial treaty of membership. And any visits to the planet by ships, or by personnel representing outside governments is strictly regulated.

In this way the Vaklurans have amassed an impressive empire, easily the rival of the Romulan or Klingon empires. But Vakluran space is located on what could be described as the “opposite side” of the quadrant from those other two galactic powers.

Vakluran culture itself can seem very similar to that of both the Cardassians and the Romulans. Vakluran are a proud people. They have all the technological advancements and amenities of their Romulan cousins. And they have a strong military, and a large and powerful starfleet.

But, their devotion to a more capitalist, business and industry based society has led to the Vaklurans being less militarily aggressive than the Romulans, or Cardassians. And yet they are more devious and deceptive in their dealings with other species.

As a result the Vaklurans have remained a largely unknown power, only encountered by the Federation on a few occasions over the past two centuries. And none of these encounters ever resulted in any meaningful first contact procedures, or any direct conflict.

It was not until 2386, when the Vaklurans attempted to annex, or subjugate Cardassia that the Federation, or the rest of Alpha Quadrant society came into general conflict with the Vaklurans.

As a result, the military might of the Coalition, and its several voluntary member worlds is beginning to be felt in Federation space, and beyond.

LANGUAGES

The Vakluran language has some strong similarities to both Romulan and Vulcan, indicating a common root-language. But some elements of Vakluran dialect are also similar in tone and structure to Cardassian. The Vakluran language is as easy, or as hard, to learn as Romulan.

Most Vaklurans encountered will speak their own language. They will also be functional in the native languages of at least two or three other Coalition member worlds, depending on which planets in the Coalition the individual Vakluran interacts with most commonly.

Few Vakluran speak Federation Standard, unless they have been required to operate in Federation space for whatever reason.

COMMON NAMES

Vakluran will have both a family name, or surname, and a proper name. Like their language in general, Vakluran names sound like a mix of Romulan and Cardassian linguistic elements.

Family Names: Borak, Volshar, Pintaris, Ashrak, Minar

Male Names: Vitan, Opitak, Tenarak, Silvar, Morshar

Female Names: Bilan, Tinarif, Silaris, Vinta, Asha, Milara

HOMEWORLD

The Vakluran homeworld of Vakul is a large class-M planet in orbit around a dark blue class-O star.

Vakul is located at the heart of the Vakluran Coalition, an interstellar empire that dominates at least seven sectors of space sandwiched neatly between the regions controlled by the Breen, the Tholians, and the Cardassian Union.

The Vakluran are on a technological plane equal to that of Romulus, or Cardassia. But most of their technology – weapons, warp-drive, etc., seems to be based on phased energy, and matter-antimatter conversion configured similarly to that of the Klingons.

The Vaklurans have a very large and capable star navy, but choose not to use military might in conquering planets they wish to add to their Coalition.

In some cases worlds will actually volunteer to become members of the Coalition. These voluntary members then become members of the ruling body, and their governing officials are allowed to participate in Vakluran elections, and to select high-ranking figures from among their own people to serve as regents of the Coalition, governing neighboring planets who have been subjugated into the Coalition.

Physically, Vakul is a beautiful world. There are three large continents, and several smaller ones. And the Vakluran landscape is almost paradisaical.

The Vakluran maintain their environment, despite their industrialized culture, by outsourcing the labor required to maintain such a culture to other worlds in the Coalition. As a result, many worlds in the Vakluran Coalition are as environmentally unstable as Vakul is stable.

FAVORED PROFESSION

Vakluran can be found in almost any profession throughout their Coalition. The most notable exception are Vakluran Mystics.

A Vakluran Mystic is the equivalent of a philosopher. A wizened teacher who will be an expert in the history of the

Vakluran people. And it is from a well-taught Vakluran Mystic that one might learn more of the origins of the Vakluran people, and of their connections to Romulans and Vulcans beyond the physical similarities.

Most Vaklurans will be Diplomats, Merchants, Soldiers, or Rogues.

There are also a large number of Vakluran serving as Starship Officers in their own starfleet.

SPECIES ABILITIES

Vaklurans are easily as strong as Romulans, but not as powerful as Vulcans. This works out to a +1 to their Strength attribute. They also have a -1 penalty to their Presence, due to their coarse, often impersonal way dealing with others. And even though they do not have the psionic abilities inherent to Vulcans, and possible for some Romulan people, Vakluran are exceptionally intelligent, giving them a +1 to their Intellect attribute score.

In addition, Vaklurans will have the following distinctive species traits and abilities.

Bonus Edge: Keen Hearing. Like Romulans and Vulcans, Vakluran have especially keen hearing and they receive the edge *Skill Focus (Keen Hearing)*, and its benefits for free.

Prepared: All Vaklurans are trained, from an early age, to be able to handle any task they undertake. They are very precise and organized in how they approach even the most menial of jobs. Vaklurans receive a +1 bonus to all extended and combined tests in which they participate. In addition they are not easily distracted, and do not suffer penalties for distractions during Academic tests.

Devious: Vakluran culture requires all Vaklurans to be able to manipulate, connive, and deceive for the purpose of advancing the Vakluran Coalition beyond its current borders. As a result, Vakluran learn these skills from an early age and receive a +2 species bonus to all Influence skill tests.

Prying: Vaklurans are naturally curious individuals, and usually use whatever information they are able to extract by means of even the most casual conversation to further whatever personal goal they may have. As a result, Vaklurans gain a +2 species bonus to all Inquire skill tests.

Underworld Connections: Due to their extensive use of mercenaries, and their habit of hiring privateers to establish their claims to worlds they wish to absorb into their Coalition, most Vaklurans will develop a few connections among the criminal elements of the Alpha Quadrant. They receive a +2 to all Enterprise (Streetwise) skill tests as a result of these connections.

Bonus Edges: Meticulous. Multitasking.
Species Flaws: Arrogant. Proud



The symbol of the Vakluran people, and their homeworld of Vakul, as displayed on most of their banners, as well as their primary computer displays.

The inclusion of ancient Vulcan script does indicate some connection to the Vulcan people in what has become obscured Vakluran history.

VAKLURAN WEAPONS

The Vakluran have a variety of weapons used by their soldiers to enforce the directives of the Vakluran Coalition upon subjugated worlds.

Mercenaries working for the Coalition do not use Vakluran issued weapons, however, they will use weapons of their own design, from the technology of their own culture, or bought off of the black market, as is usual among mercenaries and private soldiers-for-hire.

VAKLURAN DISRUPTOR RIFLE



Specifications: 75cm long, 2.5L in volume, 2.3kg

Description: A shoulder weapon of an elaborate and ornate design that has a decorative, and intimidating look. The weapon is surprisingly easy to use, and is not nearly as unwieldy as it looks.

Settings: 2, 5, 7, 9, 11, 14, 15, and 16

Duration/Energy: 3,000 charges

Range: 5 / 50 / 100 / 200 +50 meters

VAKLURAN PISTOL SIDEARM

Specifications: 20cm long, 0.8L in volume, 0.7kg

Description: The sidearm of all Vakluran military

personnel, including both shipboard officers and planetside enforcement troops. Less elaborate in its construction than the disruptor rifle, but still one of the most powerful energy pistols available.

Settings: 1, 3, 5, 7, 9, 12, 14, and 16

Duration/Energy: 1,200 charges

Range: 5 / 20 / 50 / 100 +20 meters



Given that Vakiluran energy weapons bear a striking resemblance in look and function to Reman weapons it is almost inevitable that the Vakiluran either supplied the designs of these weapons, or the weapons themselves to the Remans prior to the Reman revolt against Romulus. The same can be said of Vakiluran starships, and their similarities in design, and capability to Reman warbirds.

VAKLURAN DAGGER



Specifications: 35cm long

Description: An oddly shaped knife with a very sharp point and yet very dull edges, designed to cause excruciating pain when used as a stabbing weapon. The weapon is carried as a sidearm, for use in hand-to-hand combat, by Vakiluran starship officers and enforcement soldiers.

Parry Modifier: +1

Damage: 1d6+4

Rules: Does an additional 1d6 damage when pulled from a wound – does double damage when inserted into the wound up to the ring on the hilt, and an additional 1d6+4 when pulled from the wound at this depth.

Inserting the dagger to its full length requires a successful initial attack, followed by another successful attack, which receives, as a bonus, the degree of success of the previous attack.

eg.: if the attacker scored a Complete success then he would receive a bonus of 1-5 on his followup attack. A Superior Success would net a bonus of 6-10.