VOZ’YWTH

SPECIES ADJUSTMENTS

+3 Strength, -2 Agility, +4 Vitality

PHYSICAL DESCRIPTION

Voz’ywth appear as tall tree-like beings. Their skin is a thick bark-like substance that can even stand up to energy-based weapons. The bark of a Voz’ywth is usually a greenish brown in color. They have no hair, or any type of growth similar to humanoid hair. Their will be a few small “branches” protruding from the bark-skin of a Voz’ywth.

Their eyes are deeply set, and small. They appear to have no seblance of a nose, but they do have small ears and a thin mouth.

The voice of a Voz’ywth, either male or female, will be deep and resonant. Almost as if the sound is coming from the ground. Voz’ywth speak slowly, as if measuring every syllable carefully.

CULTURE

The Voz’ywth are a very peaceful people. There has never been any type a military conflict within their culture, or within their recorded history.

They live in complete harmony with the Torzian people who share their planet.

And yet, outside forces have been able to force Voz’ywth to fight, twice. In the late 2190s, when the Klingon Empire tried to subjugate the planet, Tolore, as well as the Torzian people. And, again, roughly two centuries later, when the Valkuran tried to do the same thing.

It seems the Torzians can rely upon the Voz’ywth to protect their planet and their people when necessary.

Though the Voz’ywth mostly keep to themselves, making their native culture somewhat allusive; there are some things Federation anthropologists and social scientists have learned.

The Voz’ywth live a very long time – between 800 and 1,000 years. And yet it only takes a Terran solar year for a Voz’ywth sapling to grow to maturity. Only one in every 20 – 30 adults have offspring.

Voz’ywth often meditate, drawing strength and serenity from the natural world around them. And Voz’ywth can meditate for hours, or even days at a time.

Once a Voz’ywth gets familiar with someone, that person becomes a friend. And the loyalty of a Voz’ywth is without question. A Voz’ywth will be willing to die to defend someone they have barely known if the Voz’ywth feels the cause is worthwhile.

But, it is very hard to provoke a Voz’ywth to kill, or to attack another. Not unless there is no other recourse.

LANGUAGES

Voz’ywth speak their own language, which is spoken very slowly. Voz’ywth words seem to be heavy on the “W” sound, “L” sounds, and the vowels “O” and “A”. Due to many Free Traders visiting their world, a very few Voz’ywth speak a random other language such as Klingon, Tellarite, or Andorian.

The name “Voz’ywth” itself, comes from the Torzian phrase meaning “those who grow from the soil”.

COMMON NAMES

Voz’ywth have a single name that usually sound gruff. Like a sudden, blunt sound. Their are little difference from male and female names.

Male name: Zapran, Atsak, Izat, Nang, Gran
Female names: Helai, Kharo, Zar, Zufash, Zakia, Mukai

HOMEWORLD

The Voz’ywth are native to Tolore, the homeworld of the Torzians. Official first contact between the Federation, and the Voz’ywth occurred on Stardate 67336.9, when the Voz’ywth came to the aid of the Torzians, as well as the Starfleet Marine Unit from the USS Legacy during and attempted attack on Tolore by the Valkuran Coalition.

They share the planet with the Torzians with no problem what so ever. And, due to the Torzians’ open nature many travelers, traders, and even pirates have encountered Voz’ywth before. Some have even left the planet on freighters to see the galaxy.

The climate of Tolore is lush and tropical. The planet is what some might call a paradisical world. There is a lot of rain on Tolore due to the high hydrosphere. But this does not stop the planet form having several concurrent days of warm sun, and pleasant weather.
Winds are at a minimum, and as the native Torzians are familiar with, most days on Tolore are comfortable enough for a human to run naked among the wide variety of Toloran plant-life.

Toloran night-skies are usually clear, and most storms take place in the latter part of the day, with skies clearing out by sunset.

Tolore is a very peaceful planet, and an excellent vacation resort or shore-leave spot.

**FAVORED PROFESSION**

Given their culture and lifestyle, it is very hard to chose a favored profession for a Voz'ywth. They don’t follow a profession as most humanoids do. Very few of them even leave their planet.

For Voz'ywth living on Tolore, the best profession will be Mystic. They are very close to their planet, their “earth”, like the Druids of old Earth.

Voz'ywth living off Tolore will follow those we are living with or working with. Most often Merchant, or Rouge professions.

**SPECIES ABILITIES**

Voz'ywth are very strong, and very durable. Like venerable English Oak. But, they are not very bendable or flexible.

The Voz'ywth gain a +3 bonus to their Strength scores, and +4 to their Vitality attributes; but they suffer a -2 on their Agility.

Voz'ywth also have several individual species traits.

**Natural Armor:** Saying that a Voz'ywth has a “tough hide” is an understatement. The physical covering of a Voz'ywth as strong as a 21st century kevlar body-armor. The “bark” of a Voz'ywth can withstand up to 8 points of damage of all types.

**Regeneration:** After all sources of damage or injury are removed, and a Voz'ywth has a chance to rest, he will begin to heal himself. The Voz'ywth will regain one Health level per hour. Actively meditating on healing oneself cuts that time in half. The meditation itself requires a Willpower reaction (TN15).

**Natural Weapon (Wooden Fists):** A Voz'ywth hits with the force of a battering ram. Any blow landed by a Voz'ywth will do 2d6+2+STR mod in damage.

**Structural Damage:** Voz'ywth are powerful enough to do damage most structures, given time. Unless the structure is protected by a forcefield, or some similar method; if a Voz'ywth spends a full round action trying to damage even a piece of bulkhead, the Voz'ywth can do 1d6+STR mod worth of structural damage.

**Pacifist 2:** (species flaw) Despite how formidable a Voz'ywth can be, they are also the most gentle,