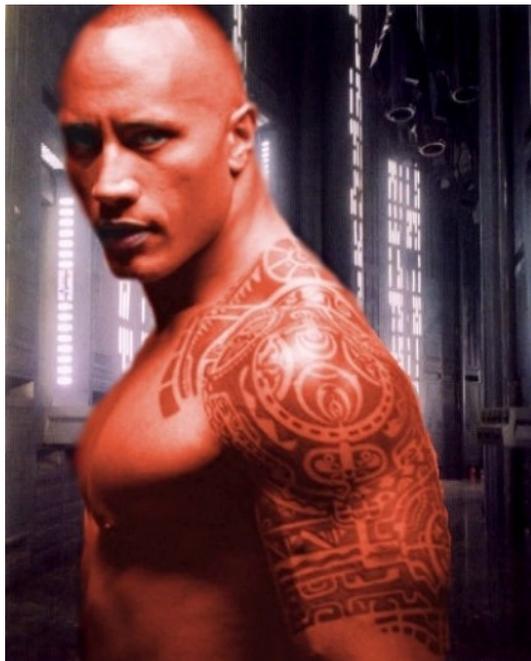


STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: The ZURI

VISUAL REPRESENTATION



Zuri Rodan (Zuri Prime)

SPECIES ADJUSTMENTS

+1 Strength, -1 Intellect

PHYSICAL DESCRIPTION

The Zuri are actually two distinctly different humanoid species, however they evolved from a single race. The larger, stronger and dominant Zuri Rodan, or Zuri Prime virtually created the Zuri Gral, or “Lessers” with centuries of oppression that included forcing the Lessers into squalid living conditions, and forcing them to accept inferior medical treatments.

This, over time, caused the Lessers to evolve into a race of physically weakened, sickly people. At the same time the Rodan, or Prime evolved into a physically strong race, albeit lacking in intelligence compared to the more technically adept Gral.

This article will cover both races of Zuri. Starting with the socially and economically dominant Rodan.

The Zuri Prime are large, physically attractive humanoids with skin-tones ranging between a dull orange to a bright red. They tend to be very muscular in their builds, regardless of gender.

Male Zuri Prime commonly shave their heads, and both men and women decorate their bodies with an elaborate network of tattoos. A Zuri Prime can easily have a tattoo on almost any part of their body, but the arms, chest, and back are the most common locations for such decoration.

Zuri Prime wear very little clothing, and they prefer to

go naked. This is often frowned upon in other societies, but among the Zuri Prime it is a way of flaunting their well-honed, naturally muscular physiques. And the Zuri have no customs regarding modesty.

Zuri Prime naturally have dark hair, and while most males shave their heads, females let their hair grow long.

Rodan are well known for their sexual prowess. Males are usually very well-endowed. And females are second only to the Orions in their animal-like passions, and drives. The major difference here being that female Zuri Prime have, naturally, what the green Orion “animal women” require dangerous drug to achieve.

CULTURE

The Zuri people have been divided along the lines of race for centuries. And the Zuri Prime enjoy such a dominance on their homeworld, that it is not likely to ever abate.

The Zuri Prime dominate their planet culturally, economically, and physically. They subjugate the Lessers, or Gral, and even keep slaves in some regions. And not only Zuri Gral, but Orion women, or other slaves, sold to them by, usually by Orion Slavers. The Zuri do not trade with other worlds as far as slaving is concerned, but they are not above buying and selling people, among their own kind.

The Zuri prime are a rugged, warlike people. They enjoy a good fight, as well as a raucous celebration, afterward. They are also very aggressive, sexually. Not overly intelligent, the Zuri Prime have achieved their social success by dominating the Gral into a subservient position, and then postulating their own importance, as leaders of their race, upon off-worlders with whom they have contact.

While the Zuri Prime seem very adept at managing their own business affairs, and dealing with other species on a social and political level, they are not as adept at mechanical or technical aptitudes. And they rely, reluctantly, on the Gral in a large part to keep their civilization running smoothly.

LANGUAGES

The Zuri language is made up of words that have a distinctively European sound to most Terrans. And some Zuri words are actually recognizable as words from Earth languages, albeit used to represent entirely different meanings.

For example, the Zuri Prime’s own word for themselves is the name of a giant, fictional monster, and the word Gral, used by the Rodan to refer to the “Lessers”,

COMMON NAMES

A Zuri Prime will have a given name, a family name, and a clan name, often referred to as their honorific. Actual Zuri proper names are very similar to Orion or Deltan names.

Some examples of male and female Zuri Prime names are Daven, Nalesh, Mattak, and Dun (for males), and Zelash, M'toya, D'Nash, and Kotel for females.

Some common clan, or familial names include Bakuna, Molital, Vishra, Kesh, and Obital.

Honorific names are written separated from the proper and familial names, and always begin with an apostrophe. Some

examples include 'banyatad, 'verimat, 'shadael, and 'pilosa.

The honorific 'pilosa seems only to be given to females who work in a sex-based profession such as an exotic dancer, or a prostitute. And despite the Zuri Prime's almost constant attempts at presenting a regal air about themselves, women in these occupations are held in very high regard.

HOMEWORLD

Zuri'ha, the homeworld of both races of Zuri, is located in the Alpha Quadrant, some 80 lightyears from Cardassia Prime.

The Zuri often trade with the Cardassians, as well as the neighboring Tholians. The Zuri Prime are one of very few races to actually have ongoing diplomatic relations with the Tholians.

Zuri'ha itself is a class-O planet on a technological par with Cardassia, or Romulus. The civilization is dominated by racism, and the subjugation of the Gral by the Rodan. This, as well as the Rodan practice of keeping slaves has kept Zuri'ha out of the Federation.

In 2380, Zuri'ha joined a regional planetary alliance made up of several worlds, all of whom respect a monetary-based society and have at least some significant resources to export.

This alliance is known as the Vakiluran Coalition, after its founding and governing member, the Vakilurans. Most worlds in the Coalition are located in the region surrounding Breen, Tholian, and Cardassian space.

Zuri'ha's primary exports include rare metals, exotic seafoods, and well-trained dancers, masseuses, and prostitutes who are not sold as slaves, but often signed to long, binding contracts that reduce their control over their own financial situation to that of an indentured servant.

FAVORED PROFESSION

Zuri professions run the gamut, with Soldier, Rogue, and Starship Officer being preferred by the Zuri Prime.

There are almost no Zuri Prime in Starfleet, and those serving on active duty are usually females, who entered Federation society as dancers or prostitutes shipped off-world under indenture contracts.

Zuri Prime males tend to be very aggressive and arrogant, but they make excellent command officers in their own stellar navies.

SPECIES ABILITIES

Social Privilege: the Zuri Prime are considered the top echelon of their society. And no one considers them more so than they do themselves. This superior position occupied by the Prime gives them a margin of respect in some cultures, while their sheer bluster earns them a type of begrudged respect by others. Zuri Prime receive a +1 bonus to all Social skills as a result of the air of confidence this status provides.

Seasoned: The Zuri Prime share this species ability with the Orions, who may well be a distant off-shoot of the Zuri race (or vice-versa). Zuri Prime gain a +2 bonus to their Savvy reactions as a result of being Seasoned (see p. 121 of *Aliens* for more information).

Ultraviolet Endurance: A trait also shared with the Orions, the Zuri have a high tolerance for ultraviolet radiation. This is not likely to be a result of any genetic similarity, or relationship to the Orion people, however. The Zuri'ha star is type-B like that of Rigel. Zuri Prime receive the same bonuses due to their ultraviolet endurance as Orions, however. (see *Aliens*, p. 121)

Pheromones: This trait only applies to Rodan females, who give of similar pheromones to Deltans. These pheromones are capable of having a powerful effect on most humanoids, although Deltans are strangely resistant to them. Zuri Prime females gain a +1 bonus to Influence (Charm) tests and a +3 species bonus to Influence (Seduce) tests. However, unlike Deltans, a Zuri scoring an extraordinary success on an Influence test is not likely to cause the subject to become obsessed with them, or being stalking them.

Skill Focus (Ruthless): (bonus edge) Zuri Prime males are very aggressive in almost everything they do. Business, social activities, or military command. The male Rodan is very ruthless, and often unscrupulous. This pattern of behavior provides all Zuri Prime males with a +1 bonus to Administration tests, and a +2 to all Intimidation tests. Only Zuri Prime males have this edge naturally, although females may pick it up later, as part of a development or advancement package.

Species Flaws: Arrogant (applies to males, only) and Proud (applicable to females).

Optional Species Flaw: Infamy (Cruelty), applies only to male Zuri Prime.

Rodan Courtesan

The Zuri Prime will train members of their female population in exotic dance, and erotic art. Being accepted for such training is considered an honor among the Zuri, but a woman trained as a Courtesan is held to a contract as an indentured servant for a period of 10 years after completing her training.

Many Courtesans are sent off-world. And it is not an uncommon practice for Courtesans to then break their contracts and use their skills to seek their own fortunes.

Training as a Rodan Courtesan can be chosen as a Personal Development background package.

The Courtesan Development Package

You were trained as an exotic "giver of pleasure", dancer, masseuse and professional concubine.

Pick 1 Skill: Influence (Charm) +2, Influence (Seduction) +2, Knowledge/Trivia (Erotic Arts) +2

Pick 3 Skills: Knowledge/Trivia (Massage) +1,

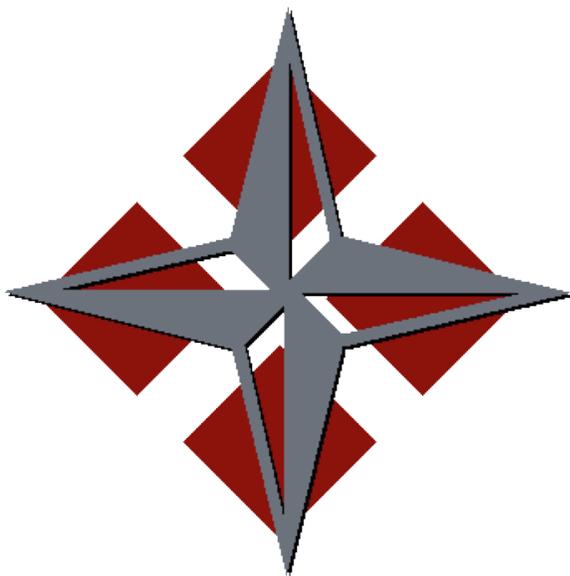
Entertain (Dance) +1, any one other Entertain skill +1, Business +1, any one Language skill +1, any one Unarmed Combat skill +1

Pick 1 Edge: Contacts, Ally, Skill Focus (Seductive), Friendly, Likeable, Meticulous

A Courtesan who breaks her contract becomes a fugitive according to Zuri law. She will be arrested and forced to serve out her contract if she returns to Zuri'ha. And, often, the holder of a Courtesan's contract will try to capture a fugitive Courtesan and force her to return to her servitude.

To this end, many powerful Zuri Prime who make a living from Courtesan contracts employ bounty hunters to make certain their stable of Courtesans remain loyal to their contracts.

The Courtesan development package can easily be used to create characters with similar training from other cultures.



The symbol of Zuri'ha, and specifically, the Zuri Rodan

The ZURI GRAL

VISUAL REPRESENTATION



A gray-skinned Zuri Gral, or "Lesser"

SPECIES ADJUSTMENTS

-2 Strength, -2 Vitality, +2 Intellect, +1 Agility, -2 Presence

PHYSICAL DESCRIPTION

Considered an inferior race by the dominant, and overbearing Zuri Prime, the Gral, or *Lessers* have gray, or greyish blue skin, black hair, and solid black eyes resembling of the eyes of most Betazoids.

Otherwise the Gral are generally similar to the Rodan, or Prime of the Zuri species. Their DNA is compatible. But interracial marriage is strictly forbidden among the Zuri.

The Zuri Gral are a smaller people on the average, and obviously less strong, and muscular. Zuri Gral often have a frail, or even sickly appearance.

Their voices tend to quiver when they speak, which adds to the air of servility they are forced to maintain among the Rodan.

CULTURE

The Zuri Gral are completely subjugated by the Zuri Prime. And some Gral are even kept as slaves by powerful Rodan. This is usually a case of the Gral owing a debt to the Rodan, and only being able to pay it back by an extensive period of forced service.

But the Rodan treat the Gral cruelly. They are physically and verbally abusive towards them. And this has been the norm of their culture for over 700 years.

As a result, the Gral are forced to live underground, and often in squalor. They do not have access to the quality of life the Rodan enjoy, even when working among them. And the medical care the Gral receive often does them more harm than whatever they are being treated for.

The Gral have developed a subculture in the underground world they have been forced to build for themselves. And here, although they still live in a ugly conditions compared to the Rodan, the Gral have put their natural aptitude for mechanics, and technology to good use.

And the Gral have even managed to develop some methods of treating their medical conditions that are quite effective. They keep these, and other technological breakthroughs they've made secret from the Rodan.

But, because it is against the laws of so many more civilized societies, the Rodan are forced to treat the Gral with some civility, or lose trade relations with their neighbors, including Cardassia and the Federation.

This affords the Gral an element of freedom. And they are able to leave their homeworld and try their fortune on their own in the galaxy.

LANGUAGES

The Gral speak the basic language of the Zuri, as well as their own dialect, which the Rodan see as primitive, but is actually derived from ancient Zuri languages and street slang to form what is nearly a completely different language.

The Rodan have tried to ban the speaking of this Gral dialect in their presence as it is hard for them to understand and they feel as if the Gral are trying to communicate secretly in front of the Rodan. Which is, of course, the case.

Most Gral encountered off world, and some on Zuri'ha speak Federation Standard, and some will also have a basic knowledge of Cardassian.

COMMON NAMES

Gral use the same common names as the Zuri Prime. However Gral do not have honorific names.

HOMEWORLD

The Zuri Gral share their home planet with the dominant Zuri Rodan. But, the Gral are relegated to living in underground settlements or in deserted, run down, ill kept sections of large Rodan cities.

As a result, the Gral have evolved some stark physical differences from the Rodan, including a smaller stature, a strong resistance to radiation. However, they do not have the resistance to ultraviolet light the Rodan enjoy, due to a lack of time on the planet's surface.

FAVORED PROFESSION

Zuri Gral have a natural aptitude for all things mechanical, technical, and scientific. Thus they are most often found in the Scientist profession on their homeworld, or working as Merchants or Rogues with extensive training in mechanical and technical skills.

Gral who make it off of Zuri'ha usually become Rogues, or Free Traders, working in a technician or

engineering capacity, and there are some Zuri Lessers serving in Starfleet. More, actually, than Zuri Prime. These Zuri will be Starship Officers with Engineering, Science, or Operations elite professions.

SPECIES ABILITIES

The Gral are exceptionally intelligent, and receive a +2 bonus to their Intellect attribute. This superior intellect is likely what caused the Gral's oppression by the Rodan. The less technically adept Rodan most likely saw the Gral's intelligence as a threat to their superiority and used their ability to dominate the smaller race to ensure that the mentally superior Gral would never become the dominant force on Zuri'ha.

Gral are somewhat physically impaired by their long subterranean life, and receive a -2 to both Strength and Vitality. They are very lithe, and agile, however, gaining a +1 bonus to their Agility scores.

And finally, their social status, combined with their timid mannerisms causes them to suffer a -1 penalty to their Presence.

Other species abilities include:

Social Outcast: (species flaw) Zuri Gral are ostracized by the Zuri Prime, and due to the Rodan's dominance of their planet and their society this causes some other cultures to look down on the Gral as well. As a result, the Gral have a very low social standing on their own homeworld and a somewhat low standing as viewed by other cultures including Cardassians, Klingons, and Romulans.

This gives the Gral a -2 penalty to all Social tests. Gral also receive a further -2 penalty to all reactions involving Zuri Rodan, and begin all Social tests involving Rodans with an Unfriendly interaction stance.

Ultraviolet Intolerance: The Gral are more susceptible to the effects of ultraviolet rays, in a direct contrast to the endurance Rodan have for them. Gral receive a -4 penalty to Stamina tests when trying to resist ultraviolet radiation, but this does not effect their ability to resist other radiation forms.

Radiation Resistance: Zuri Gral are just as resistant to other forms of radiation as their Rodan counterparts, and perhaps even more so. The Gral receive a +2 to their Stamina reaction tests to resist the effects of non-UV radiation.

Disabled: (species flaw) Due to their squalid living conditions, and often mediocre medical care, most Zuri Gral will suffer from some form of mental, emotional, or physical disability.

If a Gral has a Vitality 9, or less then he must chose up to three physical flaws. A Gral with a Presence below 9 must chose up to two mental, emotional or social flaws. For each Disabled flaw chosen, the Gral may make the normal number of edge picks as long as those edges do not cancel out the Disabled flaws.

Flaws should be chosen from the chart, below.

Physical Flaws

Easily Winded
Flat-footed
Low Energy Level
Low Pain Threshold
Night Blind
Shaky
Slow Healing
Thin Blooded*

Non-physical Flaws

Coward
Easily Distracted
Gullible
Reckless
Weak Willed

* - Either Thin Blooded (Heat) or Thin Blooded (Cold). But the majority of Gral will have Thin Blooded (Cold) due to the high temperatures they are used to, living under the Rodan cities.

with the Co'tlmeth (having at least seen one before) or they will suffer a -3 penalty to their attack tests.

If a complete success is scored on a parry action with a Co'tlemeth, the user may perform a free attack against the same opponent. The free action must be performed in the same round in which the parry was made.

Technically Adept: Zuri Grals are natural born techs and engineers. They receive a +2 bonus to Construct and a +3 bonus to Repair skill tests, as well as a +1 bonus to any engineering skill they have at least +1 skill level in (meaning all Zuri Gral start any engineering skill they've learned at at least +2).

Sickly: (species flaw) Most Gral will have this flaw (*Player's Guide*, p. 143) as a species flaw, unless their Vitality is 10+.

Bonus Edges: Innovative, Multitasking

Species Flaws: Familiar Face (Zuri Gral), Intolerant (Zuri Rodan)

The Co'tlmeth



Specifications: 51cm, length (two 23cm blades on either end of an 18cm handle), 0.68kg, mass.

Description: The traditional weapon of a skilled Zuri Prime warrior. Once carried as a side arm by Rodans, but now replaced by a disruptor pistol for military and police use, the Co'tlmeth is still a traditional weapon in the Rodan culture. And a Zuri who owns one will treasure it as a Klingon does his Bat'leth.

Parry Modifier: +2

Damage: 3d6+2

Rules: Simple Weapons (Zuri), Simple Weapons (Co'tlmeth), or Simple Weapons (Klingon) skill required to use. Klingon skill will serve as a substitute for actual Zuri weapon training due to the Co'tlmeth's similarities to old-style Bat'leth designs. But, even with Klingon weapon skills, one must have some familiarity