

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: al'Hmatti

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

+2 Strength, +3 Vitality, -1 Presence

PHYSICAL DESCRIPTION

The al'Hmatti are a race of sentient beings native to the planet they called al'Hmat, and which the Klingon Empire named taD. They evolved from an ursine (bear-like) life form, and are covered with light colored fur, ranging from yellow to white to gray, which covered black skin underneath. They prefer to move on all four legs, but can also stand erect on two, which gives them a significant height advantage over the typical Klingon.

al'Hmatti have a strong resemblance to a Terran Polar Bear.

It is possible they are biologically related to the Grizzelas, another ursoid species with close ties to the Federation.

al'Hmatti are large, standing well over two meters when they stand on their hind legs, and both males and females are very muscular, and sturdily built. When they speak Federation standard, or any other basic language al'Hmatti tend to have deep, resonate voices that can, in some cases, sound as if they are being amplified due to the depth and volume their voices are able to achieve.

CULTURE

Prior to the Klingon occupation, the al'Hmatti were ruled by a succession of female emperors, who took the name "me'Grmat" in honor of the first Emperor

me'Grmat. me'Grmat VI reigned when al'Hmat was annexed by the Klingon Empire, and was revered in years to follow as a great warrior. Subsequent emperors were selected by the Klingon governor, and stripped of political power, though they retained their role as spiritual leaders. Under Klingon rule, the al'Hmatti were jeghpu'wl'.

jeghpu'wl' is a Klingonese word meaning "conquered people." The term is used for members of other races who have been brought into the Klingon Empire, and conveys a societal status of more than a slave, but less than a citizen. jeghpu'wl' are considered unworthy of honorable deaths. They generally do not socialize or intermingle with Klingons.

In the 24th century, al'Hmatti resistance to Klingon rule increased, with rebels enlisting the help of off-worlders, including the Federation and the Kreeel, for help. Eventually, in 2376, the Klingon Empire quietly shifted control of the planet to the native al'Hmatti, overseen by a Klingon emperor, Vall, who was to serve only a ceremonial function in the government.

LANGUAGES

The al'Hmatti speak their own native language, which sounds like a guttural rendering of Terran Swedish or a similar Nordic language. The al'Hmatti also have an ancient language made up of grunts, growls, and coarse barks that only they, and some other ursoid species such as Grizzelas are able to speak, but that most people can learn to understand over time (TN 20, -3 per month of exposure to the language).

COMMON NAMES

The al'Hmatti have single names spoken in a gruff style, applying the same amount of stress on each syllable. Their names can sound as if someone is growling or grunting when speaking them.

Some examples include ma'Frnats, em'Rlakun, ge'Tvrona, me'Grmat, and re'Trenat.

HOMEWORLD

taD (Klingon for "frozen") was the name given by Klingon conquerors to a planet in the Korvad system known by the natives as al'Hmat. The planet is noted for its sub-freezing temperatures and almost completely ice-covered surface. taD is also rich in topaline, a valuable mineral resource, as well as "Element 604," a sensor-resistant substance. taD has one moon.

al'Hmat was invaded and conquered by the Klingon Empire in 2161, and its native population, the al'Hmatti, given status as jeghpu'wl'. The Empire appointed a military governor, who oversaw the planet from an orbital station, but retained the al'Hmatti emperor, who functioned as a figurehead as well as a spiritual leader.

In 2372, when the Empire invaded the Cardassian Union, al'Hmatti rebels staged a coup d'etat and overthrew Klingon Governor Kalax. The rebellion was shortly thereafter put down by Captain Lornak and his fleet, but not before the al'Hmatti made an appeal to the Federation, with whom the Klingons had broken off political relations, for aid.

Following the planet's recapture, terrorist attacks by the al'Hmatti continued unabated. With the end of the Dominion

War in late 2375, Federation Ambassador Worf was assigned to follow up on the al'Hmatti's call for assistance. By this time, taD had become a nearly insignificant source of the Empire's topaline, and important only in order to maintain the appearance of the Empire's strength and authority. To this end, Worf negotiated a plan whereby Governor Tiral would be recalled, and the late al'Hmatti emperor, me'Grmat XIX, would be succeeded by a Klingon, namely, Lieutenant Vall of the IKS Gorkon, whose role would be only ceremonial.

FAVORED PROFESSION

Although the al'Hmatti do not see themselves as warriors in the way the Klingons do, they do have a militaristic society, for the most part.

al'Hmatti on their own Homeworld, and most al'Hmatti encountered offworld will either be Soldiers, or Mystics practicing the al'Hmatti faith. al'Hmatti Soldiers will work as Mercenaries off al'Hmat, and they are well known for their capabilities as Special Forces operatives.

But, as a rule, al'Hmatti will not work for Klingons, or fight alongside them.

al'Hmatti Mystics and Adepts are often encountered off of al'Hmat, as are some Diplomats. The latter is becoming more and more common now that al'Hmat is under semi-independent self-government by it's indigenous people.

The al'Hmatti intend to pursue a membership in the Federation, despite their homeworld's location, in Klingon space.

SPECIES ABILITIES

The al'Hmatti are tall, strong semi-humanoid bear-like beings. Their physiques are very powerful, and capable of enduring great physical stress and injury. This gives all al'Hmatti a +2 to their Strength scores, and a +3 to Vitality.

Due to their intimidating size, and what often amounts to a gruff, somewhat unfriendly persona, al'Hmatti suffer a -1 penalty to their Presence.

Natural Weapons

The al'Hmatti have long, razor-sharp claws and they are taught, from an early age, to use these in combat. Although young al'Hmatti are encouraged to use their claws only in self-defense, during the rebellion against the Klingons, members of the al'Hmatti resistance became well known for their ability to kill or mortally wound a strong Klingon warrior with one strike of their claws.

Damage: 2d6+3 + Strength modifier

Skill: Unarmed Combat (Natural Weapons / Claws)

Jeghpu'wl' (species flaw): The al'Hmatti are still considered a conquered species by the Klingons, and are viewed as inferior. All al'Hmatti suffer a -1 to any Social tests, when dealing with Klingons. They also will suffer a Renown penalty when interacting with Klingons in situations where a Renown modifier could apply (eg. If an al'Hmatti with a 13 Renown, which results in a modifier of + or -2, is interacting with a Klingon the penalty is always applied, never the bonus).

Note: *This flaw can apply to any species considered jeghpu'wl' by the Klingons.*

Cold Tolerance: al'Hmatti are virtually impervious to the effects of cold temperatures, and arctic conditions. They suffer no penalties for functioning in freezing, or even below-freezing temperatures. They can even receive a +3 bonus to Physical tests when working in cold conditions. They also receive a +2 to Survival (Arctic) skill tests.

Bonus Edge: Bold

Species Flaws: Intolerant (Klingons), Thin-blooded (Heat)



Klingon Ambassador Worf on the al'Hmatti homeworld; 2375