

# STAR TREK ROLEPLAYING GAME

## SPECIES DATABANKS

**SPECIES NAME: ARGELLIANS**

### VISUAL REPRESENTATION



### ATTRIBUTES

<b>FITNESS</b>	2(5)
<b>COORDINATION</b>	3(6)
<i>DEXTERITY</i>	+2
<b>INTELLECT</b>	3(5)
<i>PERCEPTION</i>	+1
<b>PRESENCE</b>	3(6)
<i>EMPATHY</i>	+2
<b>PSI</b>	1(5)
<i>RANGE</i>	-1
<i>FOCUS</i>	+1

### COMMON SKILLS

Diplomacy (Argellian Affairs) 2 (3)  
World Knowledge  
Argelius 3  
Acrobatics 1  
Artistic Expression (Dance) 0 (2)  
Athletics (choose specialty) 1 (2)  
Charm (choose specialty) 2 (3)  
Craft (choose specialty) 0 (2)  
Culture  
Argelian 3  
Human 2  
History  
Argelius 2

Language  
Argellian 4  
Federation Standard 3  
Law (Argellian Law) 2 (4)

Receptive Empathy 1

### COMMON TRAITS

#### ADVANTAGES

Excellent Balance (+1), Shrewd (+1), Cultural Flexibility (+1)

#### DISADVANTAGES

Pacifism (-4)

### GENERAL DESCRIPTION

Argelians are outwardly indistinguishable from humans. Their physiques, coloring, and physical characteristics are almost identical to Terran humans. There are some slight internal differences, most notably in the configuration of their brains. This is what makes even non-Psionic Argelians so receptive to emotional stimuli, and so often prone to nightmares, and vivid dreams.

The Argelian culture is one of peace and hedonistic harmony.

Since their Great Awakening, there has not been a murder or other act of violence perpetrated by one Argelian upon another.

Argelians are capable of defending themselves, but they are some of the least aggressive people in the galaxy. And as such they make excellent hosts and hostesses. Their homeworld is a popular vacation spot and resort.