

By Any Other Name

- Human Sourcebook.

Introduction.

We have made jokes about it, we have laughed and we have sat and accepted on a regular basis that in the Star Trek Universe humankind is everywhere... Quite literally in fact. Even beyond the United Federation of Planets and Earth Colonies we are offered examples across the Delta Quadrant too where either humans displaced from Earth are making their lives or near-identical species exist.

Now we all know that in reality this simply stemmed from 1960's budget restrictions on ***The Original Series***, and that it was far easier for Kirk and co. to meet another 'human' alien race than pay out for expensive make-up FX that many never be used again. And so a great tradition was started. Rodenberry himself had suggested the concept of a law of parallel planetary development to help explain this regular occurrence in the show, and to allow the crew to re-use standing sets when Mission: Impossible cleared off.

By the time that ***TNG***, ***DS9*** and ***Voyager*** were gracing our screens the make-up was easier and more effective, but still time costly. But simple forehead prosthetics could be used and re-used, and thus a greater exo-biological variety of near/proto humanoids grew up, and TNG itself played with the concept by extending the parallel development to Vulcans in '*Who Watches the Watchers*' and the seeding of humanoid genetic material and M-Class terraforming by the Preservers, ancient humanoids in '*The Chase*'. We also continued to encounter other humans, originally from Earth, but whose ancestors were kidnapped from Earth and transplanted to a new world for some mysterious reason or another. By the time ***Enterprise*** was rolling around we were finally seeing non-humanoids via CGI, but 40-odd years of tradition at least helped ensure that we got a regular dose of humans in outer space.

It only seems right that humans receive some extra support for the games, so while the standard human template is more than OK for the vast majority of humankind I am humbly offering a few alternative creation rules for some of the other human species commonly found in Star Trek.

In some of the cases I describe, some alternative templates have already been developed, and many of these have been saved and presented on Owen E Oulton's website. There's no need to recreate this work, but every need to link to it;

<http://www.coldnorth.com/memoryicon/species/species.htm>

Remember as always, these are only optional suggestions and should always be confirmed with your narrator first, and the unwritten rule is always that template modification is open to you to make whatever changes you feel appropriate, and that even the official templates are only guidelines.

HUMAN TEMPLATE

By LUG games

This template as published in the standard core rulebooks by LUG games represents the standard Human/Terran template and is used for all humans and many similar humanoid aliens.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Willpower +1
Psi 0 [5]

Skills

Athletics (choose Specialization) 1 (2)
Culture (Human) 2 (3)
History (Human) 1 (2)
Language
Federation Standard (or appropriate) 2
Science, Any (choose Specialization) 1 (2)
World Knowledge (Earth or homeworld) 1 (2)

Typical Advantages/Disadvantage

2 extra Courage points

Alternate Human Backgrounds

• Human Colonists.

There are hundreds, of UFP colony worlds and a great many of them are inhabited by Humans. In Sol alone there are colonies on Venus, Luna and Mars. Others are name-checked or visited rarely. Not all human colonies are part of the UFP, some have been founded specifically to retain independence. Not all colony worlds are human specific wither and many are home to a wide cross section of Federation Citizens. A brief selection of such colonies are;

Alpha III

Alpha V

Alpha Ataru III

Alpha Centauri

Alpha Proxima Prime

Archer IV

Benecia

Berengaria VII

Caldos Colony

Cestus III

Deneva

Epsilon Indi II

Europa Nova

Grankarus VIII

Hakton VII

Marcus XII

Mezacar V

New Berlin Colony

Omicron Theta

Prentares V

Rathgeb IV

Rigel II

Rigel XII

Tarsus IV

Terra Nova

Theta VII

Sirius IX

Vega IX

When playing colonists a player can opt for a slightly different species skill package which exchanges a level of sciences for planetary survival and swaps the willpower edge for vitality to better represent the hardier kind of person thriving on the colonial frontiers. Players should feel free to mix and match as appropriate, for examples colonists on Luna (and other colonies in environmental domes) might well have a level of experience in ***Personal Equipment (Environmental Suits)***, while Cestus III colonists might have some ***Gorn Language*** skill.

A suggested alternative is as follows;

Edges; Exchange +1 willpower for +1Vitality

Skills

Athletics (choose Specialization) 1 (2)
Culture (Human) 1 (2)
History (Human) 1 (2)
Language
 Federation Standard 2
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose Specialization) 1 (2)
World Knowledge (Earth or homeworld) 1 (2)

- **Displaced Human Civilisations**

Starfleet has encountered 3 such displaced human communities, in all 3 cases groups of people were abducted from Earth and their societies transferred to another. From the **Amerind (TOS)** to the **37's (Voyager)**, even the **Skagarans (Enterprise)**. In many cases these communities are kept primitive to enforce their subservience, but human nature is indomitable, and in 2 of these 3 cases the community in question had already risen up and retaken control of their new homeworlds. Once freed and encountered by Starfleet these communities are free to rejoin the Federation as a colonial world or protectorate, or to forge ahead with independence. For these peoples simply use the standard human or colonial template.

- **Parallel Development (Near Identical)**

.These types of Humanoid are effectively the same as other humans, whether through biological seeding, or identical (and improbable) development, these species have evolved identical to humans, truly identical with no apparent external differences (and we assume similar internal organs too). This group also includes the Alpha Centurians, who have also rated their own species template. In some of these cases the species encountered are different enough to have warranted their own fan-developed species templates

Angosian*
Bandi
Capellan
Edo

Ekosians;
Magna Roman
Omega IV
Onlies

Risian
Sigma Iotia IV
Tandaran
Zeon

This group can also include those humans who are to all intents and purposes identical, but show a minor physical difference in Cranium, Temples or Nasal Bridges, but show little difference in physicality. When creating one of these species use the standard human template as a starting point and either swapout one or more of the courage points (at 5 DP each) for increased stats/edges, advantages and skills or simply balance advantages and disadvantages/negative edges to fine tune. (unless you have a preferred template...

***Note.** For Angosian Super soldiers please see the section on Augments and the LUG Price of Freedom sourcebook

- **Parallel Development (Similar)**

These differ slightly in that while many of these species appear broadly similar to the standard humanoid physicality these are most certainly non-human, some aspect of their physiology stands apart from their human peers (El Aurians have extreme longevity and can live to hundreds of years old, Betaxoids and Deltans exhibit psionic powers. In many of these cases someone will have already worked out an alternative template for use, with official Betazoid and Bajoran templates already published...

Ba'ku
Betazoid

Deltan
El-Aurian

Elasian
Trill

- **Augments**

Khan Noonian Singh, a name that strikes fear into the hearts of men, and almost single-handedly responsible for the laws against genetic modification upheld by the UFP. Even more than a brief 22nd century experiment by Dr Soong. Despite the laws against them Genetic modification remains prevalent, and the UFP adheres that no Augmented person serve in Starfleet or practice medicine, and the procedures are considered illegal within the UFP.

A full Augment will have attributes, particularly Fitness, Coordination and Intellect at level 3 to 4. Appropriate edges would likely be Dark Secret (Augment) -3, Arrogant -1, Power Hungry -2, Empathy Edge -1, Courage -1 point (a total of 12 development points), which is more than enough to boost the characters Attributes. Its worth noting however that a full augment is unlikely to make a good team character, and better suited as an opponent.

However that does not stop some parents from consenting to their children to undergo some Genetic modification, and while the procedure is far from safe its results are proven. For many the procedure can help enhance their intellect and hand-eye coordination

In gaming terms this would focus the modification on Coordination and Intellect attributes, raising these to a starting value of 3 would require 4 Development Points of disadvantages to balance (for Starfleet characters one of these disadvantages MUST be Dark Secret (Augment) -2, on the assumption that the player doesn't want to play an evil megalomaniac...) For some however these augmentations cause further mental degradation and many find themselves institutionalised and considered dangerously crazy.

HODGKIN'S LAW OF PARALLEL PLANETARY DEVELOPMENT

Hodgkin's Law of Parallel Planetary Development was a biological theory first postulated by A.E. Hodgkin. The theory put forth that similar planets with similar environments and similar populations tended to gravitate toward similar biological and cultural developments over time.

Just as the finches of the Galapagos Islands provided the crucial biological clues that Charles Darwin used to develop the theory of evolution, the termites of Loracus Prime were the inspiration behind Hodgkin's law of parallel planetary development. The theory was the brainchild of biologist A.E. Hodgkin, who first visited Loracus Prime as part of a science survey mission. As Hodgkin noted in his log, the native termite life of Loracus was remarkably similar to those of Earth, Vulcan, and several other known class M worlds. At first, Hodgkin considered the possibility that termites were brought to Loracus by early space travelers, or even that they were a meteorite-borne species, but he quickly realized that Loracus Prime's location in the middle of the Gagarin Radiation Belt ruled out either possibility. In fact, travel to the Loracus system had been all but impossible until the then-recent era of relatively clear stability of Loracus's star.

After careful testing of the termites' DNA, Hodgkin determined that the genus was clearly native to Loracus. This set up the question: why there was such an amazing similarity to terrestrial termites? Over the next decade and a half, Hodgkin slowly puzzled out the theory that would rock the biological world as profoundly as Darwin's had centuries earlier.

The next development in the theory was the realization that there was a tendency toward sociological as well as biological similarities where environmental conditions were similar. For instance, by the 2260s Starfleet and other exploratory organizations had discovered numerous planets with humanoid populations that shared many similar social constructs. Family units, spoken languages, space travel, dispute resolution through an organized legal process, organized war waged by governments – all of these were aspects of society that appeared to transcend any one single planet's societal development.

The Hodgkin theory was adapted to explain the observed instances of similarities in societies that had never had previous contact with each other developing along similar lines. The theory did not require identical development of a society, it simply offered an explanation for similarities. Finding nearly identical development was "virtually impossible" and when found to be close to identical was viewed as an "amazing" example of Hodgkin's Law .