

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

**SPECIES NAME:** *LETHEAN*

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+1 Intellect, +2 Vitality, -3 Presence

### PHYSICAL DESCRIPTION

On the average, Letheans are slightly taller and heavier than humans. They have brown skin mottled with patches of darker brown and black. A bony ridge runs up from the back of the neck across the center of the head; on their face this ridge becomes a row of bony spike-like protrusions on top of and below the mouth (which is lipless).

There are also bony protrusions on either side of the mouth. They have similar spikes on the knuckles and projecting upward from the back of the hand.

They have no visible ears and nose. They have small, deeply set red eyes.

### CULTURE

The Federation (and, presumably other societies) know relatively little about the Letheans. They are a secretive people, unwilling to talk about themselves or provide any information about their species.

Traffic analysis seems to indicate their homeworld is located somewhere in the Ionite Nebula. But, if so, they have hidden themselves from their neighbors, the Lurians, who have been unable to offer any insight or data about them.

Some Federation scientists have speculated the Letheans have used their mental powers to “cloak” their world and hide it from outsiders.

This would certainly jibe with the secretive natures, but would also indicate greater mental powers than previously suspected.

Letheans seem to usually be encountered by outsiders when they are employed to perform some sort of task involving their psionic abilities.

And they are known to work not only as unscrupulous “mind-probes for hire”, but as assassins, using their unique abilities to inflict pain, or even cause death.

### LANGUAGES

Letheans encountered in open society seem to be able to master the common languages of the region in which they are working or where they are encountered.

Whether or not they have a spoken language of their own is, like most everything else about the Letheans, not known.

### COMMON NAMES

Letheans have single names – no surnames, or family names. And Lethean names tend to be short (two or three syllables) with long vowels and hard consonants.

Sample names include *Altovar*, and *Soto*.

### HOMEWORLD

The Federation believes the Letheans come from an uncharted planet located inside the Ionite Nebula.

Whether the Letheans control any territory besides their homeworld, or whether they are the only indigenous species native to their home planet is unknown.

### FAVORED PROFESSION

Most Letheans encountered by outsiders work by performing services in association with their psionic abilities.

A Lethean will hire himself out to probe a mind, or even take a life by using their intense psionic abilities.

The favored basic profession for a Lethean is normally either a Merchant, or a Soldier; with common elite professions including Mercenary, Spy, and Assassin.

### SPECIES ABILITIES

Letheans are very physically tough, and enduring people. And they are also quite intelligent. But their physical appearance can be somewhat intimidating and off-putting.

That compared with the reputation attached to Letheans as spies and telepathic assassins gives them a -3 species penalty to their Presence attributes.

But, Letheans also receive a +1 bonus to their Intellect, and a +2 species-bonus to their Vitality.

They also have several unique abilities, usually connected to their powerful psionic talents.

*Psionic:* All Letheans receive the Psionic edge for free. They begin with at least a 6 for their Psionic attribute, and may advance this attribute as a favored attribute. They may also advance any Psionic skills they acquire as *Professional*

**Skills.** Psionics form the center of most Lethan abilities and this is how they live, and earn their livelihood.

**Telepathic Shock:** Lethans have the potent ability to inflict a Telepathic Shock upon others. They are thought to feed off of the pain and torment caused by this. Typically, the shock kills the victim, but some strong-willed persons survive the attack.

All Lethans begin the game with *Telepathy* +3, and have Telepathic Shock as a specialty. To make a successful Telepathic Shock attack, a Lethan must first grapple a target, then deliver the shock. The grapple attack is made at a -5 if the target is aware of the attempt. But there is no penalty to the Telepathic Shock attack.

A successful Telepathic Shock attack forces the target to make a Stamina reaction (TN15). Failure, and the Lethan inflicts 4d6+4 in damage, and the target character is stunned for 5d6 in rounds. Complete Failure, and the target suffers 6d6+5 in damage, and is stunned for 10d6 rounds. And on a Disastrous Failure, the target is killed, instantly.

A Psionic character may apply their Psionic attribute modifier to their Stamina reaction roll.

**Telekinetic Blast:** Lethans also have an alternate form of psionic attack that functions as a ranged attack. All Lethans begin the game with a *Psychokinesis* +3, and specialties in both Telekinesis and the Telekinetic Blast.

This blast is used, as a form of ranged weapon, with the Ranged Attack test based off of the Lethan's Psionic skill. The Telekinetic Blast sends a visible ball of energy with an appearance similar to ball-lightning towards a target at a rate of speed roughly equal to a shot from a phaser or a disruptor.

This ball of energy is made up of telekinetically ionized particles, and inflicts 3d6+6 in damage on contact. The ball will dissipate, instantly, if it strikes a solid object such as a stone wall, or a starship bulkhead. But it will leave an obvious black scoring on the object it strikes.

*Telekinetic Blast Range: 3 / 7 / 10 / 15 +7*

**Psionic Cloak:** All Lethans have the ability to “cloak” themselves, by projecting an illusion into the minds of those around them, they the Lethan is, in fact, invisible. This is done using Mind Control skill, and all Lethans begin the game with a +3 in this skill, as well as their other Psionic abilities. A successful Mind Control test (TN10) and the Lethan has made himself “invisible” to anyone within the range of their psionic abilities.

*Psionic Cloak Range = the Lethan's Psionic Attribute in Meters + any applicable bonuses for Edges, etc.*

A Lethan who is psionically cloaked may still be detected normally by a Tricorder or Sensor scan as

well as by items capable of an infra-red or thermal imaging scan such as a weapon's targeting scope or a visual enhancement device such as a VISOR, or Occular Implants.

A Lethan cannot make themselves invisible to beings such as the Ferengi who are invulnerable to psionic manipulation, or artificial lifeforms such as Androids or Holograms. An Empathy test (TN10) can detect even a “cloaked” Lethan's presence.

**Impenetrable Mind:** As consummate practitioners of psionic skills, Lethans learn to block their own minds from invasion early in life. They begin the game with *Mind Shield* +5, and as with all Psionic skills, a Lethan may advance this ability as a Professional Skill.

**Spiked Fist:** Lethans not only have long claws on their fingers, but also sharp, bony spikes on their hands. These protrusions allow a Lethan to deliver an additional 1d6+1 damage over and above normal damage (and Strength bonuses) during an unarmed attack.

## **BONUS EDGES & FLAWS**

*Lethans will often take the **Psionic Coverage** and **Psionic Focus** edges, and any NPC Lethan with more than 5 advances should be assumed to have these traits automatically.*

*Lethans also commonly have the traits, **Arrogant**, **Proud**, **Dark Secret**, and **Enemy** due to their lifestyles.*

*And all Lethans will have the **Familiar Face** and **Species Enmity (Klingons)** flaws as species traits.*