

MEDUSAN

HOMEWORLD AND SOVEREIGN TERRITORY

The Medusan homeworld is the planet Medusa III, a world within the frontiers of the Federation but not yet a member. A hostile class K planet with a toxic carbon dioxide/methane atmosphere and unusually powerful planetary magnetic field.

The Medusans do not claim any territory beyond their home system, but Medusan explorers have traveled widely throughout the galaxy. There may be Medusan colonies on hostile planets far beyond the regions explored by Starfleet.

APPEARANCE AND PHYSIOLOGY

Medusans are noncorporeal; made of superheated plasma and magnetic fields. Their appearance is that of a brightly luminous cloud of energy, floating a half meter off the ground, with almost solid seeming strands of energy woven through. Six magnetic field strands extend tentacle-like out of the cloud, and are used to manipulate solid matter. There are no discernable sensory organs and, with no difference in appearance or color, all Medusans appear alike to an observer.

Medusans are comfortable in an environment about 500° centigrade. Their nature, being as it is, Medusans do not have a fixed size. In their natural environment, Medusans normally occupy a spherical volume roughly a meter in radius.

They reproduce asexually, by fission, and both offspring retain all the memories of the parent. Thus, Medusans can theoretically live forever.

SOCIETY

The enigmatic Medusans are confident that only through logic, order and structure can perfect harmony be achieved; the keys to evolution.

The Medusan civilization is a very old and advanced one. Though they developed material technology very late, Medusans had the basics of warp-drive theory and force-field technology centuries ago. Their engineering is all based on manipulation of energy fields and warping space—a Medusan starship contains almost no solid matter at all.

Government among the Medusans is minimal—a race of telepaths with no material possessions does not need much governing. Decisions about interplanetary relations and contact with aliens fall to a council of scientists,

Due to the hazardous nature of contact with Medusans Starfleet has developed a procedure for transporting them to and from their homeworld.

Standard procedure requires a Medusan to be contained within a protective habitat; an average receptacle is a hexagonal container that can be fitted with an anti-gravity generator allowing it to be carried by two persons. Safety measures, such as clearing personnel from any corridors

the Medusan is to pass through, are designed to minimize potential crew contact with the hazardous guest.



MEDUSANS

by Stephen M. Wood and Dan Gurden

Attributes

Fitness 1 [2]
Vitality +1
Coordination 2 [4]
Intellect 3 [6]
Logic +1
Presence 1 [5]
Willpower +2
Psi 2 [6]
Range -1

Skills

Culture (Medusan) 2 (3)
History (Medusan) 1 (2)
Language
Medusan 2
Projective Telepathy 2
Science, Any (choose two) 2 (3) (3)
World Knowledge (Medusa III) 1 (2)

Typical Traits

Arrogant -1; Fanatic (Order & Logic) -3;
Medical Problem (Natural state causes insanity in corporeal races) -3; Medical Remedy (Encounter Suit) +2 OR (Containment Box) +1; Sense of Direction +1; Sense of Time +1

TOS ENCOUNTERS

experts in the study of corporeal organisms.

With their advanced senses, vast intellects, and ancient civilization, Medusans take a rather patronizing attitude toward corporeal beings. They refer to Humans and Vulcans as “young races” and speak encouragingly about how much progress they have made toward civilization.

SPECIAL OR UNIQUE ABILITIES

Because Medusans exist partially in subspace, they can perceive dimensional relationships and have senses most humanoid races do not. They can perceive subspace directly and “feel” the curvature of space. Unlike humanoids, Medusans can navigate by eye while traveling in warp space. Most Medusans have some level of psionic talent.

Since they are composed of energetic plasma, Medusans are immune to radiation and high temperatures, but a phaser blast can disrupt the delicate balance of energy fields that maintain the Medusan’s life.

SPECIAL OR UNIQUE SKILLS

As nonmaterial beings, Medusans have skills in things humanoids cannot even understand. Their advanced civilization means all Medusans can have high levels in scientific skills, and they all undergo psionic training.

TRAITS COMMON TO THE SPECIES

The appearance of a Medusan is itself highly disturbing to humanoid beings. Because of their strange multidimensional nature, the sight of a Medusan can almost instantaneously render a person insane. The insanity usually takes the form of delusions, paranoia, and other symptoms of extreme affective disorder. The victim displays strong aggression, lashing out at anyone nearby, with brute strength engendered by the total madness into which they have fallen. Death follows rapidly, sometimes within hours; heart function, respiration, and brain activity cease without apparent cause.

When traveling among corporeal beings, they must remain inside a containment vessel in order to maintain a comfortable environment—and to prevent corporeal beings from having their minds destroyed.

A corporeal observer must make a difficult test of willpower for every turn spent watching an unshielded Medusan.

POST TOS ENCOUNTERS

Nothing gets in the way of a Tellarite when engaged in a debate. That includes a containment box. In 2299 Medusan Ambassador Kollos undertook a closer study of the inter-cultural relationships between the members of the Federation. With permission from Starfleet Command Kollos took up residence on Starbase One, then commanded by Commodore Ranxok of Tellar. Ranxok found Kollos to be a reserved, but challenging opponent and they frequently engaged each other in debate. But engaging a box in heated debate left much to be desired.

Never ones to turn down an challenge of their engineering skills, the small company of station’s Tellarite engineers, headed by Ranxok and aided by Kollos, set about to producing a containment apparatus which would function similarly to the boxes; but which would allow the Medusans much more interaction with his surroundings. Within three-quarters of a year the team met with success, producing the first Medusan encounter suit. While contact with a Medusan is still a rare occurrence, such meetings no longer suffer from the impersonal interactions of previous encounters.

Constructed from material similar to a starship, an encounter suit hovers a meter above the ground and measures 2.4 meters in height and weigh 450 kg. A voice synthesizer allows for direct communication. Although Medusans seemed to have embraced this new technology, it is not uncommon to encounter Medusans still using the containment box.

