
STAR TREK

ROLEPLAYING GAME

ARTILECTS

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INTRODUCTION

ARTificial iNTELECTs (or Artilects) have been a recurring theme throughout the *Star Trek* universe. This supplement presents various forms of artilects, treating them as alien species, divided into two major groups: androids and non-humanoid forms. New traits, abilities and development packages are also included to round them out, as well as to aid in creating your own models of artilects.

Artilects run the gamut from emotionless automatons to sentient beings with emotions and personality quirks similar to biological beings. They are not common enough to have their own cultures or languages. Instead, they emulate the language, culture and habits of their creator(s) and/or the culture in which they are immersed. Within the Federation, they are protected by the 2378 *Isis*, et.al. vs. the United Federation of Planets decision, which recognizes them as legitimate lifeforms.

ANDROIDS

Three basic types of androids are described here. They have many things in common, so those common factors are described first. Both android-types are “Federation” androids, but could represent the work of many other cultures as well. Female androids are sometimes referred to as gynoids.

PHYSICAL DESCRIPTION: Androids are designed to resemble humanoids. They can look like any kind of humanoid creature.

HISTORY: Starfleet has encountered humanoid robots and other androids on several occasions – from the extragalactic androids on Mudd’s World to the complex designs of Dr. Soong and the Old Ones. Various designs emulate biological beings to varying levels of perfection, the most realistic of which are based on the *Ilia* simulacrum encountered by the U.S.S. Enterprise in 2271.

In the 2350s, the entry of the Soong-type android Data into Starfleet began a steady evolution in rights for machine intelligence (or artificial intellects). The Starfleet vs. Data decision of 2364 first gave androids the right to choose their own fates, and released them from the status of property. This was affirmed in 2378 in the civil rights suit *Isis*, et. al. vs. the United Federation of Planets.

SAMPLE NAMES: Data, , *Ilia*, Ruk



SOONG-TYPE ANDROID

DESCRIPTION: This template represents the Soong-type and other similar level androids seen in series. They utilize polymers for skin, myomer for muscle, and a positronic brain with a neural network to emulate human thought.

SPECIES ADJUSTMENTS: +3 Strength, +2 Agility, +2 Vitality, +2 Intellect, -4 Presence

SPECIES ABILITIES:

- **Database:** Most androids are programmed with a vast wealth of information. They gain a +2 bonus to academic tests, and most Knowledge skills may be used untrained with a base TN 5.
- **Mechanical:** Soong-type androids are constructed from various materials, but are of mostly non-organic form. They are invulnerable to psionic attacks and biological hazards. They halve their injury modifiers, but are incapable of natural healing and must be repaired instead. (Use Construct or Systems Engineering with the same target number as the equivalent Medicine test). Soong-type androids can also operate in space without special equipment. They do not test for fatigue.
- **Bonus Edge: Ageless:** As mechanical beings, any parts that wear out, or are damaged can simply be replaced (see p. 6).
- **Bonus Edge: Sense of Time:** Soong-type androids have internal chronometers (see *Player’s Guide*, p. 137).
- **Bonus Flaw: Behavioral Constraints:** Most androids are created with Asimov’s behavioral

programming based on the Three Laws of Robotics created by 20-century author Isaac Asimov (see p. 6).

- **Bonus Flaw: Diminished Social Status:** Many biological beings feel threatened by artificial beings (see p. 6).
- **Bonus Flaw: Emotionless/Emotionally Immature:** Most androids are incapable of emotional response or understanding emotional reactions from others, though some possess the capacity to evolve emotions (the flaw can be bought off) (see p. 6).

DAYSTROM MK III ANDROID

DESCRIPTION: The Daystrom Mark III's body structure is based on medical cybernetic technologies, developed from the detailed scans of the Ilia android. The basic framework is duralium, making it incredibly resistant to damage. Myomer muscle is augmented by the sheet-optic layer under its RealSkin epidermis. It is four times more capable than a human in detecting heat, pressure, and texture.

Molecular-scale osmotic pumps allow it to move lubrication to needed areas, as well as to evenly distribute waste heat throughout the body. These pumps also accurately mimic the human endocrine system, saliva production, and other bodily functions. Small amounts of fluids must be internalized periodically to replace lost moisture.

The power system is a microfusion reactor encased in duralium armor that is shielded against energy weapons. Fuel is a special hydrocarbon suspension that is broken down by enzymatic systems. The digestive system is very simplistic – similar to that of an earthworm – and waste carbon products are periodically excreted.

The Mk III incorporates the new nanoptic processors, molecular-scale processors and holographic memory storage, allowing an incredible 240 trillion operations a second, with a memory storage of just over 800 quadrillion bits – four times the computation power and equivalent storage space to that of the Soong-type androids. Emotional development is a function of this design; emotional responses are not programmed in, but development needs to be carefully charted and guided through socialization.

SPECIES ADJUSTMENTS: +2 Strength, +2 Vitality, +2 Intellect

SPECIES ABILITIES:

- **Database:** Mk III androids are allowed to explore whatever information attracts their attention as they develop. They have a wide breadth of knowledge, and effectively never forget what they learn. They receive a +2 to any academic tests, and all Knowledge skills may be used untrained with a TN 5 for any data in the public domain. They may spend 3

picks in development to gain the Engineering Certification and/or Journeyman abilities (see *Player's Guide*, p. 70 and p. 77 respectively).

- **Computer Interface:** Mk III androids can connect to computer systems with an inbuilt transceiver, and gain a +2 to Computer Use tests.
- **Mechanical:** The Mk IIIs are based on medical cybernetic technologies and are invulnerable to psionic attack and biological infection. They halve their injury modifiers, but are incapable of natural healing and must be repaired instead. (Use Construct or Repair with the same target number as the equivalent Medicine test). Mk III androids can operate in anaerobic conditions, but are susceptible to the extreme cold of space. They do not test for fatigue.
- **Bonus Edge: Ageless:** As mechanical beings, any parts that wear out, or are damaged can simply be replaced (see p. 6).
- **Bonus Edge: Sense of Time:** Mk III androids have internal chronometers (see *Player's Guide*, p. 137).
- **Bonus Flaw: Behavioral Constraints:** Mk IIIs are created with behavioral restraints against harming sentient lifeforms, but have proven capable of evolving past these restraints (the flaw can be bought off), though they usually remain a moral/ethical core to an android which has done so (see p. 6).
- **Bonus Flaw: Diminished Social Status:** Android life is generally distrusted or viewed as inferior, though few admit this (at least in the UFP) (see p. 6).
- **Bonus Flaw: Emotionless/Emotionally Immature:** Mk III androids begin their existence in an emotionally immature state, but usually develop emotional awareness over the space of a year or two. All Mk III androids begin with this flaw, which can be bought off at the Narrator's discretion. (See p. 6.)

DAYSTROM MK IV ANDROID

DESCRIPTION: The Daystrom Mark IV's body structure is based on medical cybernetic technologies, developed from the detailed scans of the Ilia android. The basic framework is a carbon-nanofiber-coated duralium, making it more flexible and incredibly resistant to damage. Biomimetic polymeric muscle fabric is covered by Feel-ix polymer epidermis. The skin has molecular haptic receptors making it four to six times more capable than a human in detecting heat, pressure, and texture.

Molecular-scale osmotic pumps allow it to move lubrication to needed areas, as well as to evenly distribute waste heat throughout the body. These pumps also accurately mimic the human endocrine system, saliva production, and other bodily functions. Small amounts of fluids must be internalized periodically to replace lost moisture.

The power system is a microfusion reactor encased in duralium armor with ablative layers that shield against energy weapons. Fuel is a special hydrocarbon suspension that is broken down by enzymatic systems. The digestive system is very simplistic – similar to that of an earthworm – and waste carbon products are periodically excreted.

The Mk IV incorporates the latest nanosynaptic cybernetic brain – carbon nanotubule processor matrices are augmented with bioneural gel memory storage, allowing an incredible 300 trillion operations a second, with a memory storage of just under one sextillion bits – five times the computation power and a thousand times the storage space of the Soong-type androids. Learning for most of this series of androids is through directed self-exploration, like that of a child; they learn through exploration of their surroundings and by mimetic socialization.

Emotional development is a function of this design; emotional responses are not programmed in, and development occurs as a function of experience. Like other androids, they have certain hierarchical ethical subprograms that are adaptable to situational input. Like other androids, they show a wide range of emotional response and human emulation, including the capacity for altruism.

SPECIES ADJUSTMENTS: +2 Strength, +2 Vitality, +3 Intellect

SPECIES ABILITIES:

- **Database:** Mk IV androids are allowed to explore whatever information attracts their attention as they develop. They have a wide breadth of knowledge, and effectively never forget what they learn. They receive a +2 to any academic tests, and all Knowledge skills may be used untrained with a TN 5 for any data in the public domain. They may spend 3 picks in development to gain the Engineering Certification and/or Journeyman abilities (see *Player's Guide*, p. 70 and p. 77 respectively).
- **Computer Interface:** Mk IV androids can connect to computer systems with a an inbuilt transceiver, and gain a +2 to Computer Use tests.
- **Mechanical:** The Mk IVs are based on medical cybernetic technologies and are invulnerable to psionic attack and biological infection. They halve their injury modifiers, but are incapable of natural healing and must be repaired instead. (Use Construct

or Repair with the same target number as the equivalent Medicine test). Mk IV androids can operate in anaerobic conditions, but are susceptible to the extreme cold of space. They do not test for fatigue.

- **Bonus Edge: Ageless:** As mechanical beings, any parts that wear out, or are damaged can simply be replaced (see p. 6).
- **Bonus Edge: Sense of Time:** Mk IV androids have internal chronometers (see *Player's Guide*, p. 137).
- **Bonus Flaw: Behavioral Constraints:** Mk IVs are created with behavioral restraints against harming sentient lifeforms, but have proven capable of evolving past these restraints (the flaw can be bought off), though they usually remain a moral/ethical core to an android which has done so (see p. 6).
- **Bonus Flaw: Diminished Social Status:** Android life is generally distrusted or viewed as inferior, though few admit this (at least in the UFP) (see p. 6).
- **Bonus Flaw: Emotionless/Emotionally Immature:** Mk IV androids begin their existence in an emotionally immature state, but usually develop emotional awareness over the space of a year or two. All Mk IV androids begin with this flaw, which can be bought off at the Narrator's discretion. (See p. 6.)

NON-HUMANOID FORMS

Non-humanoid forms encompass artefacts without a traditional body form – holograms, sentient computer software, sentient computers, and sentient starships.

HOLOGRAPHIC LIFEFORMS

Holographic lifeforms first evolved in the holodecks, holosuits, and starship sickbays in the 2360s and 2370s.

PERSONALITY: Holograms are usually programmed with the personality quirks of the being or characters they were based on. All holograms are dependent on a computer system in which their intellect resides. As such, a hologram cannot be killed by an attack on its projection; the computer must be destroyed, or the program hacked/deleted.

PHYSICAL DESCRIPTION: Holograms are composed of holographic light patterns and force fields, the generation of which requires specialized equipment. As a result, a hologram is usually limited in its

mobility to a single room or facility. Each usually has a specific, standard appearance (usually a member of the species that created it), but can often change it to suit the needs of the moment. A hologram can also become incorporeal by cutting off the force field element of its projection.

SAMPLE NAMES: EMH program, Professor Moriarty

SPECIES ADJUSTMENTS: +2 Intellect

SPECIES ABILITIES:

- **Computer Interface:** Due to their intellects being embedded in computer systems, holograms gain a +2 to Computer Use tests.
- **Holographic:** The entity is a hologram. Its projection can become selectively incorporeal, and thus invulnerable to physical attacks. Its projection is always immune to biological and psionic attacks. It's projection system, however, possesses none of these invulnerabilities.
- **Programmed:** Most holograms are purpose-specific. They begin only with the knowledge necessary to fulfill the function for which they were created. All skills connected to their function may be used untrained. All academic tests in their field of experience have a TN 5.
- **Bonus Flaw: Diminished Social Status:** Most people don't consider holograms forms of life (see p. 6).
- **Bonus Flaw: Limited Mobility 1:** The hologram is limited to a specific facility or ship in which its projection can manifest. At time of creation this flaw may be upgraded to limit the hologram to a specific room, or rooms. If upgraded, the character receives an extra edge (see p. 6).



SENTIENT SOFTWARE

NOTE: This type of artificial lifeform is closer to that of a creature, than a playable character species.

PHYSICAL DESCRIPTION: Sentient software resides in a computer system and is often parasitic to or symbiotic with that system. They usually manifest themselves through holograms or other audiovisual devices.

SPECIES ADJUSTMENTS: No physical statistics, +2 Intellect

SPECIES ABILITIES:

- **AI:** Sentient software requires a platform on which to operate. It can usually only use a portion of the computer's resources, so it is limited in computation power, and can be destroyed if deleted or the program memory area damaged. However, an AI can be copied and run on multiple platforms.
- **Computer Interface:** Due to their intellects residing within computer systems, sentient software beings gain a +2 to Computer Use and System Operation tests.
- **Programmed:** Most sentient programs start out as specialized expert systems or copies of biological brain patterns. Choose a Programming package for Early Life. Knowledge skills may be used untrained with a TN 5. Academic tests gain a +2 to the test result.
- **Bonus Flaw: Diminished Social Status:** Most sentient software is not considered life (see p. 6).
- **Bonus Flaw: Emotionless/Emotionally Immature:** Most sentient software lacks the resources, need, or desire needed to develop emotional awareness (see p. 6).
- **Bonus Flaw: Limited Mobility 2:** Most sentient software resides only in computer memory and cannot manifest physically, unless as a hologram (see p. 6).

SENTIENT COMPUTERS

PHYSICAL DESCRIPTION: A mainstay of science fiction, most sentient computers are tied into city or planetary control grids, and being so can manipulate the outside world through connected systems. They are usually immobile themselves.

SAMPLE NAMES: Vaal, M5, Landru

SPECIES ADJUSTMENTS: No physical statistics, +3 Intellect, +3 Perception

SPECIES ABILITIES:

- **Database:** Sentient computers usually have access to planetary, if not larger, databases. They gain a +2 bonus to academic tests, and all

Knowledge skills may be used untrained with a base TN 5.

- **Mechanical:** Being completely inorganic, sentient computers are invulnerable to psionic attacks and biological hazards. They halve their injury modifiers, but are incapable of natural healing and must be repaired instead. (Use Construct or Systems Engineering with the same target number as the equivalent Medicine test). Sentient computers can also operate in space without special equipment.
- **Bonus Edge: Sense of Time:** Sentient computers have internal chronometers (see *Player's Guide*, p. 137).
- **Bonus Edge: System Control (City, 2):** Sentient computers are often designed and built to run entire cities. They can manipulate buildings and vehicles within their defined range. If this edge is upgraded (at creation), then an additional flaw must be taken for each upgrade. (See p. 6.)
- **Bonus Flaw: Emotionless/Emotionally Immature:** Most sentient computers never gain any emotional awareness and are governed only by their internal logic (see p. 6).
- **Bonus Flaw: Limited Mobility 3:** Most sentient computers are completely immobile (see p. 6).

SENTIENT STARSHIPS

(Hey wait...shouldn't these be sentient computers with a System Control ability that controls the ship? Sure! But this is easier...)

Starfleet sentient vessels are required to agree to serve under the command of their crew. They may withdraw from Starfleet and be transferred into a computer or android body, but all classified information pertaining to Starfleet and the vessel they inhabited must be expunged from their memory.

PERSONALITY: Starships' personalities are often based on their functions – warships are more aggressive, science vessels more curious, and so forth.

PHYSICAL DESCRIPTION: Whatever the class of ship looks like. (!)

SPECIES ADJUSTMENTS: Physical statistics depend on the class of ship. Intellect, Presence, and Perception are based on the Command attribute, as is Quickness for initiative.

SPECIES ABILITIES:

- **Famous:** Due to the rarity of starship sentience, the starship gains +2 Renown.
- **Mechanical:** Sentient starships are unaffected by psionic and biological attacks. They cannot heal naturally though, and rely on their crews to repair them.

- **Bonus Edge: Sense of Time:** Sentient starships have internal chronometers (see *Player's Guide*, p. 137).
- **Bonus Flaw: Behavioral Constraints 2:** A sentient starship cannot act without the orders of her captain or crew. Only in the event of complete crew incapacitation can the vessel act independently. (see p. 6).
- **Bonus Flaw: Emotionless/Emotionally Immature:** Like most artifacts, sentient starships take a while to become emotionally aware, if they ever do. All sentient starships begin with this flaw, which can be bought off at the Narrator's discretion. (See p. 6.)

NEW ABILITIES

Variations of these abilities were used to build the models in this supplement, and can be used to build models (read: *species*) of your own.

AI

The character is a sentient program and requires a platform on which to operate. It can usually only use a portion of the computer's resources, so it is limited in computation power, and can be destroyed if deleted or the program memory area damaged. However, an AI can be copied and run on multiple platforms.

COMPUTER INTERFACE

The character can link to computer systems, either directly or through a transceiver. The interface allows a +2 on Computer Use and/or System Operations skill tests.

DATABASE

The character has access to incredible amounts of data. It receives a +2 to any academic tests, and all Knowledge skills may be used untrained with a TN 5. It may spend 3 picks in development to gain the Engineering Certification and/or Journeyman professional abilities (see *Player's Guide*, p. 70 and p. 77 respectively).

HOLOGRAPHIC

The character is a hologram. Its projection can become selectively incorporeal, and thus invulnerable to physical attacks. Its projection is always immune to biological and psionic attacks. Its projection system, however, possesses none of these invulnerabilities.

MECHANICAL

The character is mechanical in nature. It is invulnerable to psionic attacks and biological hazards. It halves its injury modifiers, but is incapable of natural healing and must be repaired instead. (Use Construct, Repair, or Systems Engineering with the same target number as the equivalent Medicine test). The character can withstand vacuum and extremes of temperature.

PROGRAMMED

The character is created to be purpose-specific. It begins only with the knowledge necessary to fulfill the function for which it was created. All skills connected to its function may be used untrained. All academic tests in its field of experience have a TN 5.

NEW TRAITS

Following are several new edges and flaws for use with artifacts. Some, like Diminished Social Status could conceivably be used with natural lifeforms (at Narrator's discretion) depending on a character's or species' background.

EDGES

AGELESS

The lifeform does not age, and always retains the appearance with which it was created (barring intentional alteration).

Effects: The character never suffers the effects of aging, and is treated as an adult for statistical purposes.

SYSTEMS CONTROL

The lifeform has control over a specified set of systems within a city (or equivalent area).

Prerequisites: Mechanical and/or Computer Interface ability.

Effects: Systems Control allows the lifeform (usually a sentient computer) to control a city's infrastructure – the buildings, traffic control, waste management, defenses, and so on. By using one action, the lifeform can issue instructions to up to three separate systems. (The computer is of course, controlling millions of things continuously and simultaneously, but these are all routine functions handled by subroutines, and independent systems. This reflects the idea that these actions are based on the lifeform thinking about what it wants. It

may have to think, but its interface still allows it to perform more quickly than a biological lifeform.)

Upgrade: Systems Control can be upgraded in two ways: its area, and its span of control. Upgrading the area allows the lifeform to control things planet-wide. Upgrading the span of control once allows control of independent vehicles and machines; upgrading span of control again allows the artifact to control the residents directly.

FLAWS

BEHAVIORAL CONSTRAINTS

The character is programmed with behavioral routines that prevent it from taking certain kinds of actions. This flaw could be programmed out with a complete (or higher) success on a Computer Use (Hacking) test at TN 25 (when opposed), or a Computer Use (Programming) test at TN 15 (if unopposed).

Prerequisites: Mechanical and/or Programmed ability.

Effects: The character may not take any actions that will harm a sentient being, or through inaction allow a sentient being to come to harm. You may not use Courage in combat skill tests to attack (dodge and parry/block actions remain unaffected).

Upgrade: The character may not take action without direction from a specific individual, or group of individuals.

DIMINISHED SOCIAL STATUS

The character is not accepted by the general population as actually being a lifeform.

Effects: The character begins all social tests with unfamiliar persons with a *hostile* stance (as opposed to *indifferent*). Social modifiers for other artifacts and technophilic species begin at *indifferent*.

EMOTIONLESS/EMOTIONALLY IMMATURE

The lifeform is either devoid of emotional awareness, or is emotionally inexperienced.

Effects: The character receives a -2 to its Savvy as well as -2 to all social tests.

LIMITED MOBILITY

The character is limited to an area, or areas, in which it can manifest (usually in holographic form), or in which it resides.

Effects: The character cannot leave the area(s) designated at creation.

Upgrade: There are three levels of this flaw:

Limited Mobility 1: The character is limited to movement within a single facility (i.e., a space station or Starfleet Headquarters).

Limited Mobility 2: The character is limited to movement within just a few rooms, or even just one (i.e., Sickbay and the holodecks).

Limited Mobility 3: The character is completely immobile.

PARTIALLY ORGANIC

Though mostly composed of inorganic matter, the being has some organic components which are vulnerable to biological hazards.

Prerequisites: Mechanical ability.

Effects: The character's organic components are vulnerable to biohazards, such as disease and radiation, though to a lesser degree. Stamina tests versus disease and radiation have a -5 modifier to the TN. Overall effects could use a bit of Narrator discretion, depending on what components are organic.

DEVELOPMENT PACKAGES

Following are development packages for artificers. An artificer may take either an Early Life package, or a Programming package, but not both.

EARLY LIFE PACKAGES

RELIC OF A LOST CIVILIZATION

You were found on a far-flung world, the last testament to a dead race or inventor.

Pick 1 Skill: Culture: specific civilization +2, Computer Use +2, Knowledge: specific world +2

Pick 3 Skills: Athletics +1, Construct +1, any one Knowledge skill +1, Repair +1, any one Science skill +1, Survive +1

Pick 1 Edge: Alert, Curious, Innovative

SCIENTIFIC EXPERIMENT

You are a scientific experiment that has escaped or gone not-so-terribly awry.

Pick 1 Skill: Computer Use +2, any one Knowledge +2, Construct +2

Pick 3 Skills: Athletics +1, any one Knowledge skill +1, Investigate +1, Repair +1, Stealth +1

Pick 1 Edge: Contacts, Curious, Skill Focus (Furtive), Unyielding

UPLOADED PERSONALITY

You had yourself moved into a computer or android before the moment of death.

Pick 1 Skill: Computer Use +2, Systems Engineering +2, Physical Sciences +2

Pick 3 Skills: Construct +1, any one Engineering skill +2, any one Enterprise skill +1, Repair +1, System Operations +1

Pick 1 Edge: Contacts, Curious, Unyielding, Wealth

PROGRAMMING PACKAGES

COMBAT TRAINING

You were designed for combat operations.

Pick 1 Skill: Energy Weapons +2, Tactics +2, Unarmed Combat +2

Pick 3 Skills: Athletics +1, Investigate +1, Observe +1, Repair +1, Stealth +1, any other combat skill +1

Pick 1 Edge: Alert, Bold, Dodge, Martial Artist, Sherpa

EMERGENCY MEDICAL PROGRAMMING

Your main focus is medical treatment. You were designed to augment the medical staff of a unit or ship.

Pick 1 Skill: First Aid +2, Medicine +2

Pick 3 Skills: Administration +1, Investigate +1, Life Sciences +1, Observe +1, Repair +1, System Operations +1

Pick 1 Edge: Meticulous, Skill Focus (Compassionate), Thinker

ENGINEERING PROGRAMMING

You were designed and programmed to aid engineers in the field or on board a ship.

Pick 1 Skill: any one Engineering skill +2, Computer Use +2, Repair +2

Pick 3 Skills: any other Engineering skill +1, Construct +1, Repair +1 (if not already taken)

Pick 1 Edge: Bold, Curious, Contacts, Meticulous, Skill Focus (Craftsman)

ESPIONAGE PROGRAMMING

You were designed to spy on other cultures.

Pick 1 Skill: Investigate +2, Observe +2, Stealth +2

Pick 3 Skills: Appraise +1, Computer Use +1, Energy Weapons +1, Impersonate +1, Inquire +1, any one Knowledge skill +1, Streetwise +1

Pick 1 Edge: Contacts, Cultural Flexibility, Friendly, Shrewd, Unyielding

SERVICE PROGRAMMING

You were made to aid biological lifeforms in being more comfortable or efficient.

Pick 1 Skill: Administration +2, any one Knowledge skill +2, Operate Vehicles +2, System Operations +2

Pick 3 Skills: Computer Use +1, any one Knowledge skill +1, Inquire +1, Observe +1,

Pick 1 Edge: Blends In, Contacts, Friendly, Meticulous

TOY PROGRAMMING

You were made and programmed to entertain your owner or those around you.

Pick 1 Skill: any Entertain skill +2, Influence +2

Pick 3 Skills: any one other Entertain skill +1, any one Knowledge skill +1, Observe +1, Streetwise +1

Pick 1 Edge: Cultural Flexibility, Friendly, Skill Focus (Seductive)