

Vulcans

Vulcans are a rational, logical species. Characterized by pointed ears, and a yellowish/green tinge to their skin due to their copper-based blood type, they practise the suppression of emotion in the pursuit of logic. For this reason, they can seem cold and aloof.

Physically stronger than humans, with more rigorous minds, Vulcans often tend towards sciences. Brought up from an early age with an in-depth education, they are rightly viewed as an intellectual species.

Vulcans are often pacifists, and are usually vegetarians. Refined sugar has a similar effect on them to that of alcohol on humans.

Typical names (male and female): Spock, T'Pol, Sarek, Surak, Sybok, Tuvok, T'Pol. Male names tend to begin with an S and end a K, while female names tend to begin with a T followed by an apostrophe.

STATISTICS

Size: Medium

Attributes: STR +2, LOG +2, WIL +2, CHA -2, LUC -2

Skill choices: Meditation, [scientific], [technical], religion.

EXPLOITS

- **Learned.** Vulcans start with four species skills rather than three. The bonus (fourth) skill must be a [scientific] skill.
- **Hot planet.** Vulcan is a hot, arid planet. As a result, Vulcans have an innate SOAK 2 (heat).
- **Telepathic.** Vulcans have a low-level contact telepathy ability. With a successful PSI vs. MENTAL DEFENSE check, they can sense emotions and thoughts.
- **Nerve pinch.** Vulcans learn a specific neck pinch capable of rendering a target unconscious. By paying 3d6 on an unarmed attack vs. the target's END, the victim is rendered unconscious for 2d6 minutes.

