

DELTAN

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Official version found in the Beta Quadrant Sourcebook

Deltans have a reputation for being distant and aloof—often being compared to Vulcans—but they actually have a well-developed sense of humour beneath their poised and dignified exterior. Their home-world, Delta IV, has unpredictable tides and an inhospitable ecology that created a polyglot and unified culture: while micro-cultures developed throughout their home world's expansive chains of archipelagos, they never remain isolated long enough for the Deltans to develop pronounced cultural differences or xenophobia, and the species is accepting of differing opinions and beliefs. A deeply sensual race, Deltans savour physical sensations of all varieties: hunger pangs and their satiation with exquisite foods, and both the caress of a warm breeze or bite of a chill wind. Their pronounced sexual attractiveness can prove to be a distraction for other species, which prompts most Deltans to swear an oath of celibacy when working off-world or alongside non-Deltans, such as when serving on Starfleet vessels. Renowned for their fashion and jewellery, Deltans are known to wear elaborate head dresses, and their accessories are sold throughout the Federation and neighbouring territories.

EXAMPLE VALUE: There are Limits to Self Indulgence, but None to Restraint

■ **TRAIT:** Deltan. Deltans resemble Humans but are identified by an absence of body hair save eyebrows. Due to their strong pheromones, Deltans are exceptionally alluring to most humanoid species. Deltan senses are highly acute and sensitive far beyond the Human norm, especially their sense of touch, sight, and taste.

■ **TALENTS:** The character receives access to the following talents:

ANALGESIC TOUCH

REQUIREMENT: Deltan

You can carefully release your pheromones to induce a surge of endorphins, relieving physical pain. After a successful First Aid Task, you can permit the character to ignore the injury for the remainder of the scene, allowing them to act normally. A character can benefit from this only once per mission.

INDUCE AGONY

REQUIREMENT: Deltan

You have learned to use your pheromones offensively, triggering random pain impulses. Your touch counts as a melee weapon with 1 ♣, Vicious 1, Size 1 H, and the Nonlethal quality. You may use Command or Medicine instead of Security when attempting an induce agony Attack, and may increase damage by your Command or Medicine Discipline instead of Security.

