

ALTERNIAN

ALL ERAS OF PLAY

Trolls (interchangeably called "Alternians") are an intelligent warp-capable humanoid species native to the planet Alternia, theorized but not confirmed to be somewhere in the region bordering the Gamma and Delta quadrants, on the far side from the galactic core from Federation space. Trolls have gray skin, almost always black hair, and chitinous horns in a gradient of red to yellow with a huge amount of variation in shape and number. Adult trolls have a large variation in size as well, ranging from as small as any adult human up to potentially four meters in height (not including the horns). Trolls have eyes with yellow sclera, and adult trolls have irises in a shade of their blood color. Despite adult stage trolls having soft, human-like skin, Trolls are technically insectoid, and begin their life as larvae. Trolls are nocturnal, and possess keen senses for dealing with low-light situations. They are uncomfortable with brightly lit spaces. Trolls have 12 apparent subspecies ("Hemotypes"), each with a unique color of blood. Each subspecies has somewhat different traits, and a social caste hierarchy ("Hemospectrum") exists based on this, referring to each group by color. These are, in order from lowest caste to highest, Rust, Bronze, Gold, Lime, Olive, Jade, Teal, Blue, Indigo, Purple, Violet, and Fuschia. Lower caste blood types are most common, with each higher caste estimated to be nearly an order of magnitude more rare. There is only one known Fuschia Blood, the current ruler of the Alternian Empire known as "Her Imperious Condescension".

Lowbloods (olive and lower on the hierarchy) are weaker and have shorter lifespans than higher bloodcastes. They are more likely to exhibit psychic powers than highbloods. Highblood trolls (blue and higher) are stronger and have longer lifespans. It is unknown if the difference in lifespan is natural, or entirely due to the oppressive nature of their society, as Alternian society executes any troll old enough to be judged inferior and so there is no real estimate of a troll's natural lifespan. Highblood trolls are known to be allowed by Alternian laws to execute lowblood trolls at will. All trolls are conscripted into the imperial military at adulthood. The Alternian Empire is more militant and violent than most known governments, and would be a significant threat to the federation if it wasn't so distant.

Trolls develop a unique communication style called a "quirk", which evidences strongly in written language, but is also often enunciated. This can appear as an accent or patois, but is unique to each troll, and deliberately



and is also often enunciated. This can appear as an accent or patois, but is unique to each troll, and deliberately cultivated by them as children. Trolls also have a personal symbol which they incorporate into their clothing or accessories. This symbol carries personal significance, is not necessarily unique, and each symbol belongs to specific blood castes.



Alternia is a brutal world, with slightly higher gravity than earth and an intense amount of stellar radiation from its close orbit red giant star, as well as hosting a variety of extremely dangerous megafauna. No formal classification has been completed as the planet has yet to be located, reports from Al-

ternians indicate it would likely be somewhere between class M and class Q planet, with earth-standard atmosphere but regions of extreme temperatures and violently powerful acid rains, with some reports suggesting it may even qualify as class Y. Troll Culture is similarly brutal, with the majority of grubs not surviving to adulthood. The culture expects only the strongest to survive, and actively eliminates deviations from the norm via summary executions.

For members of the federation, the most immediately obvious and interesting aspect of Alternian culture is its similarity to human culture. While Hodgkin's Law of Parallel Planetary Development has been used to explain such similarities in other cultures, elements of Alternian life are so similar as to stretch that law past its breaking point according to several Federation Sociologists. The Alternian Troll language, when spoken, is nearly identical to federation standard. There is a difference of idioms, and many objects have unusual names, but



it is very possible for Trolls to communicate with Federation speakers without a universal translator. The written form of the language uses a unique set of graphemes that still correspond one-to-one with the federation standard alphabet. Troll culture includes many near copies of things in human culture, including specific music, movies, and holodeck programs, but these were apparently or supposedly independently created. These similarities are too close to be coincidence, but Starfleet has no theories as to how this could happen. If "Troll Beethoven" seems unlikely, "Troll Fresh Prince of Bel-Air" starring an actor literally credited as "Troll Will Smith" reaches deep into the absurd, and the Vulcan Science Academy's currently accepted theories are not ruling out some sort of species-wide prank, or action by entities such as Q.

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Trolls found in the Alpha or Beta Quadrants have almost all abandoned their society and attempted to make a life of their own. Merely venturing this far without being a part of a military force marks them as traitors in their society to be executed if caught. Many such individuals have a dim view of the Troll government, and may have varying levels of indoctrination by the hostile nature of their Society. Some such refugees have managed to integrate with other species, especially Human, Romulan, and Klingon societies. Trolls inclined to join Starfleet often have strong moral commitments and have rejected their culture's ideology.

Example Values: "Bluh Bluh Huge Bitch", "From your veins will drip my miracles", "It's hard growing up, and nobody understands"

Attributes and Traits

■ **ATTRIBUTES:** +1 Fitness, +1 Control, +1 Daring

Higher blooded trolls are often stronger physically than lower blooded trolls. Trolls of Blue Blood or higher (including Indigo, Purple, Violet, and Fuschia) may exchange either their *Control* or *Daring* attribute bonus for an additional bonus to *Fitness*, totalling +2. Gold blood trolls or lower (including Rust, Bronze and Mutant bloods) may exchange their +1 *fitness* for an additional bonus to *Daring* (for a total of +2), *Insight* (+1), or *Reason* (+1). Trolls of indigo blood or higher have a maximum fitness score of 13.

■ **TRAIT:** *Troll(bloodcaste)*

Choose your bloodcast from one of: Mutant blood, Rust blood, Bronze blood, Gold blood, Olive blood, Lime blood, Jade blood, Blue blood, Indigo blood, Purple blood, or Fuschia blood, with Fuschia and Lime requiring GM approval. Trolls are stronger and more durable than humans. They are nocturnal and uncomfortable with brightly lit areas, but extremely perceptive in low light conditions. Troll characters in Starfleet must have rejected their social obligations and upbringing, and they should have a value to reflect this. Purple and Fuschia Bloods have aquatic features including gills and webbed digits, and are capable of breathing in water as well as swimming effortlessly.

■ **TRAIT:** *Potential rainbow drinker* (requires *Troll(Jade blood)*, GM approval)

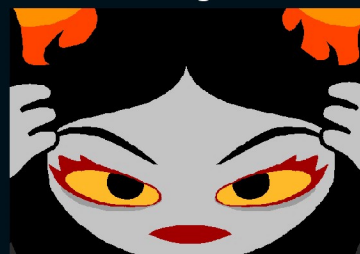
Unlike other trolls you are diurnal and quite happy in brightly lit spaces. Potential Rainbow Drinkers are capable of withstanding greater solar radiation than normal trolls, or even humans, and are equally highly perceptive in low light conditions as brightly lit spaces.

- **Troll Talents:** Troll characters have access to the following talents.

TROLL MEDIUM

REQUIREMENTS: *Troll(Rust blood)*, Control 2+

You have some level of psychic ability, and can sometimes hear voices. These voices apparently can come from a variety of sources, including projected thoughts of others with even minimal psychic power, non-baryonic entities including subspace entities, and apocryphally, the recently deceased.



TROLL TELEKINESIS

REQUIREMENTS: *Troll(Rust blood)* or *Troll(Gold Blood)*, Control 2+

You have the ability to manipulate and move objects with your mind. Particularly fine tasks such as hitting a target with a thrown object or activating controls may require a check. Larger objects may come with higher difficulties, at GM discretion.

TROLL COMMUNION

REQUIREMENTS: *Troll(Bronze blood)*, Control 3+

You have a psychic ability to bond with animals of limited intelligence. This requires a Control + Command Task, with the difficulty depending on the creature. More intelligent creatures are easier, up to the level of Earth Dogs, past which the ability becomes less effective to entirely impossible. Difficulty is also based on how initially friendly the creature is, with hostile or frightened creatures being more difficult to impossible to Commune with. On a successful task, the creature becomes entirely friendly for the duration of the scene, and will follow simple commands given to it by you. These commands may be silently delivered by their psychic connection, or verbal.



TROLL PSYCHOKINESIS

REQUIREMENTS: *Troll(Gold blood)*, Control 2+

Many Goldblood trolls are capable of manifesting intense Psionic energy fields, and you are no exception to this. You can produce a massive electromagnetic energy wave emanating from your eyes. This is an Unarmed Ranged Energy Attack with **Charge**, **Piercing 1**

and **damage 2**. While not using or charging this attack, there is nothing obvious to indicate that you have this ability. While charging, your eyes glow violently.

TROLL PSIONIC WARP

REQUIREMENTS: Requires *Troll Psychokinesis*, Control 4+

Your psychic energy can penetrate subspace barriers and generate a stable psionic warp bubble. By flexing this bubble mentally, you can accelerate

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yourself and matter around you to low warp speeds, but at a great risk. This bubble is potentially quite large, enough to accelerate a large chunk of matter, or an entire capital ship. While the bubble is maintained, the matter inside is protected, potentially allowing you to warp a small piece of a planet and its atmosphere to a distant point without any protective suit... but arrival from warp requires you to stop in empty space, so this is very much not recommended. While using this power, you are incapable of taking any action but maintaining the field, or choosing to drop it. If you are stunned or otherwise rendered unconscious, the field collapses. When starting the warp bubble, you can choose to accelerate moderately, or to let loose entirely.

If you choose moderation, you must pass a Control + Conn task, difficulty 1. On a success, you and local matter in a bubble centered on you (sized up to the GM's narrative discretion) enter subspace and accelerate to warp 2. Each hour that you maintain warp this way, you must attempt the task again. On a failure, the ship returns to normal space and you take (8) stress. On a success, you take (3) stress and continue the warp bubble for up to another hour. If you choose to stop the warp effect at any point, you take (3) stress.

If you choose to let loose entirely, the difficulty of the Control + Conn tasks increases to 2 and stress for each hour at warp increases to (4). If any hourly check fails, you automatically take an injury. When the process is done (whether by choice or by a failed task), you take an injury, meaning a failure results in a major injury or potentially death. Letting loose allows you to accelerate to warp 7.

With the right biotechnology, this can be made faster, safer, and more consistent (though even more painful), and in fact is apparently the primary method of warp travel for Alternian Ships. Such technology is beyond Starfleet at this time.

TROLL MUTANT

REQUIREMENTS: *Troll(Mutant blood)*

As one incredibly rare instance of a mutant blooded troll surviving to maturity, you have developed a secretive lifestyle to hide your nature. The smallest scratch, even an embarrassed blush, and you would have been discovered. You gain an extra D20 on any task to hide something on your person, and on any task to conceal information about yourself. In addition, your bright red blood is essentially the same as human blood, making some medical treatments easier when performed by someone familiar with human anatomy.

DORMANT RAINBOW DRINKER

REQUIREMENTS: *Troll(Jadeblood), Potential Rainbow Drinker, GM Approval*

Jade blood trolls are already the most rare blood caste after Fuschia, and they almost never leave Alternia. Simply being a Jadeblood in Federation space is incredibly unlikely. As only some very few jadebloods are also Rainbow Drinkers, a rainbow drinker in Starfleet is staggeringly improbable. This Talent requires GM approval. As a Dormant Rainbow Drinker, you are no

different than any normal troll... at first. You may display some affinity for blood, some interest in its taste, but it seems like little more than morbid curiosity. When you die, if your brain is mostly intact, you undergo a transformation. Replace your **Dormant Rainbow Drinker** Talent with the **Rainbow Drinker** Talent. This transformation occurs in little less than an hour after death, and ends with you coming back to life. Major damage to your body generally remains, but no longer bothers you.

RAINBOW DRINKER

REQUIREMENTS: *Troll(Jadeblood), Potential Rainbow Drinker, GM Approval*

You have died, but that didn't stop you. You have an extreme resistance to pain, and no longer require most of your organs or blood to continue living. Lost limbs are merely an inconvenience. Any injury that destroys the brain will kill you for good. Each time you take another injury while already suffering a major injury, the gamemaster may decide that the injury does not kill you. This allows you to take far more than the normal number of major injuries and continue surviving.



You are no longer sustained by normal food and require blood to survive. Most humanoid bloods will do, but troll blood is most nutritious and satisfying. Any injuries you acquire will not heal themselves unless you are feeding, the amount of blood needed to repair injuries is dependent on the extent of the damage.

You gain an unarmed bite attack. This attack is cumbersome, intense, non-lethal, vicious 1; and deals (4). The bite of a rainbow drinker induces a soporific effect, similar to a hypospray loaded with a paralytic agent. The physical wounds of a bite heal extremely quickly, due to an enzyme produced by the rainbow drinker. A successful bite allows you to drink a small amount of blood. If the attack renders the target helpless, you may continue to feed. Heal up to three injuries, causing one injury to the target for each injury healed.

Your skin can glow, shedding soft white light around you. This glow can be controlled with practice.

As a rainbow Drinker you are capable of great feats of speed. A rainbow drinker may reroll 1 die on any task to move quickly, or quietly. A Rainbow drinker may attempt to move stealthily at full speed with no penalty. Starfleet Intelligence, and indeed, Alternian society itself believes Rainbow Drinkers to be a merely popular cultural myth. There is no established understanding (even amongst the species) of what they really are, what they can do, or how they really work. Medical staff treating Rainbow Drinker patients will have to write the book themselves.

TROLL TELEPATH

REQUIREMENTS: *Troll(Blueblood). As the Betazoid talent "Telepath"*

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TROLL DOMINATOR

REQUIREMENTS: *Troll Telepath*, Control 4+, GM Approval

You can, with some effort, mentally control the body of a single humanoid creature. A test is required to initiate this domination. The test is easier on unconscious humanoids, and may be opposed by the target if they are conscious. A successful task puts you in control of their body, as if it were yours. You can see through their senses, and move their limbs, though such control is a bitt sluggish. Tasks you perform through the target use the target's fitness score (use your scores for anything else), and are slightly more difficult than usual.

When domination ends, the target is aware that they have been telepathically controlled, and by whom, even if they were unconscious for the duration. You can initiate this domination while within a few hundred meters of the target, and do not require line of sight, but you do need to be familiar with your target. Starfleet is aware of this potential power, and any troll starfleet recruits will be made quite aware of the Federation's laws and security measures regarding non-consensual psychic contact.

