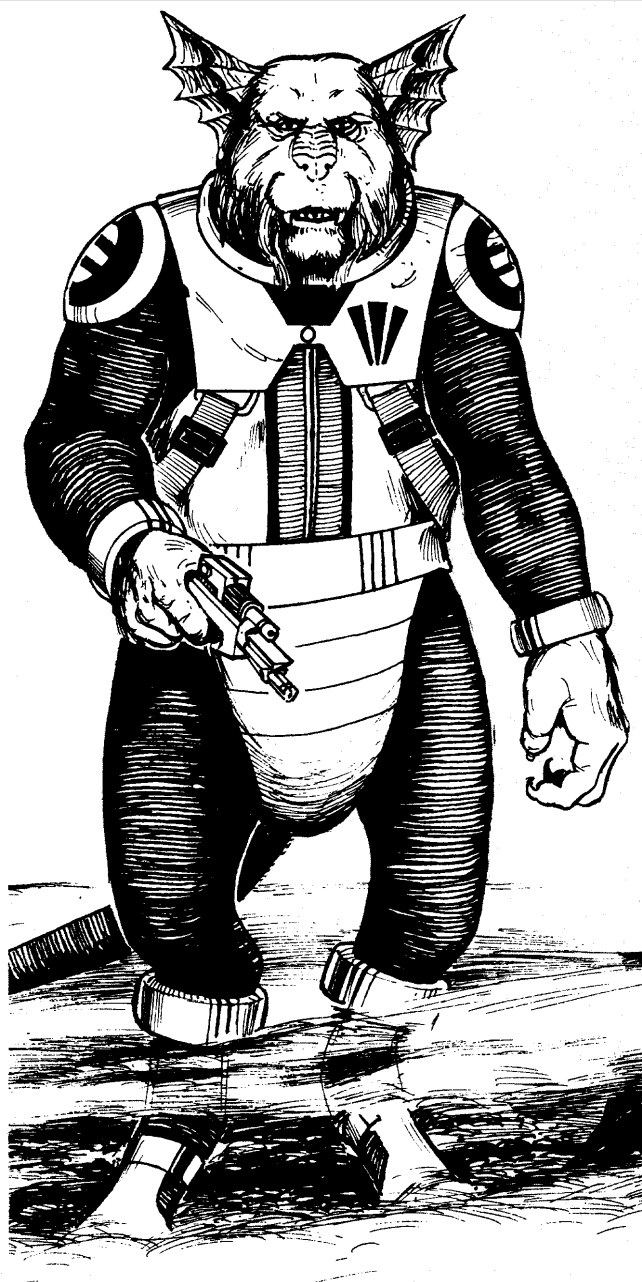


The Kzinti have landed!

©1985 by Jon Slobins



A new race for STAR TREK®: The Role-Playing Game

When FASA's STAR TREK®: The Role-Playing Game was created, the game's designers decided not to include the Kzinti because (as fans of Larry Niven's Known Space series) they did not feel that the Kzin belonged in the *Star Trek* universe. This was decided despite the appearance of Kzinti in one of the animated *Star Trek* episodes, "The Slaver Weapon" (adapted for the show by Niven himself) and their mention in another, "The Infinite Vulcan," by Walter Koenig.

I take the opposite view, considering that both Niven, the Kzinti's creator, and Gene Roddenberry, who created *Star Trek* and had script approval of the acclaimed NBC animated version, believed that the Kzin *did* fit into the *Star Trek* universe. Thus, for players of the STAR TREK game, this article presents information for generating Kzinti characters, based on official *Star Trek* lore.

Overview of the Kzinti

The Kzinti are a race of vicious but intelligent carnivores. They are bipedal felinoids ("cat-men") related to the Caitians, but stand about 8' tall compared to the generally petite, human-sized Caitians. Like the Caitians, Kzinti are orange-furred, but have a distinctly tigerish aspect as compared to the leonine Caitians. Unlike a Caitian, a Kzinti's ears and tail are hairless.

Kzinti only eat flesh, and refuse to speak to herbivorous beings, save when absolutely necessary. They also revile pacifists, so Vulcans are doubly contemptible to them. They will reluctantly converse with omnivores like humans, although they will use other peoples for food if possible.

Kzinti females are unintelligent, and Kzin frequently forget that females of other species are usually sentient beings. This leads many of them to underestimate female opponents, because they instinctively consider females to be inferiors.

Immensely powerful, Kzinti have more than one heart and vertical bracing of their ribs. Their warrior code of single combat commits them to fight to the death any foe who engages in hand-to-hand combat with one of them. If a Kzin commander is physically attacked, combat reinforcements may not be requested until honor is settled.

The Kzin produce telepaths with great ability to read minds, but these individuals tend to be unhappy neurotics. Although they do not need to touch a subject to read its mind, they are reluctant to read omnivore minds, and will only read herbivore or female minds if disciplined by their commander.

Reading minds induces great psychological stress in Kzinti telepaths. The gamemaster must keep track of the number of facts read by a Kzin telepath from the mind of a subject, for each statement of knowledge induces temporary damage of -5 Endurance to the telepath. If the subject is a herbivore or female, the temporary damage is -10 Endurance. Recovery is at the same rate for other temporary damage (such as a phaser stun), and a Kzinti telepath can fall unconscious if his Endurance drops below his unconsciousness threshold. Thus, Kzinti commanders do not use their telepathic subor-

dinates casually. There will always be one telepath aboard a Kzinti police ship, and a 15% chance exists of encountering one aboard any other type of Kzinti spaceship.

Among the Kzin, names are given only to individuals who have been awarded that honor by the Patriarch, the ruler of all the Kzin. This practice is similar to the British monarch awarding knighthood to worthy individuals. Unnamed Kzin are referred to only by their rank or specialty — i.e., Captain, Flyer (starship pilot), Telepath, and so forth. Distinguished individuals gain a partial name; in “The Slaver Weapon,” a Kzinti captain was encountered by Speck, Uhura, and Sulu who was referred to as “Chuft Captain,” a typical partial name. Only the greatest of Kzinti warriors gain a full name, which is unrelated to their partial or rank/specialty names.

The Kzinti have fought four wars against humanity, losing all of them. This has been due in large part to inferior technology and a tendency to attack before they are ready. Kzinti technology development has been slowed by their distrust of pseudo-intelligent computers; the Kzin have ancient legends of weapons haunted by their dead owners, and thus are reluctant to deal with machinery that talks. The Treaty of Sirius limits Kzinti weaponry to police functions: ships and police stunners (akin to phasers, but only capable of stun functions). The dozen worlds of the Kzin Patriarchy currently have the status of a United Federation of Planets protectorate.

The Kzinti government seeks to defeat the Federation, but its agents work undercover, claiming to be pirates using stolen police vessels, in order to avoid UFP retaliation against the Patriarchy. For example, the “pirate” Chuft Captain called his allegedly stolen police ship *The Traitor’s Claw*.

Despite the Treaty of Sirius prohibition on Kzinti possession of phasers, Kzinti pirates almost always have hand phasers. In addition, all Kzinti police ships carry police webs. A police web is a wire mesh which is spread on a flat surface, and looks much like a spider’s web. With the power turned on, a tractor field is activated which prevents any prisoner standing on the web from moving his or her feet (or any other part of the body which is touching the web). Police webs are fully portable, and are also used by United Federation of Planets police.

Kzinti player characters

Statistics for Kzinti characters are given in the accompanying group of tables.

Male Kzin NPC adjustments:

STR +25	END +15	INT -20
DEX +40	CHA -20	LUC -80
PSI +30		

Personal combat damage +5 (claws and teeth)

Typical Kzin captain:

STR 75 + 2D10	END 65 + 2D10	TNT 30 + 2D10
DEX 90 + 2D10	CHA 30 + 2D10	LUC 2D10
PSI 50 + 2D10		
Significant skills: Negotiation/Diplomacy 10 + 2D10		
Personal combat (unarmed) 80 + 2D10		
Marksmanship (modern) 10 + 2D10		

Typical Kzin warrior:

STR 60 + 2D10	END 60 + 2D10	INT 25 + 2D10
DEX 75 + 2D10	CHA 10 + 2D10	LUC 1D10
PSI 35 + 2D10		
Significant skills: Personal combat (unarmed) 60 + 2D10		
Marksmanship (modern) 10 + 2D10		

Typical Kzin telepath:

STR 55 + 2D10	END 55 + 2D10	INT 30 + 2D10
DEX 65 + 2D10	CHA 10 + 2D10	LUC 1D10
PSI 110 + 2D10		
Significant skills: Personal combat (unarmed) 70 + 2D10		
Telepathy (mind touch).		

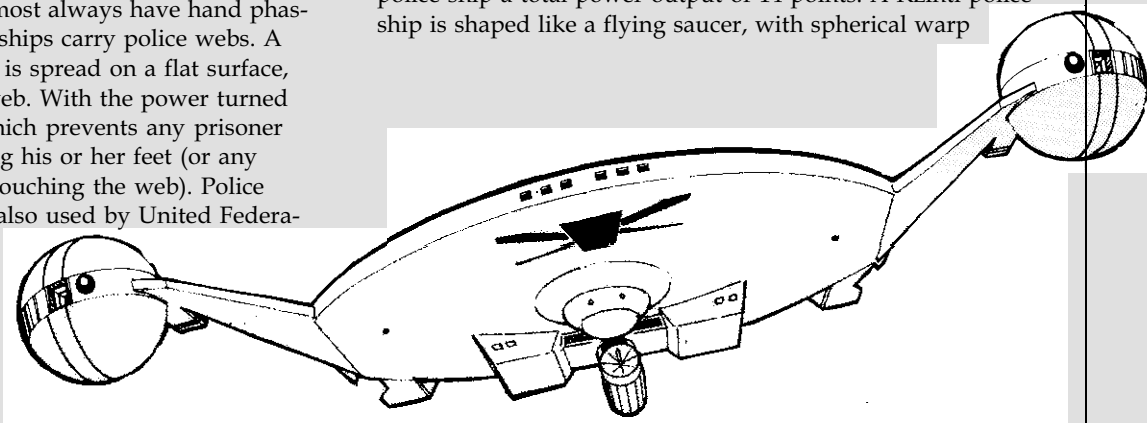
Typical Kzin female:

STR 50+2D10	END 55 + 2D10	INT 0
DEX 100 + 2D10	CHA 0	LUC 1D10
PSI 0		
Significant skills: Personal combat (unarmed) 60 + 2D10		

Kzinti starships

The Kzinti ships most often encountered by player characters are police ships crewed by “pirates” or Kzin police. Other Kzin ships will be cargo ships made by the Federation or an allied race. The following information about Kzinti police ships follows the first-edition rules of the STAR TREK game.

Kzinti police ships have 2 forward disruptors of very low power (a maximum of 2 power points to each, and no damage bonus for range). The deflector shields are also weak, accepting a maximum of 4 power points each. One impulse engine (generating 2 power points) and 2 warp engines (each generating 6 power points) are mounted. This gives a police ship a total power output of 14 points. A Kzinti police ship is shaped like a flying saucer, with spherical warp



engines mounted on opposite sides of the ship on nacelle supports. The impulse engine is located at the back of the saucer. The design is similar to the Romulan “Bird of Prey” cruiser, with spheres instead of long engine tubes at the sides.

The maximum safe cruising speed of a police ship is Warp Factor 4. The maximum emergency speed is Warp Factor 6. Police ships have landing gear in order to touch down on terrestrial planets. There are no transporters; the Kzin do not have the sophisticated control computers needed for such devices. A police ship weighs 12,000 metric tons when empty, and has a standard range of 2 years at LYV.

Police ship dimensions: length overall — 30 m; breadth overall — 60 m; height overall — 20 m.

Police ship crew: 4 officers, 0 enlisted (4 Kzinti total).

Starship combat numbers and results for Kzinti police ships are on the following page.

Kzinti Police Ship Combat Tables

ACTION OPTIONS

	Move 4, 5, 6 hexes 2 Def 0 Disr
	Move 3, 4, 5, 6 hexes 1 Def 2 Disr
	Move 0, 1, 2 hexes 2 Def 2 Disr
	Move 0, 1, 2, 3, 4 hexes 2 Def 1 Disr
	Move 0 hexes 3 Def 1 Disr
	Move 0, 1, 2 hexes 3 Def 0 Disr

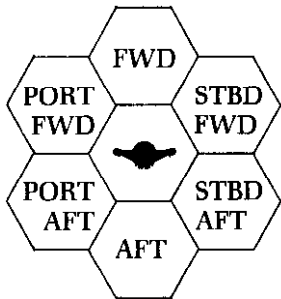
DEFLECTORS DMGD

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

CAPTAIN'S STRAT/TAC. SKILL: _____

CREW EFFICIENCY RATING= _____

DEFLECTORS UP



DISR DAMAGED

1	2
---	---

SUPERSTRUCTURE STRESS/DAMAGE

1	2	3	4	5	6	7
---	---	---	---	---	---	---

IMPULSE ENGINE = 2 BOXES

Turn Chart			Disr Table		
Spd	Eng	Sup	Rng	To Hit	Dmg
sub	-	-	1	1-10	3
W1	-	-	2	1-9	3
W2	-	-	3	1-7	2
W3	-	1	4	1-5	2
W4	-	2	5	1-3	2
W5	1	3	6	1-3	1
W6	2	4	7	1-2	1
			8	1	1
DMG Chart					
Die roll Damage					
1	IMP				
2	Disr				
3	Super				
4	Super				
5	Defl				
6	Defl				
7	Defl				
8	W Eng				
9	W Eng				
10	W Eng				

ENGINE STRESS/DMG

MAX SPD 6	14
MAX SPD 5	13
-1 DEFL	12
MAX SPD 4	11
-2 DEFL	10
MAX SPD 3	9
-3 DEFL	8
MAX SPD 2	7
-1 DISR	6
-4 DEFL	5
MAX SPD 1	4
-5 DEFL	3
-2 DISR	2
MAX SPD 0	1