

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

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### SPECIES NAME: IZARIAN

### VISUAL REPRESENTATION



### SPECIES ADJUSTMENTS

+1 Vitality, +2 Perception

### PHYSICAL DESCRIPTION

The Izarians, or Izarans are actually humans. In the late 22nd century, a human colony was established on the planet of Izar, on the third planet in the Epsilon Boötis system.

Epsilon Boötis III was also known as Izar, and the name has since become associated with the colony, and by extension, its people.

And, although most Izarians tend to be more hardy, healthy, and durable than the average Terran, Izarians are still humans. The harsh conditions of the planet are to credit for the sturdier constitutions of the Izarian colonists, who, after two centuries on the planet; have developed a tolerance for conditions that would stymie other humans.

Izarians are physically indistinguishable from Terran humans, although Izarian men seem to have a propensity for the premature graying of their hair. By the time they reach their mid-40s most Izarian men have hair of gray, or even a whitish silver color.

### CULTURE

Izar is a human colony, and for the most part the different cultures and customs of the people who formed the colony are still in practice. The original colony was a mixture of several races and cultures from Earth, and these influences still remain very much a part of Izarian life.

That said, Izar has developed a culture of its own that is a blend of the cultures that formed the colony, with a more edgy, and rugged frontier lifestyle expected of a colonial settlement on such a rugged, weather-worn planet.

The lifestyle of most Izarians is often compared to the Old West, or Wild West, of the North American continent on Earth in the late 19th century. And as a result Izar has produced some of the loyal tactical officers, brilliant strategists, and respected command officers in the history of Starfleet.

### LANGUAGES

The language of the Izarian colony is, by default, Federation Standard. Other common Earth languages such as Spanish, Chinese, and French are also abundantly spoken as are some dialects from Alpha Centauri.

There is also a minor Deltan influence on the planet, and the Deltan language is taught in some schools as a secondary language.

### COMMON NAMES

Izarian names are the usual common names of Earth humanity. Although some Izarians will drop either their first or last name and refer to themselves simply as "so-and-so of Izar".

This is especially true of Izarians who are raised in broadly multi-cultural regions of the planet where varying styles in naming and a wide variety of spoken languages are the norm.

### HOMEWORLD

Izar (or Epsilon Boötis III) is a Class M planet located in the Epsilon Bootis system of the Alpha Quadrant. In 2183, the United Federation of Planets established the Izar colony on the planet's surface, and the planet quickly became a member world, with a predominantly human population.

A heavily populated planet with many port facilities Izar is the third world orbiting Epsilon Boötis, a small orange star.

An early Earth colony, Izar is now completely independent.

Izar's weather is infamous in the Federation for high winds, dust storms and tornadoes, which all occur on a regular basis. As a result most of Izar's settlements are located underground, since Izar is geologically inactive.

Starfleet's Kharicson Training Base is located here, on the continent of Pangaea, whereas New Seattle, the largest city and planetary capital is home to the Izar Institute of Meteorology.

By 2380, the population of Izar has reached over 185 million people.

### FAVORED PROFESSION

Izarians make excellent Soldiers and will often chose this profession. Their naturally hardy physiques and frontier lifestyle provides a natural background for a military life.

Izarians who chose to serve in Starfleet are most often found in the Security, Tactical, or Command divisions.

## SPECIES ABILITIES

Izarians are still human, and as such have the same physical and mental parameters as the average Terran with only few exceptions.

Izarians are naturally more hardy, and sturdy due to the harsh physical conditions on Izar. After two centuries, the people of the Izar colony have developed enough of a naturally high constitution for all Izarians to receive a +1 species bonus to their Vitality scores.

The often rugged frontier lifestyle that most Izarians lead, especially outside of the larger cities like New Seattle, also serves to improve their Perception, resulting in a +1 species bonus to this attribute.

Izarians also have the same Species Traits as humans:

*Adaptable:* Izarians are the perfect example of this human trait in practice. And they receive the same +2 bonus to either Stamina, Quickness, or Willpower reactions as Terran humans. (see p. 39 of the *Player's Guide*, or p. 86 of *Aliens*).

*The Human Spirit:* Izarians have maintained the unique nature of humans during the evolution of their colony. And due to their drive, and versatility Izarians begin the game with +1 Courage (see p. 39 of the *Player's Guide*, or p. 86 of *Aliens*).

*Skilled:* Izarians have their own set of experiences to draw upon to develop the skills they will need in their later professional lives. During the personal development portion of character creation Izarians receive the same skill bonuses as other humans (see p. 39 of the *Player's Guide*, or p. 86 of *Aliens*).

In addition, Izarians also have the following traits inherent to natives of the Izar Colony.

*Tactical Genius:* Izarians have a knack for strategy, planning, and organizing military offensives on both a small and large scale. Izarians receive a +2 bonus to all skill tests in Tactics.

*Great Stamina:* (bonus edge) Due to the harsh nature of the environment of Izar, all Izarians are uncommonly sturdy and resist fatigue easier than most people. They receive this edge as a species trait (see p. 134 of the *Player's Guide*).

## ERAS

*Enterprise:* During most of this era there is no Izar colony. However, a series set in the later years of the Enterprise era or during the first century of the Federation could be centered around the formation of the Izar Colony.

*TOS:* By the late 23rd century Izar has become an independent colony, and is still under the protection of Starfleet, and the Federation. Several famous figures have emerged from the Izar Colony including captain Kelvar Garth.

*TNG:* In the second half of the 24th century, Izar is one of the most populated independent colonies in the

Federation, and is one of the main centers of human population outside the Sol system.

*DS9:* Despite its strategic position, the Izar Colony was not directly effected by the Dominion War, despite several attacks on Izar by Breen forces. A series set in this era could be set on Izar, with Federation forces dug in in the underground settlements that dominated the colony.

*VOY:* Izarians stranded so far from home will have the same sturdy resilience as they demonstrate in the face of the harsh conditions on their own planet.

## FAMOUS IZARIANS

Starfleet Fleet Captain *Kelvar Garth*, aka "Garth of Izar", one of Starfleet's greatest captains.

*Thomas Oromon*, the 23rd President of the United Federation of Planets.

*Christine Vale*, Starfleet officer, security chief on the USS Enterprise-E and first officer of the USS Titan.