

# STAR TREK ROLEPLAYING GAME

## SPECIES PROFILE

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**SPECIES NAME: KAZARITE**

### **VISUAL REPRESENTATION**



### **SPECIES ADJUSTMENTS**

-2 Presence, +2 Perception +2 Psionics

### **PHYSICAL DESCRIPTION**

The Kazarites are a humanoid life-form with a very simian appearance. Their skin is dark and leathery, and their facial features bare a strong resemblance to those of a Terran chimpanzee.

They have high foreheads, somewhat enlarged from the human norm, and large, pendulous ears.

Kazarites wear their dark hair long, and all Kazarites are bearded. Even females, who sport a thinner beard than the males. Their bodies, with the exception of their hands and faces, are covered in a short, thick dark fur.

Kazarites have large hands, with long, nimble fingers. And they have naturally tough, thick nails that can function as claws if necessary.

### **CULTURE**

Although Kazarites have some advanced technology, and are very comfortable with engineering equipment and scientific material, they chose to live a more agrarian, nomadic existence on their own homeworld.

Because of their unique ability to communicate with the animals of their home planet, and with most animals that they encounter, Kazarites live in harmony with their native wildlife.

They are an outdoorsy people despite the harsh physical conditions of some regions of the Kazarite

homeworld. And even though some of their traditional garments feature bits of fur and animal skin they do not hunt, or use animals for food.

The skins and fur used in their clothing are scavenged from animals discovered by Kazarite nomads after they have died, or animals that have been killed by natural predators.

Kazarites have a very open society. They are an honest, and trustworthy people. And despite their somewhat beastly appearances, once one gets to know a Kazarite they will find them to be a friendly, gregarious, and curious people.

Kazarites work well with others, and work even better with animals.

In Kazarite society the male is at least the equal to the female. In most cases Kazarite clans will be lead by the eldest female, or the female who has born the most children.

### **LANGUAGES**

Kazarites speak their own native language, Kazarian. And most Kazarites encountered off their homeworld will speak at least a functional Federation Standard.

They cannot physically mimic the sounds, or “speech” of animals, but they easily understand any animal with which they telepathically communicate.

### **COMMON NAMES**

Kazarites have a single name – no surname, or clan affiliation within their names. Kazarite names are usually between one and three syllables. And feminine names sound very similar to those used by males.

Some examples of Kazarite names include Amyx, Chamish, Todal, Rakaar, and Shivaris.

### **HOMEWORLD**

Kazar, the homeworld of the Kazarites, is a rugged and intemperate world, for the most part. There are several deserts on Kazar, the largest being the Jarol desert.

The Mestiko government, in exile, made their home and headquarters in the Jarol desert from 2274, to 2282.

Kazar is a large class-M world. And in the northern regions there are wide expanses of woodlands, grasslands, and mountains.

The equatorial region of the planet is marked by deserts, and rocky drylands.

And there are several islands in the southern hemisphere known for their volcanic activity.

Kazar is home to a wide variety of flora, including some desert plants that are rumored to have strong medicinal properties.

There are also over 700 different species of wild animals on Kazar, ranging from small rodents to large, predatory reptiles.

Kazarite technology is at TL6, TL7 in some regions commonly visited by the Federation or other off-world

societies. And even though Kazarites do not make a point of developing any military might, or construct large spacecraft they will often travel offworld to take jobs as scientists, or starship officers.

Kazarites export clothing and other hand-made goods to many neighboring planets. And Kazarite robes are in high demand among upper-class Tellarites.

### **FAVORED PROFESSION**

Kzaraites tend to favor the sciences, and civilian Scientists are the favored profession of most Kazarites.

They will usually specialize in the fields of Ecology, or Anthropology.

Kazarites also make excellent Engineers, Operations personnel, or Counselors (due to their latent telepathic abilities).

There are several Kazarites serving in Starfleet.

### **SPECIES ABILITIES**

*Psionic:* Kazarites are born with at least some level of natural psionic ability. And this ability becomes stronger as they grow, reaching a level of psionic potency roughly the equal of a full-grown Betazoid by the time the Kazarite is, themselves, considered a legal adult in their culture. Kazarites gain a +2 to their Psionic attribute, during character generation. And they may advance this attribute as a favored attribute.

*Animal Empathy:* Kazarites are able to sense and interpret the emotions of most animals. They will begin the game with Empathy +2, but are only able to use this ability in regard to animal life.

*Animal Telepathy:* Kazarites with a Psionic attribute of 8 or higher will have a telepathic rapport with animals as well as the usual empathic connection. This gives the Kazarite the ability to actually communicate, mentally, with animals, receiving and projecting thoughts and emotions to create a mental dialogue. Kazarites who have this ability begin the game with Telepathy +2, but, as with the Animal Empathy ability, this skill is only useable in communicating with animal life forms.

*Telekinesis:* Kazarites have some telekinetic ability. This co-responds to Telekinesis as describe for the Ocampa on page 116 of Aliens. To use Telekinesis effectively, a Kazarite must develop it as a Psychokinetic Psionic skill.

*Self-teleportation:* Kazarties have a naturally occurring ability to teleport themselves short distances. And they have this ability regardless of their level of development in their other psionic abilities. To teleport, a Kazarite must make a Psionic attribute test (TN 10). If successful the Kazarite is able to teleport in any direction up to a distance equal to their Psionic attribute score plus their Willpower reaction modifier in meters. Failure of the initial test to teleport simply results in the Kazarite remaining where they are.

After trying to teleport, whether they succeed or not, a Kazarite must make a successful Stamina test (TN 5), or suffer one level of fatigue.

Fatigue levels become cumulative, if a Kazarite repeatedly fails his Stamina reactions, after teleportation attempts. And a Kazarite can exhaust himself quickly, if he uses this ability too often.

For this reason Kazarites do not use their ability to teleport accept in cases of emergency.

Kazarites also receive a +2 species bonus to their Perception attribute. They are very astute, and alert and tend to notice things most people overlook. Due to their animal-like appearances, and what is often perceived as a primitive or "untamed" nature, they suffer a -2 penalty to their Presence attribute, however.