**NAME:** Boone's Planet (Zeldoni IV)

**CLASS:** M

**LOCATION**
The fourth planet in the Zeldoni star system. Positioned closer to the Darthess asteroid belt than the Drac colony world of Zeldoni II. Also located near the Federation/Klingon border.

**MOONS / RINGS**
2 moons (1 class-D, 1 class-H)

- **MASS:** 0.8
- **DENSITY:** Metal-rich (1.5)
- **DIAMETER:** 0.825
- **GRAVITY:** 1.65G
- **DAY LENGTH:** 17 hours
- **AXIAL TILT:** 4 degrees

**CLIMATE**
Dry and arid, with very little precipitation. Most of the planet is a rough, rocky “badlands” type desert, with a network of interlaced canyons running over the majority of the landscape.

Conditions are usually unfavorable to most humanoids, with the exceptions of Vulcans, who are used to dry, arid climes. And also Bajorans because a great deal of the Bajoran landscape is similar to the standard climate of Zeldoni IV after the Cardassian occupation.

The general lack of precipitation makes agriculture nearly impossible without organized irrigation efforts. Winds are very high; sometimes deadly and damaging in some regions. And the average mean temperature is hot. And, given the dry conditions, very uncomfortable.

**ATMOSPHERE**
- **COMPOSITION:** Nitrogen (72%), Oxygen (23%)
- **THICKNESS:** Standard (80%)
- **TRACE COMPONENTS:** Carbon dioxide

**HYDROSPHERE:** 11% water coverage
**TEMPERATURE:** Hot (30°C avg)

**GEOGRAPHY / TERRAIN**
The surface of Zeldoni IV, also known as Boone's Planet, is a rugged and rocky mass of land spread out over three continents. There is very little water-coverage and the continents are quite large.

So much so the planet's oceans are easier to classify as lakes.

Most of the surface of Zeldoni IV is rocky – red rock, and loose, reddish dust.

There is some vegetation, especially where it is cultivated in the northern regions where the most fertile and farmable land is located.

There is some sparse forestation. Mostly small, thick concentrations of thick, hardy trees. These trees have heavy bark, and long, thin needly leaves. These needles, or spines are tipped with a mild toxin that can have some serious effects on someone not used to coming into contact with the toxin.

**NEEDLE TOXIN**
A sticky, sap-like substance that coats the needles of the only thriving indigenous form of plant-life on Zeldoni IV. A powerful drug to someone who's system is not used to exposure to it.

- **Type:** Contact
- **Onset:** \(2d6+\text{Vit mod} / \text{hours}\)
- **Potency:** \(+3 \text{ TN}\)
- **Treatment:** \(+1 \text{ TN}\)
- **Effect:** If the toxin comes into direct contact with a subject’s skin, after the initial onset the victim suffers 1d6 of damage.

  - **Secondary Effect:** After 1d6 hours of effect the victim becomes extremely weak and feverish (-3 to Stamina reactions, Vitality attribute tests, and physical skills).

**Stages:**
- **1:** The toxin will respond to treatment in either stage. But any damage caused by the toxin must be recovered at a normal rate.

Other plant-life is what one expects to find in a desert
environment except for the cultivated crops in the northern regions.

The natural color of the soil on Boone's Planet is a deep rusty red. And the sky has a similar tint to it, especially during mid-day.

LIFE FORMS
The only sentient life-form on Zeldoni IV is not technically native. The Baldockians are human colonists who were part of a lost colony from Earth.

Other life forms native to Zeldoni IV, aside from the poisonous plant life described above, include several predatory animals and some species that are hunted for sport by the Baldockians.

DEMOGRAPHICS
Over 3,400,000 Baldockians. No humanoid or non-Baldockian human settlers. Originally colonized by humans from Earth who reached Boone's Planet in a low-warp colony ship forced off course by a stream of tachyon eddies.

The original colonists named the planet Boone's Planet, after one of the original leaders of the colony. A religious leader. The original colonists were old-fashioned religious zealots who wanted to escape the advancement of technology on Earth.

The colonists have evolved into a species of very nearly human people who are capable of surviving the planet's rugged conditions and also have some other unique abilities.

CIVILIZATION
Tech level 7, with the exception of some spacefaring technology either salvaged from the original colony ship that brought human settlers to Boone's Planet, or borrowed (stolen) from neighboring planets and star systems.

The Baldockian government is oligarchical in nature, with elected officials being made up of the most powerful and elite of Baldockian society who vie for political positions in supposedly open elections.

The general Baldockian society is violent in nature. Baldockians are very misogynistic, and abusive towards female members of their race. They are also bigoted against non-Baldockians, and homosexuals.

Their society is both oppressive, and repressive. Not an overtly religious culture, preferring a type of ancestor-worship and filial piety to the direct belief in any deity or pantheon of deities.

RESOURCES
Several valuable minerals can be mined on the planet including pergium. There is a thriving mining industry on Boone's Planet and many powerful Baldockians have become powerful through mining revenues.

Exported dilithium and trilithium ore mined from the nearby Darthess asteroid belt is also a major source of revenue for Baldockians.

This ore is mined, processed, and exported using stolen equipment, and ships usually "borrowed" from the neighboring Drac.

The Baldockians also have a thriving slave trade. They will often sell their females as servants, or even as sexual slaves if they can find a market for them.