

MIZARIAN

THE NEXT GENERATION ERA ONLY

Mizarians are native to Mizar II. Extreme pacifists, they are known to value peaceful non-resistance over confrontation, a trait that has seen their world conquered six times in three centuries. Mizarians believe that conflict of any kind is counterproductive to any society's survival. They are also known for their sharp intelligence. They practice meditation, and are law-abiding. In appearance, they possess gray or blue-gray skin with wrinkly vertical ridges upon their faces. Some Mizarians serve in Starfleet.

EXAMPLE VALUE: *I Accept the Inevitable.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason
- **TRAIT:** Mizarian. Mizarians are cautious and intelligent. They seek to avoid conflict where possible by submitting to the authority of powerful others, and this reputation of their species could be helpful or the subject of scorn. Strawberries are a mild narcotic for Mizarians.
- **TALENTS:** The character receives access to the following talents:

UNTHREATENING

REQUIREMENT: Mizarian, or Gamemaster's permission.

Your species' reputation for pacifism precedes you. Whenever you attempt a Task to convince someone that you mean them no harm or that you are inconsequential, you may re-roll one d20.

THE LEAST OF YOUR CONCERNS

REQUIREMENT: Mizarian, or Gamemaster's permission.

In a combat where you have allies, enemies will not consider you a significant threat at first. During the first round of combat only, if you have an active ally in the fight, you gain one 🎲 of Cover in addition to any other Cover Dice you normally have.

