

KAZARITE

THE ORIGINAL SERIES AND THE NEXT GENERATION ERAS ONLY

Kazarites are the shepherds of the Federation. They are telekinetic and are able to communicate telepathically with any animal life on any planet. Though they appear primitive, their society is technologically sophisticated. They excel in veterinary sciences and ecology. They carry pellets in small bags around their necks, which yield yeast-like food when mixed with water.

EXAMPLE VALUE: *I Will Converse With Any And All Animal Life.*

- **ATTRIBUTES:** +1 Insight, +1 Presence, +1 Reason
- **TRAIT:** Kazarite. All Kazarites have animal telepathy and telekinesis to varying degrees, and are able to sense the health of planetary ecologies they are in. They are vegetarian by nature.
- **TALENTS:** The character receives access to the following talents. Kazarites must select one of the Kazarite talents at some point in character creation.

KAZARITE TELEKINESIS

REQUIREMENT: Kazarite. Character creation only.

You may move yourself or objects telekinetically. Each use of Kazarite Telekinesis inflicts 1 Stress on the user. Objects up to twice your weight may be moved up to Medium range with an **Insight + Security** Task at Difficulty 1. If moving yourself telekinetically, add 1 to the Difficulty of the movement Task but if successful, you may ignore penalties from ground hazards or obstacles, and also move through the air. If telekinesis is used offensively, treat as a ranged unarmed attack.

KAZARITE ANIMAL TELEPATHY

REQUIREMENT: Kazarite. Character creation only.

You can sense the rudimentary surface thoughts of animals. It will require effort and a Task (usually **Insight + Presence**) to pick out the emotions or thoughts of a specific creature in a crowd, or to search a creature's mind for a thought or memory. Unwilling targets may resist with an Opposed Task.

INSTINCTIVE ECOLOGICAL AWARENESS

REQUIREMENT: Kazarite, or Gamemaster's permission. Character creation only.

Once per mission, you may declare a Focus in Planetary Ecology for a planet you are on, and gain the benefits of the bonus Focus until the end of the mission.

