Izarian

TOS era and beyond

The Izarians, or Izarans are actually humans. In the late 22nd century, a human colony was established on the planet of Izar, the 3rd planet in the Epsilon Bootis system, the name has since become associated with the colony, & by extension, its people. Izarians are physically indistinguishable from Terran humans. By the time they reach their mid-40s most Izarian men have hair of gray, or even a whitish silver color.

COMMON NAMES
Izarian names are the usual common names of Earth humanity. Although some Izarians will drop either their first or last name & refer to themselves simply as “so-and-so of Izar”. This is especially true of Izarians who are raise in broadly multi-cultural regions of the planet where varying styles in naming & a wide variety of spoken languages are the norm.

EXAMPLE VALUE: I am made of sturdier stuff than that.

Attributes: Fitness +1, Insight +2.

TRAIT:
Most Izarians tend to be more hardy, healthy, & durable than the average Terran, Izarians are still humans. The harsh conditions of the planet contribute to the sturdier constitutions of the Izarian colonists, who, afte 2 centuries on the planet; have developed a tolerance for conditions tha would stymie most other humans.

Talents:

Izarian, or with GM's permission. Must take Great Stamina talent.

Resolute

Requirement:
You are indomitable, & unwilling to succumb to adversity. Increase your maximum Stress by 3.

Tactical Genius

Requirement:
Izarians have a knack for strategy, planning, & organizing military offensives on both a small/large scale. Once/scene, if you succeed at an Insight+Command to assess your opponent, you may spend 2 momentun to allow all under your command to re-roll 1d20 on their next task.

Great Stamina

Requirement:
Due to the harsh nature of their environment, all Izarians are uncommon sturdy & resist fatigue easier than most people. Gain a +1 Resistance vs non-lethal attacks & gain an extra 1d20 vs Endurance or Fatigue rolls.