# Mazarite

2149 and beyond

Mazarite are a species of intelligent humanoids with a long history of being plagued by organized crime. In fact, the Zankor Syndicate which originated on their world is the 3rd most powerful crime cartel in the Beta quadrant. Prior to the formation of the UFP, the government was allied with the Confederacy of Vulcan. Thanks to evidence provided by the Vulcan ambassador V'Lar, the were later able to move against organized crime syndicates at work on their world. The Zankor Syndicate allied itself with the Orion Syndicate following the founding of the Federation. A # of influential leaders banded together to form the first high council. Under their leadership, technology, education & quality of life were improved & 732 years later they launched their first space craft. They have the unusual belief that their world & everything on it was created by 2 very powerful beings who then influenced & controlled their actions. Using them like some kind of playing pieces in a enormous strategy game with their world being the board.

*EXAMPLE VALUE:* *We are merely playing pieces in a colossal game of chance.*

**Attributes:** Control +1, Presence +1, Reason +1.

**TRAIT:**
Mazarites are humanoids native to the planet Mazar. They are distinguished by 2 folded skin flaps on the sides of their faces that run from their eyebrows, around their ears, & under their temples. They have dark hair with streaks of white hair swept back from the temples along the sides. Men wear their hair pulled back into a ponytail. Women do not tie their hair back but wear it loose & most tend to wear it long.

**Talents:**

Mazarite, or with GM's permission.

## Militant History

**Requirement:**
Mazarite have a history rife with conflict. You gain 1d20 to rolls when using your Security Discipline.

## Artistic

**Requirement:**
Mazarite are artistic & an average citizen practices some form of artistic expression as a major part of their daily lifestyle. They gain 1d20 bonus t any Crafting tasks.

**Requirement:**