

Ilantari

With a reputation as scholars, artists, and intellectuals, the Ilantari are a friendly, welcoming people eager to meet and interact with other cultures. Ilantari occupy themselves as traders, merchants, diplomats, scientists, and even Starfleet personnel, though they tend to deal poorly with the sort of regimentation characteristic of military service.

Personality

The Ilantari are- by and large- a peaceful and scholarly people dedicated to intellectual pursuits and the life of the mind. They have a reputation for being highly perceptive, intuitive, and honorable and, as a result, are much in demand as teachers, diplomats, and scholars.

Ilantari prefer to surround themselves with open, airy spaces filled with art and music.

Homeworld

Ilant III is a pastoral world with broad, fertile plains, verdant forests and moderate weather. The Ilantari are careful stewards of their world and it provides for them in abundance. Located fairly close to the Zehtar System, the Ilantari interceded in the latter's conflict with Romulan "raiders" and "independents", persuading the Romulan government to end cross-border raids.

Physiology

Ilantari tend to be short and willowy (at least by human standards). Their builds are thin and appear fragile, but they possess a deceptive resilience belied by their appearance. Ilantari have a lifespan of roughly a century.

Species Adjustment

+1 Daring, Reason, Presence

Trait: Ilantari. The humanoid Ilantari tend to be both thin and willowy with a somewhat fragile appearance, but have a reputation for being highly perceptive, intuitive, and honorable. They are much in demand as teachers, diplomats, and scholars.

Talents:

Peaceful Existence- Ilantari are predisposed towards diplomacy and creating peaceful resolutions. Whenever they attempt a Task to dissuade another individual or group from resorting to conflict, they reduce the Difficulty of that Task by 1.

Zehtarans

Federation members native to the Beta Quadrant, Zehtarans are tall and wiry by human standards. A nomadic species, Zehtaran tribes migrate across their world's deserts following the change of seasons.

Because their homeworld was located close to the Romulan Neutral Zone, the Zehtarans were subject to a few abortive raids by Romulan “renegades” and “independents” and later, some Zehtarans would seek off-planet employment as mercenaries and hired muscle.



Personality

Zehtarans tend to be laconic and taciturn. Centuries of tribal and internecine warfare shaped a warrior ethos which emphasizes stoicism, discipline, and self-reliance. Contrasting that hardened exterior is the intense loyalty and tenderness Zehtarans feel towards family members and the closest of friends.

Like the Klingons and certain human cultures, Zehtarans have a pronounced code of honor and strong religious beliefs. Ritualized codes of conduct specify each individual's social and familial obligations and those who violate them are ostracized- even exiled. Zehtaran hospitality to guests is legendary, as is their ruthlessness towards enemies. A debt of honor is paid- even at the cost of the debtor's life.

Zehtaran codes of honor make a sharp distinction between warriors and noncombatants. The former are “fair game” in an honorable fight. Attacking the latter is among the most heinous crimes a warrior can commit. For most of their recorded history, (non-combatant) survivors of a defeated tribe or enemy were considered “spoils of war” and (generally) adopted into the victor's clan.

Despite Federation membership, no Zehtarans have opted to apply to Starfleet; those few who travel off-world do so on their own terms and for their own reasons.

Homeworld

Zehta IV is a hot, dry world of high scrub deserts, rugged mountain ranges, and harsh, abrasive, dust-laden winds. Though neither as hot nor arid as Vulcan, Zehtar is nonetheless an inhospitable world by human standards. With a (comparatively) large axial tilt, Zehtar IV is subject to sharp seasonal changes, which resulted in a migratory society which followed both food and water as the seasons changed.

As their technology advanced, a minority population of Zehtarans has settled into cities and other permanent habitations, but the vast majority cling to the old ways, preferring open, airy spaces and endless horizons.

Physiology

Zehtarans average over two meters in height, and have rangy, powerful builds. The scaly Zehtaran epidermis evolved in the dry, hot, and sandy environment to provide extra protection and has a dry, wood-like appearance.

Unlike most humanoids, Zehtarans have two sets of eyes (four, in total). One set is identical in function to human eyes, while the other is covered by a thin, transparent membrane and allows the Zehtarans to see into the ultraviolet spectrum.

Species Adjustment

+1 Control, Daring, Fitness.

Trait: Zehtaran. Zehtarans are a hardy people who evolved on a harsh desert world, are possessed of immense physical strength, and a thick, scaly, wood-like epidermis. Zehtarans are a rough-and-ready people with a long history of tribal and internecine warfare. Like the Klingons and certain human cultures, the Zehtarans have a pronounced and rigid religious code of honor

Zehtarans

Talents:

Hardened Hide: Zehtaran skin is extremely tough and capable of withstanding pressures, temperatures, and acidity levels that would prove lethal to other species. Characters with this Talent gain 2 natural Resistance.

Proud and Honorable: Zehtarans- like Klingons- are honor-driven and single-minded.

Their personal integrity is unimpeachable, and a Zehtaran will not willingly break a promise made. Whenever you attempt a Task to resist being coerced into breaking a promise, betraying your allies, or otherwise acting dishonorably, you reduce the Difficulty by one.

Notes

