

YRIDIAN

Star System Data

System Name: Zeta Fornacis [105.4 light-years (67.5; 67.3; -45.0)]

Affiliation: Independent/Neutral

System Type: (single) F3 V [bright, yellow-white dwarf]

Inhabited Planets: Yridia [Zeta Fornacis IV, 2.47 AU (class M)]; Naraj [Z. Fornacis VIIA (F)]; Salam [Z. Fornacis VIIIA (F)].

Other Planets: Koros [Zeta Fornacis I, 0.10 AU (class K)]; Fenris [Z. Fornacis II, 0.41 (K)]; Magdin [Z. Fornacis III, 0.70 (F)]; Fedora [Z. Fornacis V, 4.90 (G)]; Rogis [Z. Fornacis VI, 9.25 (G)]; Kresob [Z. Fornacis VII, 18.89 (Jb)]; Joran [Z. Fornacis VIII, 39.19 (Jb)]; Adena [Z. Fornacis IX, 75.98 (G)].

Other Stellar Objects: Average asteroid belt [1.24 AU; 0.89 AU's thick (C-type)] orbits Zeta Fornacis between the third and fourth planets. Tidal forces producing geothermal heating allow each of the systems gas giants to have a habitable moon. However, biodomes are necessary for habitation. The systems Kuiper belt and Oort cloud are indistinguishable from each other and orbit from about 71 out to 142,000 AU's.

Artificial Objects: Several orbital docks and dock yards orbit Yridia. These facilities are close to a century old and only capable of the most basic support services.

Planetary Data

Class: M

Position in System: 4 [2.47 AU (369,512,000 km)]

Planetary System: Yridia has no natural satellite(s).

Planetary Size

Diameter: 7,642 km

Equatorial Circumference: 24,010 km

Total Surface Area: 183,484,420 sq km

Planetary Conditions

Gravity: 0.72 g [6.62 density]

Year/Day: 1,190.0 days/15.5 hours

Atmosphere: Standard [0.91 bars] nitrogen-oxygen [0.69; 0.30 with 0.01 trace gases].

Hydrosphere: 60.7% surface water in four large oceans; 6.1% glacial coverage.

Climate: Warm and wet, vast arid zones at the equator with rain forests dominating the upper and lower latitudes. Tundra surrounds the average polar ice caps. No noticeable seasonal variations [2.7° axial tilt (36.9° c; 67.5% humidity)].

Lifeform Data

Sapient Species: Yridian

Population: 5.3 billion, and 250 thousand extraterrestrials

Tech. Index: Level six [antimatter]

Government: Balkanized, various nation states control specific regions of the planet. As Yridian technology progressed a defacto technocracy has arisen, and although it holds no true power it exercises a great deal of influence.

Culture: Opportunistic and clever, focused on the acquisition of prestige and influence.

Yridians show little regard or concern for non-Yridians.

Affiliation: Independent/Non-Aligned, having a willingness to work with almost anyone.

Animal: Extensive

Vegetation: Extensive

Aquatic: Moderate

APPEARANCE AND PHYSIOLOGY

Bipedal humanoid species recognizable by their deeply wrinkled skin, and very large ears. The scalp is deeply furrowed from the nose across the top of the head. Pigmentation varies from ochre to light brown. Evolved from a burrowing mammal, Yridians are insectivore with large clawed hands and a stooped posture. The majority of Yridians encountered are hairless, some have a wild shock of dark brown to blonde hair.



SOCIETY

Yridian culture is centered on the family group consisting of five to ten adults, led by the eldest male in the group. It is common for these family groups to split as younger members leave the group to begin their own. Individuals within the family group will form close bonds with a select few other members, there is little loyalty felt toward the group as a whole.

YRIDIAN	
<i>Attributes</i>	
Fitness 1 [5]	
Strength +1	
Coordination 2 [5]	
Dexterity +1	
Intellect 2 [5]	
Perception +1	
Presence 1 [5]	
Empathy -1	
Psi 0 [5]	
<i>Skills</i>	
Culture (Yridian) 2 (3)	
Fast Talk 1	
History (Yridian) 1 (2)	
Language(s)	
Yridian 2	
Persuasion (Debate) 2 (4)	
World Knowledge (Yridia) 1 (2)	
<i>Typical Traits</i>	
+2 extra Courage Points	
Bad Reputation (Openness Renown) -2	
Eidetic Memory +3	
Shrewd +1	

Yridian urban areas are preplanned highly functional areas that tend to be small, between twenty thousand and one hundred thousand inhabitants.

Operators of several deep space freelance spy networks Yridians are known as dealers in information, both legal and illegal; selling their secrets to the highest bidder. This has given cause for many in the interstellar community to perceive Yridians infamously, and regard them as best to be avoided.

The Federation has had some contact with Yridia, but diplomacy is strained due to suspected Yridian involvement in weapons smuggling into the demilitarized zone of the Cardassian/Federation border. Some individuals of this species are wanted by the Federation for questioning in regard to espionage activities which culminated in the sale of classified Federation information.

POLITICAL STRUCTURE

Yridia has no formal planetary government, the many nation states are governed by various forms of ideologies. For two centuries a defacto technocracy has existed, which exercises a great deal of influence.

The national governments appoint members to The Council on the basis of specialized knowledge. The Council then chooses from its own membership a Secretariat to act as council president. Originally serving as a forum for consensus-based policy development among its membership of 250 national governments; The Council has gradually assumed greater responsibility until finally surpassing the regional governments by which it was created. The Council performs all functions of a legal unified world government, its decisions and ruling enforced by the several nation states which have become little more than bureaucratic necessities. It is with the representatives of The Council that diplomatic contact is maintained.