

CIZERACK (SIZ-ER-AK)

DATABASE 4428.84C

HOMEWORLD

The Cizerack race originated on the planet UFP-M-10424 (UFP Class-M Uncharted Planet 10424), or to use their name, Kyrsh (Kih-RR-sh), located in the Beta quadrant at 343.45 mark 105. Kyrsh is a very large class M planet with a rather low density, thus affording much land mass at about 1.1g earth standard. Lush and fertile, it is a varied world, with a mostly temperate climate covering much of the surface, coupled with smaller arctic caps at the poles and jungles and savannahs around the equatorial region. Though only 48% of the planet is covered in water, the oceans are very deep and the world has plenty of abundant precipitation, streams and lakes. Terrain profile is relatively flat, with few regions classified as mountainous, and elevation diverse areas are mostly of the rolling hill variety. Life forms are also abundant in many forms, including avians, fish, mammals, insects and reptiles.

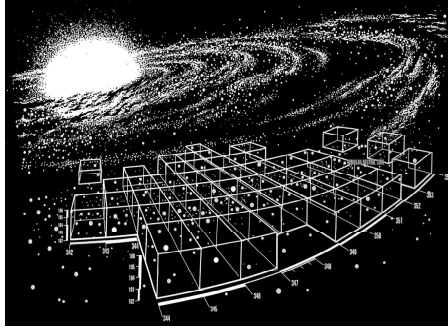


RACIAL HISTORY

The world of Kyrsh is among a handful that possesses the unusual circumstances of parallel development between two intelligent races. The Cizerack did not evolve alone on their homeworld, for another race was also evolving to intelligence on the other side of their planetoid. This race, known as Pythons, by best translation, was a reptilian-like race and had several generations of a head start on the Cizerack in terms of evolution. They were an apparently expansionary race, moulding the landscape to their liking. A meeting was inevitable. Unlike the rest of the planet's ecosystem, however, the Cizerack were not interested in being overrun by the Pythons, and thus the stage was set for a confrontation that lasted for what equates to centuries of conflict.

As previously mentioned, the Python race had a head start in evolution. Due to their physiological makeup, they specifically had developed further in terms of tool-use. In the long wars that ensued, the Cizerack race was somehow able to increase its evolutionary cycle, pointing to the adaptiveness of the species. It was during this time that the Cizerack developed the ability for bipedal movement, as well as a change in their paw structure that allowed for more capable manipulatory skill. The cats also proved able to grasp the concept of and adapt tools when needed.

Though suffering many defeats at the hands of the Pythons, the Cizerack race came back stronger than before, and eventually began to drive the Pythons back. With the power of a blood feud (indeed, it was a feud of planetary survival), the Cizerack continued their advance and in the end effectively pushed the Pythons to near extinction. After ages of war, the two sides had, however, reached a point where mutual communication was possible. The Cizerack gave the Pythons one of the island continents for themselves, with understanding against any attempts of further expansion. Cizerack population occupies the rest of the planet's surface areas.



FEDERATION HISTORY

Located between the UFP and Ferengi space in a small star cluster, the Federation proper did not make first contact with the Cizerack race. The systems were, however, visited by many Orion pirates and smugglers, travelling between UFP and Ferengi or Romulan space, and it was with these ruffians that the Cizerack had their first encounter with an offworld race. Contact was, fortunately, brief and non-involved, though punctuated with many deaths at the hands of the pirates.

Through the intelligence gathered after the capture of some Orion gangs, the Federation learned of the Cizerack presence and sought to make contact. Contact with the off-worlders was seen initially with suspicion by the Cizerack (who until then had not had very favourable dealings with any other intelligent race) but the cats curiosity openness towards nature allowed relations to develop, if slowly. Despite this period of unease, amicable relations have been established with the Cizerack race. After treaty negotiations with the major clan leaders, on stardate 46128.6, the Cizerack planet joined the UFP as a non-voting member.

Though now part of the Federation, the Cizerack race and people have largely remained to themselves, and do not intermix with other races or homeworlds. With the availability of inter-stellar travel, a few neighbouring worlds have been colonised (including two in their own system) but the race remains solidly fixed in their cluster.

PHYSICAL AND PHYSIOLOGICAL MAKEUP

Lithe, strong and fast are the three words that best describe this race of felines. The Cizerack are a race of non-anthropomorphic cat-like beings, most analogous in physical make-up to the cougars (*Felis Concolor*) or lions (*Panthera Leo*) of earth. Like these distant 'ancestors', the Cizerack are extremely fast and nimble, possessing suppleness, grace and balance coupled with power and strength. Unlike their brethren, however, they are capable of bipedal movement if necessary, though doing so reduces their agility significantly; Quadrupedal movement remains by far their preferred mode of travel. Cizeracks range from 160-200cm in body length, with their tail adding another 100cm, with appropriate mass. Though resembling lionesses, the males do not possess a mane.

Cizerack see very well in low-light conditions, with eyes that actually filter out and enhance ambient light sources, allowing them to see as equally well in the day as at night. Sensitive and directional hearing, along with an enhanced sense of smell, also mark them as similar to the felines of earth. (Cizerack ears are also well documented for their sonic sensitivity, and very powerful and high frequencies can actually harm or kill the cat.) Cizerack are capable of purrs and most sounds of earth-born felines in the Felidae family, and similarly, are incapable of true roars. Instinctive abilities provide the Cizerack with stalking, climbing and hunting skills, as well as remarkable spatial perception. They possess sharp claws that are retractable.

Perhaps most curious is the adaptability of the Cizerack race, both mentally and physically. As the best example, the cats seem able to easily adjust to differing climes, no matter their origin. If a Cizerack moves from a jungle environment to an arctic one, immediately their coat would begin to grow longer, and within a season or two, she would sport a good set of fur and probably find that the colour has adjusted to better match the underlying terrain. This makes for what appears to be a multitude of sub-species, with differing colour patterns.

Cizerack paws are different from those of an earth-bound cat. The bone structure has evolved to provide what is best described as vestigial 'fingers'. Whereas a cat can scoop and swat, a Cizerack can pick up and manipulate objects, albeit not with the capacity approaching most other races. Nevertheless, their fine motor skills could be classified as adequate for 'routine tasks', and did allow the Cizerack race to develop technology and instruments for their use. As can be expected, they have great difficulty using tools and weaponry that were created for most other (humanoid) races.

While omnivore, Cizerack felines primarily lie along the carnivore end of the spectrum. Their diet consists almost entirely of raw meat, with various local fruits and grasses to round out and provide all the necessary nutrients.

A Cizerack female is fertile year round, though she undergoes a period of 'heat' about once per year. Intensities of this period can vary from year to year, but at times they can be most strong and deep, causing the female to become irrational and violent. Her cycle is such, however, that she often knows when her time is approaching and will hunt for a suitable mate. Cizerack also appear able, during times when they are not in heat, of controlling their fertility to an extent. Pregnancy lasts about 6 standard months, and usually results in one or two offspring.

Cizerack mature physically quite rapidly, in the order of two standard years, and mentally a decade later. The average lifespan for a Cizeracks is fairly long, on average 80 standard years. Fortunate are the Cizeracks, for their onset of venerability (the onset of decaying senses, reflexes and faculties) only occurs in their final two years of life. Until that time, they remain as active and capable as at their mid-life.

NOTE: There exists rumours of empathic and psionic capable Cizerack, though no such cats have been seen or studied by UFP scientists. It is possible that these are the legendary powers of earth-cats that have been pasted onto the Cizerack race. Another possibility is that they existed a time ago, but have since died out from the gene pool. At this time, this branch of the Cizerack race remains a mystery.

CULTURE AND SOCIETY

The Cizerack race evolved slowly through the ages. The race had always been organized into 'prides', and as the felines gained intelligence, that carried through to form the basis of their society. Cizerack government is thus clan-like. The matriarchy is set up so that the oldest females generally rule the society. There exists a rather convoluted system of extended rulership involving both elected leaders and inherited rulership (for the elders of the clan); within this organization all manners of clan concerns are dealt with. The cats are strongly territorial, each clan controlling a section of land, headed by the Ratum Ala (den mother). Conflicts between clans is certainly not unknown, even during the Python wars.

Cizerack culture stresses discipline and knowledge. The young females are sent to school where they are taught Damack Hatib (The Code of Living). This code stresses individualism, freedom and the work ethic. Female cats are taught the value of their own self and that of the clan. Later schooling is more in an apprenticeship nature, specific to the discipline she has chosen for herself. The length of this schooling varies, but usually the cats are finished at the time they reach full maturity, around 12 standard years.

The males, however, are treated differently. There exists a powerful dichotomy between the sexes of this race. Male Cizeracks are generally kept as ignorant slaves, existing to perpetuate the race and perform menial labour. The exact extent of the segregation varies from region to region (and clan to clan), though in all cases, the males are at the bottom of the social order. It is not that the males are mistreated, far from it; instead, the males are generally not seen

as worthy of extra attention. Males are free to learn (on their own) if they desire, and there have been instances of males rising to some status in a clan, in the positions of artist, engineer or administrator. As a soldier (addendum: they are physically weaker) or as a leader, however, the line is most certainly drawn.

At the time of joining the UFP, the Cizerack race could be compared, in terms of their technology level and to an extent their societal structure, to Native Americans before the invasion of the Eurasians (closest comparable would be shades of the Haida people and the Inuit). The Cizerack are semi-nomadic in their nature, with some settlements that are relatively permanent in their structure. For the most part, the Cizerack live in harmony with the land and seas of their planet, with little habitat clearing or other harmful effects, in contrast with the Pythons they fought against.

This contact with the Pythons, however, was the impetus for their technological advancement. Necessity is the mother of all invention, and the Cizerack were able to develop tools and constructs that suited their needs. Basic construction tools were the first to be developed, followed by tools for managing fire. Knowledge of medicine and herbology also progressed. Vehicles, industrial machinery and complex devices (including electronics) were not, however, part of their technological vocabulary. This was due primarily to lack of need, desire or even interest.

Not surprisingly of a race possessing inherent capabilities, hand-held weaponry was also not an area developed by the Cizerack. The Pythons, however, were the first to develop ranged combat weapons, and the Cizerack struggled to equalize the imbalance for decades. It was not until the Pythons, just as the natives of earth had simultaneously and independently, discovered the bow, did the Cizerack get their break. While the bow gave the Pythons the ultimate ranged weapon, the Cizerack were able to adapt the technology for their use in the form of a crossbow, which better suited their physiology, both paw-held and back-mounted. Armour and bracers were the only other combative devices which saw much investigation by the Cizerack.

Cizerack structures, when built, are usually multi-tiered affairs of large rooms and often elevated spatial/volumetric design. Tent-like structures and dens are also employed by the Cizerack. A typical Cizerack village will have only a few permanent or built-up structures, with the rest residing in lighter structures, or no structures at all (they possess, after all, enough fur to survive without shelter). At the centre of the village lies the 'agora', a communal gathering space for politics, commerce and play.

Cizerack prides are very communal in their inner workings. The pride always works together, and pride members always take care of one another. While individual accomplishments are rewarded, and indeed stressed as mentioned above, the individual feels accomplishment through her benefit to the pride as well. Inner- and Inter-pride gatherings are also common enough for festivities and feasts; games abound as well. Such occasions were also chances for pride-mothers to talk and to coordinate. In this way, few prides were ever isolated from one another, and help in times of need was plenty.

While the Cizerack culture stresses discipline, knowledge and achievement, it does not mean by any stretch of the imagination that the feline life is one of all work and no play. All Cizeracks, young and old, are easily lured into bounds of play, and few days go by without some form of diversion. Periods of very serious napping are also part of the Cizerack culture when possible.

RECENT HISTORY

Few Cizeracks have ventured forth off their world into the greater realm of the UFP. Those Cizerack that have integrated themselves fully within the UFP are the ones who fall into the category of 'can tolerate enclosure' coupled often with 'wanderlust', a strange combination indeed. Cizeracks enjoy roaming the outdoors immensely, and will try to do so at every opportunity. While they can tolerate cities, spaceships and the like (and some tolerate it better than others) they would break down if no opportunity exists for a bit of 'r and r' roaming. Cizerack are very capable in many fields and are quick to adapt and to learn, and thus could be found employed in just about any area. To date, contrary to what might be expected, an equal number of males and females have followed their curiosity to explore the UFP. Despite their quick integration, those that have gone back have had no problems returning to their original lifestyle, with no want or need to bring any of their new-found lives back with them.