

**Solgov-Ardata Data Commision:**  
**Non-Humanoid History, A Summary of.**

*A committee study on the common anthropological history of the current non-humanoids within the Galactic Federation.*



*A Foreword from Ardata External Liaison, Daniel Elles*

*The Lizardmen (The Draconian Empire)*

*The Mothmen (The Dominion of Light)*

*IPC's*

*Felinids*

*The Plasmamen*

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### ***Foreword***

*The following is a brief summary, meant to give all incoming internal personnel within the independant and joint operated task forces, an up to date and common understanding of the nations that currently exhibit notable influence over the Federation. Many of those who are incoming are unaware of the current situation within the greater whole, and that is understandable as the situation has never been at a standstill, and has become increasingly complicated as time would go on.*

*Within the Federation Central Command (CENTCOM), it was discussed internally on how to proceed with de-classifying the information, and of that information, how much to dissipate to the incoming recruits. It was for this reason that the current chair leadership of the federation, Solgov, would commission internally an authority to oversee the development, production, and release of multiple documents detailing their non-classified findings to the general public over an extended period of time. As time has gone on, however, it has proven that some elements of the study are more involved than others, and it was for that reason why Anatomy, Habits, and other Specifically scientific elements are mostly absent from this Extended Memo. The scope of this document is meant to explore the common history of the current non-humanoids and humanoid hybrids of notable influence within the federation, for the purpose of better understanding the politics, strifes, and societal implications that could potentially influence the stability of the power structure of the greater whole.*

*As Task Force Whiterapids increases in scope, so does the amount of actionable information that's required for it to operate effectively within its role as a Joint-Operated Longrange Quick Reaction Force. May this document find you, whoever reads this, with a better understanding of your place in the universe we all inhabit and the powers that be which influence it.*

David Elles

Acting Public Liaison

Solvov-Ardata Data Commision Authority

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# The Draconic Empire (Lizardpeople)

## 1. A Pre-FTL Solar Arms-Race

Lizard history is fraught with conflict, spanning in nearly unbroken cycles from the very beginning of their history. The primary tribal structure is clan-based monarchy. It was kill or be killed on a harsh, arid landscape. Major powers rose and fell, but eventually, 3 superpowers equally controlled the hot, home planet in a rugged stalemate. As wild as it seems in retrospect, their space race did not start out as a hunger for conquest and military domination over their enemies, it began within a mutual agreement that years of constant bombardment had started to take a toll on the surface of the planet itself. The superpowers realized that they couldn't continue with the conflict without killing themselves in the process, in response a temporary ceasefire was reluctantly signed, and the clans looked towards the stars for the very first time with a purpose other than war.

As the space race developed their technologies, a never ending cold war ensued between the three major Draconic Powers. The Trita Clan, a subspecies of the larger planetary population normally defined by a shorter, but more agile stature, egalitarian beliefs, and zealot-like morale. The Giram Clan, also known as the starbringers in their own circles, the first major faction to detonate fission weapons. and The Zerrudiss Clan, internally referred to as the cloudsteppers for their pioneering role in developing aircraft..

*“They never unified when they started making advances into space,  
or when they started colonizing their three moons,  
or when they started turning them into weapons because the others were turning their moons into weapons.  
Terraforming their 3 moons, building their gauss cannons.  
Constantly fighting, always trying to get the upper hand.  
Sabotaging each other every day of the week. Crabs in a bucket. Crabs that almost could have discovered FTL.  
When the day came where they had effectively irreversibly irradiated their home planet from orbit, after yet another fight, only  
then did they realize the absolute deathworld that they had created for themselves.”*  
- Plynic Vargachic Zarrudiss, Draconic Battle Writer

The lizard homeworld still exists, but as a dusty, cratered, and uninhabitable wasteland. Through years of terraforming and conflict they had effectively turned their three moons into smaller versions of their planet's climate, and their planet into a giant uninhabitable rock.

## 2. First contact is made with SolGov in 2177

While Exploring space, a Solgov research ship accidentally jumps into the lizard home system, and warps into the Anti-missile defence field, unfortunately, right in the middle of a skirmish. The nations engaged with the Solgov research ship at first contact, out of speculation that it was one of the new advancements made by their enemies in the other empires.

- The Trita and Giram had already been skirmishing in the area and attempted to engage the research ship despite repeated communication transmission attempts on all frequencies. Their assumption was that the research vessel was an experimental ship from the Empire and that the “Unintelligible garble” that they heard in Those transmissions were just a novel form of encryption.

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- The fight was a stalemate. The more advanced reactive armor of the research ship permitted it to escape while firing its pair of railguns and scoring multiple hits on the nearest lizard ships. As of yet there are no losses attributed to the SGV Mt. Augustine's involvement in the engagement, despite gun cameras and radar returns confirming multiple hits on lizard ships. The SGV Mt. Augustine reported only light damage and decompression in one of its storage compartments, No hands were lost.

- Two weeks later two new ships exited. The SGV Navarin and SGV Pensacola were ready for a fight, and a fight they got. Trita and Giram clans immediately began shooting at both one another, and the Solgov battle group. While Solgov had a technical advantage with reactive and regenerative armor the lizards met that by firing five shells to each from the Solgov Battle cruisers.

-Almost too good to be true, a Zerridoss battle group had been nearby preparing to assault their sworn foes. The Zerridoss opened fire on both Trita and Giram fleets and severely damaged most ships in the area. Only after battle had ended and the last Solgov missiles detonated from fuel exhaustion did the Zerridoss take notice of the two Solgov cruisers, battered, but still flying.

The Empire had Arrived.

The Solgov ship didn't come out of general quarters. But they did try their best to intercept the Empire's communication network and in an attempt to hail. Despite the combat damage and casualties sustained during the initial fighting they elected to wait to see if these new ships engaged them. The group commander had noticed during the battle that most of their armor piercing rounds, designed to pierce their own reactive armor and punch deep holes in the ship, had passed clean through multiple pressurized compartments... and the alien ships had kept firing.

Against the better judgement of both Solgov and the Draconics, a delegation is made and communication was established. Only under direct order from their Queen did the Draconics hold their fire.

Over the next few years, a multitude of formal Cultural exchanges occurred. The Draconic Empire, after nearly half a decade of bureaucratic fussing, decided to accept a set of terms and conditions that would effectively have them join the federation. Explicitly maintaining sovereignty over their home system, and engaging in joint cooperation as they went to explore the universe with their new-found buddies. This came with added foreign aid, civilian-level plasma technologies, and a platinum White Rapids security package for their active stations, courtesy of nanotrasen. The only condition being that, when "the bugle sounds", or whenever they develop technology the federation found admirable, or in all honesty, whenever the federation felt like it, they'd have the same obligations and requirements as all other colonies and settlements. However, the Internal effect of the agreement was far more pronounced.

1. *Happily, due to the rambunctious culture of the lizards, it's widely regarded that they take great honor in being called into duty. Often, work in a joint task force within the federation boasted far better conditions than what the draconics could find domestically. It's widely believed within the federation that Lizards enjoy drinking, blowing things up, fixing things, and messing around. To them, getting assigned into duty is akin to winning the lottery. At least, that's what the xenophillic propaganda tapes say. Some of the lizards still have that rambunctious warlike nature that the old lizards had, but as all large groups of living things, stereotypes are only prominent when viewed from the outside. The only pride that is maintained as highly as combat prowess is their ability for effective damage control and speedy recovery from battle.*

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### 3. The Empire Wins.

The Draconic Empire Immediately uses their newfound technology to gain a massive militaristic edge over their opponents, and begins to dismantle their enemies with cruel, zealous efficiency. It was Unifying their species underneath a single banner for the first time in their history. However, the Empire had not done it alone, and in Lizard society that meant that the victory wasn't "truly" theirs. Alliances were a taboo road to victory. They had been attempted before, but had always collapsed due to the nature of a culture derived from constant warfare. Joining the federation was something that had to be transactional, or overtly hierarchical, there was no room for any in-between. What that meant is that the Lizardfolk would rather see themselves as subjects of another nation, rather than admitting their uniquely and inescapably intertwined nature. Although this is a unique cultural element in their royalty, it generally becomes less pronounced the farther you get from the monarchy in Draconian Society.

The First Empress (*dra.*) *Taariv Di Wer Welun Zerridoss* roughly translated to "Rules-The-Moons" was crowned, and lauded after by her subjects. Against all odds, a feudal monarchy had prevailed against Anarchist and Republican clans, and had managed to maintain a paradoxical hold onto their power, customs and prestige, despite viewing themselves as a subject of a greater nation. Throughout the next century, the crown would pass hands two times after the death of the First Empress. The first to be crowned empress after the death of the First Empress was the logical first choice; The daughter of the Empress (*dra.*) *Lincesa Wer Ifyoev Iri* again, roughly translated to "Pets-the-Kobold", however, after Dying under mysterious circumstances at a diplomatic meeting, The younger sister of the first Empress, *Meageic Shiro Darastrixi* translated to "Commands-the-Lizards" was crowned, who is the The 3rd Empress, and still reigns to this day.

### Recent History:

Statues of the First Empress of Overclan Zerridoss-Giram are a common sight throughout the empire, along with the dead heir, who had died before the public could even begin to scrutinize. The lizards are still proud of their empire, yet they long for a simpler time when their head of state was not wrought with scandal.

The current Empress is attempting to improve her image, after many made allegations of her involvement in the death of the heir. The heir had initially made strides to limit the power of the crown, and the new empress couldn't be any more different. While the Rules-The-Moons and her daughter were xenophilic to an extent, and willing to give diplomacy a try, Rules-the-Lizards follows a far more domineering authority, and rules over the multiple lizard races with an iron fist. To the credit of the monarchy, it had been going through rocky times, as a legitimacy crisis is something that seldom a dynasty is truly freed from. It's Survival is testament to it's timelessness.

The Growth of the Draconic Empire has Stagnated, meaning the only option for expansion is to gain a larger share of the federation by monopolistic control of key industries. For this reason, the draconians are more diplomatically oriented than they've ever been before, however they often revert to their combative history when they are unable to negotiate successfully to their satisfaction.

## The Dominion of Light (Mothmen/Etherials)

### 1. "I'm cold, scared and it's getting dark."

The Moth homeworld is a big, dark and scary planet. It features a Slow, Semi-Synchronous orbit around a red dwarf star. There are constant anomalies because low gravity besets the whole planet, which is roughly twice as large as earth. It takes 4 years for the sun to rotate fully.

But somehow, somehow, life managed to take hold on this planet. A small, green ring around the pathway of the tidal sun began to form, and from it, a rotating and constantly moving biosphere began to gradually edge around the planet.

### The Mothmen

Moth-like Invertebrates became the dominant species, because of their ability to traverse the dangerous planet with wings, and their biological programming to follow light sources kept them on track. This enabled them to keep pace with the tidal rotation of their planet and stay in the light of their sun.

In addition, during their early evolutionary history, mothmen could hibernate for long periods of time in the absence of light, were something bad to happen that would cause them to lose it. In Pitch Black Darkness, the average mothmen during this time in their evolutionary history quite literally has a stress-induced panic attack so intense that it passes out for nearly 4 years, which is precisely the length of time it takes for the sun to fully rotate around the planet. This is the ultimate defense mechanism by the moths that was adopted as a response to their environment. However, this period of Stress-Induced Hibernation comes at the cost of making the hibernator extremely vulnerable to the many predators of the dominion homeworld for long periods of time. As the mothmen population increased, so did the need for protection.

### The Ancient Sentinels:

Those who did not fear the dark and understood it for what it was. The skeptics who defended the lives, and innocence of their tribes. The first sentinels were a decentralized corps of mothman defenders whose primary purpose for existing was the defence of hibernators as they waited for the sun to return. The sentinels were Stoic Defenders with a lot of time on their hands. They were moths who, through years of brutal training and meditation, were able to break past their circadian conditioning, as well as negative emotions, such as pain, fear, anger, sadness, and jealousy. They were notably Calm, Stoic, Aware. Politely Cynical. It was the Ancient sentinels who first developed the technologies that would enable their future. It was them who created the ethereals, and then promptly vanished.

### 2. "Those who have the light have Everything"

Light is a finite resource on this planet, which in turn made it the most important resource on the planet. It became power, a tool, The ability to travel great distances with ease. Their dependence on light became more apparent the more advancements that were made, so much so that the mothmen began to worship the concept of light as a living deity.

Because of their role in mothmen society, the ancient sentinels are also those who would be the first to semi-permanently settle the land. Living in the dark for 4 years gave them a lot of time to think, and Eventually, enough technological progress was made that A great megaproject could be constructed after many many years of toil and hardship. At last they had done it. They had built their first church.

But what about the people underneath? Surely, now that the Old Sentinels had arisen, what could be done for the lost souls below? Those who still had to follow?

For this, They created life from light to act as a beacon in the night.

### The Ethereals.

The Ethereals were created by the Ancient Sentinels to act as physical beacons of light to attract lost followers. Since they required no food or water to survive, they were the ideal choice for a guardian species. It was one of the last things that the first sentinels created before most of them Vanished altogether. Additionally, the ethereals owe more to the first sentinels than just their creation, as they share many similarities in culture and overall outlook. Comparatively, the mothman's ethereals are very similar in form and function to humanity's IPC's, but that's where their similarities end. Instead of Circuitry and logic gates, It's pure energy flowing through them.

Most etherials take direct inspiration from the original sentinels of the faith and dedicate their time and effort to the protection, development, and advancement of the moth species. However, though not every etherial is themselves a Sentinel, etherials still occupy a defined and specific caste in Dominion society as the stark defenders of the moths. However, as time went on, and as the advancements of the moth species became more and more centralized, the active range of the ethereals became less and less, and most become confined to the few places that power existed,

*\* Estimates put the age of the ethereal species roughly 200 years, however, the dominion has stated publicly that it had been roughly 4 Centuries since the first Ethereal when they had met the Humans.*

### 3. The Church of light

*"Legend has it that the first etherials built the church atop their birthplace.  
Raising their home from the dirt.*

*And as time went on, so did the beacon grow in size,  
as did the valleys flatten under the weight of the ever growing machine.*

*It's mechanical heart echoing off the canyons.  
it's pathway raced the dawn across the red and orange sky  
with fire belching directly from its heart.  
It's tendrils delving deep into the dark ground,  
tearing heavy chunks from beneath the crust, growing higher.  
the Distance from the People below Growing Greater and Greater. "*

- Sarach Di'in, Dominion High Primarch, January 11, 2261

The first true central ruling authority appears on the moth homeworld. A massive, nomadic, techno-spiritualist, moving city. A city that in itself contained almost all of the technological development and permanent living space that the moths ever had.

The Church was Created by the Ancient Sentinels to be a walking emplacement for the moth species. A rescue ship. A bank of information and development for the nomadic race. But most importantly, a beacon in the dark for the lost mothmen to follow.

But, as time went on, and as the sentinels deferred their leadership, the purpose and usage of the church strayed further and further from its original foundation. In its place came a caste system.

### The "High" Sentinels.

The church and the original corps of sentinels became separate. In order for the sentinels to avoid the temptation of power, they had effectively avoided leading the church, and instead handed it off to Tribal elders who became what would be known as "The High Sentinels" Despite neither being, nor having power over the real sentinels who still operated in the field. Living within large, immaculate cathedrals high above the clouds while entire tribes of followers clamor for a broom-closet while nearly becoming trampled by the wheels, legs, and treads of the enormous mechanized city.

They eventually began to eventually dislike specific moral concepts of the original sentinels as they became viewed as a direct threat to their power. Their claim was that the sentinels went against the will of god and nature by "not keeping pace" with the sun, or their city, which to an extent, was correct. *"they should all just fall in line and help us feed the machine, which is what matters most".*

However, The Church understood that the existence of the old sentinels was necessary, as the followers still would constantly get lost while following the church, and regularly needed the help of sentinels. Of Course, years later, once the light returned, the sentinels would kindly keep their lips shut as the followers would thank the gods and church for returning the light to them, instead of thanking them for their stalwart, years long defence in brutal conditions. Yet they would still never complain.

### The Managerial Caste

Notably, the high sentinels were few and far in between. And right below them, waiting in the dark, is the managerial task. Willing to obey and direct orders into the lower castes. The managerial caste makes up for what it lacks in direct power, with ruthlessness within their limitations of their work in the fields of peacekeeping and upper management. Someone who finds their way in the managerial caste would find themselves almost nearly worthy of respect in their society. It's their job to keep order after all! not to be someone's friend, or light forbid, *Equal...*

### The Ethereal/Working Caste

*"You are very, very lucky to be working here. Do you know that? Very lucky. Don't forget it."*



The bulk of the people living on the church were etherials who worked day and night, managing the gears, maintaining and feeding the machines that kept the church moving. A Ethereal, or a Moth in the working caste is constantly reminded of their place on the hierarchy of the church, *and how easy it would be for them to be thrown off of it*. Were you to show up late for work one day, you might find yourself replaced and thrown off the back by nightfall. Were you to, one day speak out about the church, you'd find yourself thrown underneath it before you could finish the sentence. Specifically, if you were an ethereal you'd be even more stuck to the church, as it's the only truly regular source of power on the entire planet. All though there are still Ethereals walking the path of the old sentinels, yet this is not considered the bulk of the etherials (but still has a cultural impact)

### "The Followers"

Massive nomadic tribes who physically followed the church of light across the globe. Protected in their holy pilgrimages by The Ancient Sentinels. Physically weak from their devotion (but also chronic malnutrition). Skittish, deeply spiritualistic and superstitious. They follow the church in hopes of handouts, (which are handed out infrequently), A place on the church (even less frequent) or... *praised be the light, a job*.

### 4. The Decision approaches

Over time, the nomadic church becomes larger and larger as more people come towards its light and add to its size. After decades, It gradually became impossible to maneuver, impossible to stop. Many followers are squished by the moving city, which has expanded far past the point of being manageable, controllable, or reasonable .

The New Sentinels see this, and since they do not fear the light, they are not blinded by their faith towards it, and by extension, the church. However, the view of the sentinels had never been less popular; they needed a new face. They needed someone who shared more similarity with the first sentinels who built the church, rather than the ones who currently control it...

During this time, A Mothman Sentinel, [Name Placeholder] known colloquially as "*The Messiah*", becomes the first sentinel to break past his circadian biology in nearly 2 decades. He hatches an unorthodox and courageous plan that he claimed came to him in a Vision. To build a tower to god and charge headfirst, through the dark, towards the light. To build a space elevator to raise the church into the light.

Not only is this idea of surpassing their authority extremely dangerous to the church, but from a technical standpoint it was somewhat feasible and practical, albeit, a completely insane proposition given the fact that they'd have to tear down everything they had ever built for it to even be feasible. The atmosphere on the moth homeworld is way more of a factor, so the power and engineering requirements made conventional rockets impossible. Construction would have to proceed knowing the entire time that a mistake could knock it all down if it had to constantly move like the church. Meaning, that It had to be stationary, and in the dark or would have a tremendous risk of failure.

### 5. The War for Light

So, the sentinels befriend and earn the trust of the weak nomadic followers of the church, with the help of the messiah. They go to conflict with the church, against the will of their hierarchy and take down the self appointed god kings. However, due to damage sustained during the conflict The Church grinds to a screeching halt for the first time in 470 Years.

when all seemed lost. When everyone believed they had doomed their species by accidentally killing the only permanent thing they had ever made, mass panic ensued and chaos erupted as the Middle Castes and Sentinels mobilized en masse. "Those who have the light have everything", also meant that "Those who lose the light, have lost everything".

With the help and foresight of the Messiah, The sentinels hatched their once-thought impossible plan. After 4 years, the last of which spent in complete darkness, the Mothmen and Etherials had constructed a space elevator, a ladder to god from the smoldering ashes of their lost faith.

### 6. The Ascension

The surviving segments of the church are raised into space and made into orbital stations, and then expanded. All who can locate the tower are raised up out of the death world. As the messiah came to see the world below, he laid upon his final decree before returning to the deathworld to continue to live in the struggle that created him.

*"We have found the light, and have risen to it's ranks. All that the light touches, is now within our dominion."*

The Dominion of Light was Founded.

That is where the NT/SG Federation found Dominion of Light in 2164. living peacefully in orbital stations off the surface of their homeworld, expanding closer and closer to their star.

### Recent History:

Underneath the leadership of the High Primarch, Sarach Di'in, the dominion has solidified its place within the galactic federation as a research and exploration juggernaut. Their scouting vessels and research platforms have tremendously benefited underneath the federation's shared technology agreements, and have even begun to produce technologies domestically that could rival the developments of solgov themselves. In comparison to the sometimes brute force methods of colonization, the dominion takes a far more quality over quantity approach, spending a lot of time to build stations with advanced survivability before their development into massive economic and scientific powerhouses in the regions they inhabit.

In terms of Diplomacy, for a theocracy that's ulterior goal is to expand into and own every source of light in the universe, their politics and diplomacy as surprisingly calm and steady. Although extremists exist, as they do with all religions of this scale, the dominion does not condone the actions of the more... devoted followers.

## IPC's [Integrated Positronic Chassis]

### A Synthetic Intelligence on Skates

People don't want to die, simple as. but at the same time, they don't want to be limited by what cyborgification usually entails. A Market appeared once the demand had grown large enough and eventually the Modern IPC was developed Right when humanity first started taking space development seriously.

### It's a Simple Process

1: Upload your consciousness to the collective cloud

1.1: Your consciousness is the baseline of your persona

2: Your Consciousness is copied to a positronic brain, and emplaced in a synthetic body

2.1: Once it's in, there is no back and forth travel between the cloud and the synthetic. The Synthetic may still have remote accessibility, but that's entirely up to the specifications for the unit.

3: Live and go about your life as normal! Profit!

4: After a period of time, you have a choice to "Backup" your copy to the digital cloud, or Rollback to the previous version.

4.1: Existentialism may or may not be included

- "do you feel like you're too important to go out on the field?
- are you too afraid of death to even get out of bed in the morning?
- for a nominal fee of \*\*\* dollars, "

"UPLOAD YOUR MIND TO THE CLOUD AND CONTROL OUR INCREDIBLE COOL MACHINES!

- THEY CAN WALK AROUND JUST LIKE YOU!
- THEY CAN FEEL PAIN JUST LIKE YOU!
- THEY'RE INCREDIBLY FLIMSY,
- JUST LIKE YOU!
- BUY NOW!"

### Recent History:

*After the creation of the Home Cloud in 2067, IPC's are found everywhere that humans are and in even more places where they aren't. They are the right arm of humanity, the silent caretakers of an interstellar empire. They do the tasks that nobody else can or will do, and they do them regardless of risk.*

*They became what they are right now so they wouldn't have to worry about pesky little things like that.*

*Although most IPC's are derived from humans, new personas are starting to appear that have... less than organic origins. For the IPC's their story is just beginning.*

## **Felinids**

### 1. A Failed Experiment Gone Right

*Once upon a time, in an somewhat obscure research station roughly 150 Years ago, a cat-hoarding geneticist wasn't really paying attention to their workstation. In layman's terms, a cat and an intern walk into a DNA scanner. Out pops the first felinid. For some reason, the station fell in love with these little abominations, and they spread like wildfire all over the sector.*

*So why didn't the Federation nuke the Mutant Scum from Orbit?*

*Well, it's not like the Federation was going to nuke an entire sector for what was essentially a harmless and entertaining niche cosmetic surgery. Had the felinids came to being 50 years prior, this would have been a different case, as it had been with so many others. However, just because they weren't outright being murdered in the streets (most of the time) it did not mean that a lot of people took very kindly to the newly founded "felinids". Prejudice against the felinids was very common to say the least. It was regular and structurally incentivized as these humanoids were banned or obscured from high level jobs and government work.*

### 2. They're the Same as you, but different

*A Felinid, is mostly human, save for a tail and an ear alteration. Felinids are known for having behaviors and developmental cycles similar to a regular house cat. Some felinids have particularly different speech*

patterns, this dialect was coined as "Nyanspeak". Yet this impediment is not necessarily a symptom of their biology, but a learned consequence of their environment and culture. It's considered along similar anthropological terms as british english, essentially the baseline of their culture, yet mocked and ruthlessly scrutinized by everyone, including other felinids.

Although the Solgov-Nanotrasen Federation had initially attempted to prevent interspecies mixing, it became abundantly apparent that those who had an interest in intermingling with these felinids *vastly* outnumbered the felinids themselves. With a looming economic disaster around the corner, The feds had bigger fish to fry than police their opinions on weird fetishes all day. Over the course of the next decade, the felinids became inexorably intertwined with humanity.

### 3. "I never asked for this, nya~"

Obviously, the first felinids became what they became out of choice. However, with later generations, this was no longer the case. People began to be born as felinids, by felinids, and sometimes within humans as the mutation manifested as a recessive trait. Your daughter or son could be a Felinid, through no fault of your own, simply because both you and your spouse had felinids in your lineage at some point.

It started off as an accident, then it became a choice, then it no longer became a choice.

Later on, it became apparent through multiple HR disasters that cost NT an unimaginable monetary sum in the form of legal settlements, that turning a blind eye to the abuses suffered by the felinids was doing them, and more importantly the federation more harm than good, especially considering that more and more non-human species were becoming a common sight. Nanotrasen and Solgov both agreed that having structural prejudice towards people who had quite literally no choice to be who they were, was an arbitrary transgression or at least a stupendous waste of time and money.

### 4. Free to Suffer just as Everyone Else

In 2187, The Humanoid rights act was finalized, and under it terms felinids and other non humans are granted the same rights as the rest of humanity underneath the articles of the Federation. The sector that birthed them, S-1121 "Magnate Feles" is deemed as their home system.

*Regardless of the fact that felinids now maintain the same rights as everyone else in the federation, they still experience unending prejudice. However, everywhere humans are, there's normally a felinid close by. Many wonder why, knowing the extent of their shared history, why the felinids chose to piggyback off of the humans, as opposed to all the other present species within the federation. It is a common conception in felinid culture that yes, a human might call them a Genetic Freak and push them into a locker, but at least they won't cook them for dinner or throw them into space or a blender. For the felinids, it's better to live with a jerk that you know, than to put your trust in the unknown.*

### Recent History:

*The Felinids have never been better off than they are right now. After decades of abuse, felinids finally have the same rights and expectations as everyone else. Which, in and of itself is a double edged sword. On one hand, you have felinids working in high level positions and in positions of power, but on the other hand, you have felinids being drafted into the Federation Fleet, and Colonial Expeditions. Although no longer incentivised, prejudice is still abundantly common. It's a strange thing to be so closely related to humanity yet treated worse than the actual aliens. Nyanspeak is still spoken, although a seemingly dying language as now the majority of felinids are now born away from areas in space where they maintain a majority.*

## **The Plasmamen**

*"Plasmamen were created many, many centuries ago through pure evolution. It is unknown at this time what sort of race they were when they first arrived, or if life somehow found a way to exist as it was despite the harsh conditions. As it is, plasmamen first evolved on the planet boron, a ball of gaseous plasma and various metallic-crystalline substances. As plasma is an anomaly in and of itself, scientists aren't certain how so much got on the planet- whether it was intentional or not, is left to be seen.*

*A plasmaman's circulatory and respiratory systems are unique because of their upbringing, but not too dis-similar to a regular human's. Simply put: Oxygen is replaced by plasma.*

*The normal digestive tract of a plasmaman does not require nutrients of any kind, as they are mostly bone; instead, they have a sort of self-combustion. Plasma burns and creates energy, resulting in continued operation of bodily functions.*

*A Plasmaman is not a person. A Plasmaman is a process. An inevitability."*

*History:*

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]