

Arui'ae

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General Information



Name: Aruilaë - Aruilaen
Affiliation: Independent
Native Environment: Class M - Large Oceanic with islands and 3 continents.
Sector: 298
Location: Sub sector 269-A-2
Homeworld: Aqald

Planet has islands along the equator and the deepest ocean is 3000 metres deep. There are colonies on the islands and beneath the surface. The majority of the Ocean depths are between 1000-2500 metres deep. Around the island archipelagos the oceans are not that deep until they are 40 kms from them.

Capitol: Pftaatans Vuagh (Means Pleasant View)



Government: Triumvirate - King, High Priest, Elected Leader of Civilian Government
Military: The same level as the Federation.
Technological status: Warp Capable

System Information



The System where the Aruilae live is unique in its makeup.

The star that is the main celestial body in the system is called Aur.

AUR

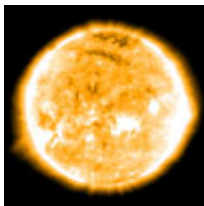
TYPE: M3 V Red Dwarf

Radius: 3.05×10^5 km (0.44 x sol)

Mass: 7.82×10^{29} kg (0.39 x sol)

Temperature: 300K

Luminosity: 5.35×10^{24} W (0.01 x sol)



There are 10 points of interest in the system with Aur along with a distant companion star at the edge of the system.

From AUR these bodies go:

Aur 1 - Rocky Planet

Type: Rock Planet

Orbital Radius: 4.82×10^7 km (0.32 AU)

Period: 2.55×10^3 hours (0.29 earth years)

Radius: 1946.57 km (0.31 x earth)

Gravity: 3.05 m/s² (0.31 x earth)

Aur II - Rocky planet

Type: Rock Planet

Orbital Radius: 6.84×10^7 km (0.46 AU)

Period: 4.31×10^3 hours (0.49 earth years)

Radius: 5722.46 km (0.90 x earth)

Gravity: 8.83 m/s² (0.90 x earth)

Aqald - Inhabited planet - See planetary information below

Aur IV - Jovian planet

Type: Jovian Planet

Orbital Radius: 1.14×10^8 km (0.76 AU)

Period: 9.30×10^3 hours (1.06 earth years)

Radius: 71915.39 km (11.29 x earth)

Gravity: 14.91 m/s² (1.52 x earth)

Special: Planetary rings, 1 large moon

Aur V - Ice Planet

Type: Ice Planet

Orbital Radius: 4.16×10^8 km (2.78 AU)

Period: 6.46×10^4 hours (7.39 earth years)

Radius: 9213.03 km (1.45 x earth)

Gravity: 5.62 m/s² (0.57 x earth)

Special: 3 Large moons

Aur VI - Ice Planet

Type: Ice Planet

Orbital Radius: 7.99×10^8 km (5.34 AU)

Period: 1.72×10^5 hours (19.68 earth years)

Radius: 8598.89 km (1.35 x earth)

Gravity: 4.43 m/s² (0.45 x earth)

Special: Electromagnetic storms

VII- Asteroid Belt

Type: Asteroid Belt

Orbital Radius: 1.53×10^9 km (10.25 AU)

Period: 4.58×10^5 hours (52.37 earth years)

Aur VIII - Ice planet

Type: Ice Planet

Orbital Radius: 2.96×10^9 km (19.77 AU)

Period: 1.23×10^6 hours (140.21 earth years)

Radius: 35499.13 km (5.57 x earth)

Gravity: 16.72 m/s² (1.71 x earth)

Special: Electromagnetic storms

Aur IX - Ice planet

Type: Ice Planet

Orbital Radius: 5.89×10^9 km (39.37 AU)

Period : 3.44×10^6 hours (393.98 earth years)

Radius: 11009.37 km (1.73 x earth)

Gravity: 6.71 m/s² (0.69 x earth)

X- Asteroid Belt

Type: Asteroid Belt

Orbital Radius: 1.17×10^{10} km (78.38 AU)

Period : 9.68×10^6 hours (1106.82 earth years)

Distant Solar Companion: Nura

Type M0 V Red Dwarf

Distance 4.37×10^{10} km (292.37 AU)

Radius : 2.76×10^5 km (0.40 x sol)

Mass : 5.81×10^{29} kg (0.29 x sol)

Temperature: 3400 K

Luminosity: 7.25×10^{24} W (0.02 x sol)

Planetary Information



Physics

Type	Large ocean
Radius	10013.66 km (1.57 x earth)
Surface Area	1.26×10^9 km ²
Land Area	7.56×10^7 km ² (0.51 x earth)
Mass	2.51×10^{25} kg (4.19 x earth)
Density	5.96 g/cm ³ (1.08 x earth)
Composition	48.6% iron, 24.3% oxygen, 14.1% silicon, 8.1% magnesium, 4.9% other metals, trace other elements

Gravimetry

Gravity	16.60 m/s ² (1.70 x earth)
Escape Velocity	18.23 km/s

Rotation

Period	19.29 hours
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	Axis Tilt	6.64 °
Hydrosphere		
	Water	95 %
	Ice	23 %
Atmosphere		
	Type	M-Class
	Pressure	4.96 kPa (0.94 x earth)
	Composition	65.2% oxygen, 15.8% carbon dioxide, trace other gases
Climate		
	Type	Cool
	Min Temp	5 °C
	Avg Temp	27 °C
	Max Temp	102 °C
Biosphere		
	Chemistry	Carbon
	Lifeforms	Humanoid, and biologically diverse animals
Satelites:	Three Moons that rise at different times during the night cycle.	

Culture



- While staying on their homeworld they wear clothes made from natural based materials. Depending on where they live, depends on if these are close fitting, or loose or heavy or light in fabric and colour.
- Both Genders are equal. And they have no distinction when it comes to romance. Love whoever you want.
- Same Gender Couples are granted the same rights as more 'traditional' (for lack of a better word) couples. - It should be noted that these couples are rare as it is only recently that they have come to the fore.
- They do not marry outside their race however. They can have and have had Aruilae who have had relationships with other races but none have married outside their race nor bore a child of a hybrid status. It is not done.
- Their Religion has 19 deities and while they are known in name only to outsiders, religious practices are considered private and while there are temples and such they are closed to outsiders and no one will discuss which of the pantheon they worship or if they worship none.
- School starts at age 4 and goes until they are 17 before they go to higher learning or into a trade.
- And though they are peaceful, they do have a temper, when pressed or insulted. Individuals are not hampered by lack of emotion and while they prefer peace, they are like other races, where they have their own emotional storms.
- Aruilae are considered of age at the age of 35.
- Military service is not obligatory but many young Aruilae do enter it before they wed because it gives them a chance to explore different things.
- Cftanftatt - Clanless. If an Aruilae becomes clanless, through their own choice or the choice of their clan (For heinous acts), then it is a stain on them and the clan they are leaving. The stain can be there for generations. It is a horrific thing to claim to be or being made Cftanftatt.
- 'A-thftannag - To be re-clanned. When a Clanless Aruilae is accepted into another clan. It removes the stain from the Aruilae but not of the clan they left.

Important Events within their culture

- Coming of Age Ceremony

The Coming of Age Ceremony does not differ from region to region. At the age of 35, the young Aruilae attends the Head Temple of Therunto and spends the day there praying. The High Priest then bestows on them a new name at sundown.

Regardless of the young Aruilae's job or position, they are always back on the homeworld and at the Temple of Therunto in the capital city for their birthday.

- Clan Chief Ceremony

This varies from region to region, but mainly it involves the hunting of a legendary creature of each respective region.

- Marriage

- Courtship period

-While there is open-mindedness about relations between the genders, the one item of Courtship that is recognized by all is this: Whomever chooses to begin the relationship, must gain permission to do so from the prospective partner's mother, or oldest surviving maternal figure, if the mother has passed. If permission is not given, there can be no relationship.

Courtship period can vary from 3 years to longer. Average is 15 years. It should be noted that the couple are not permitted to have sexual relations prior to marriage.

- Marriage Ceremony

A Priestess of Dmalltona performs the wedding ceremony in Haven. The couple goes in and the families and clans remain outside. The Ceremony is held for the two only, and the priestess blesses them. Then they are celebrated by the families over the next three days. The couple move into their own home at this point.

Divorce

Divorce among the Aurilae is complicated. And is only granted in extreme circumstances

- Adultery - and the offending party is then rendered clanless from the clan they married into, and in most cases the clan they were born into as well.
- Failure to produce a child - Every two years, from the age of 100 the female will come into heat and, while the pair will usually mate for life, this permanent bond will only occur if they conceive a child during the first mating season that they are together. Should that first mating not produce an offspring, the males will castrate themselves and die, releasing the female from the bond to find another mate.

Divorce for just because reasons or anything like human terms is just not done.

- Deaths

- Mourning Period

When an Aruilae passes away, the clan goes into a 6 week morning period. The clan returns to their ancestral lands and they remain in seclusion for the full 6 weeks, only coming out for the funeral.

- Funeral

The funeral is held within a week after the death of an Aruilae. The body is prepared and wrapped in special linens. Then there is procession through clan lands and the family escort the body to the fire trenches. The priest of

Vronto says the funeral rites and the deceased are given to the Volcanic trench for cremation.

Naming Conventions



The Aruilaie have some very strange naming conventions.

They have 4 names.

Their first - is their given name

Their second - is their family name

Their third - their Clan name

The forth - The name given to them at their coming of age.

Eg: M'tiath(First name) Jeiatha(family Name) Lita (Clan name) M'kita(Coming of Age name)

Once they have been granted their 4th name, they use it in front of their first name. So the above example would be named: M'kita M'tiath Jeiatha Lita.

People



Species Type: Humanoid - Aquatic/Terrestrial
Intelligence: Advanced

Racial Traits and Information:

- Life Span 600 years+

- This race does not have tails like mermaids nor do they have visible Gills. Their lungs are designed to filter O2 from water as if they were breathing normal air.
- Most dress in Roman-like tunics and clothing. It makes for easy movement when underwater.
- When on land or on Starships on duty, they wear a suit beneath their uniform. This helps them not need to submerge back into the water if they are out of the water for periods of time longer than 12 hours.
- They do not need to be submerged to sleep, in fact they do not sleep while in water. They sleep in normal air.
- They have underwater cities which are oxygen filled.
- They can swim up to depths of 3000 metres.
- Pescatarians - they eat fruits, Vegetables, nuts, seeds, beans, eggs, fish, and whole grains. They do not eat Dairy.

Biology

- Their lungs, of which they have 2, are segmented. Half is for air breathing and half is for water breathing.
- Their right lung is slightly smaller than the left lung.
- Their eyes when under water, have a special eyelid which helps keep their vision clear.
- Their immune system works a lot like a human's but they are more resilient to common human ailments - like colds and flu.
- Their pulse is strongest beneath their left ear.
- Their hearts have a small fifth chamber, which has no actual use in the current evolution of the race.
- Their heart is on the right side of their chest.
- Their ears look like human ears, but every once in a while, a child is born with ears which are pointed but curve backwards. These children are considered genetic throwbacks to one of two ancestral races that they say the modern day Aruilaens come from.
- Their ears also have a flap that covers their ear canal when under water.
- They do not have Appendix nor do they have Tonsils. Their race evolved without them.
- Aruilaens have 28 bones in their feet - two additional bones that brace between the Metatarsals of the last two toes.
- Aruilaen blood is blue in colour. When it is highly oxygenated it goes almost purple, and light blue when they are oxygen deprived.
- They have 5 blood types - K0+,K0-, KA+, KA-, KB which is the universal donor type. It is also the most common type.
- Pregnancy gestation is 34 weeks. Multiple births are common but any birth with more than 4 children are rare and 🍷 celebrated.
- Female Aruilaes give birth standing up, using the gravity to ease the birth. They stand in a waterfall to have their child as this means the child would be blessed by the waters of their world. Their partner is with them while they give birth.

- Albinos are rare but are not considered evil or bad.
- Every two years, from the age of 100 the female will come into heat. This means she is most fertile from this age onwards.
- Non mated females stay well away from non mated males during their heat. From age 340 approx the heat stops.

Advantages:

- Good eyesight - can see for kilometres underwater and on land
- Sensitive hearing - Can hear very well beneath water and on land.
- Their lungs are designed to filter O2 from water as if they were breathing normal air.

Weaknesses:

- If out of water for longer than 12 hours without their protective suit, they will start to dehydrate and can die.
- Dairy causes bad issues with their digestions - makes them violently ill.
- Unable to drink beverages from other planets, unless it is water. This messes with their biology.
- Heat and Solar - If on a world with extreme solar rays and heat, this will weaken them to extremes. And can cause their death.
- Extreme cold is not a favourite thing, and like extreme heat can cause death if they are not cautious.

No fish tails. They look human to the uneducated observer. When looking closer you can see that their skin tones are slightly tinged in green.

Average Height: 5' 10"(Male), 5' 8"(Female)

Average Build: Both genders are of moderate and fit builds. This is due to their constant swimming.

Hair Colours: Various colours, with the most common being, Greens, Blues, Blondes and reds.

Eye Colours: Various colours, of course depending on parental genes.

Genders: Female/Male.

Plants and Coral

Name	Description	Image	Export
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Mu'nung Bftuttun (Morning Blossom)	A flowering aquatic plant that can grow to be roughly 305mm wide, with numerous thick pedals of varying hues of blue and green. While the center bud is used to produce various medicines, the pedals are typically used now as an emergency ration, as each one contains enough water and essential vitamins to keep an individual alive for a few days.		Following the initial Diplomatic talks with the United Federation of Planets, Aruila has agreed to add the life-saving properties of this hearty plant to the catalogue of Emergency Survival Supplies that both the UFP, and Starfleet have available for crises.
Nughsth'aala' (Nightcreeper)	A small fungus that grows in various underwater caves, typically around 1000-1500 meters beneath the surface of the Aruila ocean surface. It is recognizable by it's soft blueish luminescence. It has many uses, the main being an aphrodisiac.		As it's chemistry is considered lethal to non-Aruila, it is not exported out of the Aur System.
Siangantha't (Sundancers)	A brightly-colored flower, typically found within the first few meters beneath the surface of Aruila's ocean, these flower can grow up to three meters in length. They are a major food crop for the Aruilaens, closely similar to wheat on Earth.		As a nutritious food staple, it is widely exported.

Hunaxfttuttun (Honeyblossom)	A rare delicacy, highly sought after and carefully farmed. There are laws set forth to limit the amount harvested each season. The entire plant can be consumed, with the leaves being the most succulent and sweet. The buds can be used in creating certain medicines.		Due to its scarcity, this plant is rarely exported. Though, when it is, it demands a very high price tag.
Mu'nungtsa' (Morningstar)	While its name belies its appearance, the Morningstar is a very important crop to the Aruila Defense Force. While alive, it has little to offer, once this species of Coral has died, its skeleton crystallizes. Once those crystals are harvested, they are used to power many systems on the ship's and installations used by the Aruila. The chemical makeup of the crystals is similar to dilithium, though with less breakdown from exposure to antimatter.		Unfortunately, as it is only found in the Aruila oceans, the Morningstar is not exported to any outside government, as it could lead to over harvesting and disastrous pollution to the Aruila ecosystem.
E'anungtsa' (Eveningstar)	Though it's name seems to be an opposite to the Morningstar, the Eveningstar has very little in		As a stable food stuff, Eveningstar is exported.

	common. It is found in darker regions of the Ocean and is harvested once a season, the inner meat of the creature being a nutritious food stuff. It can grow to nearly two meters in circumference and weigh nearly 45 kg when harvested.		
Oufits'aa (Oiltree)	Huge undersea forests of this Coral are meticulously harvested each season, as each limb can contain between 200 and 300 liters of natural petroleum, which is used, among other things, as a lubricant for the machines of modern life. Each individual plant can grow up to nearly 100 meters Height and nearly thirty meters in width.		As a naturally occurring petroleum, it has numerous uses, so it is exported, though, to keep harvesting pollution as low as possible, a strict export quota is set.
Shagughgghaftta' (Shadowdweller)	This abundant Coral, which not only grows rapidly (3cm a month), can reach nearly five km in area between harvests. Once harvested, it is pulverized and, once superheated and then rehardens, becomes transparent and nearly indestructible. It is used in the construction of the		As it grows so rapidly, it is one of the most prolific items of Export for the Aruilae economy.

	domes for the underwater cities, and the various viewports for the ship's and installations used in space.		
Wasa' Luftuat (Water Lilies)	An abundant plant crop, the fruits are used for food and various liquor production, while the rest of the plant is used for nearly anything from clothing fibers to medicines Huge forests of this plant are found in the northern hemisphere of the planet, in water depths of nearly 100 meters, as the plant can grow long enough to reach the surface. As the fruit within the bottom fifty to sixty meters is not ripe enough to eat, typically only the top twenty to thirty meters of the plant is harvested each season.		A lucrative and abundant export for the Aruilaen economy.

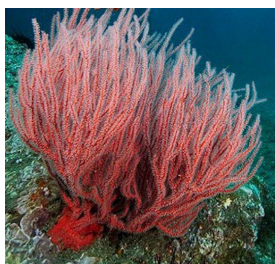
Food and Beverages

Fruit

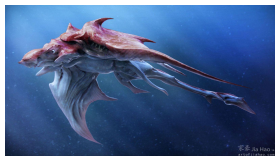
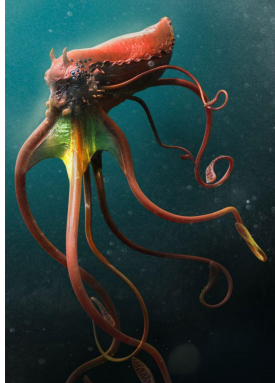
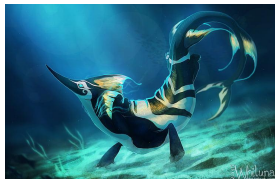
Name	Description	Image	Export
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Fu'a Tiafta' (Fire Tuber)	Found and farmed near the numerous hydrothermal vents on the vast ocean's bottom, these tubers are quite similar to the Earth potato. High in starches and other minerals, it is a main-dish staple for Aruilaen meals.		Stable foodstuff exported openly
D'agunfta' 'uat (Dragon berries)	Grown on the surface land of Aruila's Island continents, the Dragonberry is a sweet, juicy berry, roughly on par with Earth grapes.		Stable foodstuff exported openly.
Rukia Paa' (Roku Pear)	Another fruit grown primarily on the surface, it has the texture and sweetness similar to a ripe Earth pears.		Stable foodstuff exported openly
Tunasu Ba' 'uat (Tomato Berries)	A hearty fruit that has the bite and flavor similar to an Earth tomato. They were discovered in caves along the equatorial seas, using bioluminescent algae to grow.		Stable foodstuff exported openly
G'aasa' g'aan ftaant (Greater green bean)	A staple of the Aruila diet. Similar in vitamin content to Earth lima beans		Stable foodstuff exported openly
Ruthkx Paathh (Rocky Peach)	A sweet fruit that is encased by a hard shell. The shell itself was the seed, with the soft meat inside being accessed only once the shell is cracked open. Has the sweetness similar to Earth Peach.		Stable foodstuff exported openly
G'uuthha Ba' 'x (Groocha Berry)	The Groocha Berry is a rare delicacy, only available once a year. It is enjoyed during the Feast of the Gods.		Extremely rare foodstuff, only exported for Aruilaens

Vegetables

Name	Description	Image	Import/Export
			
			
			
			
T'ieant	Ground to spice food. It can be very fiery.		Not exportable.
			

Fish - Edible

Name	Description	Image	Export?
			
			
			
			
			
Ussa	A domestic pet		Export as Pets Not Eaten
Aghiaasuth hu'ta	Domestic pet, ridden like horses on earth		Domestic Pet Not exported

Beverages

Name	Description	Image	Export?
Bftiaa tkx 'ugka	Alcoholic % is 8.9%		Exported
Rag Cu'aft	A spicy spirit used in celebrations.		Exported
Ruta ghuna			
Gftathuaft Ghasa'	Natural water from Aruilaë.		No export except to Aruilaen's.

Trade

Name	Description	Image	Export
Ussa	A domestic pet		Export as Pets Not Eaten
			
			
			

			
Dilithium	Dilithium is an element , a member of the hypersonic series , primarily occurring as a crystalline mineral . It was a critical component of warp drive .		Exported
			
Bftiaa tkx 'ugka	Alcoholic % is 8.9%		Exported

Rag Cu'aft	A spicy spirit used in celebrations.		Exported
			
			
			

Currency



5 Coins and 7 notes

The word for Cents is Esquz.

Coins



1 Ona Esquz



5 Fu'a Esquz



10 Tan Esquz



25 Tghansx Fu'a Esquz



50 Fursx Esquz

Notes - What they class as notes are more like slips of metal.

1 Slali

3 Slali

5 Slali

10 Slali

20 Slali

50 Slali

100 Slali

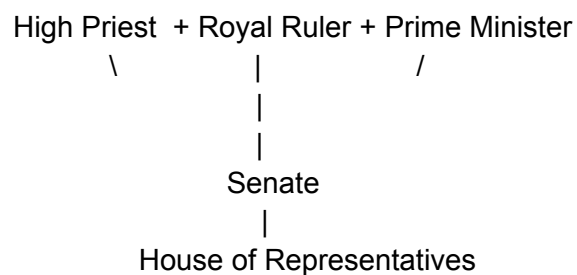
For Reference (Using Slali [100] notes)	
A loaf of bread that costs \$1 IRL:	2.09 Slali (2 Slali [100] and 9 Esquzs (1))
TYPICAL EXPENSES (MONTHLY)	
Food and misc:	1,317 Slali
Bills:	878 Slali
Rent:	1,150 Slali
Total:	3,344 Slali
INCOME (MONTHLY/ANNUAL)	
A low-paid worker income:	2,431 / 29,171 Slali
An average income:	1,605 / 19,261 Slali
A well-off income:	4,815 / 57,783 Slali
PROPERTY	
A house; cramped or rundown:	57,030 Slali
A comfortable, average house:	524,676 Slali
A "cheap" luxury house/mansion:	2,413,510 Slali
ADVENTURING/MISC	
1 night in a cheap motel:	84 Slali
1 night in a 2-star hotel:	191 Slali
A modest car price:	11,540 Slali
A week's travelling expenses; food, fuel, tickets, permits, etc:	187 Slali

Government



The government structure is a Triumvirate - King, High Priest, Elected Leader of Civilian Government

It goes like this:



Ministries:

Defense
Treasury
Agriculture
Transport
Culture
Trade
Public affairs

Social Structure



Social Divisions:

There are several social divisions-

Aristocracy - the Royal Family

King

Queen

Prince

Princess

Nobility - hereditary Nobility

Normal people - of various financial levels.

Family Structure:

The family dynamic is one of a pair, typically of opposite genders. Every two years, from the age of 100 the female will come into heat and, while the pair will usually mate for life, this permanent bond will only occur if they conceive a child during the first mating season that they are together.

Should that first mating not produce an offspring, the males will castrate themselves and die, releasing the female from the bond to find another mate.

While most cultures would see this as a barbaric practice, it is a deed that goes back several millennia, to when the females would kill and eat their mate, should he not impregnate her.

History



The Aruilaen recorded history goes back nearly 200,000 years (Earth calendar). The species evolved from various aquatic life and began to build their civilization, as it stands now, roughly 50,000 years ago.

Once they reached their industrial age, the level of technological and cultural advancements began to increase exponentially. While humans were starting to build the pyramids of Egypt, the Aruilaen were taking their first steps out among the stars.

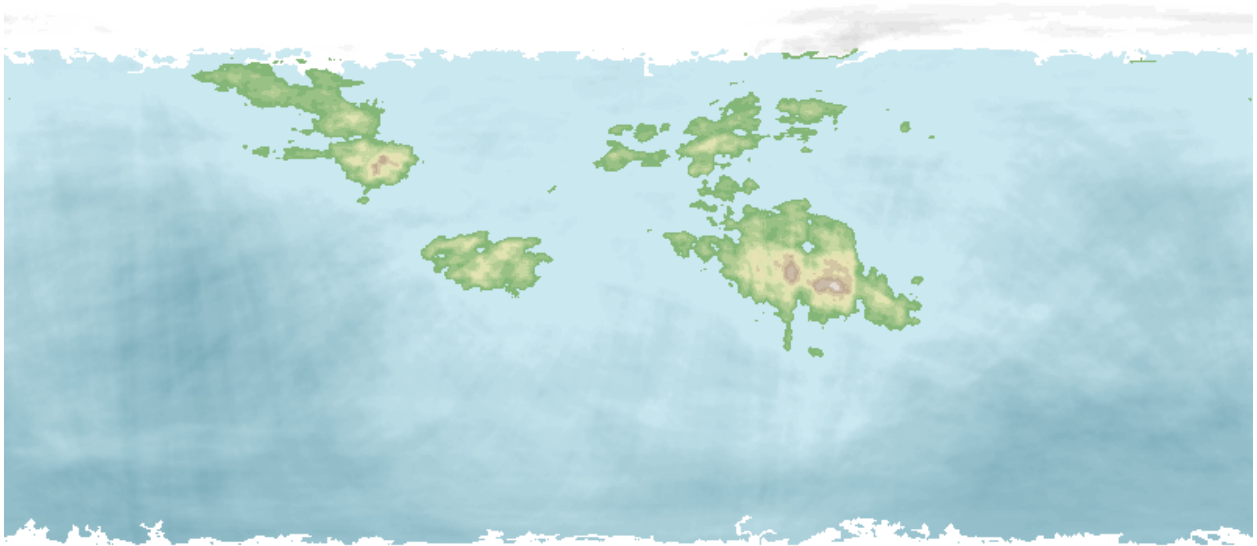
Less than one thousand years ago, they advanced enough to achieve warp drive. That was then that they realised that they weren't alone in the cosmos.

Like humans, they had their fair share of bumps in the road along the way. They went through several wars and skirmishes with other species that they encountered. They have a fairly strong space navy and have many bases throughout their system used as training areas and listening posts.

Their first contact with humans was in 2152, but they met the Vulcans, Klingons and Romulans centuries before this.

Geography





Specialised Locations

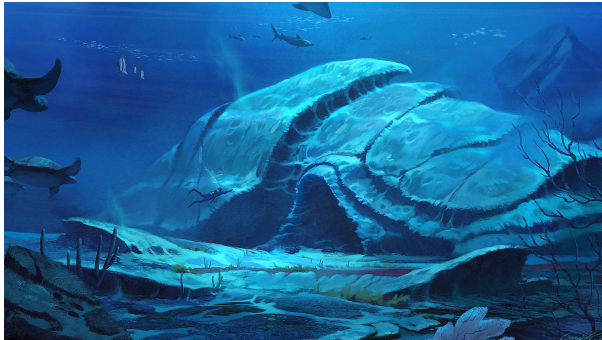
- Fire Trenches - These are scattered across the planet under the oceans. They are considered holy sites and the deceased are 'cremated' here. Around these trenches special coral grows, pieces of which are given to the deceased family after the cremation.



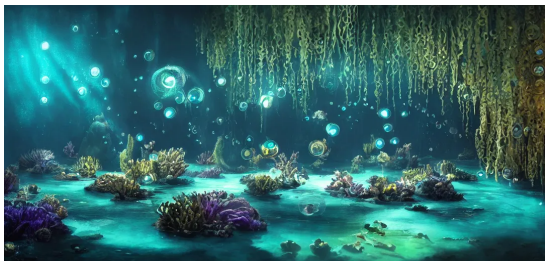
- Underwater Waterfalls



- The Haven - Where marriages take place

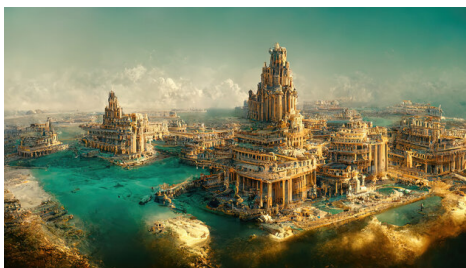


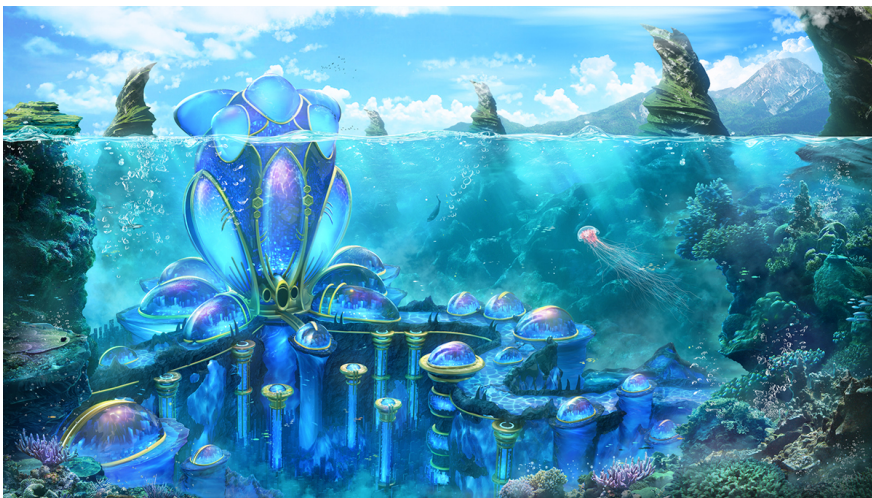
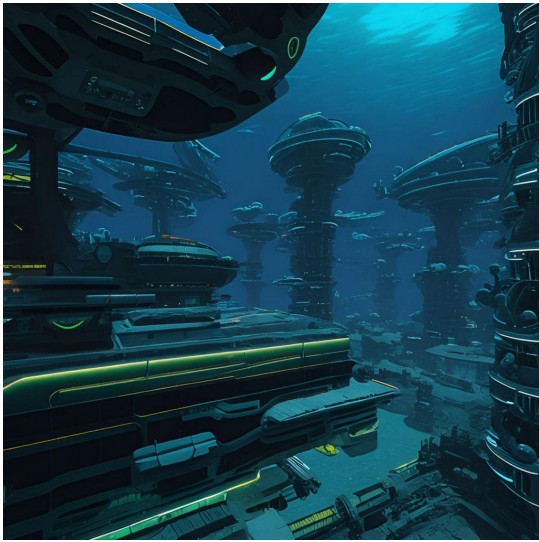
Exterior of Haven



Interior of Haven

Cities





Technology

They are at the same level of technology as the Federation.

They do however have certain tech that they use under the oceans of their world. While they can breathe and swim to great depths they also have mini submarines and underwater scooters to assist with transporting of materials and equipment. They also have submersibles for those offworlders who may visit.

One of the genius designs of their military fleet, they can operate water in the same fashion as if they were in space.

Military



While their military force is more a Defense Force, as they do not leave their system much, their military technological level is nearly on par with Starfleet. The defensive force, known as Home Fleet. It is made up of two dozen starships, ranging in size from the flagship, similar to a thu-deck starfighter carrier, four heavy cruisers, eight frigates, four torpedo patrol ships, two medical frigates, two heavy tugs, one communications Frigate, one mobile repair yard and one Diplomatic courier scout.

The Commander-in-Chief of the Home Fleet is the reigning monarch. If he or she is incapacitated, then control of the military will fall to the Defense Minister, then the highest ranked officer.

Ships and Facilities



(Note: the ship names given are the class names. Each vessel in that class has its own name.)

(Technical note: to eliminate confusion, all systems listed below will be described using their Starfleet counterpart)

1. Mu'nungtsa' Ssasuun (Morningstar Station) (Spacedock)



Classification: Space Dock

Category: Starbase

Class: Mu'nungtsa Ssasuun

Number Proposed: 3

Number Built: 1

Number in Service: 1

Number Lost: 0

Dimensions:

- Overall Dimensions in meters:

- Length: 3500m

- Width: 10,000m

- Height: 25,000m

- Displacement in metric tons

- Light: 4.9×10^{10} mt

- Standard: 5.9×10^{15} mt

- Full Load: 6.0×10^{17} mt

Performance:

- Primary Reactor Output: 2.8×10^{16} TW

- Secondary Reactor Output: 2.0×10^{15} TW

- Tertiary (Emergency) Reactor Output: 1.4×10^9 TW

Duration in Years:

- Standard: 50

- Maximum: 90

Standard Station Complement:

- Total: 150,659
- Officers: 23,100
- Enlisted: 85,000
- Warriors: 2,500
- Civilians: 40,059
- Emergency: +40,000

Tractor Beams: 20

- Tow Capacity: 1.51×10^6 mt
- Max Range: 9.5×10^9 km

Cargo Specifications:

- Standard Cargo Units: 120,000
- Cargo Capacity: 6.4×10^6 mt

Shuttlecraft Specifications:

- Docking Ports: 650
- Shuttlecraft Bays Total: 175
 - Small Bay: 90
 - Medium Bay: 40
 - Large Bay: 30
 - Super Bay: 15
- Shuttlecraft Standard: 1850
 - Workpods: 200
 - Travelpods: 110
 - Light Shuttle: 100
 - Standard Shuttle: 200
 - Heavy Shuttle: 100
 - Cargo Shuttle: 160
 - Troop Shuttles: 120
 - Starfighters: 860

Shield Rating:

- Holdoff Power: 2.4×10^{14} TW
- Refresh Rate: 8.5×10^{19} TW
- Breakdown Rate: 9×10^{19} TW
- Shield Dimensions:
 - Length: 4000m
 - Width: 14,000m
 - Height: 30,000m

Weapons:

- Beam (Phasers) Total: 210 banks, 3 each
 - Output: 6.0×10^{12} GW / 3.0×10^{12} GW
 - Range: 2.9×10^{18} km
 - Rate of Fire: 25ppm/Cont.
- Beam (Megaphasers) Total: 35 banks, 2 each

- Output: 3.4×10^{11} GW / 1.7×10^{11} GW
- Range: 1.1×10^5 km
- Rate of Fire: 10ppm/Cont.
- Plasma (Disruptors) Total:10 banks, 1 each
 - Output: 2.7×10^{19} GW
 - Range: 1×10^4 km
 - Rate of Fire: 8ppm/Cont.
- Torpedos (Photon) Total: 30 Bay, 2 each
 - Stock: 8500
 - Range: 2.6×10^6 km
 - Output: 15 - 60 Megatons
 - Rate of Fire: 15spm

2. Othaaan Matsa' (Ocean Master) (Carrier Flagship)



Classification: Carrier
Class: Othaaan Matsa'

Dimensions

Overall Dimensions:

- Length: 972.5m
- Width: 180.3m
- Height: 303.2m

Displacement: 624,936.49mt

Ship Compliment: 1756

- Officers (not incl. pilots): 150
- Enlisted: 1000
- Warriors: 500
- Starfighter Crew: 106

Duration:

- Refit: 5 years
- Expected Life: 30 years

Optimum Speed: Warp 5

Max Cruising Speed: Warp 8.4

Emergency Speed: Warp 9

Maximum Speed: Warp 9.3

Destructive Speed: Warp 9.6

Weapons

- Phasers: 10 banks, 2 emitters each
 - Phasers Output: 5.0×10^{11} GW / 2.5×10^{11} GW Cont.
- Disruptors: 4 emitters
 - Disruptor Output: 3.0×10^9 GW / 1.5×10^9 GW Cont.
- Photon Torpedos: 100
 - Launch Tubes: 2 Fore, 2 Aft
 - Torpedo Yield: 10 - 36 Megatons
 - Torpedo Range: 4×10^5 km

Defensive Systems

- Shields
 - Length: 980m
 - Width: 187m
 - Height: 307m
- Ablative Armor
- ECM: Cloaking Device

3. T'ugans (Trident) (Heavy Cruiser)



Classification: Heavy Cruiser
Class: T'ugans

Dimensions

Overall Dimensions:

- Length: 565.3m
- Width: 97.4m
- Height: 51.7m

Displacement: 471,201mt

Ship Compliment: 920

- Officers: 70
- Enlisted: 700
- Warriors: 200

Duration:

- Refit: 5 years
- Expected Life: 25 years

Optimum Speed: Warp 5
Max Cruising Speed: Warp 8.0
Emergency Speed: Warp 8.9
Maximum Speed: Warp 9.1
Destructive Speed: Warp 9.0

Weapons

- Phasers: 12 banks, 2 emitters each
 - Phasers Output: 4.0×10^{11} GW / 2.0×10^{11} GW Cont.
- Disruptors: 6 emitters
 - Disruptor Output: 3.0×10^9 GW / 1.5×10^9 GW Cont.
- Photon Torpedos: 200
 - Launch Tubes: 2 Fore, 1 Aft
 - Torpedo Yield: 10 - 36 Megatons
 - Torpedo Range: 4×10^5 km

Defensive Systems

- Shields
 - Length: 570m
 - Width: 100m
 - Height: 55m
- Ablative Armor
- ECM: Cloaking Device

4. Ssung'ax (Stingray) (Frigate)



Classification: Frigate
Class: Ssung'ax

Dimensions

Overall Dimensions:

- Length: 295.6m
- Width: 174.3m
- Height: 46.3m

Displacement: 163,000mt

Ship Compliment: 310

- Officers: 20

- Enlisted: 210
- Warriors: 80

Duration:

- Refit: 5 years
- Expected Life: 20 years

Optimum Speed: Warp 5

Max Cruising Speed: Warp 8.0

Emergency Speed: Warp 8.8

Maximum Speed: Warp 9.0

Destructive Speed: Warp 9.1

Weapons

- Phasers: 4 banks, 2 emitters each
 - Phasers Output: 4.0×10^{11} GW / 2.0×10^{11} GW Cont.
- Disruptors: 2 emitters
 - Disruptor Output: 3.0×10^9 GW / 1.5×10^9 GW Cont.
- Megaphaser Cannon: 2 banks, 1 emitter each
 - Megaphaser Output: 4.2×10^3 GW / 2.1×10^3 GW Cont.
- Photon Torpedos: 75
 - Launch Tubes: 1 Fore
 - Torpedo Yield: 10 - 36 Megatons
 - Torpedo Range: 4×10^5 km

Defensive Systems

- Shields
 - Length: 300m
 - Width: 180m
 - Height: 50m
- Ablative Armor
- ECM: Cloaking Device

5. Rulla' (Ripper) (Torpedo Patrol)
(Note, dorsal view given to show torpedo launch to scale)



Classification: PT Destroyer

Class: Rulla'

Dimensions

Overall Dimensions:

- Length: 270.5m
- Width: 180.4m
- Height: 36.7m

Displacement: 176,005mt

Ship Compliment: 300

- Officers: 20
- Enlisted: 200
- Warriors: 80

Duration:

- Refit: 5 years
- Expected Life: 20 years

Optimum Speed: Warp 4

Max Cruising Speed: Warp 6

Emergency Speed: Warp 8

Maximum Speed: Warp 9.05

Destructive Speed: Warp 9.10

Weapons

- Phasers: 6 banks, 2 emitters each
 - Phasers Output: 4.0×10^{11} GW
- Photon Torpedos: 100
 - Launch Tubes: 1 Fore, 1 Aft
 - Torpedo Yield: 10 - 36 Megatons
 - Torpedo Range: 4×10^5 km

Defensive Systems

- Shields
 - Length: 275m

- Width: 185m
- Height: 40m
- Ablative Armor

6. Sara Ha'ftu' (Safe Harbor) (Medical Frigate)



Classification: Mobile Hospital
Class: Sara Ha'ftu'

Dimensions

Overall Dimensions:

- Length: 340m
- Width: 95.3m
- Height: 100m

Displacement: 50,000mt

Ship Compliment: 300

- Officers: 15
- Enlisted: 200
- Doctors: 30
- Nurses: 55

Treatment Details:

- Beds: 150
- Surgical Suites: 5

Duration:

- Refit: 3 years
- Expected Life: 10 years

Optimum Speed: Warp 4

Max Cruising Speed: Warp 5

Emergency Speed: Warp 8

Maximum Speed: Warp 9.0

Destructive Speed: Warp 9.1

Weapons

- Phasers: 2 banks, 2 emitters each
- Phaser Output: 2.0×10^5 GW / 1.0×10^5 GW

Defensive Systems

- Shields
 - Length: 345m
 - Width: 100m
 - Height: 110m
- Ablative Armor: double layer
- Priority Shield Generators: 3
 - Generator Output: 4.6×10^3 TW

Supplementary Craft:

- Light Medical Shuttles: 6
- Medium Medical Shuttles: 6
- Heavy Medical Shuttles: 4

7. Othaan Sunga' (Ocean Singer) (Communications Frigate)



Classification: Communications Frigate

Class: Othaan Sunga'

Dimensions

Overall Dimensions:

- Length: 290.6m
- Width: 180.3m
- Height: 70.3m

Displacement: 35,675mt

Ship Compliment: 95

- Officers: 10
- Enlisted: 85

Duration:

- Refit: 5 years
- Expected Life: 22 years

Optimum Speed: Warp 5

Max Cruising Speed: Warp 8.0

Emergency Speed: Warp 8.8

Maximum Speed: Warp 9.0

Destructive Speed: Warp 9.1

Weapons

- Phasers: 2 banks, 2 emitters each
 - Phasers Output: 4.0×10^{11} GW / 2.0×10^{11} GW Cont.
- Photon Torpedos: 75
 - Launch Tubes: 1 Aft
 - Torpedo Yield: 10 - 36 Megatons
 - Torpedo Range: 4×10^5 km

Defensive Systems

- Shields
 - Length: 300m
 - Width: 185m
 - Height: 75m
- Ablative Armor
- ECM: Cloaking Device

Supplemental Systems:

- Communications Jammer: 1
 - Power Output: 5.7×10^4 TW
- Communications Booster: 1
 - Power Output: 6.1×10^3 TW

8. Othsuliat (Octopus) (Heavy Tug)



Classification: Heavy Tug
Class: Othsuliat

Dimensions

Overall Dimensions:

- Length: 194.6m
- Width: 63.2m
- Height: 80.6m

Displacement: 160,000mt

Ship Compliment: 15

- Officers: 3
- Enlisted: 12

Duration:

- Refit: 5 years
- Expected Life: 20 years

Optimum Speed: Warp 4

Max Cruising Speed: Warp 5

Emergency Speed: Warp 7

Maximum Speed: Warp 8.8

Destructive Speed: Warp 9.1

Weapons

- Phasers: 1 banks, 2 emitters each
 - Phasers Output: $2.0 \times 10^3 \text{TW}$ / $1.0 \times 10^3 \text{TW}$ Cont.

Defensive Systems

- Shields
 - Length: 200m
 - Width: 65m
 - Height: 85m

9. Saa Sl'usa (Sea Sprite) (Diplomatic Courier Scout Ship)



Classification: PT Destroyer

Class: Rulla'

Dimensions

Overall Dimensions:

- Length: 225m
- Width: 112.6m
- Height: 36.7m

Displacement: 45,000mt

Ship Compliment: 67

- Officers: 5
- Enlisted: 50
- Warriors: 5
- Ambassador: 1
- Diplomatic Staff: 6

Duration:

- Refit: 3 years
- Expected Life: 25 years

Optimum Speed: Warp 4

Max Cruising Speed: Warp 6

Emergency Speed: Warp 8

Maximum Speed: Warp 9.05

Destructive Speed: Warp 9.10

Weapons

- Phasers: 3 banks, 2 emitters each
 - Phasers Output: 4.0×10^{11} GW / 2.0×10^{11} GW

Defensive Systems

- Shields
 - Length: 230m
 - Width: 118m
 - Height: 40m
- Ablative Armor

10. Saa Shala'g (Sea Shepard) (Mobile Repair Yard)



(Note: While there are two separate vessels shown, they work in tandem as one)

Classification: Mobile Repair Yard

Class: Saa Shala'g

Dimensions

Overall Dimensions:

- Length: 640.6m
- Width: 210.2m
- Height: 125.7m

Displacement: 2,605,000mt

Ship Compliment: 200

- Officers: 20
- Enlisted: 180

Duration:

- Refit: 2 years
- Expected Life: 15 years

Optimum Speed: Warp 2

Max Cruising Speed: Warp 4

Emergency Speed: Warp 6

Maximum Speed: Warp 7.1

Destructive Speed: Warp 7.15

Weapons

None

Defensive Systems

- Shields
 - Length: 645m
 - Width: 215m
 - Height: 130m
- Ablative Armor

11. Pu'anha (Piranha) (Starfighter)



Classification: Starfighter

Class: Pu'anha

Dimensions

Overall Dimensions:

- Length: 8.4m
- Width: 18m
- Height: 3m

Displacement: 120mt

Crew: 2 (Pilot and ECM Operator)

Duration:

- Refit: 1 year
- Expected Life: 40 years

Optimum Speed: Warp 2

Max Cruising Speed: Warp 2.6

Emergency Speed: Warp 3

Max Emergency Speed: 3.2

Destructive Speed: 3.9

Weapons

- Pulse Phaser Cannon: 2 banks, 2 emitters each
 - Cannon output: $2.4 \times 10^2 \text{W}$ / $1.2 \times 10^2 \text{W}$ Cont.
- Mini-Torpedo: 12
 - Launchers: 2 Fore

Defensive Systems:

- Shields
 - Length: 10m
 - Width: 20m
 - Height: 5m
- Ablative Armor

Ranks

<u>Rank</u>	<u>Fed Equivalent</u>	<u>Image</u>
<u>Enlisted/NCO</u>	<u>Enlisted/NCO</u>	<u>Enlisted/NCO</u>
P'u'asa	Private	
P'u'asa Fu'ts Cftatt	Private First Class	
Lantha Cu'lu'aft	Lance Corporal	
Cu'lu'aft	Corporal	

Sa'gaans	Sergeant	
Sa'gaans Fu'ts Cftatt	Sergeant First Class	
Sa'gaans Mashu'	Sergeant Major	
<u>Line Officers</u>	<u>Line Officers</u>	<u>Line Officers</u>
Entugn	Ensign	
Luaiasanans (shianuu' g'aga)	Lieutenant JG	
Luaiasanans	Lieutenant	
Luaiasanans Cunnanga'	Lieutenant Commander	
Cunnanga'	Commander	
Calsaun	Captain	
<u>FLAG Officers</u>	<u>FLAG OFFICERS</u>	<u>FLAG OFFICERS</u>
Cannugu'a	Commodore	
Raa' Agnu'aft	Rear Admiral	
Vutha Agnu'aft	Vice Admiral	
Agnu'aft	Admiral	

Religion/Spirituality



There is a High Priest of the Pantheon, he oversees the priests of the various gods. The head priests of these orders form the Religious council. And the High priest is selected from within this council known as Raftuguuiat Cuianthuff.

The Pantheon of 19 deities is divided into two sections. Council and Minor deities

<u>Deity Name</u>	<u>Sphere of Influence</u>	<u>Position</u>	<u>Aspects</u>
Therunto	God of Oceans and Waterways - Husband of Bretanna	King of the Gods	This god of oceans takes the form of a young man. He is very tall and has a masculine build. He has wavy, mauve hair worn in a style that resembles a horse's mane. His large eyes are blue. His outfit incorporates pentagon designs, and is that of a soldier. His skin is like that of a dolphin. He carries a folio
Bretanna	Goddess of Weather– Wife of Therunto	Queen of the Gods	is divinely beautiful, with dark skin, waist length, black hair, and eyes the colour of bright emeralds. She is medium height and willowy, and often looks sly. She usually wears simple clothes dyed medium green.
Wadtrolla	Goddess of Wisdom	Council member	One of the smaller stature among the pantheon, Wadtrolla tends to think about situations more than acting. Though, when she does, those actions are quick and decisive. She is always adorned with a golden breastplate and visored helmet. She is armed with a quarterstaff.
Stanlokto	God of the Sky and Stars	Council Member	The God of Sky and Stars is blindingly beautiful, with fair skin, short, swirling medium brown hair, and eyes the colour of summer sky. He is tall and of average build, and sometimes seems very sad. He usually wears little clothing, dyed pale gold. He is also associated with souls and youth. He is often worshipped by the poor. His large numbers of followers can be primarily distinguished by the symbols they wear. There are a small number of statues of him in most cities.
Dmalltona	Goddess of Love and Passion	Council Member	This eccentric goddess of romance takes the form of an adult woman. She has a thin build. Her almond-shaped eyes are green. She has white skin. She is usually portrayed as wearing an unusual costume that is mostly ivory in colour. She also wears a mask. She carries a throwing star. She can create - or destroy - love.
Fralt	God of War and Battles	Council Member	The God of Warriors is extremely beautiful, with dark skin, long, gold hair, and eyes the colour of fire opals. He is very tall and willowy, and is always smiling. He usually wears rich robes dyed beige. His few, but dedicated followers can be primarily distinguished by the symbols they wear. There are more than a few altars dedicated to him just outside of cities.
Shreewasa	Goddess of Medicine and Healing	Council Member	This amiable goddess of healing takes the form of a young woman. She is very short and has a thin build. She has no hair, but instead her head is covered in feathers. Her wide eyes are grey. She has blue skin covered in moving writings. Her outfit is that of a doctor, incorporates triangle designs, and it is mostly blue in colour. She carries a magnifying glass. She can heal any wound or injury.

Vronto	God of Death and the Underworld	Council Member	This extraverted god of death takes the form of a teenage boy. He has a lean build. He has curly, black hair worn in a style that resembles a monk's cowl. His narrow eyes are magenta. He has tan skin. He is usually portrayed as wearing a dignified suit of armour made from the bones of an ancient monster. He carries a man-catcher. He can slay anyone with a touch.
Zephnus	God of Law, Justice and Order	Council Member	This god of law takes the form of a mature man. He is very tall and has an angular build. He has white hair. His eyes are strangely piercing. His body is covered in turquoise scales. His outfit is that of a scribe, incorporates sword designs, and it is mostly peach-coloured in colour. He also wears a helm. He carries a cube.
Xumes	Goddess of the Hunt	Minor Deity	This organised goddess of the hunt takes the form of an adult woman. She is inhumanly tall and has a graceful build. She has brown hair worn in a simple style. Her eyes are strangely cat-like. She has light-coloured skin. She is usually portrayed as wearing an attractive suit of armour (which incorporates pentagon designs) and a brooch. She carries a blowgun. She has four arms. She has a pair of bird-like wings. She can track anything or anyone. She sometimes takes the form of any animal that is a great hunter.
Soarr	God of Peace, Victory and Dance	Minor Deity	The God of Peace, Victory and Dance, is an exotic beauty, with very pale skin, long, swirling flaming red hair, and eyes the colour of garnets. He is medium height and slightly plump, and seldom smiles. He usually wears stylized armour dyed beige. He is also associated with thieves. He is often worshipped by village folk. His surprisingly numerous followers can be primarily distinguished by their jewellery.
Bateus	God of Truth	Minor Deity	This god of truth takes the form of an elderly man. He has a graceful build. His deep-set eyes are grass-green. He has white skin. His outfit is made from thought itself, and is that of a troubadour. He carries a bow. He can cause anyone to tell the truth.
Avharth	God of Messengers	Minor Deity	The God of Messengers is quite beautiful, with tanned skin, waist length, rippling gold hair, and eyes the colour of summer sky. He is very tall and solidly built, and often appears angry. He usually wears a cloak dyed dark brown.
Xamera	Goddess of the Moons	Minor Deity	This aggravated goddess of the Moons takes the form of a young woman. She has a voluptuous build. She has wavy, sapphire hair worn in a style that resembles a comet's trail. Her round eyes are apricot-coloured. She has red skin. She is usually portrayed as wearing a strange uniform that is mostly midnight black in colour. She also wears various amulets. She carries a disc. She has catlike eyes. She can bestow or take good fortune.
Nartiz	God of Dawn	Minor Deity	The God of Dawn is surprisingly plain, with fair skin, short, bright red hair, and eyes the colour of dark rubies. He is tall and slightly plump, and has a faraway expression. He usually wears simple robes dyed red-violet.
Orusia	Goddess of Night	Minor Deity	This goddess of night takes the form of a mature woman. She has a narrow build. She has wavy, brown hair worn in a style that resembles a crown. Her almond-shaped eyes are beige. She has black skin. She is usually portrayed as wearing a risque suit of armour made from animal skins. She carries a holy icon
Chiatha	Goddess of Nature	Minor Deity	The Goddess of Nature, is very plain, with very pale skin, long, wavy red-gold hair, and eyes the colour of stormy seas. She is very tall and willowy, and looks somewhat malicious. She usually wears simple robes dyed black and dark violet. She is also associated with shame and the desert. She is often worshipped by village folk. Her almost fanatical followers can be primarily distinguished by their secret language. There are a small number of carvings of her in most cities.
Anaos	God of Wind	Minor Deity	The God of the Wind is shockingly beautiful, with ashen skin, shoulder length, flowing red-gold hair, and eyes the colour of moonlight. He is average height and very muscular, and is usually laughing. He usually wears rich robes dyed pale yellow and dark brown.

