ALIEN SPECIES

Most alien species are humanoid and many species can interbreed despite evolving on different planets (don't question the space opera!). The Federation's laws grant all sentients, including artificial sentients like artifolk, the same civil rights and legal protections.

The most common species, other than humans, in the Academy are the following:

Artifolk (also known colloquially as "Androids") - Artifolk come in many colors, materials, sizes, and more or less human shapes. Artifolk are produced by other artifolk or by various not-for-profit and for-profit companies. Most artifolk are raised by individual parents or by corporate surrogate parent groups. The Federation enlists and trains many artifolk, especially in its engineering corps. Their resistance to radiation and tolerance for vacuum and low pressure situations are highly useful in diagnosing and repairing problems in the field.

Dwari - The Dwari are a newly contacted species that have recently been granted membership into the Federation. They are humanoid and tend to be slightly shorter than humans. All genders of Dwari pride themselves on their prolific and immaculately groomed facial hair.

GiyGiy (pronounced "Jee Jee" and sometimes abbreviated GG) - While marked by the feathers of their flying ancestors, the GiyGiy long ago adapted to a grounded existence. They retained, however, a skill for 3D spatial orientation that is very helpful in zero-G.

Kina'Kar - The feline Kina'Kar come from a highly scientific and logical culture. Other cadets may have some difficulties communicating with the Kina'Kar at the Academy due to their traditional modes of emotional expression. All cadets are expected to remain respectful and learn to work together regardless of any cultural confusion.

Saurapin (colloquially referred to as "Lizard People") - The Saurapin are best known to humans as the first alien species to contact humanity. They are able to shape shift into more human forms and observed humans for many generations before Earth reached for the stars. While less numerous than humans, Saurapin were one of the founding species and today's young Saurapin cadets are a great asset to the Federation.

Verantir - Most Verantir belong to the Verantian Empire, but several worlds opted to join the Federation during the Bantog Peace Talks and remain loyal citizens to this day. Verantir culture prizes strength, discipline, and physical combat training, so many Verantir cadets will be significantly ahead of their fellows in the martial arts. Verantir tend to be physically stronger than humans and unlike humans do not naturally grow hair on their heads.

Officer Training Materials:

Helm

Interplanetary Federation SpaceForce

Issued to:

Cdt. P. Cristatus

Name: P. Cristatus
Species: GiyGiy
Age: 22
Assigned Team: Blue
Assigned Station: Helm

About the Cadet:

Like all GiyGiy you grew up on the ground but you've dreamed of flying your whole life. Some of your family understood and some didn't… the GiyGiy affinity for 3D thinking isn't as universal as other species believe it to be. You've never been all that great at 3D thinking (you're no worse than the average human), but you wanted to fly so badly and spots in the Academy were so competitive… in the end you suspect the common perception of GiyGiy gave you a little leg up.

Instead of having an innate gift you've trained secretly. You put in hundreds and hundreds of extra hours on computer simulations to reach a level of proficiency people seem to think you should naturally inherit. You're good and you know you've earned it. It gets frustrating sometimes when people write it off as talent. On the other hand, soon you're going to get to fly real ships in space, which is the goal you've been working toward for years!

Portraying the Character:

You're good and you know it. You also know that your skill came from hard work, not talent. If people point to your species as the source of your good flying you should definitely let them know how wrong that is. Also when intensely focused or in a stressful situation, GiyGiy frequently make adorable squeaky bird sounds.

Costuming: Wear a solid colored blue shirt. The exact shade of blue isn't important.

GiyGiy look mostly like humans. If you want to work some feathers or other bird-like features into your costume, go for it. It's entirely optional based on how much you want to do. You're the only GiyGiy in the game, so whatever you do is right!

About the Other Cadets:

L. Finnegan - The blue team captain, Cadet Finegan is human and comes from a long line of Federation brass. They seem to have taken an immediate liking to you, which is kind of creeping you out.

V. Sparks - The blue team communications officer, Cadet Sparks is human and seems kind of depressed. You expected most of the Cadets to be in top form for testing, so something must be really wrong in their life.

T. Meyer - The blue team science officer, Cadet Meyer is human and seems super excited about training. They are a bit high energy for you.

M. Wogura - The blue team weapons officer, Cadet Wogura is a Verantir and rather over eager to be shooting things. You're going to have to coordinate closely with them to get the ship in the right positions for targeting, so their jumpiness is worrying you.

A. Yurdabek - The blue team engineer, Cadet Yurdabek is a Dwari (the first you've met in person). They seem very competent. You understand that they are working a station almost entirely filled by artifolk in the fleet, but if they can do the job you don't see a problem with that.

The Yellow Team: You've heard that Cadet Alvarado, the captain of the yellow team, is a real hot-head who's prone to making dangerous snap judgments. You're glad you're not working under them.

Humanity and the Interplanetary Federation

Many generations ago humanity reached for the stars and discovered that they were far from alone in the universe. Other species of sentient aliens live all around us, but hid their activities from non-star fairing cultures.

Once humanity developed faster than light drives, they began to meet and befriend friendly species and clash with less friendly ones. Human settlement and the associated terraforming technology that humans use to make worlds hospitable grew in leaps and bounds. Soon the human colonies spanned a hundred worlds and were beginning to bump into the territories of other civilizations.

This is when the **Interplanetary Federation** formed, to bind together the first 125 worlds, many human and some not, for mutual protection and trade. Individual worlds retain their own cultures and administration, but share a single interplanetary force that explores and protects the civilization.

Some species, like the **Saurapin** and **Kina'Kar** joined the Interplanetary Federation and traded peacefully with the humans. Individual aliens even immigrated to human worlds and began to form a stable part of human society. Humans developed **artifolk** and over several hundred years artifolk reached a level of sophistication that lead to them being recognized as persons, with all the legal rights of other species. Artifolk make up about 10% of the population of the human worlds and coexist peacefully with humans and other alien species.

Some species do not get on peacefully with humans. Territory disputes with the **Verantir** were ongoing and violent for more than two hundred years before a stable border was agreed upon during the Bantog Peace Talks 50 years ago. Some humans are still wary of the Verantir. Currently the peace is holding and ongoing treaty talks are held each year along the border to address grievances and keep the civilizations from returning to open conflict.

The Interplanetary Federation follows Saurapin traditional laws when it comes to contacting young civilizations. When a species develops space flight they're carefully monitored and when they develop faster than light travel they're contacted by Federation Agents and welcomed into the interstellar community. Many young worlds, like those of the **GiyGiy** and **Dwari** are offered a place in the Interplanetary Federation and most accept.

There are some species, like the hyper-aggressive **Kraliens**, who have never honored calls to diplomacy. The Kraliens have conquered several other civilizations, including the **Argonians** and **Torgoth** and often force them to participate in their raids. Scientific outposts in the distant corners of the Interplanetary Federation, especially those positioned in remote areas studying strange local phenomenon, often have problems with Kralien incursions and occasionally supply shipments are destroyed. Opportunistic **Skaraan** pirates are problematic as they often travel near Kralien fleets. There are also many sections of space categorized as Federation territory which are largely unpopulated and have been poorly explored.

This is where the **Federation SpaceForce** comes in. They keep the peace, monitor young worlds and protect them from the interference of other space fairing species, explore Federation territory, and identify threats to Federation worlds and outposts. The SpaceForce is recruited from all the Interplanetary Federation worlds and trained in the **Federation Academy** on Earth. About half of Cadets are human (the same as the general population) and the others are various alien species that make up the rest of the Federation worlds.

You are one of these bright young souls who aims to join the ranks of the SpaceForce and make the Federation a better and safer place.