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.

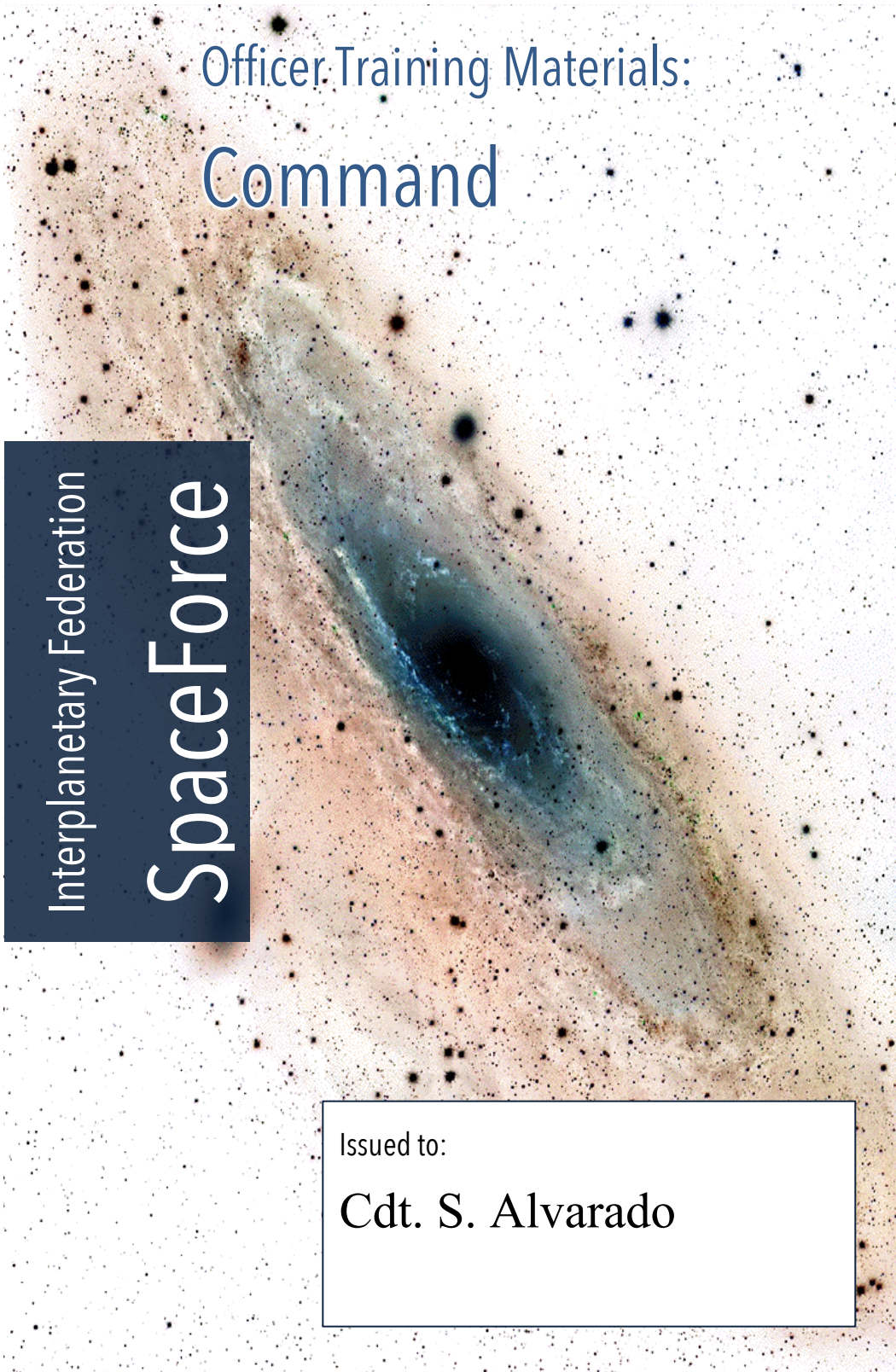
Dwari - The Dwari are a newly contacted species that have recently been granted membership into the Federation. They are humanoid and tend to be slightly shorter than humans. All genders of Dwari pride themselves on their prolific and immaculately groomed facial hair.

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.



Name: S. Alvarado
Species: Human
Age: 19
Assigned Team: Yellow
Assigned Station: Captain

About the Cadet:

You grew up a farm-kid but you've always dreamed of the stars. You knew you were smarter and more charismatic than the other yokels in the middle-of-nowhere rural town you grew up in and you were going to prove it the first chance you got. Through a combination of natural brilliance, bravado, and persistence you got yourself accepted into the Academy and you don't intend to stop until you're a real starship captain or maybe even a fleet admiral. You have the natural leadership skills and the brains and, damn it, you're going to use them to prove to everyone that you're a hell of a lot more than just some dirt-pusher.

You're best friend growing up was L Sigrn'tarr. Their mother was the town doctor and they've always been the patient one of the two of you. Sometimes they had to talk you down as kids when you were too eager to execute childish, and somewhat dangerous, plans. You trust their judgment and you're glad that they're here at the academy with you, but you're also sure you could get along fine without their advice. You're grown up now, and you know what you're doing!

Portraying the Character:

You are a natural leader and you're great at making snap decisions. You don't need to ask anyone for advice, although you'll take L's advice grudgingly if they offer it. You know what you're doing and your plans couldn't possibly go wrong!

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

About the Other Cadets:

J. Cooper - The yellow team communications officer, Cadet Cooper is a Saurapin and they've been awfully down the last few months. See if you can push them past whatever's upsetting them.

"L" Sigrn'tarr - The yellow team science officer, Cadet Sigrn'tarr is a Kina'Kar and has been your best friend since childhood. They're very calm and patient… and is about the only person you're willing to take back talk and advice from.

M. Omiata - The yellow team helms-person, Cadet Omiata is human and a bit cocky. As far as you can tell they're an okay pilot, but they're a coddled child from a rich family and seems to think that exempts them from following orders, which is total BS.

N. Ward - The yellow team weapons officer, Cadet Ward is human and very soft spoken. You could hardly get a word out of them last time you tried to talk to them about targeting strategy. They've got good reflexes though and listen to orders well enough. You may need to encourage them to speak up with critical information, because they'll need to be heard over the bustle of the bridge!

P. Tanaka - The yellow team engineer, Cadet Tanaka is artifolk and a good engineer. They behave a bit weirdly but you can probably ignore their quirks unless they seriously get in the way of communicating with your team.

The Blue Team: You've heard that the captain of the blue team, Cadet Finnegan, is from a long line of top brass. You're sure that your talent is better than their "bloodline" and you're going to do your best to push your team to outperform the blue team at every turn to prove it!

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.