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.

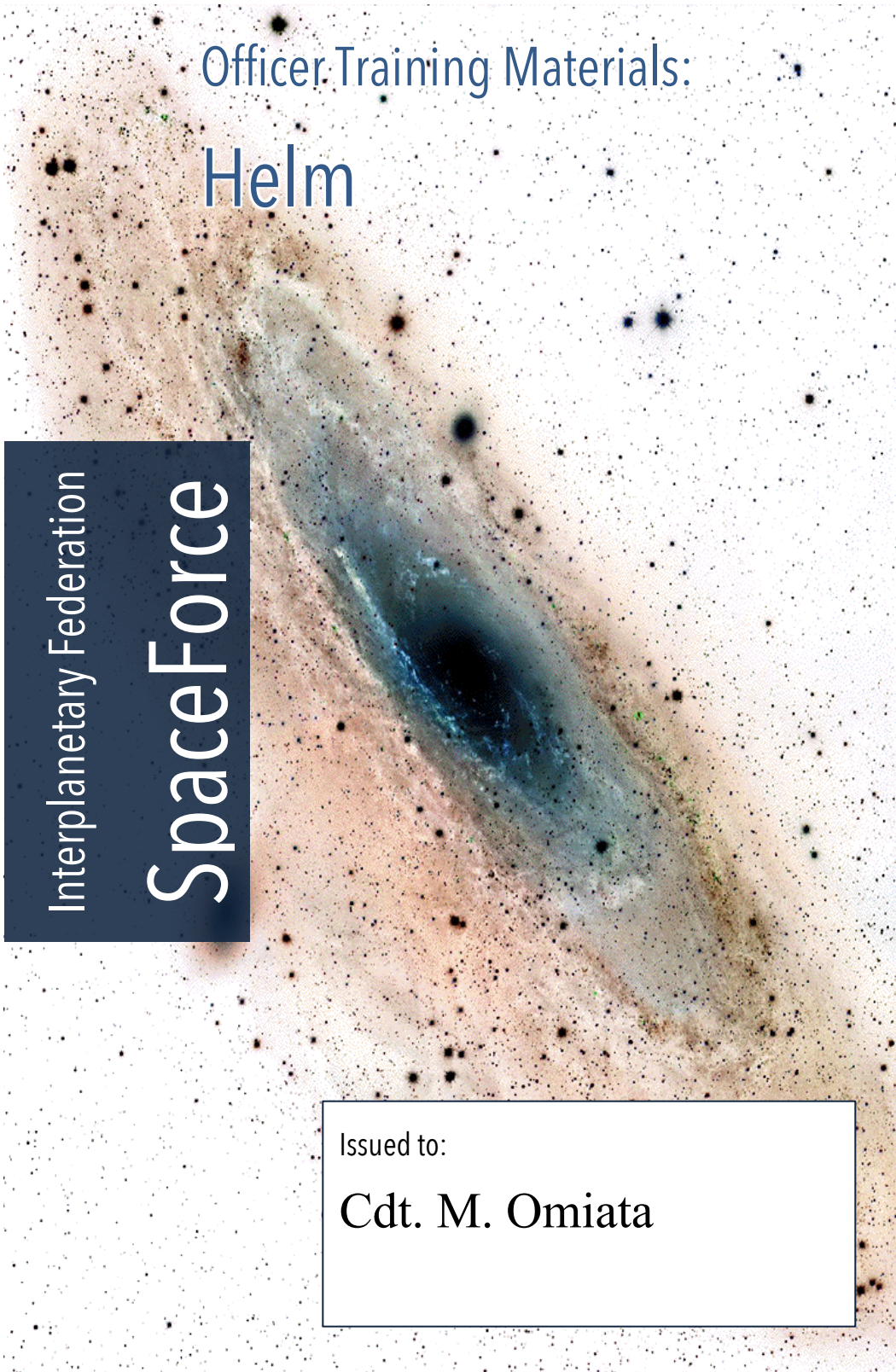
Dwari - The Dwari are a newly contacted species that have recently been granted membership into the Federation. They are humanoid and tend to be slightly shorter than humans. All genders of Dwari pride themselves on their prolific and immaculately groomed facial hair.

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: M. Omiata
Species: Human
Age: 19
Assigned Team: Yellow
Assigned Station: Helm

About the Cadet:

You grew up in a wealthy household and have always had access to the best tutors. You've wanted to be a pilot since you could walk and your family had the money to make sure you were educated accordingly. When other kids were drawing chalk diagrams on the sidewalk you were learning to fly airplanes. You got your in-air pilot's license at 12 and got a small shuttle for your 13th birthday. By 14 you were up in zero-G, flying loops around people twice your age.

You joined the Academy to fly real starships (even your family's money doesn't stretch to buying battlecruisers!) but the whole process of studying here is a little superfluous. You already know everything you need to know about flying and the command structure is ridiculous. You're going to shine in spite of all this nonsense. You know what you're doing here and things should be fine as long as the rest of these idiot cadets don't hold you back.

Portraying the Character:

You are a great pilot and you'll do an awesome job as long as the rest of the team doesn't manage to screw things up. Your captain is a bit of a joke, but you need to at least pretend to listen to them and you aren't sure if you trust the engineer. Be sure to be loud and demanding if you think that artifolk weirdo isn't giving you the power to fly the ship properly. For that matter, be loud and demanding if you think anyone else on the crew is getting in your way.

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

About the Other Cadets:

S. Alvarado - The yellow team captain, Cadet Alvarado is human and has an ego the size of a small moon. You heard somewhere that their whole family are dirt-farmers, so you highly doubt they know jack squat about captaining a star ship.

J. Cooper - The yellow team communications officer, Cadet Cooper is a Saurapin and seems distracted at best. You don't know what the heck their problem is, but it better not cut into your ability to fly this ship!

L. Sigrn'tarr - The yellow team science officer, Cadet Sigrn'tarr is a Kina'Kar and seems like the only level headed one here. Maybe they can keep the others on track.

N. Ward - The yellow team weapons officer, Cadet Ward is human and barely speaks. You have no idea how someone so timid ended up in charge of the guns.

P. Tanaka - The yellow team engineer, Cadet Tanaka is artifolk and constantly speaks in the third person. It's... creepy and you aren't sure you trust them to keep the ship afloat.

The Blue Team: You kind of wish you'd been put on the blue team. Their captain, Cadet Finnegan, is from a family full of federation top brass. You bet with a family like that they're far better prepared to lead.

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.