

Planet: Zebrefron IV

(Terran Designation: Odessia IV)

System: Zebrefron

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BASICS:

Zebrefron is a moderate Earth-twin with 0.87 G gravity and 88% of its surface covered in water. It has an average temperature of moderate to warm, and it has fairly cold polar regions. The majority of the land centers on the main continent, [UPF Designated] Hignus Major, where most of the indigenous life forms reside. Hignus Major is located in the western hemisphere with several hundred thousand satellite islands surrounding it. The Eastern hemisphere is a scattering of large and small islands.

The indigenous life (collectively called the Thrid) includes two intelligent species – Alpha and Beta. The designation is strictly based on order of discovery and not order of superiority. Both are fairly advanced in technology, being roughly post-industrial level of tech. However, it is not uniform throughout each type, ranging from tribes of barbarians to advanced city-states throughout the planet. There are also several species of animals, aquatic and land.

Both Alpha and Beta Thrid claim to be the original Thrid and sovereignty over the other “inferior subspecies.” The two factions have been entangled in a global war over this notion, for centuries. The war has gone on so long that now, there are fewer than a few hundred thousand beings left on the planet. They are both driving each other to extinction.

GIMMICK:

Unknown to the UPF or any Frontier corporation, the planet Zebrefron 4 was once Odessia 4, an Imperial Terran colony. It was once a prosperous mega-corporation planet, with many surface as well as undersea colonies. The mega-corporation that colonized this world genetically experimented on the colonists to make them more adaptable to the planet. This of course was done outside Imperial visibility.

The first genetically engineered creation was the firminids, a beast-of-burden stock. These were large humanoids that combined human genetics with some of the local larger land creatures. This created a slave race for many of the land operations on the planet. The second was an aquatic genetically engineered race called the aquanids. Combining human genetics with local aquatic genetics, they created a slave race for the undersea colonies as well.

Several versions of the firmanids and aquanids were created over the centuries to the point that they outnumbered the colonists. This continued on for several generations until the war that ended the Terran Empire. On Odessia 4, a rebellion broke out, slaves versus masters. The Terran corporation was abandoned during the way, and the two engineered species were left behind to die out. Some colonists were left behind as well, only to be wiped out by the genetically engineered slaves. Odessia 4 faded to a memory, purposely covered up by the mega-corporations involved due to the quasi-legal methods and standards they used to create the firmanids and aquanids.

Many of the firmanid/aquanid did die out but some survived and formed social groups – tribes, towns, cities and then nations. Both races evolved separately, unaware of the other. They evolved rapidly because of the engineering techniques used to create them. The aquanids had legends of land dwellers but they were the boogymen stories told to children. Firmanid had similar stories of mermaids. However, both took on the same name drawn from the creators – Terran Habitat Resources & Instrumentation Developers or THRID).

Eventually, the two Thrid societies grew large enough that they clashed. Long forgotten was the Terran Empire, the Genetic Civil Wars, and the mega-corporations. Humans were a myth. Leaders were gods or legendary heroes. What they did not forget was the human ability to wage war. And wage war they did.

This racial war was entirely motivated by one side seeing the other as inferior. It waged on for generations, peaking and declining throughout this time. The latest peak could be the last for both sides as they have developed more and more destructive weaponry.

The Firmanid – Alpha Thrid

The Alpha Thrid are what evolved from the surviving Firmanids, the land-roving genetic engineered mutants used as beasts of burden and hard labor workers. They stand bipedal naturally but can travel on quadruped just as naturally. Double jointed below the knees, they can easily switch from a bipedal worker to a quadruped riding beast.

Firmanids stand between 2 and 3 meters tall, hairless save a thick mane that runs from the back of their head along their back to a small nub of a tail. Since the start of the Thrid War, they have coalesced into city-states along the coast. They have developed a considerable navy to wage war with their enemies. The Alpha Thrid senses are also well evolved beyond their genetic cousins and creators, humans. Their eyes can zoom in like telescopic lenses, their hearing can tune into wider range of frequencies, and they have natural nightvisions.

The culture developed without influence of their human creators over the centuries since the humans left. It is strong, harsh and honor bound. They are skilled in both land survival and sea-faring. The naval clans are the harshest of the society almost to the point of barbarity. They divide themselves by clans, in a semi-feudal system where noble clans rule over minor clans, all residing in city-states throughout the land. The Noble Clan Council rule over the clans benevolently and wisely. There has not been inter-clan conflict for centuries because of the council. Firmanid on firmanid violence is rare, but not unheard-of. At one time, the lands of the firmanid lands were torn in inter-clan conflict. This violence led to the formation of the council and the new enemy refocused the violent tendencies of the firmanids.

The firmanid religion centers around two gods representing two aspects of their society – guidance and unity. Etriss is their seafaring god of navigation and the high seas. The naval clans hold him in the highest regard. Ekross, the god of loyalty, was “introduced” by the Clan Council with some controversy. However, with the strong societal push for unification, the Nobles “modified” the faith using a supposed ancient text and some so-called artifacts found in some ruins.

The primary industrial complex are hidden in the mountainous areas of the land masses, hidden from aquanid attack. All bodies of water are lined with fortresses and patrolled by warships.

The Aquanids – Beta Thrid

The beta third or aquanid evolved from amphibious creatures used as deep water workers. They had high tolerance for depths beyond human normal. There was a strong need for maintenance labor for many of the undersea colonies and the aquanids fulfilled that need.

The aquanid are usually thin, lean and as tall as a Firmanid. Instead of legs, they have long tentacles that use for guidance while in water and locomotion while on land. A Beta Thrid cannot stay away from water for too long, however. If they spend more than a day without being submerged, they begin to dry out.

The aquanid senses are highly developed for aquatic travel, including marine nightvision and hyper sensitive hearing. The race can communicate in the water with a high-pitched sonic language that is usually out of normal human hearing range. They also have a highly developed sign language.

The aquanid society is strong on individualism and a strict honor code. They have a strong respect for nature and feel they inherited it from the Old Ones. The Old Ones are basically what the aquanid religion

center around – the ones that came before. One part ancestor, one part precursor, the aquanid seek their guidance in all their knowledge they left behind.

The aquanids dwell in the ruins of the underwater colonies. There are many secrets held in these colonies, which survived better than the surface installations. Many treasures lay in these ruins, especially in the ones that the aquanids have not found.