

AAAMAZZARITE/THERBIAN

Star System Data

System Name: Epsilon Serpentis [70.3 light-years (-37.4; -59.2; 5.5)]

Affiliation: Federation member

System Type: (Single) A2 V [bright, white dwarf]

Inhabited Planets: Dooornee [Epsilon Serpentis IV, 2.47 AU (class H)]; Therbia [E. Serpentis V, 4.15 (M)].

Other Planets: Kaaaps [Epsilon Serpentis I, 0.98 AU (class K)]; Duurbeen [E. Serpentis II, 1.44 (K)]; Saaree [E. Serpentis III, 1.80 (K)]; Dreee [E. Serpentis VI, 7.40 (JB)]; Draaa [E. Serpentis VII, 13.17 (JB)].

Other Stellar Objects: Epsilon Serpentis is remarkable in that it lacks, for the most part spatial debris. The seventh planet has a Kuiper like belt of cometary slushballs. A typical cometary Oort cloud orbits the system between 46.5 and 93,000 AU's.

Artificial Objects: None. All starport and ship facilities are ground based. Several downports provide services and the most basic repairs to interplanetary and shuttle craft. Only the most basic of emergency repairs are available to starship traffic.

Planetary Data

Class: M

Position in System: 5 [4.15 AU (620,840,000 km)]

Planetary System: Therbia has no natural satellites.

Planetary Size

Diameter: 10,332 km

Equatorial Circumference: 32,461 km

Total Surface Area: 335,387,052 sq km

Planetary Conditions

Gravity: 0.81 g [5.52 density]

Year/Day: 1,678.2 days/14.7 hours

Atmosphere: Standard [0.85 bars] nitrogen-oxygen [0.79; 0.20 with 0.01 trace gases].

Hydrosphere: 76.6% surface water in two large oceans; 7.7% glacial coverage.

Climate: Tropical zones cover all areas with the exception of high altitude regions and the extreme latitudes (polar regions are average). Ocean currents are warm, contributing to the heavy amount of precipitation across the entire surface. Seasonal changes are minor [6.7° axial tilt (31.2° c; 60.1% humidity)].

Lifeform Data

Sapient Species: Aaamazzarite/Therbian

Population: 4.3 billion, plus 20.0 thousand extraterrestrials

Tech. Index: Level six [antimatter] due to first contact with Terrans (and latter Federation membership), Therbia never advanced much past a primitive level of technology.

Government: Oligarchy [chief caste]

Culture: Highly disciplined and regimented society priding itself on their industrious and artistic natures.

Affiliation: Federation member, one of only a few members allowed under the "Grandfather Clause" of the Prime Directive allowing interaction (and membership if standard qualifications are met) with cultures contacted prior to General Order One.

Animal: Extensive

Vegetation: Extensive

Aquatic: Extensive

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Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Skills

Artistic Expression (choose)*
Craft (choose)*
Culture (Therbian) 2 (3)
History (Therbian) 1 (2)
Language(s)
Therbian 2
Persuasion (Storytelling)*
World Knowledge (Therbia) 1 (2)

Typical Traits

Biochemical Resin +3
Excellent Metabolism +1
* One at 2 (3) and two at 1 (2)

APPEARANCE AND PHYSIOLOGY

Humanoids with a slight biological kinship to insectoids, of about the same general size of Terrans. Therbians, as they call themselves, are hairless and have a waxy, yellowish complexion. Their large, bulbous craniums are slightly bifurcated; while their deep set eyes are shielded by a heavy brow ridge.

Therbians do not reproduce through live birth; and possess a second stomach where enzymes produce a biochemical resin which is exuded from the mouth and then worked, much like Terran bees, which can be made into clothing, every day objects or, correctly hardened, used as a material for the building of structures. Their creations are considered very personal, and Therbians take great pride in their workmanship.

SOCIETY

Therbian culture revolves around storytelling and art, with a long history that is only recently separated from their mythology. They have a rich pantheon of gods and heroes that are quasi-

historical. Only in the last centuries has history become less of a “literary” subject.

An established caste society for a millennia; each caste [Leader (Prime), Religious, Warrior, Learned, and Worker] having its own leadership, laws, traditions, and customs. Traditionally matriarchies, the eldest female in any caste was the leader of that caste, however during the last century this is not always the case. While a ridged system there is no stigma associated with belonging to a specific caste.

Few Therbians leave their homeworld; those that do will be of the Prime and Learned castes. Despite Federation membership, few visit. Forests of fern and Terran like cycads and conifers rise up 15 to over 100 meters, dominated by reptiles and giant insect species (armored fish dominate the swamps, mudbanks, and oceans); some nocturnal mammal species are present. Therbia is a must for paleo-scientists seeking insight into the evolution of life.

Therbians were little more than hunter/gatherers, subsisting on the fungal life which grows abundant on this primal jungle world. Their sciences lagged far behind similar races (and technology was almost nonexistent) until first contact with the Federation in 2240, when they were contacted by Captain Garth of Izar, commanding U.S.S. *Constitution*. Thanks to the bio-resin base of their industries, the planet is very much a natural haven with little damage to the ecology from mining or waste materials. The valuable untapped mineral wealth of Therbia has drawn the attention of many, but so far mining settlements are limited to those on the fourth world.

POLITICAL STRUCTURE

All castes are ruled by the Prime which occupies all levels of bureaucracy, and is responsible for setting overall policy for the Therbian people; from relations with the Federation and other off-worlders, to the every day needs of individual communities.

