

ACAMARIAN

Star System Data

System Name: Theta Eridani [161.2 light-years (88.7; 85.1; -104.3)]

Affiliation: Independent/Neutral

System Type: (Binary) Theta Eridani A [A4 III (bright, white giant)] is the primary, Theta Eridani B [A1 V (very bright, white dwarf)] orbits the primary at a distance of 107.9 AU every 501.2 years.

Inhabited Planets: Acamar [Theta Eridani B IV, 4.26 AU (class M)].

Other Planets: Klona [Theta Eridani B I, 2.81 AU (class F)]; Bokiter [T. Eridani B II, 3.38 (F)]; Vedis [T. Eridani B III, 3.68 (F)]; Shov [T. Eridani B V, 9.28 (JB)].

Other Stellar Objects: Sparse, metal rich asteroid belt [6.01 AU; 4.74 AU's thick (M-type)] between Theta Eridani B IV and V. A faint ring system orbits the fifth world. An extensive cometary Oort cloud lies at the rim of the system between 120 and 240,000 AU's.

Artificial Objects: None. All starport and ship facilities are ground based. Minor repair, standard spare parts, and essential ship's stores are available.

Planetary Data

Class: M

Position in System: 4 [4.26 AU (637,296,000 km)]

Planetary System: Acamar has no moons.

Planetary Size

Diameter: 14,504 km

Equatorial Circumference: 45,569 km

Total Surface Area: 660,932,776 sq km

Planetary Conditions

Gravity: 1.30 g [6.29 density]

Year/Day: 494.6 days/32.7 hours

Atmosphere: Standard [1.09 bars] nitrogen-oxygen [0.81; 0.15 with 0.04 trace gases].

Hydrosphere: 30.6% surface water concentrated in two small oceans; 3.1% glacial coverage.

Climate: Temperate but cool near the equator, vast expanses of tundra surrounding the poles. Extensive cloud cover usually blankets the planet, resulting in perpetually overcast skies. Minor seasonal variation in most latitudes [3.5° axial tilt (16.2° c; 67.4% humidity)].

Lifeform Data

Sapient Species: Acamarian

Population: 3.7 million, plus 200,000 "Gatherers."

Tech. Index: Level six [antimatter] due to first contact with Orions, Acamar was just entering an industrial age when first contact occurred. Acamar is particularly advanced in biosciences.

Government: Oligarchy [clan leaders]

Culture: Clan-based society with a long tradition of feuds and wars. Currently, clans mostly dispute each other in the political arena; inter-clan violence is rare, though not completely absent or forgotten.

Affiliation: Independent/Neutral. A Federation embassy has recently been established.

Animal: Extensive

Vegetation: Extensive

Aquatic: Moderate

APPEARANCE AND PHYSIOLOGY

Bipedal humanoid, with a pronounced vertical cleft in the forehead. There is no known breed distinctions though there are cultural differences depending upon which province an Acamarian was raised. Elaborate facial tattoos and ritual scarring indicate clan and status.

An unusual iron-copper base composition makes Acamarian blood readily identifiable.

SOCIETY

After centuries of conflict the Acamarians are a stubborn and somewhat cautious, but peaceful people. With the rigid caste system of Acamar, membership in a clan is considered of great social and political importance; in the past conflicts between the various clans often became violent. One such feud lasted three centuries, ending only with the extinction of a clan.

In the early 2220's first contact with Orions business interests, noting Acamar's extensive ores and minerals, offered trade and friendship in return for mining rights. While contact with the Orions lifted Acamar from a developing industrial culture, Orion mining was destroying the environment.

The clans, once united, rose up and Orion spent three years trying to regain the planet by force; then turned their efforts to less cost intensive pursuits. With the Orions gone the clans once again turned on each other in what is called the "Clan Wars," in which one quarter of the planet's population was killed. Two entire clan lines were exterminated in the wars. The fighting only ended when biological and chemical weapons were used, producing a massive biological cataclysm which created the vast continent-sized area known as "The Wasteland."

After generations of bloody conflict the people of Acamar finally made peace with themselves. The Gatherers, a group of various clansmen, unable to accept the new peace, left Acamar to prey as nomadic marauders upon neighboring outposts and trade routes. After a century of terrorizing Acamar and the surrounding sectors, the Gatherers have returned to Acamar. Given land to start a new life and end their wandering, the integrating of the Gatherers back into Acamar society is proving to be a daunting task.

ACAMARIANS

Attributes

Fitness 2 [5]

Vitality +1

Coordination 2 [5]

Intellect 2 [5]

Perception +1

Presence 2 [5]

Empathy -1

Psi 0 [5]

Skills

Artistic Expression (choose) 1 (2)

Athletics (choose) 2 (3)

Culture (Acamarian) 2 (3)

History (Acamarian) 1 (2)

Language(s)

Acamarian 2

Science, Any (choose) 2 (3)

World Knowledge (Acamar/choice) 1 (2)

Typical Traits

Intolerant (Orions) -1

Toughness +1

POLITICAL STRUCTURE

The leader of Clan Shova brokered a settlement to end the Clan Wars, and at the end of the conflict was named Sovereign with responsibility of enforcing the treaty and ensuring peace between the clans. The Sovereign wields supreme executive authority and is advised by the Ruling Council. Composed of representatives of every clan, the council serves as the planet's primary legislative and administrative body.

