

RACES

There are many species in the galaxy and only a few are outlined here. Although there are subspecies in almost all the races outlined here, the Gren are the only ones with

distinctive differences in abilities. All the modifiers are based on the difference from humans. If a new race is desired, the existing race modifiers should be used as a template for generation.

RACE	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Balek	-2	0	+2	+2	0	-2	0	0	0	0	0
Dremin	+7	0	+3	0	-4	-2	0	-4	0	0	0
Gren									0		
Chemice	-3	+3	-2	+2	0	0	0	0	0	0	0
Emperor	+3	+2	0	-2	-4	-3	+2	0	0	+2	0
Kezzeren	+3	-2	+2	+1	-3	0	-2	0	0	+1	0
Shea-T'kar	-3	+3	-3	+2	0	0	0	0	0	+1	0
Tessreck	0	-2	0	+1	+2	+3	-2	0	0	+3	-5
Human	0	0	0	0	0	0	0	0	0	0	0
J'Hat Itar	+2	-4	+2	-2	+2	0	0	0	0	0	0
Kiran	+4	+1	+2	0	-4	-2	0	0	-1	0	0
Mog	-6	0	-2	+2	+4	+2	0	-2	0	0	+2
Toaffi	-4	0	0	0	+4	+2	0	0	0	0	-2
Ulvav											
Athravan	+1	+3	-2	+2	+1	0	0	+1	0	-2	-2
Rathanestha	+1	+3	-2	+2	0	0	0	+3	0	-2	0
Vastriya	+1	+3	-2	+2	0	0	0	0	+1	-2	-1
Huiti	+1	+3	-2	+2	0	0	-1	0	0	-2	-3
Dalieta	+1	+3	-2	+2	0	0	0	-2	0	-2	+1



ULVAR

ULVAR HOME WORLDS

????? But a rainforest planet with giant trees.)

APPEARANCE

Ht	1.3 m	Wt	250-400 kg
HAIR	Bright, multicolored feathers on the males, dull feathers on the females		
EYES	Golden		
LIFE SPAN	50-60 y	SKIN	Red, blue, yellow, grey, black

RACIAL MODIFIERS

BASIC RACE MODIFIERS FOR THE ULVAR ARE LISTED BELOW

HOWEVER THOSE MODIFIERS ARE FURTHER AUGMENTED BY THE CASTE SPECIFIC ULVAR MODIFIERS (and all high ranking caste members, as determined by the GM, lose the -2 to their willpower, instead gaining a +1 to Willpower).

+1 STR, +2 DEX, +3 AGI, -2 CON, -2 PIE, -2 WIL

Ulvar Caste Modifiers

Athravan +1 INT, +1 APP (to other Ulvar only),

Rathanestha +2 APP (to other Ulvar only), +3 WIL

Vastriya + 1 WIL, +1 LUC

Huiti -1 WIL, -1 CHA

Dalieta +3 WIL, -2 APP (to other Ulvar only)

SPECIAL ABILITIES

The Ulvar have absolutely no fear of heights (in fact much of their architecture consists of tall, thin, angular spires incorporating an exposed observation deck to better appreciate the view and fresh air).

The Ulvar are noted for their superb vision (however, this vision is in fact 'binocular', their peripheral vision is poor and they are often surprised, thus most Ulvar rarely keep their heads still, constantly moving them from side to side order to increase their perception of their environment).

However, this exceptional vision does confer a great advantage to the use of thrown weapons or firearms and as a result many Ulvar make superb marksmen (This is reflected by their positive DEX bonus).

Male Ulvar take great pride in the fact that they have retained their evolutionary bony skullplates and over time have incorporated their ancient 'butting' rituals into a somewhat brutal form of hand to hand attack.

As a result, all male Ulvar have a 'racial attack', they will often deliver a violent 'Boneswipe' when engaged in close combat with a foe.

Racial attack - 'Ulvar Boneswipe'

The Ulvar 'Boneswipe' is a strong, sudden headbutting attack utilising the Ulvars natural bony skullplates (and often the beak) as a weapon. This attack is as much a ritual as a

form of combat for the Ulvar (consider the annual mating season rites) and, until the onset of the war with the Haga, the Ulvars natural reaction to predators or violent attack.

All Ulvar ARE allowed to gain their Dexterity bonus for this (and only this) form of unarmed combat.

4d8+STR bonus damage, additionally, any foe not twice the mass of the attacking Ulvar must make an AGI check at half or be automatically knocked prone.

Any Ulvar who is scarred (ie. One that, for whatever reason, has no skullplates inflicts half damage on the foe, no knockdown is applicable and one half of the damage inflicted is also suffered by the Ulvar itself, OUCH!)

ULVAR CASTE TRAINING BONUS

Each individual caste gains one free skill as below:

Warrior (Rathanestha) = One Fighter skill

Intelligentsia and Priesthood (Athravan) = One Intellectual skill

Merchant (Vastriya) = One Performer or Craft skill

Workers and artisans (Huiti) = One Craft skill

Untouchable (Dalieta) - One Thief skill

ULVAR APPEARANCE

The Ulvar are descended from a race of predatory reptilian birds,(having long since lost any ability to fly they now walk upright). All Ulvar are short in stature (never exceeding 4ft in height) and of slight build (excepting for their remarkably overdeveloped chests and strong neck muscles). They have short legs ending in fearsome three clawed feet, their arms appear somewhat overlong for their frame and terminate in a rudimentary hand bearing three digits (a stumpy thumb, a longish index finger and an even longer second finger). They retain no trace of their wings (having evolved them into arms) and have hollow bones (excepting the dense plates upon their heads) a long, thin tail ending in a large arrowhead hangs down from their hindquarters often dragging upon the ground.

Their tough, wrinkly, leathery hide varies in color dependant upon both status and position within Ulvar society,the brighter the color of the skin the higher the status of the individual.

All Ulvar hatch from their eggs a rudimentary grey in color their skin color changes as they grow and adapt to their position and caste within Ulvar society.

The Ulvar intelligentsia and priesthood are blue whilst the Ulvar warriors are a dull, rust red in color, Ulvar merchants are a brownish yellow whilst the Ulvar workers are grey and the Ulvar untouchables are a deep, jet black.

All Ulvar skin becomes brighter the higher the rank of the individual within their caste (save for the workers and the untouchables).

Ulvar heads are very birdlike in appearance, their large

golden eyes are situated on the front of their heads (rather like an eagles) conferring upon them binocular vision, they have a large, heavy, hooked beak (formed of bone) that tends to lend the individual Ulvar a somewhat angry visage.

All (male) Ulvar sport a thick layer of mismatched bony plates atop their heads, this bony crest varies in shape and size but usually covers the greater part of the head and is frequently almost 'jigsaw' like in appearance (This has led to some cruel wags referring to the Ulvar as "Boneheads").

This Bony plate is a throwback to the ancient past, to the days before the Ulvar evolved into their present form whereupon it was both a defensive weapon against their homeworlds apex predator, the 'Knobbler' (this creature, save some specimens bred for Zoological parks, was long since hunted to extinction by the rapidly evolving Ulvar) and a dominant factor in Ulvar mating rituals wherein the male specimens would contest with each other for females by means of ritual display and vicious fights wherein the males would utilize their heads as a weapon, 'butting' their rivals into submission.

Ulvar are partially covered in feathers, (the males bear bright, multi-colored feathers whilst the females are always much duller, often merely brown) usually there is a light dusting across the shoulders and back, a heavier growth covers the chest whilst a fine line runs from the nape of the neck to the base of the spine, occasionally feathers will grow in other places but this is rare.

When under stress or angered Ulvar will moult (a bald Ulvar is not a happy Ulvar). The Ulvar never wear clothing (excepting for the armour of the warrior caste or protective clothing against harsh environments) instead, they will often wear a harness from which they hang pouches containing their personal effects.

ULVAR DESCRIPTION

The Ulvar are a very conservative race that live within a rigid caste system, they place great importance on the proper observance of both native traditions, one's place in society and their gods and religious beliefs, they are very serious in demeanour (life to them is not something to be taken lightly but merely a preparation for their next incarnation on the great wheel) and not known for their humour.

The Ulvar are led by four Kings (one taken from each of the Ulvar Castes save for the Outcasts that deal with their particular field of interest), in times of crisis the Ulvar will elect from within this group a 'Ohmaraji' or "High King" who will have absolute authority over all.

The last time this happened was in the recent Ulvar/Haga conflict whereupon King Ekanishi of the Rathanestha was elected to 'Ohmaraji' a role he has unfortunately still to step down from.

In general, the Ulvar leadership (from the top down) is not known for its modesty or restraint, Ulvar will (as a rule) actively mistreat and dominate those lower in status than

themselves while fearfully fawning upon those in positions of higher authority.

The Ulvar homeworld is a large, tropical rainforest, it has little by way of natural resources but what little it does have has allowed the Ulvar to advance technologically. The Ulvar diet is entirely carnivorous, native prey animals such as the 'Phipreta' and the 'Khani' are still the staple of an Ulvar diet whilst recently offworld foodstuffs (such as the 'hamburger' much favoured by the Human species) are, much to the dismay of the priesthood, becoming an increasingly popular delicacy.

The Ulvar have only recently entered into the Nebuleon community proper, having developed space travel much later than any other race (and having developed it under the false belief that they were the only sentient species in existence they have a strong 'isolationist', some would say 'speciest' mindset and are hesitant in any and all dealings with 'aliens', generally, only high ranking Ulvar will be allowed to treat with an 'alien' and any and all traffic with the homeworld is severely monitored (most dealings with 'aliens', such as trade, will be carried out in orbit, never letting the 'hengi' or 'foreigner' set foot upon the sacred soil of the homeworld, any political matters will generally involve a high ranking Ulvar ambassador being sent off to attend a conference or meeting upon an 'alien' world).

The Ulvar language is virtually unintelligible to all non Ulvar, it is harsh and raucous and can vary from deep "caws" to sounds that are almost like clicks. The Ulvar have learned to communicate with many alien races in their own tongues despite the handicap of having no vocal cords as they have learnt to manipulate the muscles in their throats to direct the airflow in such a way as to accurately reproduce certain sounds and tones. Nevertheless, this reproduction is often not perfect and has on occasion led to misunderstandings (it is rumoured that the recent "Tenvar Incident" was sparked off when the Chancellor of Tenvar misinterpreted the Ulvar ambassador's request for more wine as a comment regarding the parentage of his mother in law!).

Ulvar writing is, (like their architecture and designs in general) sharp and angular (some wits have remarked that it looks like nothing more than a bunch of scratches) and is often found emblazoned on buildings, vehicles, personal effects and the like.

All Ulvar have a notoriously weak respiratory system (and this is generally foremost in their minds) and are particularly susceptible to poisonous or gaseous environments. As a result, most Ulvar will perform a 'Lenhi' or 'cleansing ceremony', upon waking (or entering a new environment for any length of time) seeking to purify their environment.

The inward looking nature of the Ulvar mindset has only been exacerbated by their first contact with an alien race, the disasterous meeting with the ---- that resulted in the Ulvar ---- war where the Ulvar race was very nearly extinguished.

This terrible event has only made the Ulvar more inward looking, more wary of outsiders and has made them extremely militant. Their new found militarism (some would be unkind enough to say 'fanaticism') is of great concern to the interstellar community and the natural inward looking mentality, (very often bordering on a sense of racial superiority) does little to ease the concerns of their new found 'friends' within the wider Nebuleon community.

ULVAR HISTORY

Ulvar history stretches back aeons into the distant past, however their history as it pertains to the Nebuleon itself only goes back a mere --- years. Little is known of Ulvar history save that which the Ulvar Kings allow to be released into the Neb as propaganda and self aggrandisement.

It is clear that the Ulvar evolved over time from some form of predatory reptilian avian but the origins of their particular culture and society are a secret known only to the Ulvar themselves.

The Ulvar were the last of the races of the Nebuleon to discover space travel, being native to only one world; ---on the far side of the Jiran Theocracy. The Ulvar were isolated and overlooked by all for untold millennia until Haga scoutships picked up signals given off by Ulvar spacecraft on one of their initial forays into the Neb, this was to trigger what has now come to be known as the "Haga-Ulvar War" (or the "Sad Triumph" to the Ulvar themselves.)

The Ulvar were not prepared for war, despite having evolved from a predatory species the Ulvar chose to direct their inner tensions and bloodlusts outwards towards their prey species (only the vile Dalieta would actually kill their fellow Ulvar) and towards the unfortunate 'Knobbler' as it was perceived as a very real threat to the survival of the race. What little conflict they did experience was strongly ritualised and overseen by their priests. All Ulvar battles were intended to be non lethal affairs, the combatants would strive to score points against their opponents by showing greater skill at arms and would strike with blunted or harmless weapons ,of course, there were always injuries and many fatalities did in fact occur (but this was never the intention).

Thus the battles with the merciless Haga came as nothing less than a cataclysmic shock to the Ulvar, (some would say it drove them utterly mad), certainly, the Ulvar mindset has, since the ending of the war (the Haga broke off their attacks short of decimating the homeworld as they were forced to relocate their forces to deal with the Dremim revolt and thus the Ulvar were spared) become markedly militant in nature and the limited resources of their homeworld have been (for the most part) directed towards the manufacture and design of ever better (and more lethal) weapons and war material.

When the RFW ended the Dremim revolt, the grateful Jiran Theocracy gave the RFW the coordinates to the Ulvar system and an approved trade route (closely guarded) was

established. The RFW sent in the Planetary Exploration Corp and relations (albeit cool) were established with the Ulvar.

It is clear that the Ulvar have made the decision that if anyone seeks to fight them again, they will pay dearly for their audacity. It has been observed by many Nebuleon military historians and analysts that the Nebuleon military is, in fact, a very real force to be reckoned with, intermittent warfare with the Haga (and the odd incident involving piracy against Ulvar trade vessels) does erupt on a fairly regular basis (the Haga, seem very reluctant however to commit wholesale to another war with the Ulvar, this periodic battling seems to be entirely the fault of the Ulvar themselves, wether this minor skirmishing will erupt into wholesale slaughter again none can say, certainly, the Ulvar bear nothing but hatred for the Haga).

Many believe that the Ulvar belief in reincarnation goes some way to explaining the new found ferocity of the Ulvar warrior and their noted tendency to fight to the death rather than give way or surrender. It is also apparent that the Ulvar have developed a tendency against giving quarter (or at least where the Haga are concerned), they rely not on numbers (as they have still not, as a race, been able to replace the many millions lost to the "Sad Triumph") but on sheer firepower and ferocity to win their battles. Some soldierly are reported to have found the appearance of an Ulvar warrior struggling under the weight of a gun almost as big as themselves particularly amusing but apparently not for very long.

It is clear that despite the Haga 'losing interest' in the Ulvar that conflict may yet erupt again between the two races and that this time it really would be a fight to the death.

ULVAR SOCIETY

Ulvar society is one of rigid conservatism and deep rooted religious belief, it is an inward looking culture geared towards the maintenance and preservation of the social order and the traditions of the race above all else.

Ulvar society is ruled by four Kings and built around a rigid caste system. In times of trouble a High King will be appointed above all others and given complete autonomy for the duration of the crisis, for example, during a natural disaster, the king with the most expertise in the appropriate area would be designated High King, during war the king of the warrior caste would be chosen .

There are four Ulvar castes (from which each of the four kings is hatched) in order of precedence they are: the Warrior caste (Rathanestha), Intelligentsia and Priesthood (Athraavan), Merchant (Vastriya) and Workers and artisans (Huiti).

There is one group that exists outwith society and the caste system and that is the Dalieta (or Untouchables), such Ulvar are often excluded members of an Ulvar caste or are born within the Dalieta populous. The Dalieta are considered a blight upon Ulvar society and are treated with contempt (or

worse] by the Ulvar race.

The Dalieta have no place within Ulvar society and so must learn to live outwith it, as a result they are notorious thieves and vagabonds, even resorting to the desecration and robbing of Ulvar temples to further their ends. Many Ulvar fear the Dalieta as much as they hate them (in part due to their worship of the god of the forgotten, 'Urknackt', the lonely god).

Central to Ulvar life is the Ulvar religion of 'Anjikni', 'The Way' and the pantheon of Ulvar gods, the 'kazivari' or 'Family of Great Ones' and a firm belief in reincarnation. The Ulvar believe that life is just a constant cycle on an eternal wheel and that they are doomed to be born again and again, constantly forced to pay for (and in some cases relive) their mistakes and crimes and that the only 'true' way for an Ulvar to live is to know their place in life and to obey the will of the Gods (and that of the superiors that the Gods have placed over them in this life).

Ulvar believe that if they live a 'true' and good life (ie. Obedient) that they will be rewarded, this reward will come in the form of rebirth to a higher caste and an (eventual) end to the cycle wherein the enlightened and exalted Ulvar will dwell forever at peace with the Gods in the higher worlds. Perhaps it is due to their belief in reincarnation (or, some might say their tragic defeat in battle at the hands of the Haga) that the Ulvar warrior caste are particularly noted for their fanaticism and ferocity in battle.

The Ulvar Warrior Caste have come to earn the respect of both friends and foes alike, it is reputed that even the great Dremmin general, 'Korani' was heard to say (at the closing stage of 'The battle of K'Staat' where the remnants of the Ulvar taskforce died to a man "Ulvar" fighting off the last great Dremmin push) "What an army this is, Demons would fight less fiercely, give me a mere handful of those soldiers and I will make your worlds quake with fear!"

Ulvar cities are quite remarkable, a true mixture of beauty and depravity, the central regions of the Ulvar populated areas have been cleared of all but the largest (and oft considered sacred) trees and are always beautiful and awe inspiring, consisting of buildings and urban areas of extreme grace and style.

Ulvar buildings are usually, tall and angular, sometimes stretching to a needles point at other times mounted with an open air viewing platform, the many Ulvar hatcheries are grand smooth sided pyramids surrounded by sacred precincts and gardens patrolled by Ulvar warriors.

However, for all this grandeur and grace there is a flip side, beyond the centres of the Ulvar cities and in the wild rainforest the Dalieta have been left to fend for themselves and as a result there are usually considerably large and dangerous slums on the outskirts of every major ulvar city, additionally large areas of rainforest have been burnt in order to make space for Dalieta villages.

As Ulvar religion is so much a part of their life (and death) there are many large shrines and temples scattered across the homeworld, some to the full pantheon of gods, others to individuals.

Many Ulvar Dalieta have in fact taken to robbing shrines as a lucrative endeavour (but one not without risk, the sentence for such actions are death). Frequently an Ulvar will set aside a section of their designated living space in order to build a modest shrine to their favored deity, a place of peace and contemplation where they can set aside the toils of the day and commune with the higher realms.

Ulvar relations with the races of the Nebuleon are generally cold, they maintain a strong 'isolationist' policy, the Ulvar will deal with the 'lesser races' but they do so at arms length and on their own terms (it is almost never heard of for an 'alien' to be allowed to set foot on the homeworld). A general statute passed by Ulvar law after their entry into the Nebuleon community requires that any Ulvar Dalieta found within Nebuleon space be returned directly to the homeworld for punishment (this is in fact a direct requirement for any dealings with the race and is stipulated in any treaties or trade agreements signed with 'aliens').

This 'extradition treaty' however is, (for the most part), only paid lip service to by the races of the Nebuleon (and the freedom loving Dremmin will not even do that, thus their relations with the Ulvar are consequently at a very low ebb).

Regardless, Ulvar life is stable and conformist, tradition and religion dictate the daily lives of millions. Every Ulvar knows what is expected of them and strives to perform it to the best of their abilities, the Dalieta are not happy but since they do not count this is not important. The only real matter that the Ulvar rulers must address in the near future is the almost chronic lack of natural resources brought about by their development of technology and subsequent drive into the Nebuleon, what little resources the Ulvar have left will not last forever.

The Ulvar Religion

The 'kazivari' or ' Family of Great Ones' consists of Greater gods and many minor gods and heroes.

The greater gods are:

"ICHIARI" THE FATHER

Ichiari, is the first of all the Ulvar gods, he is said to have created the Ulvar race on a whim and is a stern yet not cruel figure, he is said to embody all that is good in the Ulvar race, and is reputed to reward those who strive to live an exemplary life and to punish those found wanting.

"OCHIARI" THE MOTHER

Represents the feminine soul of the Ulvar race, she is Ichiari's consort and each year she bears him the gift of an egg, said to represent the fertility and future of the Ulvar race itself.

"URNAR" DAUGHTER OF THE LEAVES

Urnar is the daughter of Ichiari and Ochiari, she is the

goddess of renewal and spring and is said to return every year to her full bloom of youth and beauty, her gift to the Ulvar is the renewal of life to the homeworld, she is said to have helped Rathan in his fight against the demons of the netherworlds by blessing his arms.

"WANISESH" SHE WHO SENDS THE WINDS

Wanishesh is the Ulvar goddess of fate, luck and victory, she is often looked to before undertaking any business or warlike enterprise.

Many Ulvar keep a shrine to her in their living quarters petitioning her for protection and good fortune (it is common practice for the Ulvar to set aside a small corner of a room to set up a small shrine bearing small carved images of the gods - or at least those favoured by the particular individual)

Many Ulvar consider her to be particularly capricious and usually go to great lengths to placate her or to gain her favour (especially before any great endeavour is undertaken, be that a new business, a new military campaign etc.) Many Ulvar consider that any bad fortune they may be experiencing is because somehow they have affronted or offended her and go to often outrageous lengths to placate her, routinely showering her shrines with all sorts of valuable offerings there is an annual festival held in her honour which lasts a full month this is one of the longest festivals to any of the Ulvar pantheon.

"URKNACKT" THE GOD OF THE FORGOTTEN, THE LONELY ONE

This god is feared and is only worshipped by the Dalieta, he is a vengeful and bitter god, in Ulvar mythology he is traditionally portrayed as the trickster, the god who was cast out of the realm of the gods after 'slaying' his sister "Urnar", in a fit of jealous rage (he was said to love her and when the warrior god "Rathan" sought to bed her he attempted to slay them both, striking with his axe he slew Urnar but was in turn almost slain by Rathan, barely escaping with his life by tricking the war god into sparing him so that he might confess his sins and thereupon using his magic to vanish. Urnar, being the goddess of renewal and spring returned to life with the coming of spring).

Urknackt is considered to be a wanderer, spreading disaster and horror in his wake, continually plotting to destroy the gods who spurned him. He is said to favour only the outcast and the forgotten, he particularly appreciates those who practice deceit and trickery, he is considered the god of all thieves and liars.

"RATHAN" THE VIOLENT ONE

Rathan is the Ulvar god of war and is worshipped by the four Ulvar kings and the warrior caste only.

Rathan is a stern, unforgiving god who despises weakness and cowards, he is said to grant his favor to the boldest warriors on the battlefield lending them his strength in order that they might better

defeat the enemy (of course before interstellar contact was

made "Rathan" favored nonlethal combat, this has since changed). Rathan is said to grant victory in battle only to those whom he deems worthy.

He is often depicted in antique lacquered wooden armor of intricate design. Rathan is forever at war with the demons from the netherworld, and is noted in particular for fighting and defeating the demon Ichnari whom he chained up for all eternity, thus freeing the world from his deprecations.(it is said that Urknackt seeks to find his prison in order to unleash him on the world once again).

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"OCHIARI" THE MOTHER

Represents the feminine soul of the Ulvar race, she is Ichiari's consort and each year she bears him the gift of an egg, said to represent the fertility and future of the Ulvar race itself.

"VAYATH" THE PROVIDER

Vayath is the Ulvar god of wealth and is particularly venerated by the Vastriya who see him as the font from which all their wealth springs.

"Vayath" is represented as a golden skinned Ulvar male of excessive weight (he has enjoyed the fruits of his labors:.) and he carries with him at all times a sack brimming with coins and jewels said to contain all the wealth in the entire world

"VERITHI" THE WANING BREATH

Verithi is the Ulvar god of death and rebirth, he is seen as an ancient, withered Ulvar with

two heads, one is young and vibrant the is a dead, rotting shell yet it seems to have an unnatural life, two red eyes glow wickedly in the skulls sockets. Verithi carries a ruby tipped staff with which he restores the dead to life he is the judge of all Ulvar and dictates what caste they will be reborn into (or course all Ulvar seek to eventually escape the cycle of death and rebirth and dwell in eternal peace in the home of the gods - particularly enlightened Ulvar are said to be near this stage)

"KHICHI" IS THE ULVAR GOD OF LAW AND TRADITION

Khichi is very important to Ulvar society as he is seen as the ties that bind the whole together, keeping order, maintaining the heart of Ulvar society (and the Ulvar in their proper place).

Khichi is depicted as a stern, almost blindingly white, Ulvar with his head covered by a cloth to indicate that he favours none and sees all alike, he carries a sword of judgement for punishing wrongdoers in one hand and a heavy book in the other (the book of all law and Ulvar tradition).

ULVAR INDIVIDUALS

On the whole Ulvar are not particularly 'individual' in either nature or outlook, their rigid caste system and deep belief in reincarnation tends to make them extremely conservative and concerned far more for the welfare of their society as a whole rather than their own individual desires (of course, this is due in no small measure to the Ulvar belief in reincarnation and the hopes of being reborn into a higher station through devotion and diligence in this life.)

Generally Ulvar individuals share a common sense of duty and a deep rooted desire to serve the Ulvar race, but, it must be noted that there are differences in attitudes and behaviours dictated by the "Ulvattes" to which the individual Ulvar belongs, however such 'caste' differences will merely serve to influence the basic Ulvar personality and behaviour sets not to supercede them.

Thus, as individuals, Ulvar are respectful to those in authority above them whilst commonly neglectful, even cruel, to those of lower caste (or rank within their same caste). Ulvar are generally considered a slow, ponderous, humourless and predictable race, never acting in haste, always leaning towards what they know, towards the traditional over the new.

Ulvar are generally non violent towards members of their own species (excepting the Dalieta who, in Ulvar law and tradition, being non persons, may be treated by their superiors, and that's everyone, as they see fit).

There is one exception to this rule however, the annual mating season. Many young Ulvar males suffer terrible injuries (and, on occasion, may even be killed) whilst competing in the traditional mating rituals (the rituals have evolved over time into a highly ritualised combat presided over by members of the Ulvar priesthood).

On occasion fighting and arguments will break out within the Ulvar ranks (most notably among the Rathanestha or the Dalieta) but this is not overly common.

Ulvar do not form or live in family groups as humans or other species do (Ulvar mature rapidly, being full grown within 5 years and live for around 60 years). Ulvar females will (on a prearranged festival day) take their clutch of eggs to their local 'Machugari' or 'Hatchery' (a large pyramid, sacred to the race, protected by Ulvar warriors and overseen by the priestly caste) where the eggs will be ritually blessed by the Ulvar priesthood and placed into incubation chambers.

One week after hatching the Ulvar chick is ritually cleansed and blessed by an Ulvar priest and is put to the test of "Ulvaphiti" in order to determine its future caste. Caste will be dictated depending on such factors as size, general aptitude of hatchling and the current needs of the race.

Once an Ulvar hatchling has been selected for a particular caste it will be collected in the next great 'Ulvagar' by an elder of their caste and taken to the ritual 'Gari' or 'Place of the Spirit' where the hatchling will remain until maturity, undertaking a stiff regime of education and training until

considered fit to take his place amongst adult members of Ulvar society and join its caste in order to serve the race. Any and all failures are immediately relegated to Dalieta status, ritually scarred and cast out (an Ulvar priest will tear out the Ulvars bony skullplates and burn symbols of shame into the resultant scar tissue, the skullplates will regrow within a year but the symbols of shame will forever remain for all to see).

In many ways this is actually counterproductive to the progress of the Ulvar race as many (although by no means all) Dalieta are actually highly intelligent, skilled individuals, merely having fallen close to the final hurdle of their training. Such individuals, particularly the failed warriors, were they to collectively turn their wrath upon their fellow Ulvar could, very possibly, present a very serious threat to Ulvar society. Although, it must be noted, many Dalieta are actually hatched within the ranks of the outsiders and as such have received no training or formal education.

Female Ulvar while ever present within society are generally ignored, treated as a male of a corresponding position within society (or quietly revered as mothers of the race). For the months of the year between mating season, Ulvar females generally do not play a huge role in Ulvar life, a male Ulvar would have no desire to speak to a female outside the mating season save that he have to in his work, break with tradition or be seen as disrespectful.

Ulvar individuals will carry themselves with a proud bearing and generally consider themselves to be above all mundane and non caste (or race) related matters, they are used to respect from their inferiors and expect to receive it as a matter of course, they are however, still clearly subservient to their superiors and the Ulvar kings and priesthood. Ulvar warriors in particular will take great pride in their duty to protect the race and in their skill at arms, and are commonly even more hidebound than any other Ulvar caste.

The Ulvar Dalieta (Untouchables) are a different case entirely, any Dalieta individual living within Ulvar society will be extremely polite and subservient (lest he enrage his betters) to any Ulvar he meets but behind their backs (or within the company of his own kind) may not be so quiescent.

Dalieta are very often a blight on Ulvar society, many of them will commit numerous crimes against both property and Ulvar individuals and their very existence is regarded as an outrage to common decency.

A Dalieta living outwith Ulvar society will be a different matter entirely, often ashamed of his "scars" he will seek to cover his head and hide his shame from others, yet this will often be his only nod to Ulvar tradition.

A Dalieta outside Ulvar influence is free and will take great pleasure in such freedom, choosing to do whatsoever they please to whomsoever they please, they are generally wild, disrespectful of most authority (save that of their god, -----) and extremely unpredictable (the complete opposite of any normal Ulvar). It has even been said that one of them may

even have learned a joke. However, it seems that for many Ulvar (particularly those that once belonged to the -----) tradition and respect is a sought after ideal and (whist still generally wild) they will do their utmost to fit into their new found society, interacting with their peers as equals and friends (some Ulvar Dalieta have even been accepted into the Andromedaen Marine Corp).