

# ARKATIANS

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**Average Height:**  
**2.18 valen**  
**26.92 meters**  
**88.32 feet**

**Average Lifespan:**  
**237 years**

**Average Weight:**  
**158.621 kilofaarir**  
**297.32 metric tons**  
**327.74 tons**

**Home System:**  
**Rafiren**  
**Homeworld:**  
**Katia**



# ARKATIAN INFO

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## APPEARANCE:

Arkadians are massive, draconic beings that tend to loom a full head or more over other races in the UTO. They almost always have wide, muscular builds. Even slim or overweight arkadians will have visible musculature. They have long and thick tails, wings, and horns like mythical dragons. Their hides are actually a series of tiny overlapping scales coming in a myriad of colors. Eye coloration of arkadians varies widely, with reds and golds being slightly more common than other colors. Some have a full ridge of spines or a 'sail' that runs down their back and tail, while others do not. Others might grow various spike-like projections of bone from their elbows, knees, and tails to give themselves a more intimidating presence.



**Starring  
Aicithon!**

# ARKATIAN INFO

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## PHYSICAL TRAITS:

Arkadians tend to possess far larger muscle mass and structural integrity, with denser skeletal structures overall. Their bodies can support nearly two times the carrying capacity of a person of similar size from another species. Arkadians also have redundant internal organs within their bodies, such as two fully functional hearts, a series of toxin filters that allow them to consume both fresh meat and carrion with no harm, and a highly advanced immune system that helps them resist a variety of illnesses that other races may easily succumb to.

Unfortunately, this physical impressiveness is limited by their endurance. Arkadian endurance is often considered a major limitation to their otherwise fantastic physiology. They will burn out faster than any other species when placed in an intense situation, but during that time an arkadian can push themselves to incredible extremes, seeming to grow stronger, faster, and more aggressive when needed. After this 'rage,' an arkadian needs time to cool down or risk immense fatigue, possibly leading to unconsciousness. It's this nature that makes arkadians favor using overwhelming force to end threats as quickly as possible, but also make them avoid prolonged fights. In the military, the sheer amount of physical punishment most arkadians can suffer due to their superior physiology and burst endurance means most wind up in positions as front line shock troops in the military, not as vehicle operators or crew.

A variable possessed by arkadians are their wings. Not all members of the species have them since a full 35% are born without them. Other arkadians have wings with a span roughly equivalent to 1.5 times their heights. Such wings allow the arkadian to glide for extended distances. A very tiny percentage of the species has a genetic throwback from their ancient ancestors that allows them to develop truly massive wingspans, allowing them to fly outright.

Like the majority of species in the UTO, arkadians possess a host of natural weapons. This includes large claws on their fingers and toes, highly developed fangs, and horns on their heads. Such horns are commonly swept back, but some arkadians have horns that curve or arch forward. Their tails are commonly as long as the arkadian is tall. However, some arkadians have been documented with 'stubby' tails barely half their heights in overall length. Though mostly there to provide balance for an arkadian, their tails are thick and heavily muscled like the rest of their body, and can be used to bludgeon in close combat.



# ARKATIAN INFO

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## SENSES:

The sensory organs of arkatians are no better than most any of the other races in the UTO, save for a decent ability to see into the infrared spectrum of light and pick out heat signatures from other creatures. Other than that, a good number of the other races have senses more specialized and/or superior to arkatians in many cases (sense of smell for the canine species, eyesight for the jahkatians, etc.)

## REPRODUCTION:

Arkatians have a curious mix of mammalian and reptilian traits. They are a warm blooded species that lays eggs to produce young, but also breastfeed hatchlings. The pregnancy of an arkatian lasts for three months before a clutch of one to three eggs is laid. It then takes another four to five months for the eggs to hatch. Curiously, it's possible for them to have healthy hermaphrodites, which are considered a third gender within their various cultures.



# ARKATIAN INFO

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## PSYCHOLOGY:

Taking pride in all they do is a hallmark of arkatians. Other races often admire the unending zeal they have when approaching their chosen tasks, but also find that it can be an annoyance as well. Arkatians that are new to dealing with other races often consider them shiftless and lazy and unwilling to excel in their tasks, thus not earning their place in society. It often takes them years to come to grips with that fact that other races simply do not live up to their standards and thus they learn to keep their opinions to themselves. Some strive to 'educate' others in the merits of taking pride in their work, especially those that fill the same role as the arkatian's onus, which is their chosen specialty they devote their lives to.

The average arkatian takes significant time to befriend others, and though outwardly pleasant and open, they spend a great deal of time assessing those they meet. Once an arkatian has decided to consider someone a friend it tends to be a bond formed for life. This friendship commonly extends to the close family or allies of the friend as well, and may even cross generations if the friend is of a shorter lived race. The arkatian may seek out the children of a dear friend and protect and tutor them as they grow up, in the hopes that the child will come to inherit many of the finer qualities of their past friend. The easiest way to befriend an arkatian is to share the same onus that they do, or prove that one is highly competent in similar activities that the arkatian enjoys partaking of. It is for this reason that arkatians are well received in the military as they are extremely protective of their allies and will go to great lengths to save lives or drive the enemy back to keep their squad-mates out of harm's way.

The minds of the vast majority of arkatians is a product of their societal structure. Since hatchling age, arkatians are instructed to believe that they must find a place and purpose in society. Once they find that which they are suited for, their natural born talent or onus, they will fill that role for the rest of their life. An arkatian that has not found their onus by maturity is deemed to have no purpose and is all but a pariah among their people. Such pariahs are placed into menial labor tasks that are usually deemed unworthy for the average, proud arkatian. An arkatian is allowed to claim that they have found that their onus in life has changed, but must present proof of this change in the form of showing excellence in the new talent to their superiors in both their current onus and the new onus they wish to undertake. If they show this talent, then they are hailed for having found their true onus in life once more and efforts are made to place them in a more appropriate line of work suiting the new onus.



# JAHKATIANS

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**Average Height:**  
**1.75 valen**  
**21.57 meters**  
**70.77 feet**

**Average Lifespan:**  
**183 years**

**Average Weight:**  
**79.444 kilofaarir**  
**148.91 metric tons**  
**164.15 tons**

**Home System:**  
**Rafiren**  
**Homeworld:**  
**Katia**



# JAHKATIAN INFO

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## APPEARANCE:

The jahkatians are a mammalian and avian hybrid closely resembling the gryphons of human myths and legends. Their top halves resemble hawks or falcons. Their feathers cover the their heads, elbows, and most of their torsos. Their lower halves are covered in fur and resemble felines in structure. They usually have feathered wings sprouting from their backs and feline tails on their rears, but some are very rarely born without wings.

Their forearms are ridged like an avian and may be a dull yellow, gray or black.

Feathers vary in tone from being mottled white with browns and blacks being the most common. Red and even blue is a rarer trait. Their fingers are long and dexterous, ended in curved, wicked talons. Their beaks can have a mix of colors, usually being the same shade as their forearms with some other exotic colors potentially making an appearance.

Their eyes may be green, blue, red, golden, or amber. Black is a rare but possible trait.

Their fur can be a wide range of colors with a few patterns. Brown, tawny, black, gray, and red are the most common base colors. White and blue are more rare. Their fur may have a striped pattern, and the stripes may have the same range as the base colors. They may also have spotted patterns with spots seen in pockets around their lower halves, or even across all their fur. These spots may be hollow circles with the base color seen in the middle of them. Their feathers have the same range of colors, and can even have mixed tones. They're easily one of the most colorful and diverse species in the UTO.



**Starring  
Sazha!**

# JAHKATIAN INFO

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## PHYSICAL TRAITS:

One of the most distinguishing features of a jahkatian is their feathered wings. Normally, these wings are large enough to permit efficient gliding - with a rarer few, about two percent, being capable of flight with abnormally large wings. Unlike arkatians, wingless jahkatians are a genetic anomaly.

Jahkatian hands are made up of bony talons with thick skin. Their claws are dangerously sharp and strong, difficult to break. Their beaks have a hook shape with no teeth inside, and they're barely physically capable of certain facial movements such as smirking.

Their feet are digitigrade and resemble feline feet overall. Unlike felines, the jahkatians cannot retract their claws. Their tails vary in appearance. Some are thin, flexible appendages. Other tails are thick in both weight and fur, and some tail tips may end in large tufts of fur like a lion.

Unlike birds on Earth, many jahkatians do not have smooth, flat feathers on their heads. The feathers at the center of their heads may point straight up or backward, extending all the way down the backs of their necks and becoming smaller until they vanish. It is possible for a jahkatian to fold these feathers against their bodies, offering some emotional expression. On either side of their head feathers are the tufts on their ears, capped in feathers that point backward, making their ears look larger than they are. These ears lack the easy movement of some species, and usually do not offer any emotional queues.





# JAHKATIAN INFO

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## SENSES:

Their hearing is better than an arkatians, but not as keen as most species. Their sense of smell is unusually lackluster. Their eyesight, however, is very keen. They are capable of focusing on minuscule or distant objects, catching small details at distances other species fail to see. However, this comes at the cost of awful vision in low-light to dark conditions, especially at nightfall on most planets.

## REPRODUCTION:

Jahkatians lay eggs, often in pairs, about two months after fertilization. These eggs take another two months to hatch, with a better survival rate compared to the arkatians. After hatching, the hatchlings can be breastfed. Like the arkatians, jahkatians have three genders with all being equally likely: male, female, and hermaphrodite.

## PSYCHOLOGY:

A common trend among jahkatians, and a major part of their culture on Katia, is a deep respect for their elders. Often, a jahkatian will refer to their parents or any other older family members for guidance. Leaders are often chosen for their age, although the species is not blind to experience. The older generations hold much sway over the young, and direct the species as a whole. Unfortunately, with young voices often being suppressed by the old, this makes the jahkatians historically unreceptive to change. Before being united with the arkatians on Katia, before both species reached the stars, the jahkatians were very resistant to ending hostilities with the spited elders pouring hatred and resentment into the minds of the young, despite the arkatians simply wishing for past conflicts to die.

This is far less of a problem in modern times, and the jahkatian elders are considered less stubborn than even modern neishor. However if the UTO ever has to go through massive internal reform, it is expected that the jahkatians, with the neishor, would be the most resistant to sweeping change. Although there does seem to be an instinctual tendency for jahkatians to listen to their elders, it is not a strong drive. On heavily mixed population worlds, it typically stays within the family. In the military, it's mostly eliminated through training, as the military stresses listening to someone according to their rank rather than their age.

# KATIAN HISTORY

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The katians, encompassing the two species that evolved on Katia together, were two of the three founding species of the UTO. When the arkatians and jahkatians eventually left their Katian nests, they reached the stars with a mindset already set on cooperation, nurtured from their history of two different species reaching the point of union.

It wasn't a bloodless development. Their distant past is mired in racial wars that saw both species become separated on their own continents. The continental separation took millenniums to become complete, but when it finally happened, it finally saw conflicts decline. The arkatians became significantly less hostile, but the jahkatians continued to try to assault their neighbors in periodic wars, trying to gain land. These border wars became less and less frequent as defensive lines strengthened, and eventually the fighting came to an end at long last. For generations there was a cold war, with little interaction between the species. It wasn't until the industrial revolution, and soon the erestral revolution, that the first official trade agreements begin, as both continents needed resources the other had, but military buildup and their past made military means horrifying to imagine attempting again.

Over centuries the katians formed researched agreements and had technological exchanges. Eventually, they formed the great trade city of Keneten, which first saw katians living together en masse. Demilitarization freed resources for further growth. Only a few short years before the invention of the erestral hyperdrive, the katians formed their first unified military divisions.

When the katians first left their system to explore the stars, they took with them the understanding that cooperation made everyone stronger than they could hope to be alone. This philosophy carried on to their historical first contact, where they encountered the alien falashai. Although the blending of alien civilizations was a dream countless years ago, the idea of an ally appealed to both the katians and the falashai with their global conflicts still fresh in their minds. Soon an alliance between the three species formed, and the United Treaty Organization was born.

