

# SISSACH

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**Average Height:**  
**1.64 valen**  
**20.26 meters**  
**66.47 feet**

**Home System:**  
**Pelenaanev**  
**Homeworld:**  
**Kinskaid**

**Average Lifespan:**  
**98 years**

**Average Weight:**  
**65.658 kilofaarir**  
**123.07 metric tons**  
**135.66 tons**



# SISSACH INFO

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## APPEARANCE:

The sissach are comparable to lizards, though do not directly resemble any found on Earth. Scales cover much of their bodies, thick and strong on their heads and backs, though they become thinner and more flexible on their limbs. Where much movement is needed, like their throats, they instead have a leathery skin. Their scales can be black, brown, green, tan, and in some rare cases blue. The leathery hide can be either tan or black. Their tails are long and thick, though not as powerful as an arkatian's. Their eyes can be amber, gold, red, or green with vertically slitted pupils with two eyelids like some lizards on Earth.

## PHYSICAL TRAITS:

Sissach are cold-blooded and react poorly to cold climates, and they typically avoid frozen planets and polar ends of worlds for this reason. They are the only species with no mammalian traits. Both genders look extremely similar, and the females lack breasts as an identifier. Males and females can be distinguished by looking for any pointed ridges along their eyebrows. The males have them, and the females do not. The spike-like structures sprouting from the sides of their jaws and the backward facing spikes down the center of their heads to the base of their necks are features in both genders.

Another method is tail length. The average male has a tail 75% the length of his body, while a female's measures only 50% of her body's length. Lastly, females tend to have wider hips, stemming from the egg laying nature of the species. However, this trait can also be seen in some males and remains unreliable as an identifier.

## SENSES:

The species has subpar hearing, comparable to a human. Their eyesight is variable - they start to see into the infrared spectrum the darker it gets, making them excel in absolute darkness. Their olfactory senses are strong and augmented by their tongues, which are capable of tasting the air much like that of a snake.



**Starring  
Shazike!**

# SISSACH INFO

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## REPRODUCTION:

The sissach have male and female genders. They undergo genetic therapy in the egg, but naturally they do not have any problems with their genders. As a result, there is never a case for genetic therapy to help develop intersexed hatchlings. Therefore, there are no hermaphroditic sissach.

Twice a year, the females enter a heat, and can be impregnated with a clutch of up to five eggs. These eggs take only two months to hatch, then the hatchlings reach maturity in a mere nine to ten years. Sissach reproduction is self-destructively rapid, likely attributed to a historically massive mortality rate.

This mortality rate has all but been eliminated, however their incredible reproduction rate still exists. A large part of rynar and sissach cooperation with themselves is controlling this modern problem. Government incentives in both the UTO and the Rynar Collective encourage males and females to have themselves sterilized, typically in the form of tax breaks for those with no family and financial aid for those that do. Like the rynar, it is common to destroy all but one egg in a clutch to prevent further rapid population growth. The UTO tried to prevent this with the sissach at first, but soon mimicked the rynar to prevent overpopulation.

**You can always turn  
any unwanted eggs  
into delicious and  
nutritious omelettes!**



# SISSACH INFO

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## PSYCHOLOGY:

The sissach are the same species as the rynar, and they both have very similar psychologies. Like the rynar, the sissach have a powerful, even violent loyalty to their chosen 'groups'. These groups range from family and circles of friends, all the way up to species-wide and national level. The key difference, however, is that the sissach are willing to see past their species and offer their loyalty to a fully different, alien faction - so long as they have others from their own species willing to do the same.

By nature, the sissach have no problem cooperating with the other members of the UTO. There is an ingrained desire to simply make things work, so compromising with a sissach friend is a very easy task. For some, this becomes humbling when a sissach is confronted with xenophobia through their life, yet gladly aids those that scorned them. Sissach loyalty extends to friends and family as well, not just to the UTO as a whole. While a sissach is happy to compromise, if someone else isn't and ends up threatening those they care about, then the violent nature they share with the rynar often comes out. Fights with a sissach are usually full of gnashing teeth and raking claws, as they take on a vicious hatred towards the threat. This makes them fearsome soldiers, as the aggressive behavior carries onto the battlefield.

While all sissach have an instinctive loyalty to their chosen culture and people, their pack mentality only truly shows itself when clear lines of authority have actually been established. In a casual setting among friends, a sissach could pass for any other species in their behavior. However, their alien obedience becomes clear when interacting with their acknowledged superiors. Sissach children listen to their parents, a sissach employee does what their employer says without question, and a sissach soldier will always follow orders.





# SISSACH INFO

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## ADDITIONAL PSYCHOLOGICAL DATA:

Sissach are easy to lead by example. A good employer will find their sissach employees performing well while a lazy employer will find them performing worse than the non-sissach employees. In the military, this means a careful leader will rub off on the sissach and make them just as wary. On the contrary, an aggressive leader will cause their sissach troops to become riled up and eager to take the fight to the enemy. This also means that a leader who doesn't enforce discipline could rapidly see order among the sissach breaking down. While every sissach has their own personal judgement to guide them, that personal judgement becomes less and less effective the more their pack, as a whole, goes against it. This often reaches the point of being able to heavily influence sissach of lesser will if they conform with the pack's poor behavior. Even then, those that resist engaging in the packs' negative behaviors would most likely not report their mates, as they believe the pack does what the pack does, and it is not their place to oppose the pack as a whole.

In the military, sissach troops are typically withheld from fighting the rynar since the hatred towards each other reaches a deep, personal level. The rynar think the sissach are traitors and a disgrace to their kin. Meanwhile, the sissach consider the rynar stupid, backwards savages that deserve to be put down like rabid animals for their violence against other species. This is not an ideal mentality for keeping prisoners or civilians intact. By extension, it is not advisable for sissach to reside on colonies that may be subject to skirmishes with rynar privateers. Even a strong leader can have trouble controlling this disdain during a fight.

Outside of instincts, there is a cultural phenomena among the sissach directly related to the practice of destroying all but one egg in a clutch. It varies wildly from sissach to sissach, and some do not even care for it, but many sissach wish to do their perished siblings proud. This can range from simply not wasting their existence to doing something fantastic. A sissach may simply want to be a productive member of society, or to raise a family, succeed in school, become a doctor and pay back their siblings' deaths with life, join the military and defend the culture their siblings died for. Anything that logic allows.

A sissach who feels they are failing their perished siblings could potentially enter a horrible depression, and believe they were the wrong egg to save.

# SISSACH HISTORY

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Approximately 46 years after first contact with the rynar, the sissach joined the UTO.

Before the first war with the rynar, the rynar colony of Kinskaid was near several neishor colonies. The first trade agreements with the rynar saw Kinskaid benefit greatly with exotic goods being readily exchanged, trade for raw materials needed to rapidly expand infrastructure, and even a blossoming tourism industry. After diplomatic breakdowns and the declaration of war, Kinskaid was the first target for UTO forces. The ensuing battle in orbit was long and hard, but it routed the rynar defense fleet and a ground occupation began.

The ground fighting ended up being less vicious than anticipated. Civilian resistance was heavy, but less so than previously estimated. Compared to the occupation of another colony, Sennar, Kinskaid was almost quiet. As the war turned into a stalemate with the UTO wanting to force a ceasefire, the occupation became several years long. Resistance steadily waned. By the end of the war, UTO troops were having drinks in rynar pubs without being shot at.

During peace talks, the UTO initially agreed to return Kinskaid to the rynar. However, much to the surprise of even the rynar, a majority of the civilian population of the planet requested refugee status with the UTO. As a result, the UTO tried to acquire the planet in the treaty due to having an edge in the conflict, hoping their military clout would be enough. The rynar adamantly refused until Kinskaid's provisional government started to draft an official secession from the Rynar Collective with wide approval from the local population. The rynar then quickly accepted the treaty's territorial terms. The UTO, hoping to foster goodwill, did not change the terms of the treaty towards the rynar after this sudden development.

Upon officially being accepted into the union, the Kinskaid rynar began to call themselves the sissach to distinguish themselves from their kin. Even suggesting that they're still the same species can be offensive to most sissach due to cultural reasons rather than purely biological ones. To rynar and sissach, the terms for species are one and the same to refer to their blood kin, so implying that they're all either rynar or sissach can be considered a great insult. Some biologists have tried to suggest the term 'Ohrenians' as a way to refer to both as a reference to their original homeworld, but sissach also consider this unacceptable since they view Kinskaid as their new or actual homeworld instead, despite not evolving on it.

Even with these murky origins, the sissach have been firmly loyal to the UTO ever since then.