

The Azdov Created by Timuron (AKA Klivord)



Origin for the azdov concept;

The azdoves were originally created in response to sci fi universes in which humans dominated despite the fantastical setting. In the azdov universe, this trope was to be thrown upside down. The furry, non-human azdoves would dominate their galaxy. Any species remotely like humanity would be unimportant and short lived. The azdov universe would be a universe heavily appealing to the furry community as only furry (or scaley) sapients would be permitted to live under azdov rule.

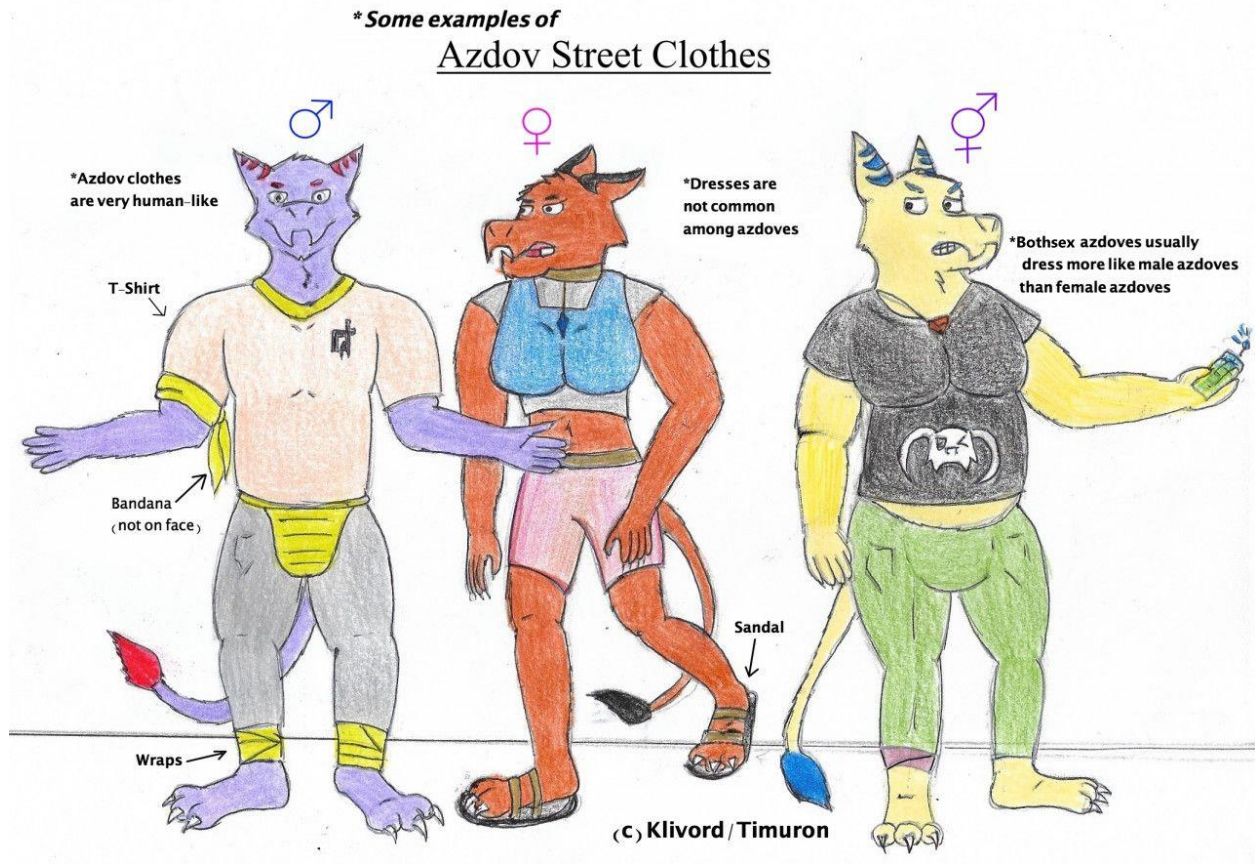
I would not be telling the truth if I didn't admit that the azdoves have also been a venting tool for me as the human world is borderline insufferable most of the time. It's nice to have a place in one's mind where nothing from Earth matters.

Table of Contents

Biology	3-10
Time & History	11-18
Culture	19-27
Technology	28-31

Biology

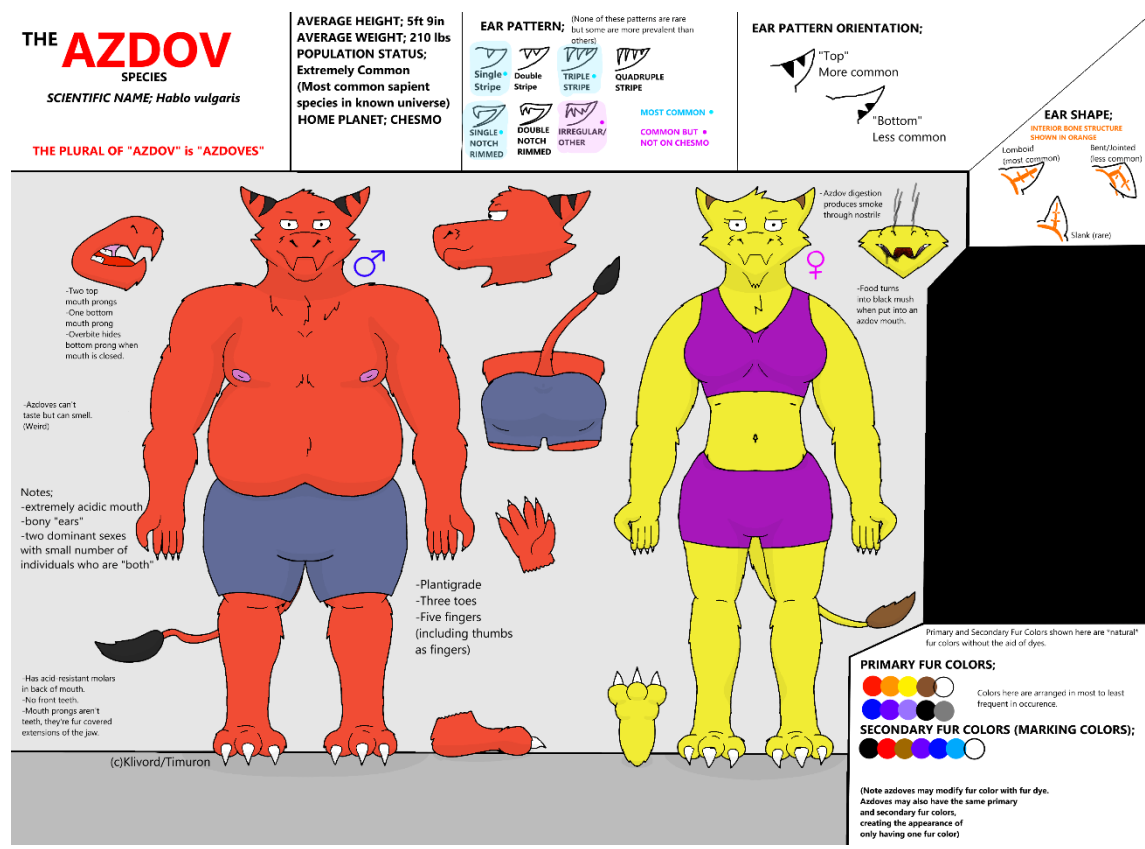
General Appearance



The appearance of the azdov body can be described as having draconic, feline, and some even equine elements. Apart from their muzzle, their posture is ironically similar to that of humans and so is their average height.

Their signature features are their “ears,” prongs, and tail. Their tail is simple, pretty much just a lion tail. The ears are not like human ears, but like triangular appendages with bones inside of them. These “**ear plates**” operate much like the lateral line of a fish but amplified for hearing in air. Their third signature feature is their prongs. The prongs are bony extensions at the openings of their mouths covered in skin and fur. There are two prongs on the upper lip and one on the lower jaw. The single lower prong is posterior to the two upper prongs. Azdoves only have teeth in the form of molars in the back of their mouths.

Azdoves are chesmommammalians and are covered in fur. Healthy normal azdoves always have two fur colors. One for the majority of their fur and a secondary color for their “ear” markings and the tuft of their paintbrush-like tail. Occasionally males will have random secondary birthmarks on their chest, but they are always symmetrical.



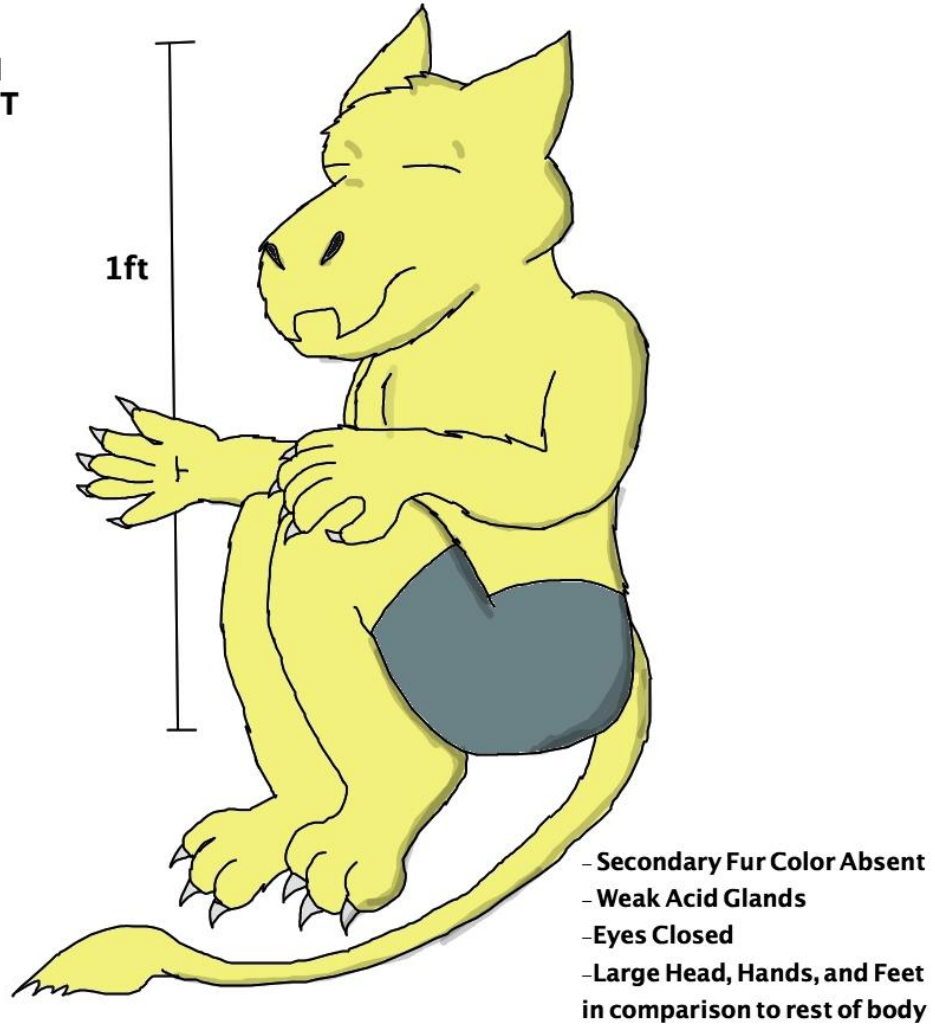
Sex, Sexuality, and Reproduction

On average male azdoves live to be 90 earth years and females live to be 100 earth years.

That is about 32.85 chesmian ror for males and 36.5 chesmian ror for females. Azdoves spend the first 13 to 15 earth years of their lives without a biological sex. Once they hit puberty the sex chromosomes that they received at birth activate and they become either male or female. There is an extra set of chromosomes that on rare occasions allows for an azdov to develop as both a male and a female, and this is called a bothsex azdov. In even rarer cases, congenital defects and various diseases in early life may hinder puberty all together and result in an azdov that remains sexless their whole lives, this is called a nosex azdov and being nosex is considered a disorder. In general, 49% of healthy adults without defects are male, 49% are female, and 2% are bothsex. Nosex azdoves are about 1 in 1000. Nosex azdoves are most common on highly polluted planets.

Azdoves give live birth. An azdov female is pregnant for about the same period of time a human female would be. Birthing is much less painful for azdoves than humans. An azdov mother typically only has one or two ‘dovlets per pregnancy but is capable of having up to a dozen in her lifetime, especially on new azdov colony planets. Four to five is the average birth rate in rural environments and three to four is the typical birth rate for urban areas. Only on extremely populated planets such as New Chesmo and its population of over 1 trillion does the azdov birthrate fall to replacement levels. Despite these high birth rates (high relative to humans), overpopulation usually isn’t a problem because azdoves are usually fairly willing to move to other planets when needed if they can afford to.

THE NEWBORN AZDOV 'DOVLET

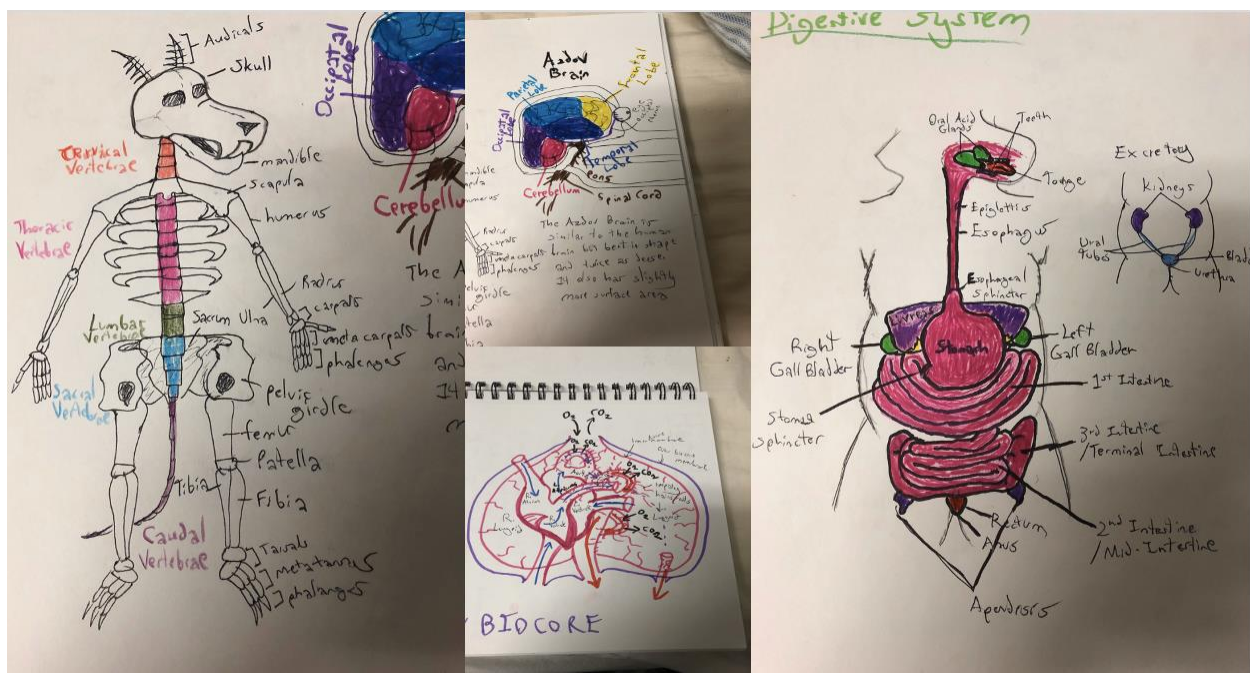


Newborn azdoves (called 'dovlets) are born with weak acid glands, closed eyes, and without secondary fur coloration. Their eyes open after a week. In their first year of life their secondary coloration will come in and their acid glands will begin strengthening to normal levels. Until their acid is at full strength they must drink maternal milk.

Some azdoves don't appear to develop secondary coloration because their primary and secondary fur colors are the same color. Sometimes these azdoves will artificially apply a different secondary fur color with fur dye.

Azdoves don't age the same way humans do; signs of old age don't usually appear until 70 earth years of age in females whereas in males, signs of old age don't appear at all. Despite this, males still die before females due to a horrific condition nicknamed "death puberty" which is a form of azdov testosterone poisoning. When an azdov first becomes male, azdov testosterone production gradually increases throughout the course of their entire life and by the time they are elders (between ages 70 and 80) it reaches a toxic point where the fur begins to darken and the azdov man begins to become uncharacteristically aggressive until they start having episodes where they have dangerous outbursts. Eventually the person that the male azdov was gets totally erased and all that's left is a snarling animal that tries to digest everything that approaches it. Before this happens, the elderly male is taken from their family and put in a special facility. If the family doesn't choose to euthanize their loved one, they'll die from either organ failure or exhaustion. Bothsex azdoves also tend to get death puberty.

Biochemistry & Internal Anatomy



For the most part, azdov biochemistry is identical to human biochemistry. Azdoves are terrestrial and have red blood, breath oxygen, are carbon based, and drink water. The only major difference is their extremely powerful digestive system, and their fat tolerance. They tolerate fat being high in their bodies via an extra type of blood cell called a yellow blood cell (or lipocyte) that removes fat from the walls of veins and arteries and transports them to fat tissues where they don't impede blood flow.

Their mouths produce azdovic oral acid in order to instantly digest any organic foreign matter that enters the mouth. This acid is produced by the oral acid glands. A byproduct of this phase of the digestion process is black smoke that goes into the throat, then up into the nasal cavity and out the nostrils. The azdov itself is protected from its own acid via layers of mucus wherever the acid normally is. This is why the inside of the azdov mouth is unaffected by the acid, but an azdov licking the hand of another azdov would burn that azdov's hand. Azdoves are unable to taste.

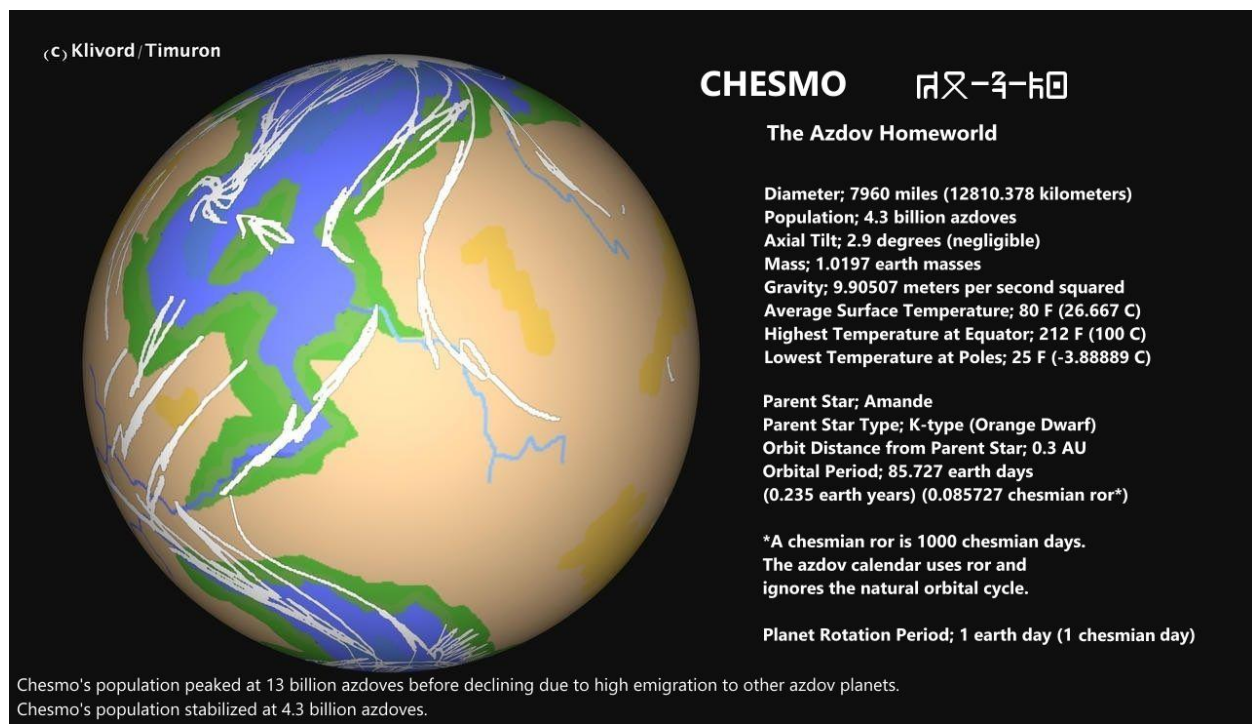
Internal azdov anatomy is mostly similar to that of humans with some quirks. While lipocytes and oral acid glands have already been mentioned, some other notable quirks of azdov anatomy include the livreas, gall bladders, intestines, and biocore. The livreas is located near the stomach and does the jobs of both the liver and pancreas. The azdov has two gall bladders and three intestines. Their kidneys are robust and allow the azdoves to drink water with high or low salt content.

The azdoves have a biocore which acts as both the heart and lungs of the azdov, and although being similar anatomically to a heart and a lungs, the biocore doesn't need to maintain a consistent pulse to keep functioning so an azdov can hold their biocore rate and their breathing for a very short period of time if they wanted.

Psychology

The Azdoves are generally known as an obsessive race infatuated with the ideas of success and obligation. They are most notably incapable of committing suicide.

Chesmo & Azdov Evolution



Originating on the planet Chesmo around two million years ago, the modern Azdov or *Hablo vulgaris* is a member of the family *Hablodae*, the order *Acidosae*, the class *Chesmomammalia*, the phylum *Chesmochordata*, and the kingdom *Chesmoanimalia*.

Chesmo is an arid world orbiting on the inner edge of the habitable zone of a reddish orange k-type dwarf star called Amande. Chesmo is mostly covered in desert. Chesmo is hardly

any bigger than Earth and only has slightly stronger gravity. The Chesmian hydrosphere operates almost reverse to Earth's. There are "freshwater" oceans starting at the poles fed by sea-ward rivers. These hyperlakes drain through mega rivers which branch out into hot flat basins full of salt with an evaporation rate that prevents them from filling up. Evaporated water circles back poleward and comes down as rain (or snow if it reaches either pole). Chesmo also has extensive cave networks which have their own rivers and lakes. There are very small areas of ice and slush at each pole, the only places on the planet where ice can exist. Each pole is located on an island surrounded by either hyperlake.

Note that the azdov definition of what is "freshwater", is not quite the same as what it is on Earth. Azdov kidneys have adapted to allow them to drink various different salinities of water.

If desert iron oxides get mixed in due to a sandstorm, rain can fall as blood rain. Blood rain is common enough on Chesmo that local azdoves don't get disturbed by it. The planet's atmosphere is 77% Nitrogen, 20% Oxygen, and 3% Trace Gases.

The lineage of chesmoanimals that azdoves are a part of evolved acidic mouths to be able to better consume any of the tough organisms on the planet. This was crucial as famines were common for much of early azdov history. It's because of their strong mouth acid that azdoves cannot taste. Males evolved the ability to resist fat related diseases so they could hold on to fat deposits so that they could focus more on feeding their families than themselves.

Like humans, azdoves were long distance endurance predators that chased their prey over long distance. When not hunting food, azdoves foraged all forms of flora as well. Azdoves are omnivores.

Time and History

Chesmian history is measured in ror. One ror is equivalent to 1000 chesmian days which is equivalent to 1000 earth days. An astronomical chesmian year is actually only around 86 earth days or 86 chesmian days. However, due to Chesmo's negligible axial tilt, the time of year induces no seasonal affects. Without seasons to motivate the farmers, only astronomers used astronomical years to measure time. Most azdoves adopted the ror as their time measurement because it was decreed by the first azdov emperor and was a convenient number.

The ror is divided up into ten months (each 100 days long) which are divided up into weeks (each 10 days long). The months and weeks are referred to by number rather than having special names. A typical date would be the first day of the second week of the third month of the thousandth ror or day 1, week 2, month 3, ror 1000.

A chesmian day is made up of 1440 minutes which are equivalent to 14.4 tauruses. The time of day is typically given by stating how many minutes it is into the day. 3am would be 0180 minutes. However, if one is staying up late, the first 100 minutes or so of the next day can double as extended minutes of the prior day. 0032 on day 3 is equivalent to 1472 on day 2. Azdov colony planets have their own local calendars, but the Chesmian calendar is used as the Azdov Imperial calendar.

Chesmian History (In bullet points)

Foundation Era -733 to -2 ror

-800 ror; The azdov agricultural revolution occurs.

-1100 to -733 ror; “Mythic” age during which many legends supposedly took place. This is when the Mythic Azdovid Empire supposedly existed.

-733 ror; Foundation of the first azdov civilizations along the river of Ishma, in the Chesian highlands, and on the Great Island.

The Great Island was the homeland of the brown furred azdoves who were known for their sailing culture.

Ancient Cheisa was a collection of city states that was populated by azdoves with red to orange fur tones. These cities constantly fought.

Ishma was founded by a mixture of yellow and orange fur tone azdoves and was the only three of these civilizations that was a single unified state at the time. It hugged the great river of Ishma much like ancient Egypt hugged the Nile.

-700 ror; The “Rain Kingdoms” are founded to the south of the Cheisan Highlands. This was a wet crescent of mountainous lands between the northern hyperlake to the east and the world dessert to the west. These azdoves were related to the Cheisans.

-319 ror; First evidence of the worship of I’awa in city states in Cheisa.

-59 ror; City state of Malucrete (or Malukarit) begins to unify Cheisa and impose I’awa on those it conquered.

First Imperial Era -1 to 262 ror

-2 ror; The purple azdoves to the east of the Great Island and the white furred slank eared azdoves in the southern hemisphere begin building their first cities around this time.

Note that the white furred slanks are the only azdoves in the southern hemisphere at this time and all other azdoves live in the northern hemisphere.

At this time, the blues and greens to the west of Ishma and Cheisa still only have tribal kingdoms with no true cities.

-1 ror; The Cheisan Empire is officially formed. This empire is regarded as the first great azdov empire.

0 ror; First Emperor Ror created the ror calendar based on a neat number of 1000 days. The time unit ror is named after Ror.

11 ror; Ishma conquered by Cheisans.

12 ror; The green azdoves of the tribal forest Kingdom of Jonas were exterminated for refusing to convert to I'awaism, the religion of I'awa.

19-20 ror; Cheisans conquer the Rain Kingdoms

130 ror; This ror was said to be the height of Cheisan Empire.

262 ror; Due to plagues, tribal invasion, and mass revolt, the first great empire that was the Cheisan Empire fell.

First Intermediate Era 263 to 641 ror

263 ror; 100 successor kingdoms and other states had formed out of the ashes of the Cheisan Empire. 90% of pink nomadic azdoves were killed due to blame for the fall of the empire.

270 ror; The blue furred kingdom of Lynart forms where Jonas used to be and pushes the eastern invaders.

490 ror; The dark plague begins in Lynart.

500 ror; The dark plague ends on the Great Island

600 ror; A new kingdom is slowly rising in the Cheisan highlands. Cheisa and said kingdom become known as Chesamu.

Second Imperial Era 642 to 725 ror

630-642 ror; Genius generals allow Chesamu to expand rapidly in a myriad of wars.

642 ror; Chesami Empire officially begins after taking over Ishma and Lynart again. This is considered the second great empire.

645 ror; The southern hemisphere is discovered by the north.

645-655 ror; 90% of slank eared azdoves die of northern diseases.

655-675 ror; Chesami colonization of southern hemisphere.

688 ror; Two thirds of the world had been conquered by the Chesami Empire by this time.

699 ror; Gunpowder discovered by an alchemist in Lynart.

701 ror; Second imperial era plague begins in the heart of the Chesami Empire

711 ror; Second imperial era plague finally ends.

711-725 ror; Revolution, fallout from the second imperial era plague, and the consequence of imperial royal inbreeding destroys the empire from the inside out and the world breaks into political pieces. The Chesami Empire ends.

Second Intermediate era 726 to 824 ror

726 ror; The new states around the world soon start fighting using gunpowder which was now fully realized as a weapon.

730 ror; The Kingdom of Lynart reforms after pushing out red, yellow, and orange invader states from its region. The Lynartians are innovative in both tactics and weaponry.

740-745 ror; Lynart and Ishma invaded and took control over territory in the southern hemisphere in a resurgence of colonialism. Meanwhile the Chesami remnant kingdom known as Chesmiya started attacking city states on the coast of the Great Island.

809 ror; By 809, wars are less frequent but larger in scale.

817 ror; By 817, the industrial and nonagricultural revolutions began in both Lynart and the former Chesami heartlands.

Reclarification Era 825 to 859 ror

818-825 ror; Chesami, now Chesmiya, reforms and starts to build an empire again, using the ancient city of Malukarit as its capitol. The dialect of Malukarit in this time would later become the basis for standard Chesmian Azdov. While some wars are needed, many states of similar culture voluntarily join the Chesmiyans.

825-835 ror;

The infamous war of the red and blue armies.

The red army was the name of the huge army the Chesmians formed after industrializing. The Lynartians renamed their royal army to the blue army to defy the rising Chesmians. The Lynartians were a bit of a stuck-up nation of philosophers, but they at least cared about freedom. The Chesmians were pushing a new sect of l'awaism that cracked down on everyday life even further than normal, meanwhile the Lynartians were having atheist and neo-pagan movements pop up in their nation.

The Empire of Chesmia regarded itself as the third great empire, a resurrection of the Cheisans and Chesami. They believed they were entitled to the entire world. Furthermore, the Lynartians were individualists whereas the Chesmians hated individuality.

In 825, the red army of Chesmia invaded Ishma and the Lynartian blues rushed in to oppose this. This was the beginning of a bloody ten year struggle between the two powers. It wasn't easy for the red army but Chesmia eventually won and demoralized Lynartian philosophy out of existence.

835 ror; The United Azdoves started gathering member states in the southern hemisphere much to the dismay of the Chesmian Empire.

850 ror; The Chesmian Empire ruled the entire northern hemisphere whereas the United Azdoves was made up of the entire southern hemisphere.

853 to 856 ror; The Great Azdov War (the Chesmians surprise the Southern hemisphere with the invention of nukes, they desolate their capitals and crush the South. Chesmo is unified

permanently. Chesmo gets its named from Chesmiya, prior to the war, it was just called the World. All now worship l'awa or else. Chesmiya, the third great empire, is eternal.

Early Space Era 860 to 1020 ror

860 ror; First Azdoves land on the planet Cuirin (Chesmo's lifeless neighbor)

907 ror; Azdov colonization of New Chesmo in the neighboring system begins.

1020 ror; After expanding across the sector with 12 colonized habitable planets, alien contact is made.

1021 ror; It is reasoned that the ugly non-furry aliens must be the mistake that l'awa wished them to fix as mentioned in scripture. l'awa wanted azdov kind to purify the universe.

Galactic Era 1021 to 1274 ror

1022-1030 ror; The war against the human-like kineticans is fought, ending with the azdov invention of the wa'a'ai and the extermination of the kineticans. The war was difficult at first but after the middle of it, it was an easy azdov victory.

1030 ror onward; The azdoves begin to expand their azdov empire non-stop through violent measures. It is officially known as the Azdov Empire from this point but it's still a continuation of the third great empire that the Chesmiyans founded.

1120 ror; The gangzt, a fellow furry species was discovered and were made a vassal of the azdoves diplomatically.

1159 ror; The besugo, another furry race, are vassalized as friends of the azdoves.

1250 ror; Azdoves become the most populous species in the Protonic Galaxy, and directly or indirectly control all of it except for the Likana Dominion.

Intergalactic Era 1275 ror onward

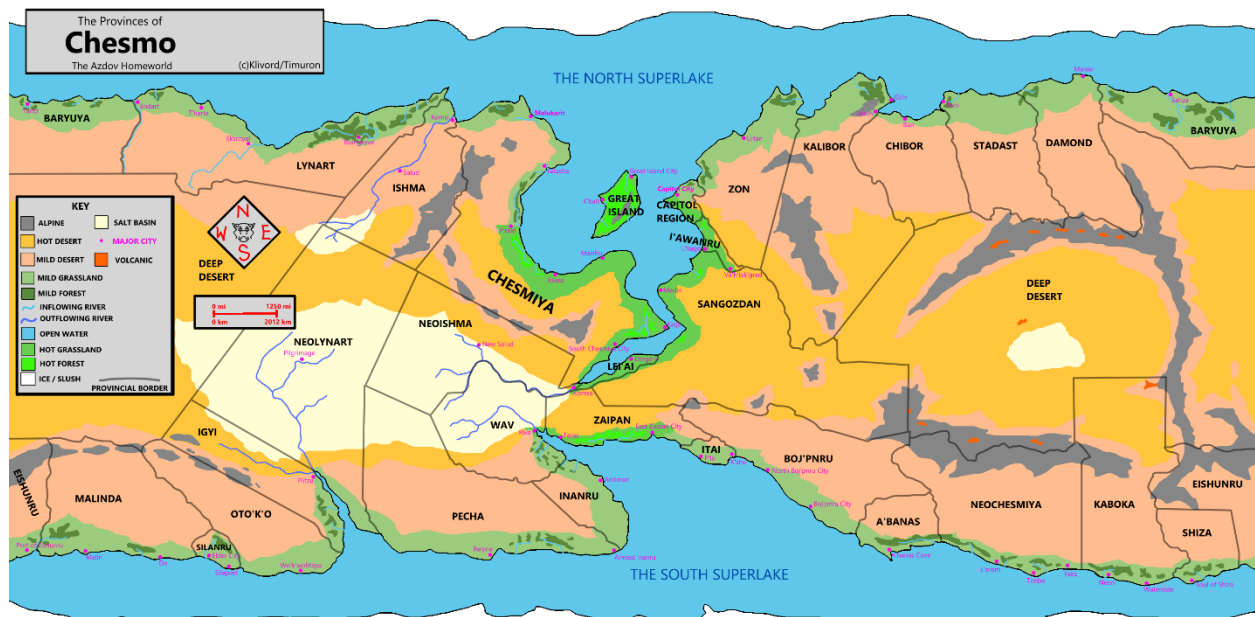
1275 ror: Azdoves discover intergalactic travel and begin setting up colonies in the Milky Way galaxy.

1276 ror: Human civilization destroyed by azdoves.

1309 ror; Life On Chesmo (the comic) takes place.

Overview of Azdov History;

The main focus of Azdov history for the past 5800 earth years or so has been the iterations of “the great empire” Starting with the Cheisans, reborn as the Chesami, and the modern iteration that conquered the galaxy being the Chesmian Empire also known as the Azdov Empire. All three of these empires started in the same general region on Chesmo and all shared various stages of the same culture. The most notable feature of this culture was the god I’awa who went from a random local god from a pantheon to the one and only god of the entire azdov race. Once in space, this faith provided the perfect ideology for destroying countless alien civilizations that didn’t look enough like azdoves and vassalizing countless civilizations that did.



Culture

Religion

I'awaism is a monotheistic faith and the primary faith of the Azdov Empire. The basic theology of the religion is that I'awa created the entire universe. I'awa was an imperfect god who created many mistakes which he regrets to this day. He used the last of his creation powers to create the azdov people to erase his mistakes. He then went to rest to one day regain all of his power.

The modern clergy's interpretation of this is that sapient races that don't look enough like the azdoves are the mistakes and the azdoves have to fix them by killing them. In order for a sapient species to be deemed worthy of life, they must have at least two of the following three features; a muzzle, a tail, and fur.

However, throughout history the exact definition of I'awa's mistakes have been debated and changed. Originally in ancient times the mistakes were concepts like failure and disloyalty, these older ideas survive via the circles of the azdov hell (b'ure) and the core sins. The core sins are considered to be failure, treason, heresy, and weakness.

The two main interpretations of where I'awa is currently resting. Some azdoves believe he's resting in Amina (the azdov version of heaven). Other azdoves say that I'awa rests in pieces inside azdoves themselves, typically larger male azdoves. I'awa will either descend from Amina, or emerge from azdoves themselves whenever he wakes up. Many azdoves claim to see him in their dreams, where he talks to them.

H'l'o'ism is a persecuted minority faith that worships H'l'o the god of truth, love, and justice. They have rebelled numerous times against the current regime and have constantly been

massacred throughout history, yet they still survive. Their entire community is underground. They've been known to save members of "abomination species" that the Azdov Empire was exterminating.

Atheism exists and can be punished as heresy if you bring it up around the wrong people, but generally younger azdoves are more tolerant of atheism. This doesn't mean they don't still have bigotries against non-furs.

Paganism used to be practiced among ancient azdoves. I'awa used to be the head of a pantheon among the red and orange azdoves, rather than the exclusive god of all azdov civilization. It is believed I'awa was the god of pride, sand, sandstorms, the desert, and lightning. Modern I'awaists like to ignore and erase this older version of I'awa as it contradicts the modern monotheist version of the god.

Life ceremonies

Na'r'to;

The Na'r'to is the celebration of when a 'dovlet has matured enough to be able to discern what their biological sex is. When azdoves are born they are given two names apart from their surname, which are male and female versions of the same name. On their na'r'to, the name that matches their sex becomes their first name and the name that doesn't becomes their middle name. Male na'r'tos are always held outside around a fire whereas female na'r'tos are usually held inside.

Marriage;

Marriage is a huge commitment in Chesmian Azdov society. You can only get married once. You see a marriage counselor in an official building (usually a place of I'awaist worship) and go through tons of paperwork. Then the partners in marriage use special pens to take a bit of oral acid from their oral acid glands and burn it into the neck of the other marriage partner. If you get divorced, your marriage marking is blackened out with a big square iron, and you are never permitted to get married again. Only a portion of couples get married. Most azdov children are raised by parents who aren't even married.

Farewell Parties for Death Puberty; Death puberty is when an elder azdov male gets to the age where his testosterone levels rise to toxic levels. Typically, a farewell party is held before they are sent to a facility that watches over those with death puberty. The symptoms start with fur darkening and aggression and advance into primal fits of rage until nothing is left of the azdov's former self and he eventually expires. Farewells are often delayed because the man's wife or kids or grandkids want one last holiday with them, and this often results in a fit of rage going off at an inconvenient time and the elder in question injuring or even killing a loved one.

A farewell party is whatever the elder male in question wants it to be, almost anything. It's a big deal, it's like a last meal but instead of food it's time with friends and family as a sane sapient azdov.

Death; Death is inevitable, and azdoves tend to bury their dead just like humans do. The only difference is that they use symbols of I'awa on their graves. The symbol of I'awa looks like a cross but with a line at the bottom. **⊥**

Holidays

Foundation Day (colonial); Every azdov colony planet has a foundation day which is marked only on that planet's local calendar rather than the Chesmian one for official imperial use. No planet celebrates the same. Banoo has an m'pak race whereas Staroon has this weird bubble festival thing. One thing foundation days have in common is that they revolve around something their founder liked.

Imperial Day; Day 5 Week 10 Month 9

This day is dedicated to the theoretical foundation day of the first great azdov empire all the way back in ror -1. It is typically celebrated by public live sea animal feasts in coastal cities, decoration of flowering trees with shiny decorations, and exchanging gifts among family.

Victory Day; Day 10 Week 10 Month 5

The 500th day of the ror, Victory is a celebration of the horrible death of the disgusting gross worthless hominid species such as humans. It is a tribute to all the extinctions that azdoves have

caused in the name of I'awa. Prisoners are dressed up as ugly non-furry aliens and killed in gory fashion rather than being executed normally with base bath. Children make effigies with fruit and eat them. Plays are held mocking the existence of gross bad lame species and glorifying their deaths.

Ror's end (or Rorsend); Day 10 Week 10 Month 10

The last day of the ror, Ror's end (or Rorsend), is a loud festival of music, dancing and fighting to usher in the next ror. Many major sports have final tournaments at Ror's end.

Year's end (colonial);

Like foundation day, this is a colonial holiday that isn't celebrated on the azdov home world. It is simply a celebration of the end of the year of the local calendar. It's described as being like Rorsend but lamer.

Sports

Azdov Mixed Martial Arts;

Azdov mixed martial arts is a sport in which two contestants (usually azdoves) fight each other until one admits defeat or is no longer able to fight. The only rule is that they can only use their body and the clothes on their back. Death and mutilation are permitted. The end tournament for AMMA is streamed during Rorsend every ror to the entire galaxy and it's the most popular event in the history of the protonic galaxy (the azdov home galaxy.)

Pikopik;

Pikopik is a bastardization of the ancient Lynartian word pigharh, it's meaning is unknown. Pikopik, as a sport, is basically tennis but with baseball bats and a ball that hurts when it hits you. You get 2 points if the other team misses and 4 if it hits one of them. This game isn't taken seriously as it usually isn't lethal for anyone.

Blue versus Red;

Blue versus Red is a lethal sport in which the war between Chesmiya and Lynart from way back in azdov history is poorly reenacted by a blue and a red team. Typically, the azdoves sign up for this are males in need of the money they get paid. Some players can get as much as 100k Karwa for playing (Karwa being the imperial currency). Anyway, the two teams are assigned red or blue, preferably by fur color but if that's not feasible a coin may be used. They fight with antique firearms from the Chesmiyan-Lynartian war and try to take the enemy flag while defending their own. Since it involves people dying, this sport is fairly popular, but it's still not as popular as Azdov Mixed Martial Arts. The final tournament for Blue versus Red is typically held around Imperial Day, often Imperial Day Eve.

Architecture

Most residential buildings are utilitarian and plain and are rented out by citizens from the government, think soviet Russia. Upper class dwellings on the other hand are privately owned. Private dwellings are usually much bigger and decorative than those of the common azdov. Private dwellings are most common on older planets with higher populations of the one percent. On the azdov home world of Chesmo, land previously set aside for government housing is giving more and more ground away to huge private mansions.

Music and Dancing

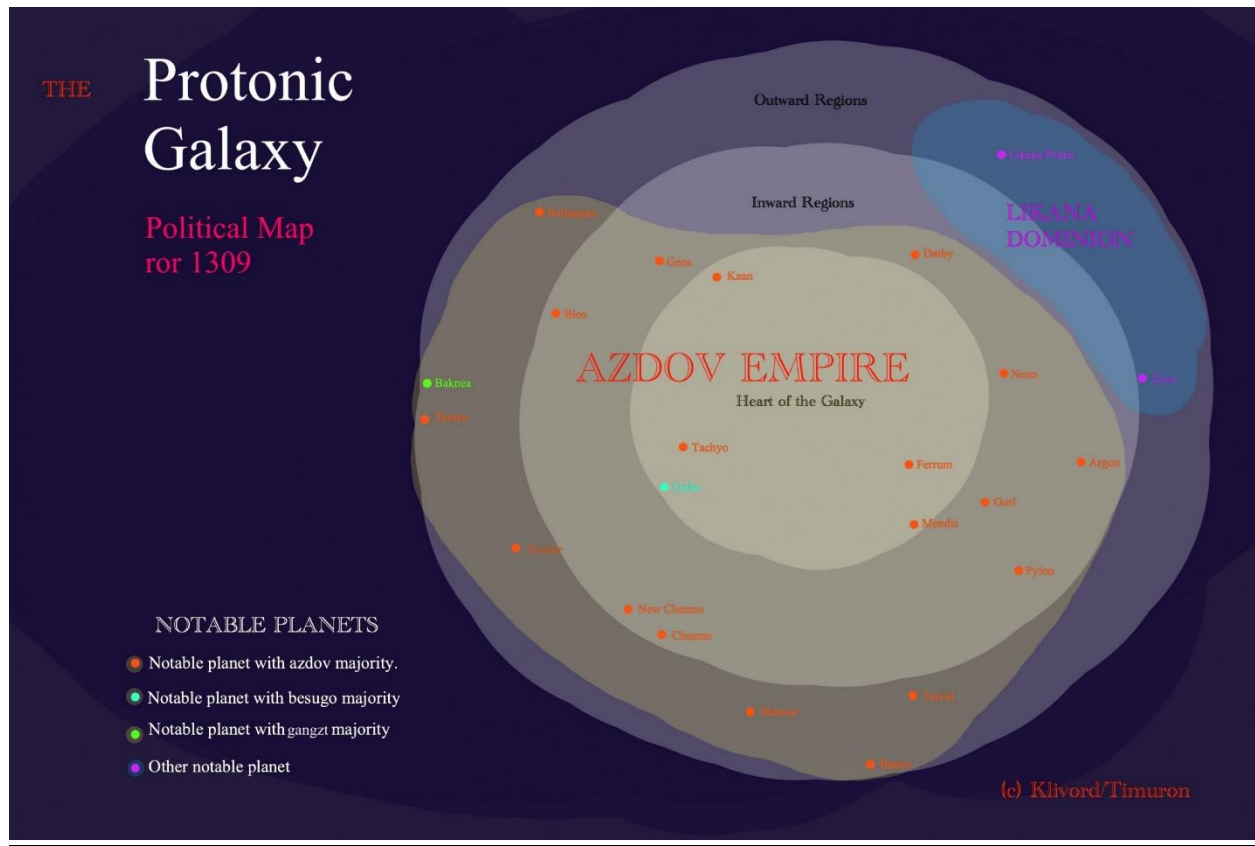
Music; The azdoves pretty much have an equivalent instrument for every human instrument that can make a similar sound. Despite this, azdoves don't quite share the same genre range as humans. There are three major genres of mainstream azdov music; Metal, Folk, and Popular. Popular music is sort of like American human pop music but on average is better and has less repetitive music. Azdov Metal is a surprisingly traditional and conservative choice of music that is a favorite of the azdov imperial army and navy. Azdov Folk music is even older than Azdov Metal and has a sort of medieval sound to it. Occasionally Metal and Folk will be combined for some ceremonies and traditional gatherings.

Once thing that can said about all three main azdov music genres that separates them from their human counterparts is that unless the song is supposed to be sad, the beats are generally aggressive sounding. This actually is to accompany mainstream azdov dancing. Azdoves don't dance to sad songs.

Dancing; From the traditional waltzes and shanties to the modern battle dances and love dances, the main characteristics that define azdov dancing is forceful stomping, frequent intervals of not touching the ground, and unfortunately an intense sense of male dominance and power. She-doves generally only dance when synchronized with a male, otherwise they seem non-elegant and tomboyish. Fortunately, more solo female dancers have risen to prominence over the years to challenge the influence of patriarchy over azdov choreography.

Battles for gender equality aside, the hardy hopping and crushing gestures of azdov dancing has become just as popular among the other furry species that live under the Azdov Empire as it is among the azdoves themselves.

The Government & Population



The Azdov Empire is a constitutional monarchy with a powerful bicameral parliament. As of the end of the galactic age it rules over 510 trillion Azdoves and 450 trillion other furies, covering most of the protonic galaxy. After colonizing part of the Milky Way, the population is up to 550 trillion azdoves and 475 trillion other furies by ror 1309. At this time, the galactic azdov birth rate is 6 dovlets born per woman, and the average for all other furry species is 4 dovlets per woman.

While the emperor is an inherited position, he does nothing but talk. The clergy are also inherited positions but do nothing but say what they claimed I'awa told them through prayer.

There is no judicial branch at the federal level, and generally court is for civil cases. If you get arrested, you're going to jail.

Anyway, the two major houses of parliament are the house of planets and the house of sectors. The planet reps actually vote for the sector reps. In fact, the entire system is an extremely indirect democracy (at least it doesn't have an electoral college)

Citizens only get to vote for the mayor and the city rep. The city rep goes to the state senate and votes for governor and state senator. The state senator goes to the regional senate and votes for regional president and regional rep. The regional rep goes to the continental senate and votes for president of the continent and the continental rep. The continental rep goes to planetary senate and votes for the planetary governor and the planetary rep. The planetary rep goes to the house of planets and sits in their sector's seating area. The planetary reps vote on imperial laws, vote for head of sector and for sector rep. The sector rep goes to the house of sectors and votes on laws as well and they get to vote for the president alongside imperial laws. When the Sector house and Planet house both have majority, a law can be passed. If the president can't veto it, the emperor can't do anything but complain. However, the emperor can also be elected as president, and typically the emperor is elected as president for life.

This system allows for multiple chances for rich campaigners to use money to ensure that the influential stay in power and keep the old ways going. So long as they can do this the Azdov Empire will continue to erase humanoids without muzzles or tails from the face of space. The only way to stop them is if the Azdov Empire collapsed under its own weight.

Technology

The Azdov Empire of Chesmo is a highly militarized economy with technology more available to the government and military than to its civilians. Civilians enjoy excellent healthcare, holographic looking writing tools, and floating vehicles. Military tech, however, is faster and more powerful in every way.

One of the most notable achievements of the Azdoves is Space Jumping, an extreme form of teleportation in which entire fleets can stop existing in one point of space and start existing at another point. Eventually this tech improved enough to make the jump between galaxies. While the actual jump is instant, there is a loading time before the jump can be performed which takes longer the farther one wishes to jump. Azdov ships can also fly around normally with their nuclear-powered propulsion.

The most terrifying azdov weapon is the wa'a'ai. The wa'a'ai is an array of either nuclear or anti-matter missiles depending on the desired effect on the target planet. Nuclear is preferred as the goal is to kill everything on the planet rather than destroy the enemy planet all together.

An anti-matter wa'a'ai array is what destroyed the planet Claudius, which was the home world of the Kineticans. The Kineticans were the first aliens the azdoves met and were a local power in their part of the sector.

A single standard azdov nuke is enough to incinerate all of Texas and leave a crater that puts a third of Texas below sea level. A nuclear wa'a'ai was used to exterminate humanity in 2150 AD. By the time that the azdoves reached earth they had the technology to make a planet

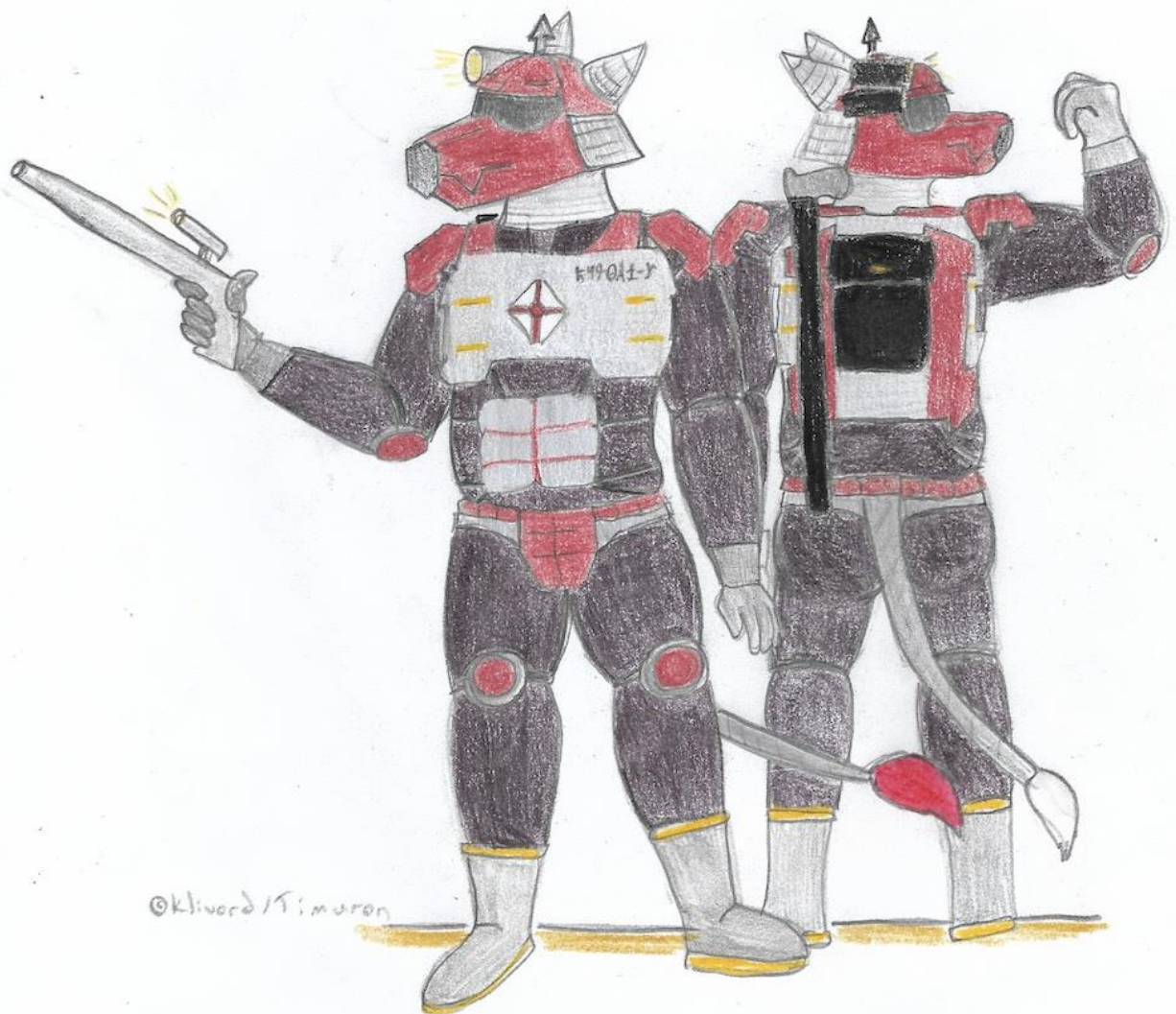
recover from nuclear winter faster after the ugly species was exterminated. The azdoves can rehabilitate a planet they decimated in about 50 earth years.

Another aspect of azdov weaponry is their impressive laser-guided plasma gun technology. Whether it be a handheld weapon or a ship's canon, azdov firearms can blast, melt, and cut through almost anything, including the hull of a ship. These weapons have virtually infinite ammo when in air or water as they convert fluids into ammo. However, in the void of space condensed matter canisters are required to be used as ammo.

That brings us to their other major innovation, tiny, completely safe, nuclear reactors that can be used as batteries. They can power a rifle or phone or what have you for up to ten years! They are called **nucleocells**.

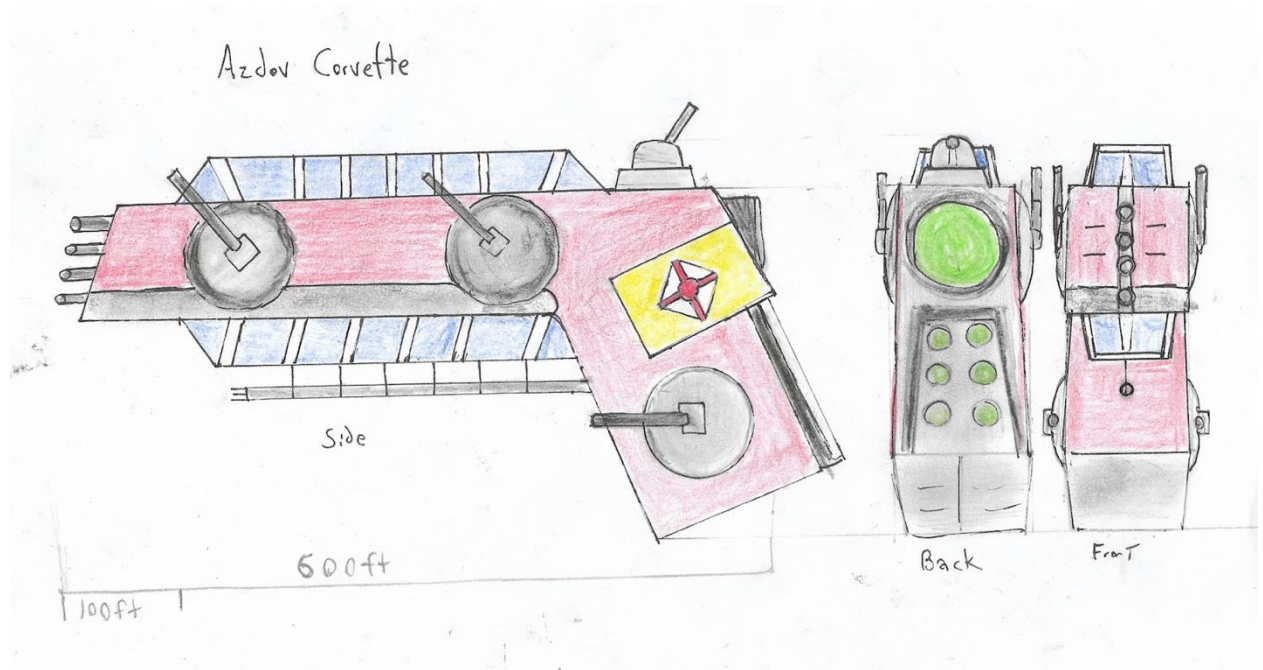
Being at an intergalactic or even galactic stage of development also infers that azdoves have faster than light transmission signals for communication. Azdov Wi-Fi is free and covers the entire Protonic Galaxy (the azdov home galaxy) and the portions of the Milky Way they control.

Last but not least, the kill rays. Kill rays are a very specialized and advanced form of controlled emps. Omega kill waves are used by imperial agents to erase their tracks by destroying all their data at a moment's notice. Omega waves are designed to destroy azdov trinary code, epsilon waves are for binary. Alpha kill waves are a last resort for when it appears a ground force is losing to a mechanized enemy. Alpha kill waves destroy all electronics in range.



It's also worth noting azdov fighting tactics. Even though some azdoves may be very stocky or even fatty, they are pretty agile. This combined with how powerful their weapons are makes them choose a glass canon fighting style. Armor just isn't their specialty. Azdov ship and vehicle armor is nothing special.

The personal armor of imperial agents and crusaders is somewhat decent. Imperial agent armor can withstand anything less than 100 metric tons of force. However, even this armor is decimated by azdov laser.



Azdov ships have an appearance similar to giant firearms, and they rely on their offensive abilities rather than their defensive abilities. Civilian ships in comparison tend to be boxier and more generic.