

**SPECIES NAME:** *ARTEMISIANS*

### **VISUAL REPRESENTATION**



### **SPECIES ADJUSTMENTS**

+1 Perception, +1 Vitality, -1 Presence

### **PHYSICAL DESCRIPTION**

The Artemisians is the name given to the survivors of the S.S. Artemis, a Federation colony vessel launched from Mars in 2274. Initially slated to colonize a planet in the Septimus Minor system, a major navigational malfunction sent them off-course and they ended up on Tau Cygna V, a Class-H planet that happened to be in the deLaure Belt, a region suffused with hyperonic radiation. What they also didn't know at the time was that the planet, and other similar planets, had been ceded to the Sheliak Corporate in the Treaty of Armens nearly 20 years earlier. It had been ceded to them because they were unaffected by hyperonic radiation. No one knew that the vessel had arrived there, and they had been considered lost. Their colonizing expedition carried roughly 2,500 people and enough equipment to establish a colony.

The Artemisians are physically human, the descendants of a human colony from Earth. They have the exact same anatomical proportions as Earth humans; including the same range of hair, eye, and skin colors. Without a tricorder scan, capable of detecting the Artemisians unique genetic structure and resistance to radiation, it is impossible to tell them apart from a standard Terran.

### **CULTURE**

In 2366, the Federation was contacted by the Sheliak for the first time since the signing of the treaty over 11 decades earlier, as they considered Humans and humanoids a lower form of life. There was a Human

colony on Tau Cygna V, and they demanded its removal. The Federation was completely unaware of this fact, and asked for a chance to confirm this claim; only the Treaty had stopped the Sheliak from destroying the colony when they discovered it. It turns out that the colony was the survivors of the colonization expedition of nearly a century before. In spite of the lethal radiation, they had not only survived, but had thrived, and the population was now at 15,263. The Sheliak demanded that they be removed, or they would destroy it. The Enterprise-D was sent to evacuate the colony, but because of the radiation, they couldn't use transporters, and using shuttles would take over a month, which was problematic as the Sheliak had given them only weeks to do the job. Picard sent down Lt. Cmdr. Data, his Operations Officer and an android, who was immune to the radiation's effects, to arrange for the evacuation. They initially resisted the order, as they had spent all these years building the colony. Data convinced them to move, or the Sheliak would destroy them and their colony from orbit. Picard had, in the interim, also convinced the Sheliak to give him the 6 weeks he needed for the necessary vessels to arrive and remove the colonists. They were then transplanted to another planet and left alone, to determine whether they wanted to join the Federation or not.

What had happened is in the past, over a third of the initial population had died from radiation-induced maladies before they found a way to deal with it. They used hyronalin and similar compounds to reduce the damage the radiation was doing. They were suffering from temporary sterility, reddening skin, and even cataracts. The less resistant members were suffering from the effects of radiation poisoning and were dying as a result of it. They then came upon another option, but to use it meant breaking a longstanding Federation law. They could genetically alter themselves by incorporating a bacteria's DNA code into their own. This bacterium, *Deinococcus radiodurans*, was found on Earth in the 20th Century living in the cooling water of nuclear reactors. It could survive radiation doses of 500,000 rads without damage, and it would require over 1.5 million rads to destroy it. It had repair capabilities that fixed the damage from the radiation.

They had 2 choices: either follow the law and die of radiation poisoning, or alter themselves with the DNA infusion and live. As they had no hope of ever being discovered, they went with the latter choice. The initial generation did this with gene therapy, but it wouldn't fix the damage already done to their physiology. Future generations would be immune to the effects of the background radiation, which was over 250 rads. Their radiation tolerance was increased by over 30 times, making them capable of dealing with radiation of at least 3,200 rads before the effects of radiation started to affect them. They aren't completely immune to radiation itself; they just have a higher tolerance to it than most other humanoid species.

Their technology hadn't improved much in the interim, being comparable to what had been in use when they had left Mars. As it gave them a standard of living they could live with comfortably, they did little to upgrade it, as they initially had to worry about living. Their phasers and similar weapons were virtually useless due to the defocusing effects of the radiation, so they had to fall back on 22nd Century EM weapons and projectile weapons, which were less affected.

There have been a number of side effects of their alterations. One of them is that they seem to be completely immune to any known form of cancer, most likely due to the repair capabilities of the gene sequences they added. Their cells are also more resistant to mutation, also probably for the same reason. It has had the effect of also repairing their DNA so well that they heal genetic damage and degradation much more quickly than normal, and that it seems to have a similar effect on their degradation as they age. Theoretical predictions are that they won't start showing the effects of aging until they approach the century mark, and that their upper age limit could be over 150, but there is no way to know as of yet, as enough time hasn't passed, and they are only the 4th generation at this point.

Research by Federation scientists are trying to replicate the effects without resorting to genetic engineering. It could also be a supplement to standard radiation treatments, making them much more effective. It is unknown how well this resistance would be transmitted to non-natives, through transfusions, or even intermarriage, and how long it would take to be recessive enough that their resistance would approach Human levels. It is also unknown if their resistance and repair abilities could be given to other species that have suffered genetic damage over generations due to radiation or something similar and if it could restore their genome to normal levels. It is unknown if their resistance to hyperonic radiation would give them equivalent resistance to other forms of radiation, such as Berthold radiation, x-rays, or other kinds of radiation. Further research is required to confirm or refute this. It is believed that it would take a dose of over 64,000 rads to be 100% fatal to them, while the value for non-natives is closer to 2,000 rads. They were also able to alter the genes of the lifeforms they brought with them to survive the radiation fields, so that might be an option for future export.

Because of their higher radiation resistance, they are slightly more resistant to phasers and similar weapons on lower settings. They are still affected by them, but they recover more quickly.

By necessity, their medical people have become experts on the effects of radiation on Human physiology, and have even found ways to improve the effectiveness of hyronalin and its derivatives. They are still affected by other damage, such as chemicals or biological infections.

Because of their higher resistance to radiation, they have been sensitized to radiation, and as a result, they can detect decay products from it, and with training, they can even determine what kind it is, be it fission, fusion, antimatter annihilation, or even ordinary nuclear decay. It has to be above a certain level and in a certain concentration for them to do this.

When they die, their enhanced healing ability also causes their cellular necrosis rate to increase exponentially, so unless they are put into stasis immediately upon death, their body will disintegrate within hours. As a result, they don't have burials, and

prefer to cremate the remains. This effect also applies to body part dismemberment. Should some part of them be amputated, either accidentally or surgically, it will rapidly disintegrate, making some forms of transplant impossible. It is possible to keep them alive, but they have to be put into stasis or into a nutrient solution immediately.

There is still debate in the Federation Council as to their future disposition should they choose to apply for membership. Although they technically never stopped being Federation citizens, they did willfully alter their genome in contravention of the ban on genetic alteration that had been in place since the Eugenics Wars. It has been pointed out that they had no other choice, because if they hadn't, they'd be dead and the argument would be moot. There have been other instances of species doing genetic alteration to survive, including the Benzites. It has also been pointed out that they never crossed the line into Augment levels, which would have guaranteed that they would not be allowed to become members. The only alteration was to enhance their radiation resistance and would live with the other side effects.

There are those that would zealously uphold the ban on genetic alteration, while most of the Council realizes that they had no choice, as they would have died otherwise. They can't undo the changes made in the past, and they can't be held accountable for the actions of their ancestors, a ruling dating back to Earth and the post-WWIII ruling by the New United Nations that people can't be held accountable for the actions of their ancestors. As long as they undertake no further alterations to their genome in the future, the Council has no problem with them, and should they choose to apply for membership in the future, it will be given all due consideration.

**2367:** The Artemisians have been transplanted to their new homeworld, and after a year spent helping them set up the colony, the Federation leaves them to their own devices, to choose their own path. That includes whether or not they want to join the Federation or not.

**2374:** The Artemisians contact the Federation. They have chosen to apply for membership, and would like a ship to be sent to finalize the necessary negotiations. Final negotiations have to be done in person, by Federation law, so that they can determine in person as to whether what they have been told is true or not. They have been deceived in the past by others, so this law was enacted to minimize the possibility of the Federation from becoming allied with a species that doesn't uphold the ideals of the Federation. The Federation is in the middle of the Dominion War, and they don't have many ships to spare. But they also can't deny that they need allies at this point in time, and are approaching a number of species to help bolster their numbers. Although the Artemisians can't supply much in the way of manpower, as their population is just over 16,000, they are in a strategic location that would serve as an excellent staging area against Dominion forces.

## LANGUAGES

Artemisians do not have a "native language" per se. As a colony of Earth, they brought with them, to Tau Cygna V, their own languages. And there are several languages that were in use on the colony.

Among them were English, French, German, Gaelic,

Spanish, and some Native American dialects. Most Artemisians will speak Federation Standard (basically American English), although some speak it with a more archaic dialect. Artemisians also speak distinctly, and this distinct style of speech could be considered an "Artemisian accent".

## COMMON NAMES

Artemisian names come from a variety of Earth cultures. Some Artemisians have both a personal name and a surname, and some only have one name. Of the Artemisians interacted with most closely by Lt. Commander Data in 2367, three were mononymous and one – *Ard'rian McKenzie* – had both a first and last name.

Other Artemisians mentioned in Data's logs of the incident include *Gosheven*, the leader of the colony, and two other males – *Haritath*, and *Kentor*.

It may be significant within Artemisian culture that *Ard'rian McKenzie*, the only female interacted with directly by Data, is also the only Artemisians with a surname. All the prominent males seem to use the mononymous forms.



**DATA MEETS HARITATH & KENTOR**

## HOMEWORLD

Tau Cygna V is the fifth planet in the Tau Cygna planetary system. This system is located within the de Laure belt. This planet is a class H planet. It has an atmosphere capable of supporting humanoid lifeforms. This planet was annexed from the Federation by the Sheliak Corporate in the 2255 Treaty of Armens.

In 2274, the SS *Artemis* crash-landed on the planet's surface. One third of the crew died of the hyperonic radiation. The survivors established a new colony. In 2366, the population reached 15,253 people, which, however, had to be evacuated, due to the Sheliak claim on the planet.

## FAVORED PROFESSION

As with Earth humans, Artemisians are suited for just about any kind of work. They enjoy challenges, and will usually chose a profession likely to offer them one.

Civilian Artemisians are likely to be found as Merchants, Diplomats, or Scientists. Few Rogues, and fewer Soldiers.

There are a few Artemisians who have applied to join Starfleet in the 20+ years since first contact with the colony on Tau Cygna V.

Artemisians will gravitate towards the Elite Professions of Free Trader, Inventor, and Explorer.

## SPECIES ABILITIES

Artemisians are a naturally curious, and very hardy people. But, due to the isolation of their colony they did not develop as a people with the most personable of social skills.

Some Artemisians, such as *Gosheven*, are stolid and vert set in their ways, while others, such as *Ard'rian McKenzie* are curious and outgoing, almost to a fault.

Artemisian character receive a +1 species bonus to both Perception, and Vitality scores, but suffer a -1 species-based penalty to their Presence attributes.

In addition to attribute modifiers, Artemisians have the following traits inherent to their species.

**Radiation Resistance:** Due to the genetic manipulation that allowed them to survive in the presence of hyperonic radiation, modern-day Artemisians are highly resistant to all forms of radiation. They are immune to hyperonic radiation, as well as most radiation forms that are less "potent" than hyperonic radiation. For forms of radiation with a more potent effect, Artemisians receive a +4 to their Stamina rolls to resist the effects.

**Curious:** Artemisians are insatiably curious, whether it be about a person they have just met, or a new planet they have just discovered. They receive the Curious edge (p. 133 of the Player's Guide) as a species trait.

**Stubborn:** Once convinced a course of action is the right one, an Artemisians seldom changes his mind. They receive a +2 species-based bonus to their Willpower reactions when resisting being persuaded from a chosen course. Furthermore, anyone trying to persuade an Artemisian does so at a -4 penalty to the appropriate Attribute, Reaction, or Skill test. Usually an *Influence* test.

**Skilled:** Having human backgrounds, Artemisians have a broad range of experiences in their personal and family histories to draw upon. During the Personal Development phase, Artemisians gain extra skill picks. After choosing a package and picking skills, Artemisians can add +2 skill levels to any one skill, or +1 to two skills.