

Ethaya

The Ethayan Sovereignty is a small, autocratic power which controls just under a dozen star systems on the spinward edge of the Alpha quadrant. First encountered by the Federation in the 2183, the Ethayans and Starfleet endured a three-day border war before a peace accord was signed.

Personality

Ethayan society reveres the hunter and the warrior in many respects, and much of their societal structure revolved around "Ethaya"- a semi-monastic religious order dedicated to martial virtues.

Personal honor, integrity, and clan loyalty are the key concepts drilled into Ethayans from an early age- though they exhibit as much variety of character as any other humanoid species.

As a rule, Ethaya come across as proud (almost *beyond* the point of arrogance), disciplined, and extraordinarily self-sufficient.

Physical Description

The Ethaya are humanoid, sharing height and weight standards with Terran humans, though they trend towards the tall and lithe. Considered a handsome people by terrestrial standards, they tend toward dark eyes (like the Betazoids) and towards mahogany or reddish-brown skin tones. Hair is generally dark, and often worn long. Their cultural emphasis on strength and fitness means that most Ethayans tend to be striking physical specimens.

Culture

The Ethayan Sovereignty is thus, technically, a controlled theocracy, divided into four ceremonial or religious classes. Every Ethayan subject is sworn to obey the Empress (a clan matriarch descended from the "First Tribe", which united the clans ten thousand years ago)- those who can not or will not take this oath have no legal rights or standing.

The highest strata of Ethayan society are the Eleven Clans- the daughters (through direct descent) of the eleven semi-mythical tribes of Ethayan history, with the Empress first among them.

Each daughter of the Eleven Clans is trained as an "Ethaya" (warrior priestess) before beginning secondary training in other disciplines. Male offspring have no particular standing, and are often either apportioned off to various lesser Houses in order to strengthen or create family ties and as signs of Imperial favor or trained as clerks, assistants, and retainers to the Clans.

The next highest tier are the Clan matriarchs- who collectively form the Imperial Council and wield legislative, and limited executive and judicial power. Although it is not technically , the overwhelming majority of the Clan matriarchs are also members of the "Ethaya".

Judicial power is normally held by the presiding Clan Matriarch, but in rare instances (or in cases of inter-clan trouble) can be appealed to a Matriarch of one of the Eleven Clans (who live in the Sacred City, but are given regional jurisdiction by both tradition and Imperial decree.

The next highest class consists of ordinary Ethayan men and women. Basic civil and property rights are guaranteed by a semi-divine Imperial decree, though women are given legal preference in property and custody disputes).

The lowest class in Ethayan society are the populations of worlds conquered by the Ethaya (there are currently four such worlds).

Ethaya- Warrior Priestesses

The "Ethaya" or "warrior priesthood" is a semi-monastic order which both transcends and unifies the clan structure. Candidate members are inducted at the age of five years old and trained (at their Clan's expense) in a variety of martial disciplines, including the religious/warrior code called "Ethaya". Candidates may drop out and return to their Clan without prejudice at any time until their ninth year.

After eleven years of training (and upon completing the required religious disciplines), the young woman returns to her clan to serve as both Clan defender and adviser.

An acolyte who finishes her eleventh year of training *without* completing the required religious disciplines) is dealt with on a case-by-case basis. The most common result is that the acolyte is returned to her clan in disgrace and lives out her days in quiet ignominy. In instances of gross misconduct, the acolyte is stripped of all legal rights and status, and becomes a non-person (often turning to beggary or crime to survive). The most heinous crimes can result in the failed acolyte being put to death.

There are rare instances (again, mostly recorded in legend), where a failed acolyte has triumphed against all odds, done great service to the Imperium, and redeemed her honor. There are also legends in which the failed outcast becomes a “shadow”- an assassin, spy, or thief who misuses her training for personal profit.

In rare instances- usually involving heroic self-sacrifice on behalf of the Imperium, some “Ethaya” are awarded a husband from the bloodlines of the Eleven Clans- promoting her children into the highest elite of Ethayan society.

Language

Ethayan, Federation Standard

Homeworld

The Ethayan Sovereignty currently controls eight planets, four moons, and several large asteroid belts within their recognized borders, and conduct limited (but peaceful) trade with neighbors. Trespassers, pirates, smugglers, and looters are dealt with harshly.

As of the last survey (by the Federation Science Council's Office of Interstellar Anthropology (completed in 2357), the Sovereignty is a Tech Level 7/8 society, roughly comparable to the Federation and the Klingon Empire, with a population of just over 37 billion.

The Imperial capital (on the Ethayan homeworld) is divided into two portions: the Sacred City and the surrounding capital of Ethaya Regis. The Sacred City is a massive walled enclave covering roughly 260 km², and dates to the First Imperium (roughly two and a half thousand years ago). The Sacred City, like the Chinese city of the same name- is reserved for the Eleven Clans, their descendants, and those in their immediate service. Trespass is punishable by immediate execution. Even the Imperial Council (the Ethayan senate) meets outside the Sacred City.

Ethaya Regis is a massive modern city some hundred and thirty kilometers across and boasting a population of eleven million.

Interstellar Relations

The Ethaya have limited trade relations, mostly with the Federation and a few of their smaller neighbors, but are largely insular and self-sufficient. Their insular nature (and the complex, ritualistic nature of their interpersonal relations) has served to keep most

of their interactions limited.

Contact with the Ferengi and the Orions apparently went badly, and relations with the Klingons have been strained. According to legend, the last Klingon ambassador (apparently deep in his cups) was expelled (head-first) after making a derisive comment about a society ruled by women.

Ethayan contact with the Federation has been sporadic, at best, largely limited to either limited informal trade or to major diplomatic events. Infrequent information and technological exchanges have taken place- but those have been largely limited to navigational, agricultural, and some medical data. The Ethayans seem to be especially interested in Federation inoculation regimes.

The Ethayans have consistently refused offers of membership and alliance from the Federation, and seem content to “go their own way”. A major exception to this rule took place during the late Dominion War, when Admiral/Princess Oniri led a combined Federation/Ethayan task force to destroy several Jem'Hadar and Breen staging bases being built near the Ethayan border.

The Ethayan have been observed to conduct limited trade with the Romulans and Cardassians, but this appears to be irregular and specific in nature (and to have left a bad taste in the mouths of all concerned).

Aliens and outworlders are generally treated with suspicion by the Ethayan Sovereignty, and “uninvited guests” or lawbreakers are usually given one chance to explain themselves and then executed out of hand.

Technological Summary

Ethayan spaceflight technology is late-Level 7 or perhaps early Level 8. Ethayan starships are powered by third generation antimatter drives, and they are equipped with advanced beam and torpedo weaponry and powerful defensive shields. Little information is available about their computers or command-and-control systems, but they had little difficulty interfacing with Federation systems during the Dominion War. Ethayan technology is generally judged to be roughly comparable to Earth at the launch of the *Enterprise-B*.

Projections:

Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Ethayan relations over the short term. All overtures toward expanded trade

and diplomatic relations between the two powers have been summarily rejected by the Ethayan, as have offers of Federation membership.

Favored Profession

Soldier, Starship Officer, or Diplomat. The Ethaya can take up almost any profession, but will most likely be encountered in one of these roles.

Species Adjustment

+1 AGI, +1 VIT

Species Abilities:

Physically Fit: As members of a warrior culture, the Ethaya push themselves to the peak of physical condition. When making a *Strength*, *Vitality*, or *Athletics* test, the character doubles the key attribute modifier. The character also gains a +1 *Stamina* at character creation.

Warrior Balance: The Ethaya are taught to fight with grace and agility- and gain a +1 species bonus to all Physical tests.

Warrior Culture: The Ethaya are trained to fight almost from the time they can walk. Ethayan characters gain the *Unarmed Combat* and *Armed Combat: Simple Weapons* skills at +1 each at character creation. These are

Notes

The Ethaya are not recommended for use as Player Characters without express Narrator approval and a suitable backstory. Stats by Roger Taylor.

considered a professional skill for the purposes of advancement.

Warrior Pride: The Ethayan insular nature (and the complex, ritualistic nature of their interpersonal relations) strikes many species as prideful to the point of arrogance. Ethaya suffer a -1 to all Social tests.

Ethaya Warrior Priestess

(Personal Development Package)

Your youth was spent receiving rigorous religious instruction designed to instill the knowledge and discipline to take your place as a guardian and leader in Ethayan society.

Pick 1 Skill: Any one *Armed Combat* skill +2, *Knowledge: Politics* +2, Any one *Ranged Combat* skill +2, *Social Science* +2, *System Operation* +2,

Pick 3 Skills: *Athletics* +1, *Craft* +1, *Enterprise: Administration* +1, *Influence* +1, *Knowledge Culture (Religion)* +1, *Observe* +1, *Survival* +1, any one *Unarmed Combat* skill +1,

Pick 1 Edge: *Command* 1, *Contacts*, *Fame*, *Famous Event*, *Promotion*, or *Shrewd*

Prerequisite: Ethayan Females only.