

Genara

The Genara Union is an alliance and trade consortium of five space-going societies spread over six systems. They are confirmed to have sprung from a common mother society which apparently disappeared without a trace more than 700 years ago.

The daughter colonies regained space-flight at roughly the same time and re-established trade and diplomatic ties. They formed a "stable" interstellar union in Earth year 2089.

Generally peaceful, the Genara maintain a small, but powerful defensive fleet (with a small exploratory arm)- but the vast bulk of Genaran vessels are built for trade and commerce.

The Genara have become economically interdependent and have begun a lucrative import/export with neighboring systems and empires- notably the Romulans, Ferengi, and Cardassians. Their primary industry at the moment is technical and diplomatic experts. The Genara serve as advisers, technical experts, and "troubleshooters" on more than a dozen worlds other than their own, and are highly sought after.

Physical Description

The Genara meet most humanoid norms, but trend toward the tall and willowy, especially when compared to humans. Their appearance is deceptively fragile, though there is considerable strength- both of body and will- in the Genara genotype. Skin colors trend toward the pale, and hair and eye colors generally match human norms.

One notable difference is that Genara lack external ears- having four tympanic membranes instead (located at the four "corners" of the head), which gives them exceptional hearing and situational awareness.

Culture

Genara society is divided up along matriarchal clan lines. Family- both the nuclear and extended- are the central units of Genaran society, and a Genaran's first loyalties are to his House and blood before any other (not unlike Klingon practice).

Clan rivalries and feuds are an ever-present fact of Generan life, and can range from an exchange of cat-calls and insults to blood-feuds involving tens of thousands.

While dueling is officially forbidden by Generan law, it is almost inextricably interwoven into their society, and is often used to settle matters of personal honor. The Generan dueling code is unwritten but explicit- with emphasis on a straightforward, above-board, and *fair* fight.

Duels are personal matters- one person against another- rather than clan against clan. Weapons must be evenly matched (knife against knife, sword against sword, etc.). Ranged weapons (such as pistols) and poisoned weapons are strictly forbidden.

The Genara divide themselves by blood and familial ties into hundreds (or thousands) of

Greater and Lesser Houses (again, not unlike the Klingon model). Rather than controlling specific geographic regions, however, the Houses influences and populations are heavily intermingled. The Eldest Mother (generally, the oldest and most capable woman in the House) serves as clan judicial and executive authority.

The two hundred Houses with the highest membership (or with a total allied population) are granted seats in Parliament, which in turn elects the Prime Minister and cabinet. The Houses propose and write legislation, but can be overruled by majority vote of the general population.

Generan justice systems vary from province to province and world to world. Intra-clan justice is usually handled by the matriarch or a designated representative. Justice between clans (where a member of one clan has wronged another) is usually handled by designated negotiators between the two clans, or if necessary, by third-party mediators either agreed to by the litigants or appointed by the Matriarchal Council.

The Matriarchal Council (comprised of the Eldest Mothers of the twelve largest Houses) serve as a supreme judiciary, interpreting the law or overturning it as necessary.

Generan men enjoy full suffrage and legal rights, but are bound by both tradition and law from holding seats in either the Matriarchal Council or Parliament. Genara males can (and do) serve as cabinet ministers, emissaries, military officers, advisers, counselors and nearly any other posts- but cannot serve as the legislative or judicial representatives in their own right. Males routinely address the Parliament and Matriarchal Council, but do so only in the name of their Matriarch.

Language

Genara Common, Federation Standard, Any

Homeworld

The Genara share five main colonies- each with populations of a billion or more people- and a dozen lesser colonies founded within the last hundred years.

The original “parent” world still exists but lies fallow and abandoned. The ruins of once-populous cities stand in silent witness to the inhabitants of the world, but no other trace has been discovered. No evidence of chemical or biological holocaust has been found, and background radiation levels are normal. Several Genaran expeditions have attempted to re-colonize this world, but each was withdrawn within the first year of founding. A final expedition- the Seventh- also disappeared without a trace in 2377.

Interstellar Relations:

The Genara guard their neutrality carefully, but generally adhere to interstellar law, and enjoy robust trade relations with the Romulans and Ferengi, and are expanding ties with the Cardassians (and through them, with the Federation). The Genara trade primarily among themselves, but are expanding an already robust trade network with markets sufficiently to come into direct confrontation with the Ferengi- which has led to increasing tensions between the two powers.

Technological Summary

Genaran society is rated as Tech Level 6/7- roughly comparable to the Federation in Kirk's era, though many older cities and enclaves retain a more archaic standard.

Projections

Starfleet Intelligence and the Federation Diplomatic Corps expect little change in Federation-Genara relations over the short term. A number of trade treaties have been inked, but the Genara are currently too far from the edge of Federation advancement and from primary Federation shipping lanes to merit much attention.

Genaran leaders continue to push various trade and cultural exchange projects with various foreign powers, but these are not expected to produce significant changes in technology or foreign relations in the near future.

Favored Profession

Diplomat, Rogue, Merchant, or Starship Officer. The Genara can take up almost any profession, but will be most often encountered in one of these roles.

Species Adjustment

+1 INT, +1 PRS

Species Abilities:

Conspiracy-Minded: Intra-clan rivalries and influence are the lifeblood of Genaran society- and trading upon one's name and reputation are the key to success. When making Social tests against other Generans, the character adds his Renown modifier (for better or worse) to his test result.

Genarans are also adept at picking up subtle clues and information from even casual conversations, gaining a +2 bonus to *Inquire* tests.

Dueling Culture: The Genara tend to settle many matters of honor great and small with the blade- and gain the skill *Armed Combat: Simple Weapons* +1 at character creation. This is considered a professional skill for the purposes of advancement.

Genara Conservation: Approximately 2% of the females within Genara society possess the ability to biochemically and telepathically impress memory engrams and thought patterns from a dying “donor” onto their unborn child.

The “conservation” process has two major side-effects: first, the child will always be female (no matter the gender of the person impressed) and second, the birthing process strips the birth-mother of vital neurochemicals, killing her in the process.

Despite the fact that this is very much a “seller's market”, the selection process for “conservators” is quite rigorous- with extensive tests for intelligence, grace, charm, and genetic purity- and the best and brightest commanding the highest prices.

Being chosen as a “Conservator” is considered a great honor, but also greatly enriches the young woman's family.

Once born, the “impressed” child ages rapidly- reaching a rough physical age of about nine years within the first week. After the first week, the

accelerated growth eases, and the child ages normally from there.

The "impressed" child is believed to be the reincarnation of the donor- and usually possesses all of memories and personality traits of the donor as well. Subtle changes attributed to becoming accustomed to the new body are not uncommon, but are overlooked unless they become problematic. The child also frequently possesses a portion of the memories of her birth-mother, as well.

The child possesses all of the legal rights, privileges, and properties of the deceased progenitor, and upon reaching her majority (age 14) is usually granted the authority of the donor- including "Eldest Mother" status for her House.

Needless to say, the process is expensive and painful for all involved, and occurs only at the highest levels of Genara society.

Given the cut-throat nature of Generan internal political and economic warfare, Conservators are often targeted for murder, or kidnapping.