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Fm: Agent Mrrekth
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File in question is an overview of the Caitian species, while much of the material is by no means enlightening, and over simplified, R'Mikk appears at several points to have found information we might be lacking. Most of the information of this sort is almost certainly sealed under far higher clearance levels than he possesses either as a Commodore in Starfleet, or Loremaster to the 23rd Fleet. I have not yet been able to determine the origin of this data, though records of his posting near Klingon space have gaps that could suggest at least some was obtained form within the Empire. There appear to be some irregularities, possibly the result of missinformation attempts, though this is unclear.

Of special interst are Appendixies F and G, dealing with two of the more secretive Wings within the 23rd Fleet. R'Mikk has misidentified Black Omega Wing as belonging to Section 31, though some of their goals are in line with our own, there has been little success in attempts to sway other Captains to our cause. Appendix G is more curious, and I have appended additional data on the vessels within after his document. Some of these vessels, called Q-Ships would be useful to Section 31 I believe.

I will continue to monitor R'Mikk's files and work on both Q-Wing vessels and this document for further information that might be of use.

Preliminary Report on Caitian Species



**Data Contained Within Cleared For
General Dissemination To All Starfleet
Personnel and Federation Members**

Compiled by Loremaster R'Mikk
23rd Fleet, Caitian Star Pride, 2nd Claw, Q-Wing
Starfleet Commodore
Captain S.S. P'Rrloin, Tuffli Class Freighter NX-91127

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Preface

When possible, dates, units of measure, and other forms of information use the most common units of measure found in the Federation (Stardates, lightyears, grams, etc). Native Caitian forms of measure have been replaced or have an equivalent measure provided in the form of a more general used unit of measure.

As any study of a culture, from within or without contains significant amounts of conjecture and bias, this document cannot be seen as a definitive and objective overview. Further, since the document is providing a preliminary study on an entire species, generalizations and stereotypes are represented. There are of course exceptions to nearly every rule and generalization. Further and more detailed information, if required should be sought in more focused studies of a particular subject.

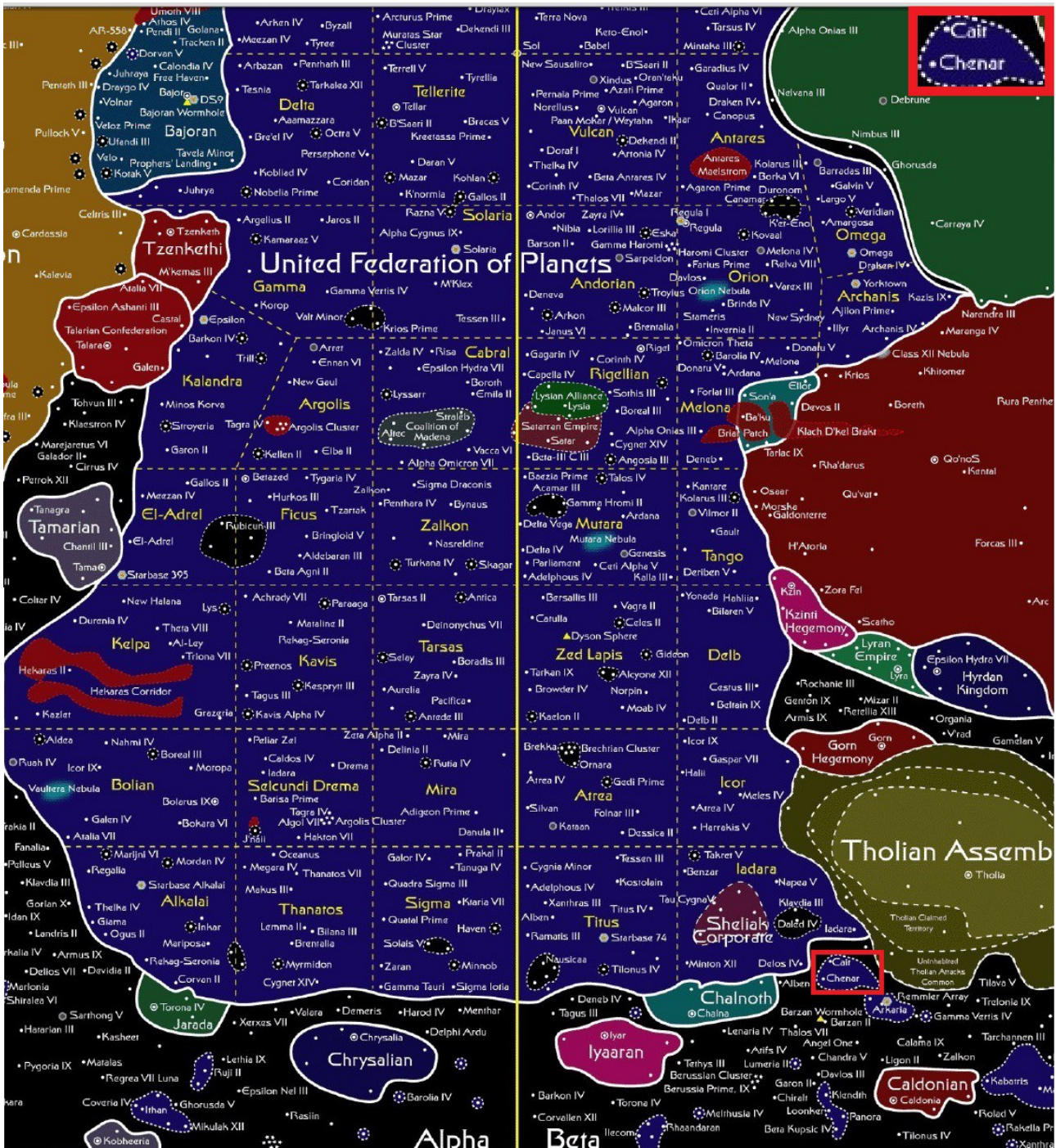
This document is designed not only for distribution to members of the 23rd Fleet (Caitian Star Pride) that are not natives of Cait, but also for distribution to interested members of Starfleet and the Federation. As a result, certain segments of data have been separated out into Appendixes that may have varying levels of classification.

Most data that this document is based on was collected, checked, or actually observed by the original author. As such, while his personal biases and world view are likely to see expression in the way the data is represented and in the conclusions drawn, the data is largely beyond reproach.¹

Foremaster R'Mikk

¹ Beyond reproach, despite the fact that the Caitian in question is an Ancient, who's mind might be starting to fail him, and who has suffered at least one known serious head injury and resulting mental instability that is believed to be over with. Recommendations: Pay close attention to anything that does not seem to fit, as well as these amendments to the document.

1. Caitian Home System



100. System Data

System: Cait (15 Lyncis)

Local name: Caitia

Affiliation: United Federation of Planets (23rd in 2234)

System Type: Single Type G0 V (Bright Yellow Dwarf) Prooka

Inhabited Planets: All twelve planets in the system have permanent settlements or outposts, as does the asteroid field. Only the two the two Gas Giants, single Glaciated planet, and former M class planet Ferasa lack any significant permanent populations either on/below the surface or in orbital facilities. To a greater or lesser extent, terraforming has proceeded on all but these planets.

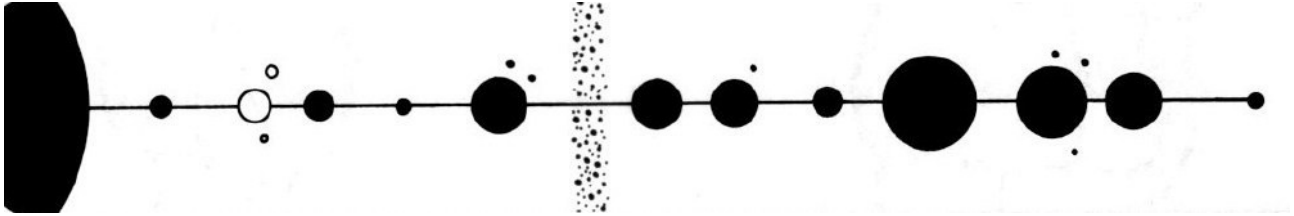
Other Planets:

Other Stellar Objects: A fairly extensive asteroid belt between Sotarr (Cait V) and Missat (Cait VI)

Artificial Objects: Various space stations around all planets except: Sotarr, Arrrot and Tichondra

Number of Class M Planets: 1 (Formerly 2)

Galactic Coordinates: 41.9, -228.3, -12.6 (Beta Quadrant)



101. Planetary Description: Verral

Position in system: I

Distance from Star: 0.52 AU

Class: B (Geomorteus)

Number of Satellites: 0

Orbital Facilities: Verral'Brre (Child of Verral), refining and refueling station

Gravity: 0.83G

Diameter: 6,500 km

Equatorial Circumference: 24,600 km

Total Surface area: 132,665,000 sq km

Percent land mass: 67%

Total Land area: 88,885,550 sq km

Length of day: 4,941 hours

Length of solar orbit: 186 days

Atmosphere: Helium/Nitrogen, 0.42 Earth-normal pressure

Normal Metals: 50%

Radioactives: 20%

Gemstones: 10%

Industrial Crystals: Trace

Special Minerals: Trace

Little would suggest the world of Verral for colonization, or even at first glance for exploitation, however early surveys of the planet by the Caitians discovered massive deposits of common metals and higher than expected deposits of radioactive minerals. The sparse atmosphere forced the earliest mining facilities to build bio-dome structures on the surface, and then to expand into tunnel and cave systems below the planet's barren surface. Since the initial landings around 2033, several bio-dome structures have been constructed and transplanted with Caitian flora and fauna. The long distances between these facilities are joined by enclosed mag-lev systems, with transparent coverings so that the barren, but still beautiful landscape can be observed.

Within the tunnel systems, several have been outfitted with what amount to gardens in the middle of the enlarged passageways. These garden areas take quite a bit of maintenance to keep in operation, but the Caitians feel it more than worth the cost. Most of the planet is still dedicated to mining, though no procedures like strip-mining are used, instead each mine tunnel is enlarged and turned into living quarters or storage facilities after the useful minerals have been depleted. While not made the most aesthetic, every space is cleaned up and made as functional and beautiful as possible.

102. Planetary Description: Cait

Position in system: II

Distance from Star: 1.34 AU

Class: M (Terrestrial)

Number of Satellites: 2 (Rea, Sura)

Orbital Facilities: Starbase 48, Various shipyards

Gravity: 1.25G

Diameter: 10,100 km

Equatorial Circumference: 31,700 km

Total Surface area: 320,311,400 sq km

Percent land mass: 50%

Total Land area: 160,155,700 sq km

Length of day: 27 hour

Length of solar orbit: 252 days

Atmosphere: Nitrogen/Oxygen, 1.09 Earth-normal pressure

General Climate: Tropical

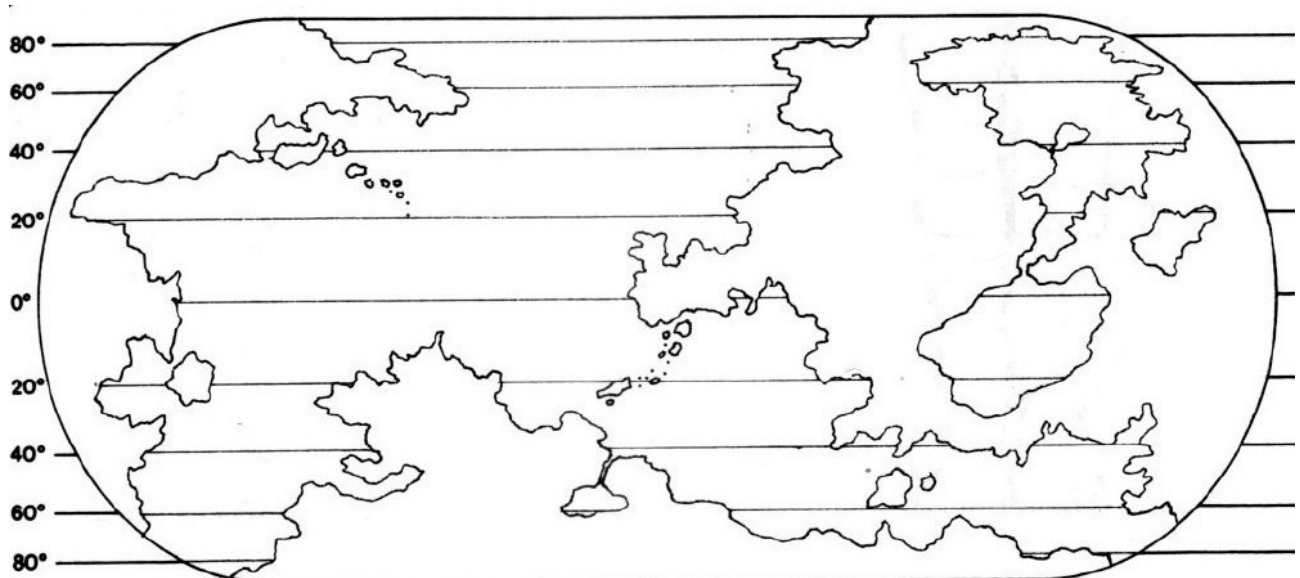
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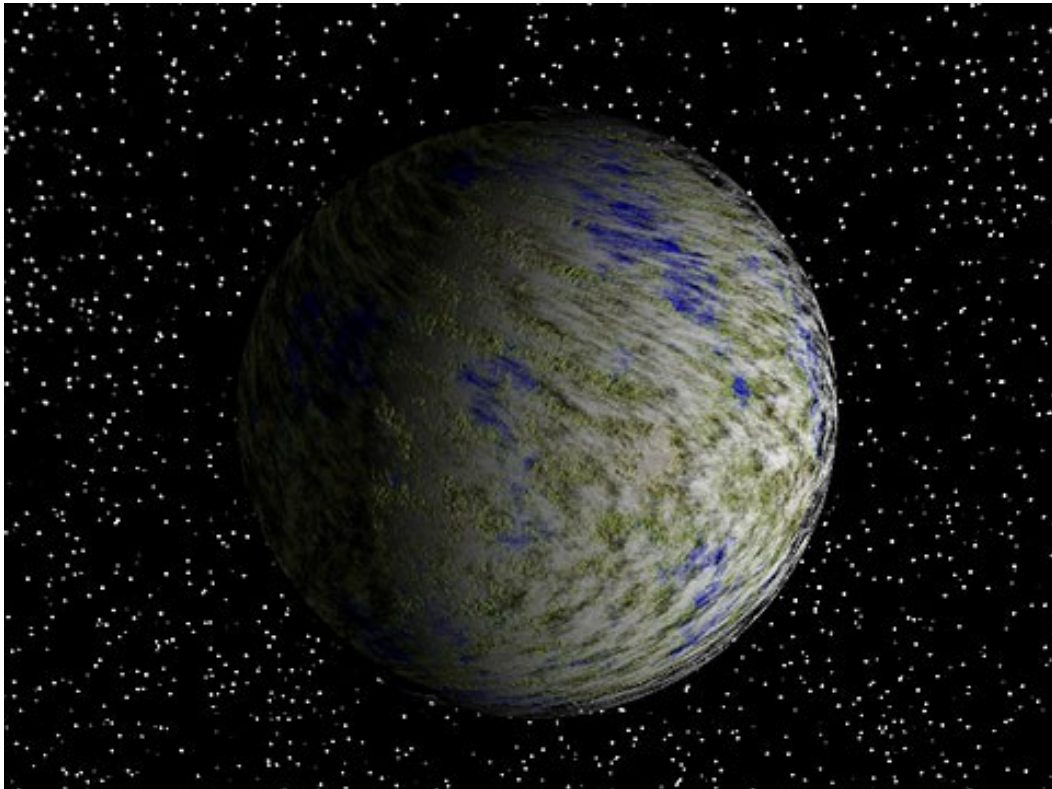
Radioactives: 20%

Gemstones: 20%

Industrial Crystals: Trace

Special Minerals: Trace





Slightly smaller than the average Class M planet, Cait is a warm, tropical world of thick lush jungle, sunny grassy plains, and wide sandy beaches. The bulk of the land is in a single landmass. However, small strings of isolated island chains appear over the surface, each boasting its own unique flora and fauna, and a large landmass forms the southern pole of the planet. Since the planet is largely geologically stable, despite being rather young, there are next to no mountains except buried deep in the center of the main landmass, called Larrrtov, and the lesser landmass buried under the southern polar ice cap, Pirrrem.

Larrrtov's lush jungles teem with several varieties of hardwood and untold numbers of plants with medicinal qualities. As yet, despite the generations of botanical study, it's estimated that only 93% of the species of plants within the jungles have been identified. Insect and animal species are thought to have been only 76% identified due in large part to the concentration on flora for medicinal uses. Many of the plants have proven incapable of growing off planet, and contain substances which have proved impossible to replicate. Measures have been taken to cultivate these useful plants, though no true outright farms exist.

The fertile plains of Larrrtov are covered in tall grass-like plants, though they are capable of supporting nearly any species of plant, which has lead the Caitians to be very cautious about the introduction of any plants to the area that might damage the somewhat fragile ecosystem. The few fruits that the Caitians enjoy making juice-drinks from grow on these plains.

The thick atmosphere is perfumed heavily with the scents of thousands of species of flowers and blooming plants. Due to a relatively high concentration of iodine in the upper atmosphere, the sky is a light purple color and helps to shield the planet from the higher-than-normal ultraviolet output of the star. The iodine is also found in heavy concentrations in most of the flora on planet, leading to most foliage having a mild purple tint. Though hot and sunny, frequent breezes sweep its shores and plains due to a high concentration of underwater heat vents that create frequent currents in the ocean. These currents lack a seasonal ebb and flow, evident on most planets with a more distinct season cycle. During the hottest time of the year, the currents encourage more severe weather, similar to tropical storms, though never to the point of a hurricane. The planet's climate is

inviting to most life forms, and Cait has become a popular tourist stop (except during its short rainy season). The abundance and variety of plant and animal life have kept Caitian zoologists and botanists busy for centuries, and off planet scientists find Caitian ecology a complex and fascinating thing.

The bulk of the cities lie upon the shores and rivers and are designed to have minimal impact on the local environment, utilizing incredibly efficient water purification systems and sewage treatment. In some cases the cities are built downward, but not without dissatisfaction: though Caitians are not ill at ease underground, they prefer to see the sky above them. When possible, valleys are used, so that a tiered structure to the city can be used, maximizing the area available for vistas. Ground transport is still in wide use to move from one city to another, usually preferred to use of a transporter as it allows Caitians to travel along mag-lev lines that have been laid in a manner to best display the surrounding natural features. In most cases, this is done for no other reason than to enjoy the ride and scenery.

Every city of reasonable size sports a massive park, similar in size or larger, depending on available land, to Central Park in New York City, Earth. The parks offer several fields designed for sports such as Sh'thres, a game that most closely resembles Flag Football on Earth. Most Caitian sports revolve around either working as a group toward a goal, such as Vra'shan, a Capture the Flag game. Other games test the abilities of both sides. These games often stress stalking, hiding, or patience, H'rassh, an analog of Hide and Seek is one such game. Nearly all parks contain a track, even if it is nothing more than the perimeter of the park itself.

Though not up to the size of Utopia Planitia Fleet Yards, Cait boasts an extensive orbital shipyard facilities and Starbase 48, home base to the Caitian Militia and the 23rd Fleet. Many of these shipyards are geared towards the construction of Atrox Carriers. Various Cruisers and Science Vessels are also produced, though there is a distinct lack of production of Escort Classes, typically only 1 in 8 ship to slip from the yards is of an Escort Class. Stalker Stealth Fighters are produced in satellite facilities to those producing Atrox Carriers.

103. Planetary Description: Ferasa

Position in system: III

Distance from Star: 1.85 AU

Class: K (Adaptable formerly Class M)

Number of Satellites: 0

Orbital Facilities: Derelict shipyards, orbital defense platforms and other stations of Fera-Cait War vintage

Gravity: 1.79G

Diameter: 18,400 km

Equatorial Circumference: 39,100 km

Total Surface area: 1,063,078,400 sq km

Percent land mass: 37%

Total Land area: 393,339,008 sq km

Length of day: 19 hour

Length of solar orbit: 381 days

Atmosphere: Nitrogen/Oxygen, traces Argon/Carbon Monoxide, 1.16 Earth-normal pressure

Normal Metals: 50%

Radioactives: 10%

Gemstones: 5%

Industrial Crystals: 15%

Special Minerals: Trace

Once a habitable world, Ferasa's surface is dominated by water, with only a few chains of islands and one main landmass making up the habitable land. At the point that Ferasa was colonized, it boasted an atmosphere and climate very similar to Cait's own, though with a somewhat higher Nitrogen, Oxygen, and Methane content. Higher gravity did make things more difficult for the initial colonists, though in time they would adapt. The islands are all of volcanic origin, leading to incredibly fertile soil. The planet is geologically stable, with no surface eruptions in recorded history. There are occasional sub-sea eruptions, on the order of one every solar cycle. These sub-sea eruptions lead to a higher than normal humidity level and somewhat increased particulate matter in the atmosphere.

The main landmass, called Mroos, was settled first. The initial colony was a purely scientific mission, the intent to set up a listening station aimed at detecting any deep space signals and monitor inter-system traffic. Over time, it would expand into a military facility, the main training ground for the Caitian Militia. With the harsher conditions on Ferasa, it was believed that this would lead to better results, including helping to teach them to operate more independently.

Heavy in metal contents, mining efforts were hampered by the location of the deposits, almost exclusively under the deepest seabeds. As time went on, the planet became more and more a location where scientific and military research was preformed. The civilian population of the planet was limited to those supporting these efforts. The main shipyards in the system were relocated to orbit Ferasa, not only in order to bring them closer to the asteroid field where the bulk of the minerals and metals were being extracted from.

Unlike the more developed Cait, Ferasa suffered from something of a frontier mentality for some time, and the buildings are quite utilitarian, very few were build in the manner of Caitian homes, blending into the surroundings. Instead, many of the vessels are prefabricated structures, blocky construction, with form far more important than aesthetics. In many cases, if they weren't already underground, many structures were covered over.

It is not yet understood what manner of weapons were used to destroy Ferasa's moon, all that was left was a debris field, slowly being diminished as the remnants are drawn in by the planet's gravity. Some of the smallest debris has begun to settle into rings orbiting the formerly habitable planet. The atmosphere is no longer breathable, not only full of toxic gasses, but also lingering radiation and possible biological dangers. The once fertile ground is now largely fallow, and the seas are mostly lifeless. For a species that values living with nature, this is perhaps considered to be hell itself. Though the Caitians have developed some if not all the technologies required to being repairing the damage to Ferasa, it's curious that they've not begun to.

Further data on Ferasa is highly classified. See Appendixes G-J, Security Clearance 7 is required for access to additional data. Visitation to the planet, including orbital space is strictly prohibited, as are scans of it and the surrounding space.

104. Planetary Description: N'Rrrap

Position in system: IV

Distance from Star: 2.56 AU

Class: F (Geometallic)

Number of Satellites: 0
Orbital Facilities: C'Groth trading station
Gravity: 1.72G
Diameter: 14,800 km
Equatorial Circumference: 46,500 km
Total Surface area: 687,785,600 sq km
Percent land mass: 100%
Total Land area: 687,785,600 sq km
Length of day: 41 hour
Length of solar orbit: 487 days
Atmosphere density: Moderate, high concentration of toxic gases
Normal Metals: 70%
Radioactives: 10%
Gemstones: 5%
Industrial Crystals: Trace
Special Minerals: 5% Dilithium, others Trace

Like the asteroid field of the system, N'Rrrap possesses fairly high concentrations of Dilithium, making it a valuable resource. The earliest Caitian Matter/Anti-Matter reactors made use of the somewhat crude dilithium found on N'Rrrap. The crystals have an inferior crystalline structure that makes them decay at a somewhat accelerated rate compared to the dilithium crystals of the late 23rd century and wholly unsuitable for use in the more powerful and delicately aligned engines of the 24th century and on. This does not mean however that the crystals are useless in the modern era.

Older Caitian vessels and stations still use old model Matter/Anti-Matter reactors that can make use of the inferior crystals, and some artisans have created quite intricate carvings from the crystals. While this demand is not sufficient for a full scale mining facility, a small facility does remain and work the mines. As was the case on Verrel, tapped out mine shafts and naturally occurring caves have been turned into living and working quarters that offer a moderate level of comfort. The largest of the tapped out mine shafts and natural caverns have been given new life as the center of civilian ship construction in the Cait system. While not up to the standards of constructing a modern Starfleet vessel, the shipyards are able to construct, maintain, and upgrade most civilian craft and handle some of the overflow of Starfleet or Caitian Militia repairs.²

In Caitian tradition, the mining colony was granted more or less free reign over itself, with only nominal levels of contact required with Cait. This has suited the colonists, and more and more of the less socially driven Caitians have gravitated toward the planet. By no means isolationist, the colony is somewhat less welcoming of outsiders than other Caitian facilities, perhaps as a result of the diminished importance that they are viewed to have as a result of the inferior quality of dilithium crystals.

The C'Groth trade station is quite old, extensively modified and upgraded from the initial design which resembled old Federation K-Class Starbases. Created originally as a stopover point

² This is one possible location for the conversion work that goes into making a Q-Ship (See Appendix F), though the highly public nature of the facilities argues against this. Recommendation: None.

between orbital space and the mines, this facility has grown into a full scale trading station serving most of the system. Most vessels in need of the services of the shipyards stop here first to unload cargo, or arrange for shore leave for the crews.

105. Planetary Description: Sotarr

Position in system: V

Distance from Star: 3.28 AU

Class: H (Desert)

Number of Satellites: 2

Orbital Facilities: None

Gravity: 1.72G

Diameter: 13,400 km

Equatorial Circumference: 42,100 km

Total Surface area: 563,818,400 sq km

Percent land mass: 100%

Total Land area: 563,818,400 sq km

Length of day: 38 hour

Length of solar orbit: 1746 days

Atmosphere density: Moderate, requires supplemental oxygen for most species

Normal Metals: 5%

Radioactives: 10%

Gemstones: 30%

Industrial Crystals: 50%

Special Minerals: Trace

A hellish wasteland to Caitians, there is little interest in Sotarr. The lack of vegetation and moisture tends to leave the jungle-evolved Caitians at a loss. Many Caitians who spend too much time on Sotarr suffer mild dementia, especially in the form of social anxiety, developing a 'clingy' nature and reluctance to be alone at any time. While these cases can be treated, it can take a long time, and the victims can become violent if they believe that someone is being forced away from them or leaving them permanently.

A small monastery to Rrookanas exists on the planet, hidden away within terrain that might remind a human of the North American deserts, rife with mesa and canyons. In this area there are still several viable springs, allowing habitation. This monastery allows secular visitors, but prefers to remain isolated, making use of minimal technology and focusing on the god of the mind. Vulcans are perhaps the most welcome outsiders, since the Surakian teachings of mastering emotion and reliance upon logic fit with the worship of Rrookanas.

In order to ensure that the monastery has whatever supplies it needs, each S'voshi (monk-hermit) is required to spend 6 hours per day mining for gemstones and industrial crystals, 6 hours each day in tending to the small garden plots, and fully 14 hours per day in meditation on Rrookanas or activities that require the use of logic or focus of mind. The remaining 12 hours of the

day are given to rest and eating, usually taken in 1-2 hour blocks between other activities.

106. Planetary Description: P'Ellum (Asteroid Belt)

Position in system: VI

Distance from Star: 4.06 AU

Normal Metals: 30%

Radioactives: 20%

Gemstones: 10%

Industrial Crystals: 10%

Special Minerals: Large deposits of Dilithium, high concentrations of exotic metals and minerals

One of the main reasons that Cait was admitted into the Federation, the P'ellum asteroid belt is rich with Dilithium and several exotic minerals. The mineral wealth was not being used in large quantity by the Caitians, and was in high demand by the Federation. Though the need for these resources has lessened somewhat since Cait joined the Federation, the asteroid belt is still in wide use for mining. Several larger asteroids are the size of small moons, and home to mining facilities or refineries. These facilities are quite old, but kept in good repair. Freighters make regular runs from these facilities to Cait, each other, and even to other star systems.

107. Planetary Description: Missat

Position in system: VII

Distance from Star: 4.62 AU

Class: G (Geocrystalline)

Number of Satellites: 0

Orbital Facilities: Research Stations

Gravity: 1.51G

Diameter: 3,4,000 km

Equatorial Circumference: 42,100 km

Total Surface area: 563,818,400 sq km

Percent land mass: 100%

Total Land area: 563,818,400 sq km

Length of day: 28 hour

Length of solar orbit: 506 days

Atmosphere density: None

Normal Metals: 40%

Radioactives: 20%

Gemstones: 5%

Industrial Crystals: 15%

Special Minerals: Trace

While possessed of moderate mineral wealth, only cursory landings have been performed on Missat. These landings confirmed that there was a fair mineral content and that at one point in history Missat may have been home to life forms, at least to the level of mosses and lichen. A massive impact crater, nearly 200 kilometers in diameter can be found on the higher elevations of the northern hemisphere. It is believed that a large asteroid impacted the planet some time around 17,000 BC tearing away the atmosphere, boiling the oceans, and otherwise rendering the planet uninhabitable.

108. Planetary Description: Guensharn

Position in System: VIII

Distance from Star: 5.20 AU

Class: H (Desert)

Number of Satellites: 1

Orbital Facilities: Listening Station

Gravity: 0.89G

Diameter: 8,400 km

Equatorial Circumference: 26,376 km

Total Surface area: 55,389,600 sq km

Percent land mass: 95%

Total Land area: 52,620,120 sq km

Length of day: 71 hour

Length of solar orbit: 756 days

Atmosphere density: Minimal

Normal Metals: 30%

Radioactives: 40%

Gemstones: 5%

Industrial Crystals: 10%

Special Minerals: Trace

Guensharn has little to recommend it to the Caitians, even more desolate than Sotarr, the mineral wealth of Guensharn is concentrated in the radioactive metal series. By the time Caitians were able to explore the planet, they had no use for such materials. To date, the only facilities that have been created on Guensharn are listening posts that comprise a portion of the sub-space sensor network, and a long abandoned mining facility run by the Ferasan. This mining facility is believed to have been the source for the nuclear weapons that the Ferasan unleashed during the Fera-Cait war. Often there is a movement to have it razed, but like Ferasa itself, the facility is allowed to remain as a reminder of the past, a past not shared with outsiders.

109. Planetary Description: Roanssa

Position in System: IX
Distance from Star: 5.97 AU
Class: G (Geocrystalline)
Number of Satellites: 0
Orbital Facilities: Hospital and Medical Research Facilities
Gravity:
Diameter: 9,640 km
Equatorial Circumference: 30,270 km
Total Surface area: 291,798,944 sq km
Percent land mass: 100%
Total Land area: 291,798,944 sq km
Length of day: 35 hour
Length of solar orbit: 894 days
Atmosphere density: Minimal
Normal Metals: 30%
Radioactives: 5%
Gemstones: 30%
Industrial Crystals: 20%
Special Minerals: Trace

Composed mostly of fused silicates, Roanssa holds nothing of particular interest to Caitians. As a result of the desolate nature of the planet, it has long served as a base for research that could have dangerous consequences should there be an accident. By the time Caitians were developing Warp 2 capable engines, the facility on Roanssa was becoming larger and focusing more and more on antimatter and warp propulsion research. There have been several accidents in the roughly 400 years of research, and the complex has had to be rebuilt in whole or in part no less than six times.

The facilities on Roanssa also include secondary storage of viral samples and some of the more hazardous medical research into cures to various diseases that still crop up in the Federation. The Sol Wing of the 4th Claw of the 23rd Fleet often carries batches of material from the facilities on Roanssa to Starfleet Medical on Earth. Return trips usually include stops at Vulcan and Andor for the latest research and samples from the facilities on these planets as well.

As a result of the hazardous nature of the research, all the vessels assigned to provide security and support to Roanssa are equipped with the best transporter technology possible, intended to allow full scale evacuation of facilities within 3 minutes of an alert. These vessels are normally science or medical craft, not only to aid in less dangerous research, but also to deal with any results of contamination of the planet or researchers.

110. Planetary Description: Torrel

Position in system: X
Distance from Star: 6.83 AU
Class: J (Gas Giant)

Number of Satellites: 0

Orbital Facilities: Gas Collection and Refining stations

Diameter: 117,700 km

The lesser of the two gas giants in the Cait system, Torrel has been found to have highly excited particles in the lower levels of the atmosphere. This has prevented deep scanning of the planet, however scans of the higher levels of atmosphere have uncovered dense pockets of various gases that can be used in the creation of coolant for warp cores, or with proper refinement, used to create deuterium. Occasional gas mining runs have been made, though often it is found to be more economical and safer to handle these gases at other locations instead of making the runs from processing stations to the gas giant and back.

111. Planetary Description: Kezarr

Position in system: XI

Distance from Star: 7.74 AU

Class: J (Gas Giant)

Number of Satellites: 3

Orbital Facilities: Class 3 sensor arrays, Shro class science station

Diameter: 138,500 km

Intense winds, highly ionized particles, and debris from the planet's rings that has become trapped in the upper layers of the atmosphere make any exploration or exploitation of Kezarr next to impossible. To date, scanning has penetrated no more than five kilometers past the 'surface' of the gas giant. No probe has survived long enough to return useful data, though it is believed that a very small and dense core exists in the center of the planet, which may have been a protostar that failed to achieve fusion.

Had Kezarr managed to achieve fusion, it is quite unlikely that Cait or Ferasa would have developed into Class M planets. As soon as more durable probes or vessels are designed that are capable of withstanding the conditions within Kezarr's atmosphere, research will begin in earnest. For the time being however, research is limited to a small series of orbiting sensor arrays and a single space station.

112. Planetary Description: Arrrot

Position in system: XII

Distance from Star: 8.47 AU

Class: G (Geocrystalline)

Number of Satellites: 0

Orbital Facilities: None

Diameter: 11,700 km

Equatorial Circumference: 36,700 km

Total Surface area: 429,834,600 sq km

Percent land mass: 79%
Total Land area: 339,569,300 sq km
Length of day: 14 hour
Length of solar orbit: 1469 days
Atmosphere density: Minimal
Normal Metals: 10%
Radioactives: 15%
Gemstones: 50%
Industrial Crystals: 20%
Special Minerals: Trace

Large quantities of gemstones can be found in the crust of Arrrot, and though there is little atmosphere, the lure of these stones has lead the Caitians to create a small outpost on the world. Similar to those on Verrel, the Arrrot mines are on a much smaller scale, for though the gemstones are quite striking in appearance and quantity, they can be replicated. There remains however a demand for true gemstones, and so the mining continues. Various minerals can be found within the gemstones, leading to a wide variety of types, ranging from sapphires to rubies and even amethyst. The rarest of the gemstones however are similar in appearance to diamonds, yet under most light, the gems appear to change color in a random way. No reason for this has yet been found, making these Arrrotian Starfire gems somewhat valuable.

As it has with every other outpost, Cait gave Arrrot Independence, requiring only periodic contact, and as with every outpost save Ferasa, the laws and government of Cait were expressed as well on Arrrot. With the exception of a small order of monks that follow Chath before any other deity, Arrrot, like Verrel, follows the lead of Cait in matters of governance and law. The order following Chath however live with no laws, no rules, and no restrictions. While this sounds like anarchy, they have adapted well, taking the chaotic nature of their lack of a system and making something of it. Divination using the Starfire gems is often seen as the ideal method for this sect to choose a path though the chaos that is life.

113. Planetary Description: Tichondra

Position in System: XIII
Distance from Star: 9.63 AU
Class: P (Glaciated)
Number of Satellites: None
Orbital Facilities: None
Diameter: 12,400 km
Equatorial Circumference: 38,936 km
Total Surface area: 482,806,400 sq km
Percent land mass: 0% (Completely submerged)
Total Land area: 482,806,400 sq km
Length of day: None, negligible rotation

Length of solar orbit: 1043 days

Atmosphere density: None (Completely frozen)

Normal Metals: Trace

Radioactives: Trace

Gemstones: Trace

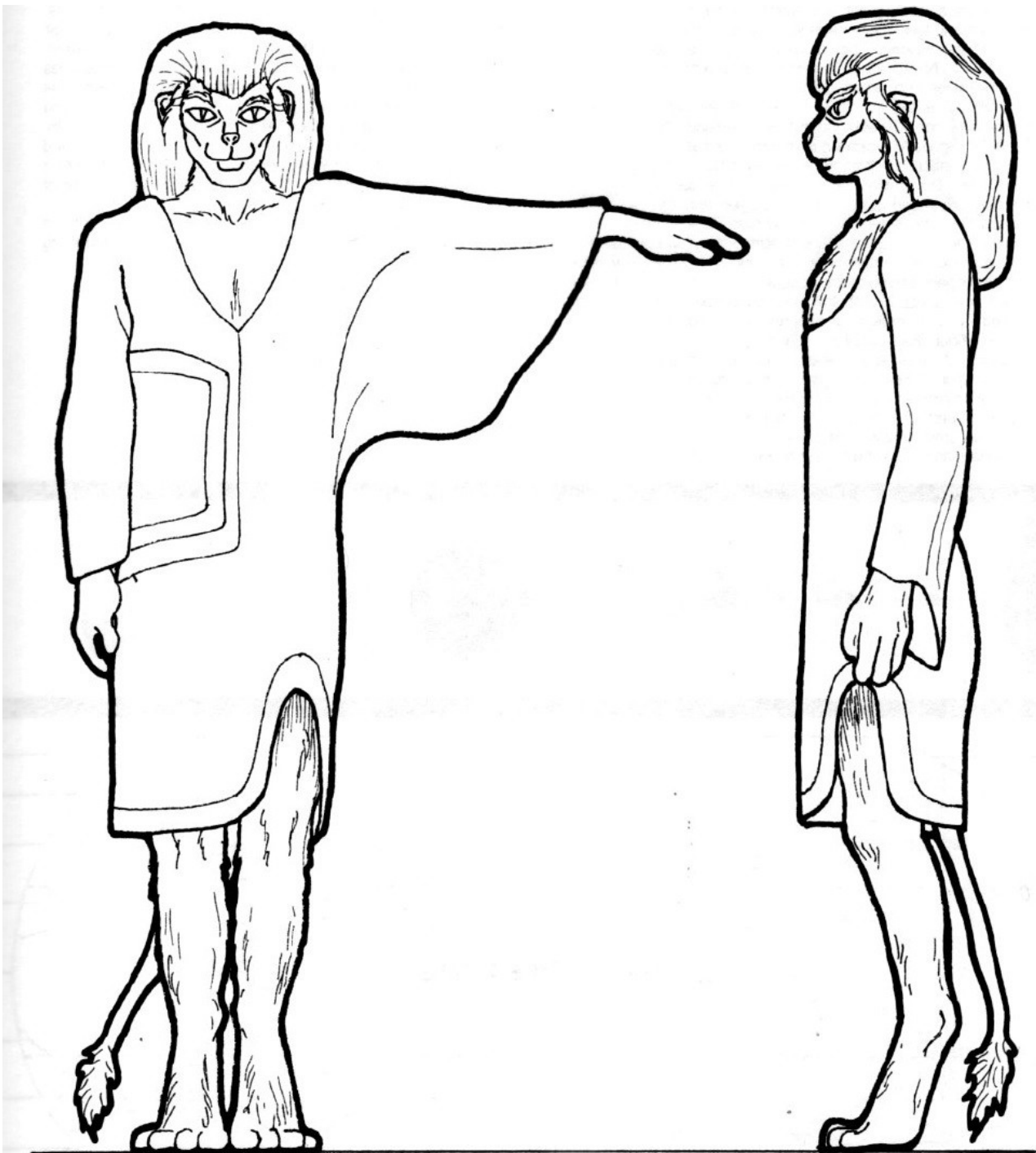
Industrial Crystals: 10%

Special Minerals: Trace

The world Tichondra is little more than a ball of ice. Most of it is composed of water, though large deposits of 'heavy water' and frozen gasses also populate the various layers of the planet. With a more elliptical orbit than any other planet in the system, twice per solar cycle, the planet dips into the system far enough for the upper layers to melt, and in the case of some of the gasses to liquify or even return to gaseous state for long periods of time.

2. Caitian Racial Description

200. Basic Morphology and Anatomy



Early Caitian Drawing of Caitian Male, artist unknown, style similar to that of 'Universal Man' by Terran Leonardo Da'Vinci



Caitian Starfleet officers, Manes traditionally cut close or tied back while on duty

Caitians are upright, bipedal beings with manipulative hands descended from a felinoid life form. Fur covers their bodies, most times a solid color or shades of a similar tone. While most range between sandy and golden, black fur is not uncommon, and white is quite rare but not unheard of. Caitians sport a mane of fur, usually several shades darker than that of their body fur. The manes on females are noticeably larger. In almost all Caitians, the eyes are a golden color and provide excellent night vision. However, in those with black fur, green eyes have been observed, and white furred Caitians tend toward light, almost clear-blue eyes. Banding and stripes are common on female Caitians, though nearly unheard of on males, these markings are far more pronounced on younger females, fading out as the Caitian reaches maturity. Caitians shed in small amounts throughout the year, since their world's orbit is less elliptical than most and so maintains a near constant season, lacking the winter that would require thicker fur and subsequent shedding. As a result of this temperate to hot climate, Caitians have a lower tolerance for colder climates. Their feline ancestry shows in their facial structure, the fur covering their bodies, long and agile tails, and their voices, which resemble the purring of Terran felines. When agitated Caitian fur 'bristles' in a manner akin to that of a terran cat. There is very little that a Caitian can do to control this bristling response, and it takes place with nearly all the fur on the body, excepting the mane.

The Caitian sense of hearing is incredibly acute, able to hear in a higher pitch range far in excess of Humans, more comparable to that of Vulcans. Caitian eyes are more geared toward low light levels; as a result have slightly less color acuity than non-nocturnal. they are however able to operate in near darkness. The Caitian sense of smell is quite well-developed, nearly a match for an Antican or terran canine. The Caitian sense of taste is also highly developed, though often not used, a result of the rapid eating process. Thus, Caitian mouths are ill equipped to savor food.

Caitians possess an unusual method of resting as a byproduct of their 'hot' burning metabolism. A Caitian's metabolism is designed to break down protein quickly and effectively, but can handle some carbohydrates and other more slow-burning energy sources. It should be noted that the 'hot' metabolism makes it difficult for a Caitian to develop much in the way of body fat, especially given that most of the foods they are able to digest are metabolized quickly rather than stored. This results in a higher-than-average body temperature and ability to take quick action; in very rare cases, the metabolism is slow, as slow or slower than a human metabolism. This often leads to mild to chronic obesity in those with the genetic disorder. After eating, most Caitians become mildly lethargic for approximately a half hour, after which their body has broken down the bulk of the meal.

Caitians require a minimum of 4 hours of rest per day; however whenever possible they try and get 10 hours. Unlike most species, Caitians prefer a rather short work day of only 6 hours, though they are capable of working longer hours such as the 'traditional' 8 hour work day that many

species adopt. During the remaining hours, Caitians tend to remain somewhat dormant, taking few actions that are not leisure-related. The exception to these workdays tends to be in local stores, where the shopkeepers will remain in and work for as many as 10 hours at a time. Most stores remain open for business for as many as 20 of the 27 hour day, needing only two shifts from the shopkeepers. The vast majority of stores produce handmade items rather than provide replicated or mass-produced items. Most cities concentrate the bulk of the stores in the center of the city, though homes that boast a small sales area are not unheard of.

Caitians stand two to three meters tall, slightly taller, but often more lithe, than the average humanoid. However, they are more agile and dexterous than their size would suggest. Digitigrade legs remain a part of the Caitian physiology. Though this form of leg is most common in species that run on four legs, Caitians are able to do so only for short periods of time, the structure of the spine, hips, and arms have evolved away from moving on all fours. These legs can store quite a bit of potential energy in the 'crouch' that is the resting state. This gives the Caitians the ability to spring quickly into action, granting them a significant ability to accelerate from a rest state. The power of those legs also grants Caitians an impressive leaping ability of up to 7 meters. Due to the way in which steps are taken, a gradual absorbing of the weight as opposed to the sudden impact of a plantigrade leg, Caitians have incredibly silent footsteps. Bipedal movement on digitigrade legs does require more energy than on plantigrade legs, making Caitians excellent sprinters (many able to reach 40 kilometers per hour for short bursts), but leaving them little endurance for long distance running. Caitian limbs are well designed to deliver quick and powerful motions, and offer quite a bit more flexibility and range of motion than most other species. They tend to lack the endurance for extended exertion, though this shortcoming can be overcome with extensive regimen of exercise and specialized diet. As a byproduct of the Caitian reliance on a tail to aid in balance, most Caitians can cope with damage to one inner-ear, though loss of the tail or micro-gravity conditions lead to extreme disorientation and nausea in most Caitians.

Having evolved on a hospitable world with little in the way of natural predators, their immune systems are not as hardy as many other life forms and thus susceptible to many diseases on other planets. As a result of this, most Caitians carry at least some very basic medical supplies with them any time they travel off-planet. Unfortunately, Caitian hearts are somewhat weak compared to most species and almost invariably require replacement or at the very least surgery around the age of 63. The wide variety of flora and fauna on Cait has led to a rather adaptable digestive system: Caitians can consume nearly any meat and even handle some grains and plants. Many ingested poisons have an even more potent effect on the Caitian body due to their higher speed metabolism. It should be noted that Caitians avoid alcohol, as they have an incredibly weak tolerance for it in all forms. A single shot of most 'hard' liquor can cause vomiting, possible brain damage, or even death in the case of high proof rating. Beer and 'lighter' spirits can cause a drunken state from a few sips. While the ill effects of alcohol on a Caitian are often observed quite rapidly, in a matter of minutes, prompt use of neutralizing drugs before, during, or immediately after ingestion can mitigate or negate the harmful side effects. Fortunately, Caitian medicine is advanced enough to cope with many of the virological problems resulting from interplanetary travel.

While they evolved from strict carnivores, the Caitian digestive system has developed over time as well, allowing them to handle some grains and fruits. Most fruits are still avoided by Caitians in general, except when they are only just ripe. This is an instinctual response as overly ripe fruits have been known to ferment. Alcohol is highly toxic to the Caitian system, and has been linked to many deaths³. While it is possible for a Caitian to get drunk, this requires only very low blood-alcohol level, and so can be achieved only through minute quantities of hard liquor such as Romulan Ale, or low quantities of light alcohol such as beer.

Caitians are primarily noted for their loyalty. Their society is centered around large clans,

³ Strangely enough, Ferasan share this same problem with a single known exception. The exception is Bloodwine, one of the traditional drinks of the Klingons. Recommendation: Bring Bloodwine of good quality to a meeting with Ferasan as a bribe.

and clan members are related by a set of connections that are basic knowledge for a Caitian and a hopeless, incomprehensible tangle for almost anyone else. To a Caitian, clans are an extension of self, and they depend on other clan members as much as the members depend on their own right arms. Clan members treat members of other clans as important beings with equal claim to their world and its resources, but do not rely on them as much as they do on their clan. Members of other races are considered equals, but usually offered slightly less in the way of consideration on claims to the world and resources.

Unlike many other clan-oriented cultures, Caitian clans do not specialize in separate areas. They encourage wide diversity within the clan so that whenever a clan member need a service or item, someone in the clan can help him. Different fields and businesses contain members of as many different clans as possible so that no one clan has control of that field, though there is invariably some level of specialization due to proximity to resources.

Because Caitians inhabit a planet where living is relatively easy, they can set aside concerns about survival and concentrate on the finer things in life. Their culture has developed a deep appreciation for beauty, which is expressed in many ways: study and contemplation of nature, producing works of art that mirror nature, and, most commonly, surrounding themselves with beauty and comfort. It should be noted that Caitians have been known to find beauty in nearly any aspect of nature, including such destructive ones as lightning storms. While the tropical nature of the planet keeps there from being more than a token need for clothing, many Caitians dress in light and loose robes, often of colorful prints, but disdain footwear beyond the occasional instance of wrapping feet for support. It is not unheard of for Caitians to move about wearing nothing more than a belt and belt pouch, since they lack the nudity taboos of species like Humans. Jewelry is also seen as a form of beauty through which the Caitians can express themselves well. Given the coloration of their fur, gold is rarely used, though bronze, steel, iron, titanium, and similar metals are in wide use. Mated pairs traditionally wear matching anklets similar in function to the Human wedding ring tradition. Most Caitian jewelry contains gemstones, with red and blue being preferred colors. Due to their lower color acuity than most species, the colors chosen by Caitians for clothing and jewelry tend to be quite vibrant, in some cases almost achingly so to other species.

Some clans practice monastic, contemplative approaches to life, preferring the detailed appreciation of one flower to the overwhelming profusion of an entire jungle. However, most Caitians express their love of life and beauty by surrounding themselves with abundance. A comfortable, beautiful home is the desire of every Caitian. Home is the center of Caitian life, and the most significant sign of acceptance by a Caitian is being invited into his house. Despite the large numbers of tourists who visit Cait, very few have seen the inside of a Caitian house. Caitians are very territorial, and they react aggressively against any threats to their homes, which in the past led to the development of truly impressive firefighting and repair technologies. Their cities are notably clean and well kept, as the fastidious Caitians cannot abide a damaged environment. All Caitians consider it part of their duty to clan and species to keep the cities clean, and tradition dictates that at least one hour of each day should be set aside to help make the common areas of the city more beautiful.

As Caitians are so interested in nature and in their own kind, their science has long emphasized planetary and medical sciences. Though geologically stable, the islands that dot the planet gave the Caitians much to consider about volcanic and tectonic forces. Until their first probes' journeys to the other planets of their system, however, there was little but theoretical work on these sciences. Once the possibility of life off planet came up, the Caitians turned themselves toward exploring the possibilities of contact. It is fortunate for them that most of these early attempts were plagued by technological hurdles that stymied the research, since the planet lies close to the Tholian Assembly.

200.1. Regional Adaptations⁴

Like other species, Caitians have evolved to suit the environment, with those who have occupied an area for many generations tending to have adaptations that make them better suited to that environment (at least in the case of groups that have lived in an area since pre-industrial times when natural selection was more a factor). Even though Cait's negligible axial tilt and mostly uniform orbit around Prooka (15 Lyncis) results in mostly uniform conditions without seasons, there are still several distinct environmental zones, ranging from the arid desert region of Shgrootanha to the colder climate in the Ghrethdrak mountain range.

There are three distinct phenotypes of the Caitian species, loosely classified as: plains, mountain, and jungle according to the region they are predominantly found in. The Plains phenotype is most often seen as the standard, and is the one described throughout this document.

- **Plains (or Desert):** Most often featuring a short pelt of tan, gold, or similar color, this phenotype evolved in a manner similar to lions on Terra, operating in groups to take down prey and making use of fur the color of the local grasses or sand to hide. Ears are larger and the muzzle longer than other phenotypes, in order not only to help dissipate heat from the body, but in the case of the muzzle to help trap any grit that might be stirred up. For all the size of the muzzle and nasal cavities, the nostrils are somewhat smaller than in other phenotypes.
- **Mountain:** Tending to be found in higher altitude regions, or in those groups that have been living in the southern continent, this phenotype features either dark to very pale gray pelts (white is not unheard of but still uncommon) to better blend into the stones that make up the bulk of these regions. Ears are smaller, and the muzzle is shorter, both adaptations to help control the dissipation of heat. The chest of this phenotype tends to be somewhat enlarged, with both the heart and lungs enlarged to compensate for the thinner air. In comparison to the other phenotypes, Mountain Caitians have shorter claws, though comparatively larger hands and feet, that show a higher level of dexterity. The pads on both hands and feet are markedly tougher and at the same time more sensitive to heat, an adaptation that can help judge the stability of rocks.
- **Jungle:** The last phenotype, this was originally the most common, as the Caitians are believed to have evolved predominantly in the jungles of the planet. Most often these Caitians feature a black pelt, often with streaks of lighter colors (similar but darker than those of the Mountain phenotype). The ears are of slightly smaller size than that of the Plains phenotype, as hearing is one of the most important of senses in the jungle. These Caitians tend to feature larger claws on both hands and feet, and still have a more hunched over posture suggesting that they are more slowly adapting to bipedal locomotion. The phenotype tends to have the best vision of them at low light levels, but has trouble when exposed to bright lights or rapid changes in lighting levels.

201. Mating and Bonding

Caitians practice monogamous, lifelong marriages. At the onset of sexual maturity, which occurs around age 21, the Caitian pheromones alter. At this point, the pheromones declare the Caitian to be 'available'; however, this is picked up subconsciously. Should the Caitian remain unbonded by their 32nd year, the pheromones return to normal. This period is also the prime childbearing years for a Caitian female. In rare cases, two Caitians 'bond', and their pheromones

⁴ R'Mikk fails to point out how there is actually a small level of respect granted to those that exemplify one of these phenotypes, since it is assumed that the Clan has maintained a presence in an area, becoming part of it and letting it become part of them. Recommendations: None.

revert to the 'unavailable' status; however they also become linked. The link is still not fully understood; some suggest that it is an addiction to the pheromones of the partner, or a psionic link. What is clear is that the two are drawn to each other, and become mildly dependent on each other. These links are lifelong, and break only upon the death of one of the pair. The breaking of the bond is a traumatic experience that had been suggested as the reason for sudden psychosis in some otherwise normal Caitians. The psychosis of a broken link tends to follow either a path of depression and wasting away, or rage and vengeance. In most cases, the end result of a broken link is the death of the other partner within a year⁵. Credence has been placed in the link being a low level psionic one, since linked pairs seem aware of the general state of their partner, such as general mood or physical condition. Distance seems not to matter to this sense; however the linked pair tend to remain 'close' in relative terms. There is a higher than "normal" occurrence of homosexuality among Caitians compared to other sentient races; still, it is readily accepted, and not viewed as unusual. In the case of the pair being females however, there remains some social pressure for one or both to bear at least one brre'l ("litters") for the good of the clan.

Caitian females do possess a 'season' (referred to in other species as being 'in heat'), though both male and female Caitians can (and usually do) take herbal remedies to alleviate the hormonal results to the presence of a female in season. Gestation typically lasts around 168 days, during the first 40, there is little physical evidence to suggest pregnancy, though the Caitian will often begin to develop more territorial and aggressive urges as a result of changing hormone levels. As the pregnancy progresses, nesting instincts begin to show themselves, leading to a general impulse to rearrange furniture, decorations, and other items within the living space, often including the creation of a pit or nest of softer materials to curl up in. Toward the end of the pregnancy, it is ill advised for males to approach the female, save for her mate and close family members, as instincts to protect the unborn brre'l spike. Caitian females in the last 20 days of pregnancy can be almost feral in their savagery toward those that instincts suggest are threats, though at this point, the Caitian is also hobbled by the pregnancy to the point that she is more or less confined to all fours and limited periods on two legs.

A couple usually has two or three brre'l of two cubs, but it is not unheard of for brre'l of one or three to occur. Most often a brre'l of one results in the Caitian being born with black fur, while in a three cub brre'l the third and smallest cub is usually an albino. Children of the same brre'l, known as brrel'mar, are exceptionally close, and the clan usually separates them in schooling and activities to prevent them from developing a disproportionate dependence on each other as opposed to the clan as a whole. Each clan member shares the responsibility of child rearing, and most employ a creche system, with older cubs helping to watch the younger cubs. Mating outside of either a linked pair or a mated pair is frowned upon, but bearing a cub outside of such pairings is considered a dishonor. Unpaired adults and infertile pairings are not exempted from aiding in child-rearing, and such Caitians often take on slightly more of these duties. Often this assumption of additional time with the cubs is instinctively motivated.

There exists almost no gender or age bias within Caitian society. While females are granted extra time away from work to bear and raise cubs until they are of sufficient age to be placed in the clan's care, they are otherwise treated identically to males. Once Caitians are old enough, they enter basic training. This is a combination of formal education that would be familiar to almost any species as well as incorporating martial training as a carryover from the times when every Caitian was considered to be part of the militia. Elders are respected and, while still expected to work within their abilities, are allowed to take a much more placid existence, many dedicating themselves to the arts or sciences but putting in shorter work periods.

5 R'Mikk leaves out that he has suffered this 'broken bond', though he himself will deny it. The one he bonded to was actually a human female, who was killed in the same battle where he suffered a significant head injury during the Dominion War. More details can be found in the ammended version of his personnel file, but I believe that the result of the head injury and broken bond (if any), can be seen in R'Mikk's unusual speech patterns and occasional dark and vindictive moods. Recommendation: None at this time, the bonds are not a proven state, but merely a suggested one that R'Mikk seems to be trying to give credence to.

Because of their society and general sexual equality, and also because they are the only intelligent species on their planet, the Caitians have had little experience with prejudice and discrimination. It is believed that these emotions were present for some time before the race gathered into clans, but as the clan structure took hold, grew, and bound all Caitians together, it diminished and finally disappeared. Pleased with the variety of sapient beings in the universe, they treat all with respect until a race proves itself unworthy of such regard.

201.1 Pregnancy

201.2 Raising Children

201.3 Clan Structure

202. Caitian Psychology

Although Caitians are slow to anger, they are fierce when enraged, and they have been known to hold grudges for generations. While most Caitians shun physical violence, they are capable of devious psychological games. This is not to say that Caitians are unwilling to fight: when their predatory instincts are roused, or their territorial nature comes into play, they are powerful and dangerous combatants. The aversion to violence stems more from the damage it causes to the environment. This has led to a tenancy toward negotiation and diplomacy among Caitians. Still, nearly every Caitian studies one of several forms of martial arts that the species has developed, not for combat, but as an expression of beauty. Many of these styles resemble dance, and some speculate that they originated from ritual dances. The forms, however beautiful to watch, are still a form of combat, though most focus on disabling and pacifying opponents with minimal force and sheathed claws. A Caitian may dull or otherwise trim their claws in order to prevent accidental damage or injury, but only in the most extreme of circumstances would any Caitian consider trimming to the point of uselessness or actual removal of the claw. One of the most heinous of insults is to call a Caitian 'Clawless.'

After meals, and any time of higher than average heat, a Caitian can enter a 'nap' state, lasting usually between a half hour to three hours. During the 'nap', a Caitian's breathing and heart rate slow, and there is a sharp drop in neural activity, though not to the point associated with a full REM sleep state. This nap state has been likened to a light trance like that employed in many forms of meditation. Most Caitians are able to recall conversations held around them while in the state, though they often miss significant portions. It takes little to rouse a Caitian from this nap state, and they return to full awareness almost instantly with no lingering effects as they might from a full sleep state.

A secondary state has also been observed, usually titled a 'hunt state'. In this state, rational thought is suppressed as instinctual responses take a more active role. This is a much deeper state than the similar 'flight or fight' response in a human. Rational thought is still possible, but rarely impacts actions, as in this state instincts evaluate and respond to threats quickly and decisively, more rapidly than a decision-making process can otherwise work. Most Caitians are able to enter this state willingly, or unwillingly under severe stress, though they have some trouble exiting it if there are possible threat or prey stimuli present. Often the easiest way to break a Caitian from the

state is a blow to the base of the skull: though this can result in being attacked, it does tend to snap them out of the 'hunt state' without significant injury or lingering discomfort.

Caitians are intrigued by the variety of life forms in the universe, and wish to study them all. Although their race has little psionic potential, save perhaps the mate pairing, they are particularly interested in the practices of psionics such as the Vulcans. Psychology and matters of the mind are yet another of the Caitian interests, especially how such matters tie into cultures and philosophies of other races. The few cases of Caitians exhibiting any psychic talent such as telepathy are almost exclusively members of religious orders, though there has yet to be any reason for this shown.

Though interested in other life forms, Caitians are more interested in themselves, or (as they put it) in each other. Some races think that the Caitians look down on them, but Caitians are quick to state that they regard all races as equal. This suggestion of equality is rooted in the observance that nearly every species has some skill or trait that makes them innately superior to others in some aspect. An example would be the Horta, for though communication with Horta is difficult and problematic, it is possible, and the Horta's natural abilities to bore through rock with accuracy and precision is unprecedented in any other sentient organism. For their part, Caitians often feel that other races, particularly Humans, are patronizing toward them. As they find Caitians particularly attractive, Humans may be guilty of this, but not consciously.

202.1. Life Stages and Lifespan

Prior to the advent of modern medical practices, the oldest Caitians (excluding legendary figures who often were reported to be immortal or have lifespans that measured in centuries), reached an age equivalent to 68 Earth years before death due to heart failure. Even so, reaching this age was highly uncommon, and most often found in members of the Loremaster Guild. With the advent of genetically engineered organs (a process similar to cloning), Caitians have been known to regularly live as long as 240 Earth years. Again, the oldest are most often found within the Loremaster Guild. At present the oldest known Caitian is approximately 284 Earth years old and still active.⁶

202.1.1. Child

From birth to roughly 12 Terran years, a cub is considered to be a child, still growing and learning. Formal education is not yet a factor, with elder members of the family teaching the young Caitian through stories and action. Most often a cub will be given basic instruction in any set of skills available, to better prepare them to choose a Guild when they mature. Most often the instruction however takes the form of stories from Loremasters or merely older members of the Clan, teaching the cub of the traditions of the Caitian people.

202.1.2. Juvenile

Around the time that a Caitian has reached 12 Terran years, they are prepared to enter basic schooling. Here the oral history and lore that the young Caitian has been given by members of the Clan is expanded upon. While many of those entering formal schooling have a solid grasp of the spoken language, few have a firm handle on the written language. The concept of 'homework' is more or less unknown to the Caitian educational system, reports are most often handled as oral

⁶ R'Mikk is the oldest known Caitian, most others never reach 260 years, even with advanced medical practices. It's unclear why R'Mikk has reached such an advanced age, none of the physicals Starfleet Medical or the Caitian Militia have performed can explain this longevity. Recommendation: None at this time. Attempt to acquire corpse upon death.

rather than written (though notes are permitted).

Most of these basic schooling facilities are similar to boarding schools, where the juvenile Caitians will live at the school for 4 consecutive days, and then be off for one before returning. This is not meant to conform to the idea of a 'week' since Caitians do not use this distinction, the five day cycle forms the basis of Caitian timekeeping (a Caitian year is composed of 50 cycles with an additional 2 days at the end of the year).

202.1.3. Young Adult

Upon reaching puberty (first heat in females or first rut in males), a Caitian is considered to have reached the Young Adult stage of life. This normally occurs around 23 Earth years, and is considered to be over not at a specific age, but rather upon completion of Basic Training. Upon reaching this stage of life, a Caitian is automatically enrolled in the Caitian Militia and provided training designed to channel the new urges that come with maturity. Hunting and territorial instincts are the hardest to control, and those most focused on.

202.1.4. Adult

Once a Caitian has completed Basic Training, they are graduated to the ranks of Adult Caitians. At this stage, Basic Training has tempered and channeled the instinctual impulses of the Caitian in order to allow them to function in a modern society. While some aspects of these impulses remain, the territorial instincts, hunting instincts, and a host of other instincts are channeled to avoid slipping into more savage behavior. The hunting instinct for instance is often redirected toward any challenge, to instill a desire to win and fight through a goal, even if using words instead of claws. Slips will still occur, but they are generally mild and can often be recognized and headed off by other Caitians.

202.1.5. Mature

This is in a very real sense a honorary title, granted to those who have achieved a solid mastery of their craft. While others may be more skilled, by in large, Mature Caitians are those who have reached their potential, and have little more to learn in their trade. Though they have the skill, most often they lack the spark to teach, or impart what they know on others. Looked up to and respected, they are still understood to lack a spark of creativity or uniqueness.

202.1.6. Elder

Caitians that reach the age of 70 years are considered Elders, valued for the experience and wisdom they have, most often Elders serve as advisers to younger Caitians or as heads of various Guilds or organizations. Very few Elders take on more sedentary positions, preferring to keep active and involved in the goings on of the organizations they are part of. Those that do prefer to take a 'slower' paced duty will most often ask to serve on exploratory vessels or as part of terraforming projects, where they can see strange new wonders. For many generations, it was assumed that a Caitian's pelt would largely remain the same color after reaching sexual maturity, however it has been found that those Caitians that reach the 'natural' limit of their lifespans most often have the color of their pelt fade. Most often light or darker grays form the basis of these new colorations, however pale blondes are not unheard of, nor is pure white (though this is quite uncommon).

202.1.7. Ancient

Around the age of 240, a Caitian is considered an Ancient, long in tooth and in wisdom. Most often those that reach the age of Ancient are members of the Loremaster Guild. Valued for their wisdom, if sometimes seen as eccentric and even in rare cases insane, Ancients help keep tradition alive for the Caitian people. Living repositories of history and lore that spans generations, Ancients not only uphold tradition, but help it to evolve. This can be a rather delicate balance, trying to preserve the culture of the Caitian people, while adapting to the universe that evolves around them. This can lead to confusion and arguments between Loremasters that disagree on where to draw the line between what needs to be preserved and what needs to adapt. In the past, this age group was reserved exclusively for legendary figures, as it was well beyond the lifespan of a Caitian.

203. Cultural Taboo

Though a common enough gesture of greeting and well intention among species that did not evolve from predators, smiling, or the showing of teeth in general, among Caitians is seen as an attempt at intimidation or a call to challenge. This is mostly an instinctual response, but can still color a Caitian's view of the other party and cause poor first impressions. It should be noted that species without fangs and similar sharp or dangerous looking dentation will most often be seen in a negative light for showing teeth, since it is obviously an empty and foolish challenge or display. Caitians are made aware of how the gesture is intended by most other sentient species, and do their best to ignore their instinctual reactions. For their part, many Caitians smile when they think it appropriate to the situation, though their carnivorous diet and impressively sharp teeth often are more startling than comforting to those who aren't expecting it.

By in large, Caitians are a very friendly and tactile species, most often brushing against one another in small ways, be it a paw on paw contact, use of the tail, or bumping into another lightly. This is part of the social nature of the species and serves as a reassurance of sorts. Though not detectable by most species, the contact also helps to mix scents, creating a more uniform 'pride scent' that offers psychological comfort to Caitians. Physical contact with unknown, hostile or otherwise 'outsider' individuals is normally seen as a hostile gesture, and can evoke challenges when it is thought that contact and offense were intended.

Despite being such a tactile and gregarious species, Caitians respect the right of privacy. Any Caitian needing time away from others (usually for grieving or as a result of uncontrolled temper) is given this time without question. Only in the instance of prolonged isolation, risk to the safety of another, or other grave reason will the right of privacy be set aside. Even in such an instance though, members of the family or close friends can still shield the Caitian in question from most contact, protecting their privacy until convinced that the cause for disturbing them is just.

204. Clothing and Decoration

Caitians generally have little need of clothing, most weather does them little harm, and the temperatures on Cait very rarely drop low enough to require additional clothing for warmth. Clothing as a result has developed more for functional or ornamental reasons. Though Caitians are generally willing to walk around with no clothing at all, social customs have evolved so that most wear at least minimal attire when not in their own homes.

The most basic attire for a male Caitian is a loincloth and baldric-like arrangement, with pouches for small possessions on both the belt holding up the loincloth and on the baldric. For females, the baldric is replaced or supplemented by a vest, which can be open or closed depending on conditions. Older Caitians, or those of higher station most often wear loose robes over basic clothing, a sign of their position.

Pants and shorts are common among Caitians when mixing with others, normally loose and

baggy in a manner similar to the Terran pantaloons, cinched around the waist with a belt and around the first ankle or knee. Pants and shorts traditionally fasten in the rear, atop the cutout for the tail. Skirts are more or less unknown to Caitians, irritating the tail by holding it down and throwing off balance. Like pants, shirts and vests are often loose affairs, cinched around the waist if at all. Talbards and robes may be worn over these more basic clothing styles, though are usually reserved to show high station or as part of a uniform or ceremonial garb.

Since textiles were all but unknown to Caitians until around the 1700s, and even then were uncommon unless required for a specific reason, leather forms the basis of most Caitian clothing, though so well tanned as to be very supple and in many cases almost as flexible as early cotton or wool textiles. By the 1900s, cloth was more and more common in large part because it was much easier to dye and create colorful patterns. Caitian love of beauty turned much clothing into works of art, almost always original designs, handcrafted rather than mass produced.

Personal jewelry designs are incredibly varied. Some of the most common forms are torcs and necklaces, armbands, bracelets, and earrings are also quite common. Gold and other more colorful metals are common, lighter colors like silver are rare except on the most darkly colored Caitians. Bones and teeth are a common material to be worked into the jewelry, also featuring colorful stones or gems. Most often there is an incredible variety in any jewelry store to cater to not only individual tastes, but also the Caitian's own coloration.

While most Caitians keep their manes loose most of the time, while on duty or for decorative reasons there are several common styles the mane may be worn in. Most common is the use of hair bands or clips to create a ponytail, most often several clips are used if the mane is of significant length. Other styles include the braiding of the mane into one or more braids with variants coiling or looping the braids to keep them from getting in the way. These braids may in turn be decorated with beads and clips. Other styles exist, using gels and similar products to style the mane, but these are rare for everyday use and are usually reserved for the most important events.

205. City Layout and Building Designs

(See also 405. Architecture)

With the exception of the cities built within the last 200 years, most Caitian cities and towns follow a basic set of guidelines for layout that has remained almost completely unchanged since the founding of Barana, scaled up or down as appropriate. Since many towns and cities originally grew around Guildhalls, these Halls are most often near the center of the town and in many cases may even serve most of the local government functions (Civic council, magistrate etc.). The Guild Halls and attendant compounds vary greatly of course, but most feature training halls, storage buildings, dormitories, workshops, museums and communal dining halls. In many ways a Guild compound could be likened to a college on Earth in the early 21st century. Wide streets radiate from the Guild compounds, with those blocks nearest the compound featuring two story buildings, a shop or store on the lower floor, and the second story being used as a residence for the owner. These stores can be for all manner of products, but most often focus on food, or materials for the students of the Guilds. For example, around the Stonebender's Guild shops will most often sell stoneworking tools, small stone blocks, repair services for stoneworking tools, space for display of finished works, consignment services or the services of a few strong backs for helping move finished works.

The shops follow some general guidelines, the lower floor is almost always very open, to the point that some are little more than a few load bearing walls and a set of stairs up. The road most often features mosaic or planted boundaries for an area analogous to a porch. This area is usually covered by an awning to provide shade and shelter from rain. These porch areas are most often used for the display of items from the store, or as a gathering place where customers can discuss

items and commission special items.

Beyond the 'shop streets', most buildings do not exceed 2 stories, though some buildings have been known to reach five stories. These streets mostly feature small homes and occasional stores that would be analogous to 'convenience stores' on Earth in the 21th century, offering every day items that might be needed at odd hours of the day. The streets in these areas most often feature a median that features grass, flower beds, trees and other greenery.

Utilities such as power, water, and sewer services are all run through subterranean passages below the streets. Though this placement can cause some trouble and disruption, it was found to be the most efficient system. Each property has a spur tunnel leading off the main one that carries the relevant utilities to the point of entry to the building (if it possesses subterranean levels) or to a point just outside the building where the utility lines break the surface and enter the building. Most buildings have at least a minimal basement where the utilities enter the building and where any of the larger appliances may be kept.

Estates, which are not so much a signal of wealth, but a dwelling place for one or more extended families, generally feature a stone wall surrounding the property, with large gates that enter in onto a courtyard/garden. Along the walls are most often guest rooms or rooms dedicated to relaxation. Through another gate (this one almost always without actual doors) lies a second courtyard and the main building of the estate, which tends to follow the open design structure of most Caitian homes, merely scaled up to accommodate between 20 (a single extended family) and 100 (three or more extended families) Caitians in residence.

3. Communications and Language

300. Overview

Most Caitians are able to speak at least two languages, and write three. As part of basic education, Caitians are taught to speak only Cait and Federation Standard, but most often at least one additional language. In addition to the spoken languages, training includes both the written forms of Cait (Derrina Fht and Derrina Hree) and Federation Standard. If the Caitian has been taught an additional spoken language, they are trained in the written form at the same time. Due in large part to their curious nature, many Caitians learn additional languages, even 'dead' ones from as many cultures as they are able to. As a result of this, Caitian xenolinguists are highly sought after not only for their knowledge, but their superior hearing. Given the proximity to the Tholian Assembly and the Klingon Empire, Klingon is a common language spoken by Caitians, and many attempt to understand and learn Tholian, if there is even such a language.

301. Spoken Language

The Caitian's spoken language consists of mostly soft tones, spoken with a purr-like resonance that Humans find difficult to emulate, and that also causes Caitians to have some trouble with Standard and several phonetic languages. When Caitians do speak Standard, most do so as a second language, and punctuate it with a purring trill to the 'R' sounds and a hissing to the 'S' sounds. In very rare cases are Caitians able to overcome this tendency. Caitians have a huge preference for the use of oral histories and traditions that date back many centuries, preferring this manner of recording history to the written form, though some effort is being made to write down at least one version of these oral histories.

The Caitian languages, spoken and written have a smaller and limited vocabulary than many other languages. This is intentional, allowing for a more precise speech than many races since it allows for little in the way of shading of the truth. For instance, something can be 'good' or 'better', but there are not the myriad shades of distinction that most languages accrue over time. Accurate use of the language is seen as a virtue, and many Caitians find that lies and deception with words to be one of the lowest forms of communication.

Pronunciation of words is very precise, and often carries over to any other languages that the Caitians learn. Many Caitians that have learned English speak 'proper English', accented much like an British gentleman from the mid to late 1900s at least for some time before the continued use of the language can allow them to adapt to a more measured use similar to native speakers.

302. Body Language

The set of both ears and tail in a Caitian form a second layer of communication, similar to the 'belly talk' in Human cultures. While ears and the bristling of the fur can be controlled to an extent, the motions of the Caitian tail cannot. In states of agitation or mental conflict, the tail may lash about or sway as it attempts to 'balance' the mental state. To those who know how to read it, this can prevent any Caitian from hiding their mental state or lying. Misdirection is also somewhat more difficult to accomplish. Caitians understand these signs on an instinctual level, though they can become cognizant of it as well. Some of the more easily noticed body language cues include:

- Tail curling or looping – Laughter or Amusement
- Flicking of tail tip – Frustration or Annoyance
- Ears folding back rapidly – Astonishment or surprise

- Ears folding back and remaining back, widened eyes – Anger or fear
- Gripping own tail and wringing it – Extreme distress (this motion disturbs the balance badly)⁷
- Quivering of ears and whiskers – Excitement and Anticipation
- Stiffening and straightening of tail, bristling of fur – Hostility or Anger
- Whiskers and tail drooping and remaining still – Sadness or Depression⁸

303. Written Languages

The earliest forms of organized Caitian writing forms were similar in method of creation, though radically different in form, . Both had some similarity to Cuneiform and rune or glyph based languages from many worlds. Early examples of the writing were found on petrified wood or baked clay tablets. There are a very few instances carved stone inscriptions of the earliest forms. Rather than represent sounds, the two forms both are more symbolic and pictographic. The two forms developed independent of each other prior to the era of unification. The form practiced by the more 'civilized' Caitians called 'derrina hree' features a more curved and stylized set of characters. The form use by the more aggressive and warlike clans, called 'derrina fht'⁹, features striking straight and aggressive slash marks. Early contact specialists likened the written Caitian language to that of early China on Earth. The written language is most often expressed in a shorthand format, with few pictograms being used to convey simple messages. While they make widespread use of written language for lists and records, Caitians have a preference for using spoken language to convey information.

Over the centuries, the written forms have been stylized and simplified to an extent, but the highly tradition minded Caitians have resisted a more complete revamp. Over time, derrina hree was chosen as the dominant form, and so contains far more technical terms than derrina fht. Most Caitians know both forms, though rarely make use of derrina fht in anything but informal settings, such as notes between friends or simple notes.

Originally the forms were created using actual claw slashes on softer materials, thus early Caitian 'books' are often composed of clay tablets or wooden slats. Over time, inks were developed, and scribes could be easily identified by the green tinting on their claws, the result of the earliest inks, containing high levels of copper. It would not be until very late in Caitian development that the use of stylus and finally pen and pencil analogs would be introduced

304. Caitian Naming Conventions

Unlike many other races, Caitian names serve not only as a designation to tell each other apart; they also contain information about the Caitian in question's personality, history and other things they find important about themselves. Caitians can have up to four names, and it is not unheard of for them to change names as they age. The first name of a Caitian usually serves as a designation of personality as well as a personal name. The fist letter or letters of the name serves as the personality designation, and is usually given between ages 2 and 4 depending on how easily one

⁷ Ferasan see this motion as a sign of weakness and may attack anyone displaying it. Reccommendation: Any Caitian agent sent into Klingon space must be trained to never display this.

⁸ See above.

⁹ It should be noted that the Ferasan make use of these languages themselves, as well as Klingon, they tend to prefer Derrina fht, and their version of both forms has evolved due to the influence of Klingon. Reccomendaion: Any agent planning to make contact with Ferasan should learn the Derrina fht system as a base and as much of the Ferasan version as possible.

is found to fit the Caitian in question:

- R – Strong Willed or Stubborn
- P – Sympathetic or Emphatic
- L – Thoughtful
- S – Curious
- K – Protective or Hunter's Instinct
- M – Graceful or Calm
- N – Content
- V – Impulsive
- T – Gregarious
- Sa – Creative or Intuitive

Sample names and pronunciations:

- R'Mikk (R mic)
- Sa'Rahn (Sh ran)
- S'Roan (S roon)
- M'Ress (M res)
- V'Greoun (V grrrown)

The remaining portion of the first name serves as the personal name, much as it does for other species. This name is the one that changes most often, though the first letter of the first name has been known to change as the Caitian's personality develops and changes, though this is uncommon (usually the result of some manner of trauma). A Caitain may have a middle name as well, usually a nickname that was used as a cub. Finally, the Caitain's last name identifies the clan or sub-clan they belong to, and often includes the region they call home. For example: N'Tras Virass Lch'Trana would tell another Caitain that Tras was seen as a content Caitain, had been something of a reckless cub (Virass being loosely translated as 'hellion'), and was from the Lch sub-clan, a part of the larger Hgreth clan which have taken on the growing of fruits (best known for the fruit juices they produce) from the Trana district of Cait.¹⁰ An additional name is not unheard of if the Caitian in question has done something that deserves great recognition. It is not uncommon for Caitians to take on diminutive or nick name version of their own names for use with other species. For example Admiral S'Murr, who has come to be known by 'Kenny'.¹¹

Several titles are used among Caitians, none of them hereditary. Foremost among these is that of *S'Graan* or Elder, most often this title is an honorific given to a Caitian of significantly greater age, however it is also granted to any Caitian to reach the age of roughly 240 terran years.¹² In some cases the title may be modified, using the suffix *-yuff*. It should be noted that the use of the *-yuff* suffix is highly disrespectful and can open up the user to censure unless there is evidence that

¹⁰ Ferasan end to use the same basic naming conventions, or have adopted the Klingon naming conventions.
Recommendation: None.

¹¹ R'Mikk does not make it clear that Kenny is actually Admiral S'Murr's name. It is not a diminutive form as he implies here. Recommendation: None

¹² In the past, this age was quite a bit lower, being equivalent to around 54 terran years before the advent of grown hearts that allowed Caitians to live longer than 70 years. Recommendation: None.

it is deserved. Improper use of the suffix may lead to it being appended to one's name or title in turn as a minor form of shaming.

Loremaster is the other significant title, used both as a literal title and as a form of accolade. Minor changes in the inflection, too minor for most non-Caitians to pick up on, delineate the title being an accolade or a true title. In the form of an accolade, it is offered to a Caitian who is an acknowledged master in a field, and the field will be appended. For example, a master negotiator might be given the honorific title of 'Loremaster Diplomat', meant only as a sign of respect. True Loremasters are keepers of the oral history and customs of the Caitian people, charged not only with upholding these traditions, but also with helping them to evolve as the species does. The role is a combination of Storyteller, Historian, Confessor, Consular, Judge and Priest. The title confers quite a bit of respect, and is a lifelong commitment. There is never anything appended to the title, and the use of the *-yuff* suffix on the title of Loremaster is a grave insult indeed.¹³

305. Education

Three main stages of education exist on Cait, and nearly every Caitian will participate in all three. Basic Education is similar in many senses to the early childhood education most species employ, covering topics such as reading, writing, history, math, basic sciences, basic technology, and other categories that are considered essential to the development of a Caitian. Militia Basic Training, focusing far more on combat and control of emotions, many Caitians stop their education here and join the Militia as a lifelong commitment. Guilds, after Basic Education and Militia Basic Training, most Caitians enter a Guild they are suited to where they will receive training, lore, and support in the Guild's chosen field.

304.1. Basic Education

Similar to the basic training and schooling offered by nearly all technologically advanced society, Caitian basic education stresses not only the enrichment of the mind, but also social skills. Since Caitians are a highly gregarious species, many of the social skills taught in basic education are refinements to instinct and tolerance of other species.

A basic level of mathematics, sciences and even politics are expected of all students, however, there is a less highly structured nature to the courses, once a basic competency is achieved, students are able to pick and choose from a variety of courses to find those that suit them.¹⁴

304.2. Militia Basic Training (See Also 901.1)

¹³ There have only been a few recorded instances of the *-yuff* suffix being appended to a Loremaster's title. In all but one of these instances, it was used by other Loremasters to chastise for a gross violation of the position of Loremaster. The only other recorded instance of it being used was by a Caitian who challenged Loremaster R'Mikk's study and acceptance of many of the cultures of the Federation and the subsequent change in his recounting of ancient Caitian legends and the telling of other race's legends. The accuser was forced to meet R'Mikk in two battles, one of the mind, and another of the flesh. It is said that the accuser nearly defeated R'Mikk in the battle of flesh and was soundly defeated in the battle of mind. He was last reported under psychiatric care, with paranoid delusions. Recommendations: Be extremely careful in the use of this, it is quite possible to backfire.

¹⁴ The course selections are rather varied, and while no student is forced into a specific path, many are 'highly encouraged' toward one or another based on an teacher or evaluator's assesment. R'Mikk was pushed to the sciences, to the detriment of his social courses. On the other hand, I was pushed toward social cources and a social science courses. Recommendation: None.

304.3. Guilds

There are numerous Guilds, most with several subguilds that offer more specialized service and training. While not all Caitians will join a Guild, most do, and in doing so receive protection, training, support, and another 'family' to belong to. This third tier of Caitian education is the only one of the three core tiers that can be precluded, if only because the Caitian in question has dedicated to military service and so never enters a guild. Members of the military that enter a guild rarely advance far as a result of the extensive time requirements of both military and guild training and service. In some cases, there is an overlap between Guilds, in these cases, the Caitian might elect to join both guilds, or remain true to only one. Dual guild status is also rare, for the same reason of guild and military service overlap.¹⁵ The advantage to joining more than one guild is access to more information and training, while the downside is the additional training and dues. Each Guild has a different practice when it comes to what is owed in return for the services they offer Caitians. Many require a payment of sorts, for instance, the Guild of Architects will require that Guild Members help to design additional Guild buildings on occasion, as well as spend a period of time each year working to teach at the Guild and offer services through the Guild rather than as an individual. This practice closely resembles that of a 'reservist' in a military organization. Recognized Guilds include¹⁶:

- Guild of Healers
 - Sub-Guild of Mind-Soothers
 - Sub-Guild of Herbalists
- Guild of Architects
- Guild of Technicians
- Guild of Loremasters (No subguilds)
- Guild of Metalworkers
- Guild of Stonebenders
- Guild of Law-Writs
 - Sub-Guild of Law Speakers
 - Sub-Guild of Law Bringers
- Guild of Textiler
- Guild of Natural Science
 - Sub-Guild of Geology

Unlike the more rigid structures that are representative of Guilds in most other societies pasts, the Caitian Guilds actively encourage experimentation and testing the limits of their arts. There are very few restrictions placed on the Guilds, areas of experimentation and research that are forbidden as a result of taboo or the perceived dangers. For instance, while research into genetic engineering is permitted and encouraged, the augmentation of sentient and near sentient species is strictly forbidden.

¹⁵ R'Mikk doesn't point it out, but many Caitians consider the Caitian Milita to be a Guild, indeed it would be the largest and most varied. Recommendation: None.

¹⁶ There are several Guilds that R'Mikk would never reveal the existence of, many of them date back to the very earliest days of the Guild system. One such guild is more rumored to exist than known to, a guild of assassins.

Most guilds follow a similar ranking structure¹⁷:

- Apprentice
- Initiate
- Acolyte
- Journeyman
- Guild Title (Stonebender, Geologist, Textiler, etc.)
- Expert (Guild Title)
- Master (Guild Title)

Because members of a guild are not forced to work only in the service of the Guild, and are instead allowed to practice as individuals once they have received at least basic training from the Guild, there is far more flexibility. Standards and guidelines for basic practices are enforced by the Guilds, and so long as guildmembers remain within these standards, they are allowed to maintain their allegiance with the guild. It is rare for a Caitian to be expelled from a guild, though this has been known to happen. Most times when a Caitian fails to live up to the standards, they are required to return to undergo retraining or are restricted to the Guild halls and demotion from their previous ranking.

305.4 Caitian Arithmetic

Unlike the bulk of the species that make up the Federation and other dominant powers yet encountered, Caitians possess only three fingers and an opposable thumb rather than the more common four fingers and thumb. As a result of this, Caitians developed a base 8 numerical system instead of the base 10 that most species employ. This can cause confusion on occasion, since the base 8 system is still widely in use by Caitian civilians, though those that serve in Starfleet, or have roles that require frequent encounters with alien species have learned to make use of the more common base 10 system. This can still cause trouble in instances where the base is not clear from the context; predominantly when Caitian arithmetic is being used, Caitian numerical symbols are also used in order to clarify the base being used. This is not to say there aren't many instances of confusion and miscommunication as a result of improperly matched counting systems, especially when the use of Caitian numerical symbols can't be used for some reason.

¹⁷ It is not uncommon for a single Caitian to hold many guild ranking over the course of their life, one is not required to leave an existing guild to join another after all. In many cases, if a Caitian

4. Technology

400. Comparative to remainder of Federation

Given that the Caitians have been a member of the Federation almost since its inception, there is little to set their technology apart from that of the remainder of the Federation. Caitians have shared all the technologies they have developed.¹⁸ Many Caitians still make use of older and primitive technologies for many industries. This reliance on simple and primitive appearing technologies has led some think that the Caitians themselves are themselves primitive. Most of the technology that the Caitians use is kept more hidden or obscured, while functional, it should also serve an aesthetic role. The only field where Caitians are thought to have a significant advantage to the Federation in general is terraforming and planetary restoration technology. Much of this advantage is due to the extensive studies that Caitians have performed on geological, atmospheric, ecological and biological studies.

401. Weapon Technology

While Caitians make use of phaser and photon technologies for ship based weapons like the bulk of the Federation, they have developed and adopted tetryon¹⁹ and chroniton²⁰ weapons that are less likely to damage vessels and lifeforms. This arises in large part to the more defensive mindset of the Caitian people. Tetryon and Chroniton weapons are less versatile than phasers and photon torpedoes, this has led many Caitians to forgo the more traditional weapons in favor of those issued to Starfleet vessels. Caitian weapons research focuses primarily on disabling and incapacitating rather than destroying a target. The 'Tholian Web' technology is of great interest to Caitians, and the proximity of Cait to the Tholian Assembly would seem to suggest they would have less trouble than most studying it. Unfortunately the xenophobic tenancies of Tholians has so far stymied research.

Unlike many species, Caitians were slow to develop weapons, in large part due to the fangs and claws they had evolved with. While species such as the Vulcan, Terrans and even Ferengi adopted weapons like clubs and spears early on, the Caitians had little use for such things. The first weapons that have been found and authenticated are bows and spears, with no evidence of blunt trauma weapons being used. As they developed, Caitians would experiment with many of the more basic weapon styles, though in the end, of the pre-gunpowder weapons, only bows, spears, swords, and special clawed gauntlets gained any real acceptance. Blunt weapons such as the club and derivatives of it were never in common use, seen as inelegant and barbaric.

Likely a key factor in the slow development of weapons technologies is the relative peace that the Caitians have had since the Unification Era (Fera-Cait War being an exception). Even after the advent of gunpowder, guns were not in favor with most Caitians. While the Militia would train all members in the use of firearms, most favored bow and arrow or edged weapons. By 2100, early directed energy weapons had yet to be made small and efficient enough for personal use, though

18 Just because the technologies have been shared, doesn't mean they've been employed. For instance, the Caitian Tetryon technology was given to the Federation not long after Caitians joined the Federation. The technology was never employed by the Federation though, and the enhancements that Caitians have made since developing the technology have been made available, to the relevant engineering and scientific agencies, but are largely unknown. Recommendations: None.

19 Tetryon weapons have proven quite effective at taking down shields. While not in widespread use by groups other than Caitians, they could prove very useful in boarding actions. Recommendation: Equip vessels designed for boarding actions. Once the tetryon weapons take down the shields, transporters can be used for mass boarding actions.

20 Chroniton weapons are designed to slow targeted vessels by disrupting warp field generation and disrupting the ion propulsion systems used by most vessels for sub-light drives. Recommendation, employ on vessels designed for capture missions. Use of Tetryon weapons could also be useful.

they still could be found in the form of crew served weapons or on vehicles.

Shortly before First Contact, Caitian science refined tetryon based weapons to a man portable size. Unlike the Federation phaser, these tetryon weapons featured limited 'kill' settings, though they had a series of strong 'stun' settings. The weapons disrupt neural and electrical signals, making them ideal for disrupting shields and electronics in a manner more gentle than an electromagnetic pulse.

402. Medical Technology

Nearly all Caitian medical technology centers around the use of organic, but not always non-synthetic compounds. While Caitians do possess replicators and attendant technologies, they prefer to make use of natural methods whenever possible. Caitians prefer to use cloned organs as opposed to creating artificial organs. This does not preclude them from making use of prosthesis for short term uses, or in cases where the creation of a cloned or grown organ is impractical.

Similar to the medical facilities seen on early Starfleet vessels, though almost unheard of in the modern era, Caitian medical facilities feature live organisms, both flora and fauna. Botanical research is one of the highest priorities of the Caitian Medical and Scientific corps, looking to expand their knowledge not only of their home planet and the many species of plants and animals that inhabit it, but also to find new uses for those plants that have already been discovered. Quite a few medical products produced from Caitian plant species have proven difficult or even impossible to replicate.

While current Federation practices allow for the healing of damaged limbs, and in some cases even for the regeneration of lost limbs, Caitians have been pushing the limits of this particular field for some time. Full regeneration is still quite difficult, but possible, usually involving an accelerated healing process that has been referred to as 'budding'.

403. Technological Taboo

Caitian medicine stresses the use of organic and natural solutions in large part due to a powerful phobia regarding the use of mechanical implants and augmentations. While such devices are used in emergencies, or situations where there is no viable alternative, such uses are rare. Most of the prosthetic technology that the Caitians possess is designed to be temporary, to encourage removal as soon as possible. There is an exceptionally high rate of rejection of artificial organs and technological additions to the Caitian body. It appears that the Caitian immune system is quite efficient against such intrusions, though this can lead to the death of the Caitian due to this rejection rate.

This phobia is engrained in Caitians, and as a result, assimilation by the Borg is perhaps the most terrifying possibility most Caitians can imagine. In rare cases, this has resulted in Caitians suffering symptoms similar to shell shock in instances when faced by the Borg in combat situations. In the aftermath of Captain Picard's assimilation and rescue (FGH, Stardate), as well as the 'curing' of Seven of Nine, Caitians have worked to replicate the process, so that any rescued Borg can be brought back.²¹ Those few Caitians who have been rescued from assimilation (most often by being rescued very early in the process) most often require greater care and mental help to reacclimate themselves to individuality. To date, the rare rescued Caitians tend to display the following behaviors:

- Complete mental breakdown

²¹ It should be noted that in many cases, a Caitian who has been assimilated and brought back from this state will be shunned, seen as something like a living avatar of horror. This can lead to isolation and further mental damage to the Caitian in question. Recommendation: Seek to recruit these Caitians whenever possible.

- 'Clingy' or 'needy' behavior bordering on obsession with one or more people
- Obsessive-Compulsive behavior, most often grooming related
- Complete rejection of all things technological (varying levels of technology)

In a similar vein with the discomfort with cybernetic technology, Caitians are adverse to Artificial Intelligence²² and related technologies. While Caitians have had the programming skill and computer technologies that would be required for experimenting with AIs, to date there have been only very rare experiments performed, and no working AI was ever produced.²³ Because of this cultural phobia (believed to be derived from the Caitian bias for handcrafting and actual personal attention going into construction), there was never an author with the body of work on the topic that was produced by Issac Azimov (FHG spelling), and his works were given wide circulation upon discovery by those Caitians that were serving in the Earth Embassy.

The research, development, creation or use of chemical, biological or nuclear weapons is anathema to Caitians. Should any of these types of weapons be created or used, those responsible will suffer the most severe punishment that the Caitians can offer. The scars of Ferasa ensure that no Caitians will forget the horror that such weapons can bring.

404. Shipbuilding and Development

Caitian shipbuilding stresses quality over quantity, even with the use of replicators and similar technologies, Caitians still stress handcrafting. While this level of attention to detail does slow down the production of ships from the yards around Cait and within N'Rrap, it offers quality that is difficult to match. This attention to detail has a benefit of offering more in the way of customization that is ever available in a more mass produced vessel, and not only in terms of decorative features, but often in operational ones as well. Use of wood and stone is prevalent in decorative features on most Caitian vessels, and even the most spartan have an eye toward aesthetics in areas where crew can be expected to spend long periods of time.

Caitian shipbuilding has several traditions that are divergent from standards practiced by Starfleet and many of the member worlds. Examples of these divergences include: the use of embedded warp nacelles rather than the pylon mounted nacelle structure more commonly seen, an emphasis on small craft capacity that makes almost any Caitian vessel capable of serving as a light duty carrier, and the inclusion of naturalistic environments in the form of gardens, arboretums, and similar facilities.

Caitian produced ships often feature a nacelle-less design that not only serves to protect the delicate warp coils and decrease the size of the vessel, but also aids in creating a smaller, more stable and energy-efficient warp field. The use of embedded nacelles is becoming more popular with Starfleet, usually on more aggressive designs such as the Defiant, a small and powerful vessel designed with combat in mind rather than the traditional exploratory and scientific missions that

22 While R'Mikk himself is not immune to this cultural discomfort, he has been observed to spend quite a bit of time over the years in subspace communication, or face to face communication with the android Data. Given the extremes that R'Mikk has been seen to go to for information, it is likely that these communications were done as part of an examination of the only known android. There is some evidence that he has made a similar study of Emergency Holograms, in particular the 'Doctor' from Voyager. There is no data I've been able to access on his views or notes as a result of these communications, however they could be part of an attempt to overcome this Caitian discomfort and so may bear watching. R'Mikk's position is such that he could have significant influence on how Caitian culture continues to evolve. Recommendation: Observe all interactions with R'Mikk and any AI, attempt to access any and all notes on these meetings.

23 There is some evidence to suggest that Ferasan attempted to create an AI that could be used to help plan military strikes, but any proof of this would be on Ferasa, if the proof even still exists. Most of the evidence is circumstantial at best. Recommendation: None, current AI technology is almost certainly superior to anything the Ferasan might have developed.

have long been the cornerstone of Starfleet²⁴. The choice to use embedded warp nacelles, despite the additional shielding required to protect the inhabitants of the vessel, has traditionally be a result in Caitian designs of the need to reduce the overall size of the vessel. Because of the large space requirement of the naturalistic features and the life-support systems, Caitian vessels often are larger on average than a similar vessel from many other Federation species. As a result, the embedded nacelles reduce not only the overall size to something more manageable, but also reduce the resource costs in terms of construction and operation of the vessel.

Natural features, wide corridors, and cavernous bays hare all designed to ease the Caitian psyche in long term service aboard vessels. On the other hand, these same features have been known to cause unease in some species, predominantly ones that subterranean in origin. While in some cases the natural features can ease requirements on life support systems by helping in the recycling of CO₂ into O₂, they do add other strains, such as the need for nitrogen and iodine rich soil, and more extensive water filtration. As a result, many Caitian vessels have more robust and redundant life support systems then comparable Starfleet vessels. This is the result of another cultural bias, Caitians stress measures that help in the preservation of ship and crew, life support, structural integrity fields, gravity generators and emergency force-fields have even more extensive redundancy, making it almost impossible to disable these systems without complete ship-wide power failure. Even in the event of all primary and secondary power generation systems, battery systems capable of supporting the systems for at least 72 hours.

Caitian vessels stress the presence of auxiliary craft not only to allow for greater tactical, strategic options, but also for evacuation and similar duties. Caitian small craft have stressed survivability and cargo/crew capacity over other concerns such as weapons payload or maneuverability. Auxiliary craft are never designed with dependency on the carrier in mind, though they have limited long range capacity, even in fighter craft.²⁵

405. Architectural

Caitian architectural engineering centers around blending in with and accentuating natural features of the building's surroundings when possible. Natural materials are heavily emphasized, with wood and stone being the most common materials. In many cases wooden supports are left exposed, though carved and stylized to render them as much decoration as structural support.

The Caitian emphasis on natural beauty has lead to some innovative and some rather primitive dwellings that are none the less effective. On the plains that border the main jungles for instance, whole towns are constructed with the main structural element being bones. Most of these dwellings are easy to break down and move, resembling the ancient tents of nomadic peoples on many worlds. These bones are not all native, in many cases 'megafauna' remains are traded in the Cait system.

Caitian architectural designs quite often appear primitive, indeed some appear to be designs that are centuries behind Caitian technological abilities, they are in fact quite well constructed, with primitive appearance a esthetic choice. Modern facilities are present in Caitian buildings, though most often hidden behind panels or designed to look like other things. A replicator for instance may be designed to be covered with a facade that mimics a niche hewn from a wooden wall. Many homes even feature a room designed to look like a clearing in the night, even to the point of having an actual firepit (with attendant chimney) for wood fires. The exceptions to this rule are most often

24 This new emphasis on more aggressive designs is a direct result of the increasing levels of hostility that Starfleet has faced of late. Ships like the Defiant class are proof enough of the changing nature of the forces Starfleet deploys. Recommendation: None.

25 R'Mikk doesn't point out that this design philosophy came about after many Caitian fighters and bombers were lost when their mothership was destroyed during the Fera-Cait War. Allowing these brave pilots and crewmen to die as a result of a design flaw in the still primative craft was a blow to the Caitian people. The redesigned vessels, large and small stressed this survivability in even the most catastrophic circumstances. Recommendations: None.

the largest cities, where the relatively dense clustering of buildings and more common non-Caitian visitors necessitates a level of adaptation to the esthetic of other species.²⁶ The bulk of the buildings are painted either white, or a close color in order to reflect heat, but feature a wide array of colors on the accents. As usual, there are exceptions to this, mostly in buildings where the thermal energy of the sunlight is used to heat water or reach hidden photovoltaic cells.

In addition to the use of photovoltaic cells (even the most modern ones provide only moderate energy), most Caitian buildings feature a design philosophy that equates nicely to the 'Green' designs of Earth. Many feature rain collection and filtration systems, large open spaces that can be separated though the use of movable walls, colors meant to keep the building cool and other innovations. Most also feature at least some water features, even if only as simple as a column of transparent aluminum with a current of water and/or bubbles²⁷. Also popular are plants, with many homes featuring a movable skylight over a courtyard like area with at least a tree (of course in multistory buildings, this often results in 'coring' the building with balconies overlooking the ground floor courtyard).

It should be noted that Caitians are not overly fond of being underground, though not claustrophobia per say, the result is similar to a very mild case. Though in many cases in the Cait system, dwellings are constructed to be subterranean, they are always designed to give the impression of being on the surface or of open space. There are few structures on Cait that employ underground levels, however many of the other planets are not capable of supporting life on the surface except in biodomes and similar structures. As a result, these planets may employ extensive subterranean structures.

26 R'Mikk fails to point out that most of these 'comprmise' structures are seen as something of an eyesore to the average Caitian, and are accepted mostly out of necessity. As a result, the private areas for Caitians in the city go almost to extremes to follow more traditional architectural traditions. Recommendation: None.

27 Caitians find moving or 'living' water to be very calming, however show little interest in traditional aquariums. Most water features are made to contain plants and perhaps crustation-like creatures, but not fish. Recommendation: None.

5. Racial History

500. Evolutionary Overview

The evolution of Caitians upon the planet Cait (15 Lyncis) has been well documented with fossil records. Unlike Terra, there was no Ice Age to slow down evolution or destroy entire species. The higher gravity however did make large species such as the terran Dinosaurs evolutionary dead ends, simply put, the limit of the bone density was reached and it became inefficient to have a creature with such large bone structure, requiring inordinate amounts of food to fuel simple locomotion.

The first proto-Caitians were creatures similar to Terran Sabertooth Tigers (FGH Insert scientific name here), large fanged and bodied predatory felines. Unlike the Sabertooth Tiger, the proto-Caitians (FGH insert scientific name here) evolved to hunt collectively in groups similar to that of a Terran African Lion (FGH insert scientific name here) pride.

Over time, evolution began to favor the smaller and more energy efficient mammals over the larger ones, leading to the evolution of the Caitian race. The ability for limited bipedal locomotion emerged some time around (FGH insert time, pre or around Ice Age), though at this point (FGH insert scientific name here for bipedal Caitian) could maintain bipedal motion for only short periods of time. The addition of this form of locomotion did allow for easier climbing, thus granting the evolving subspecies an advantage in diet.

The next evolutionary leap occurred around (FGH previous period plus at least one million years), and took the form of a crude opposable grip. More in keeping with a grasper, the opposable grip was a curling up of an appendage, offering a limited grip that was useful, but not as versatile as the opposable thumb since it lacked much in the way of lateral motion. None the less, this opened the way for true tool use, and as the species evolved, the grip would shift to a more common opposable thumb configuration. Even with the advent of the more common opposable thumb, Caitians never lost their ability to use quadrupedal locomotion, though over time it has become more difficult and less often used.

501. Pre-Unification Era

As these predators moved out of the jungle, they turned mostly to the waters for food. Caitian civilization first developed as a clan based fishing, sea-faring race, clustered in isolated settlements along the shore and rivers that fed into the ocean. It's worthy of note that Caitians are almost completely incapable of swimming unassisted due to their low body fat, a result of their high metabolism. These early settlements were nomadic, moving with the seasons as they either depleted the local supply of fish, or the fish moved to different areas.

Some clans dedicated themselves to a mostly peaceful existence, fishing and hunting to take care of the needs of the clan. Others turned to predation on these more peaceful clans. Centuries would pass in this state, with many clans being exterminated, even as others grew powerful. These more powerful clans began forming alliances, most of which were sealed with a mated pair who would claim rulership of both clans upon the death of the current Agra'nns ("King" or "High Chieftain"). In this manner, the number of peaceful clans dwindled, but in doing so grew powerful states out of the remaining clans. During this time, the first true village was founded, offering a wooden and dirt palisade, the settlement of Barana became a rallying point for other peaceful clans, and a signal for how they might protect themselves. This time saw the gradual eradication or absorption of the nomadic predation clans. In time, there would be only one clan, the Caitian Clan. Those clans that had joined together though marriage would often retain some cultural differences, enough that, under the Clan, there were innumerable clans being considered either 'lesser' or 'sub'

clans. This unification of the clans took well over 500 years to accomplish, with many clans resisting it until the very end.

Because the powerful clans had grown so though defensive postures, they boasted a powerful militia, but little in the way of an actual army as other species would know it. Every clan member of an age to fight was expected to aid in the defense of the clan when called to do so. Training for these militiamen was informal, but normally began young, around the age of 17. Since the 'citizen soldiers' were not a formal force, there was no uniform or specification on weapons. Over time, the more effective methods of training and equipping the militia would become a near standard. Leather armor, often with beautiful knotwork or depictions of nature, was standard, with those that could afford to do so adding similarly decorated metal plates on the more vulnerable areas. Shields were usually fashioned of wood and painted, while the weapons, normally light javelins, were rather plain and unadorned. Normally a skirt that bore an identifying pictograph for the clan would be included as well. Most clans still retain several sets of armor dating back to this period, and, though it is no longer a rite of passage, most Caitians will fashion their own set of armor.

Metals were uncommon during this time, and most of the weapons and armor made use of natural materials such as hide and sinew. The first set of armor a warrior crafted should traditionally be created from the results of the Caitian's first few hunts as an adult. Adornment made of bones, skulls and teeth were common, though the most fearsome were those of the few remaining 'barbarian' clans, that would use Caitian remains to create gruesome armors.

502. Unified Clans Era

With the entire planet united (save for isolated areas that would later be discovered and integrated into the Caitian Clan), there was no real need for a militia force. However, early Agra'nn realized that the training provided a sense of unity, help curb and channel young Caitian energy and instincts and formed a foundation of teamwork that could be turned toward tasks such as disaster relief. To this day, every Caitian undergoes basic training, stressing co-operation and constructive tasks. This practice also helps to mitigate the predatory instincts of the Caitians, as well as the 'youthful energy' that could otherwise lead to mischief.

As a result not only of the formation of the militia but also of the strong ties between sub-clans, most Caitians are pacifists of a sort. This is not to say they will not engage in combat, merely that most see it as an unfavorable alternative. When possible, negotiation and trade are the favored methods for dealing with others. Only when threatened, or when it is necessary to keep from being 'run over', will the majority of Caitians fight. A favored saying of Caitians is "Sfressk mrausha, hresstas mraush. Hresstas mrausha, sfressk mraush." (What negotiation cannot produce, battle can produce. What battle cannot produce, negotiation can produce.). Most times that Caitians fight, they do so from a defensive mindset, something instilled in them during their training in the Caitian Militia, only a few Caitians choose to undergo the training focused more on aggressive methods of combat.

503. Industrialization and Exploration Era

Since the planet now enjoyed a more or less peaceful state, with only minor feuds between sub-clans that rarely escalated to the point of fatalities, the arts and sciences flourished. The reverence for nature that was so much a part of the Caitian psyche did hamper some scientific development as well as industrialization. Research mostly flowed into biological and geological sciences, with astronomy being more or less ignored for centuries. During this time, the Caitians developed quite sophisticated medicines and learned much about genetics, though their technology in other areas was near stagnant. An example would be vaccines: the Caitians developed vaccines

for several diseases while their industrial technology was roughly that of the late medieval period. Only those technologies that were 'cleanest' were accepted, and even then, work was forever ongoing in an attempt to control any pollution or other damage to the environment that might result.

Clean energy sources and off-planet mining became priorities, leading Caitians to develop some of the most effective geothermal, hydroelectric, solar, and wind power generation systems seen in the galaxy. What mining and other ecologically damaging activities of industrialization and modernization were undertaken were never left to sit. Regarding every mine that was closed, the Caitians would return the area to as pristine a state as possible, or even better, utilize the mine itself for additional purposes.

Space exploration became a major focus of the Caitian people as they grew more industrialized and needed more and more raw materials to not only grow their population, but also to maintain and improve on the beauty of their surroundings. Space-based mining and exploitation of the asteroid belt in the system could mitigate most of cost of repairing the damage to the environment, and so, by the Caitian calculations, were a more economical method of acquiring the materials needed.

Exploration and colonization of the Cait system would proceed for many years, accompanied by periodic launching of deep space probes in a search for habitable planets or other civilizations. No contact was achieved, which is a good thing, since the nearest civilization is the Tholians. During this time, Verrel was turned into a mining colony, and while the Caitians working the mines were considered unrepentant and allowed to form their own government, good relations were maintained with the homeworld, ensuring there were no breakaway movements. Though economic means could be used to dominate Verrel, instead the Caitians on both worlds traded freely and equally. Verrel has only a nominal government, which examines the edicts from Cait to ensure they do not adversely affect Verrel's interests without good cause. In an irony that would strike many, by attempting to rule less or not at all, Cait has in fact ruled all of its outposts. Given free will and range to explore their own identity, they have returned to the fold knowing themselves better. The lone exception has been Ferasa.

Even with the early advent of Warp propulsion in 1994 that allowed rapid exploration of the Cait solar system and colonization opportunities, Cait did not make contact with other spacefaring races, due in large part to the isolated nature of their system, more than 150 light years separate them from any other inhabited planets. The production of a Warp 5 vessel in 2117 made contact a distinct possibility, though would still require a few months travel in just the right direction. Caitians however were exploring more toward the outer rim of the galaxy, the opposite direction from the closest planets bearing life. Caitians experimented with cryogenic ships and other 'sleeper' systems, but found them distasteful and prone to error. The technological development never advanced past that of Earth during the Eugenics War.

It was discovered in this time period that Caitians could not handle longer duration spaceflight in the small vessels they were capable of producing. The social nature of Caitians required more contact than the 50-100 that they could support on voyages of up to a year. Not until contact with the Federation and the research in alternative structural integrity fields and construction methods that Caitians could design non-sleeper ships large enough to support the crews of 300 or more that they needed for longer voyages.

504. Federation First Contact Era

In 2224, the Federation starship USS Framingham entered the Caitian system, having been backtracking one of their earliest space probes (K'Amass launched in 1968). By this time the Caitians had created colonies or at least semi-permanent facilities on or in orbit of every world in their system. Though initial contact was slightly strained by the problems Caitians had with Standard and several ritual displays of hunts and feasts meant to honor the visiting dignitaries.

These displays were regarded as rather barbaric, and the offering of the choice pieces of the kill, specifically the raw liver, unfortunately was more than the stomach of one of the Starfleet officers could take. Once the Caitians realized that they were dealing with species that were omnivores rather than carnivores, efforts were taken to cater to the Humans. It was not long before a more civil, if possibly strained, dialog was truly established. Excited though unsurprised at the existence of others in the universe, they were eager to become part of the Federation. Negotiations proved of little difficulty, since the Caitians had discovered dilithium in the asteroid belt of their system and so were able to trade access to the belt in return for shipbuilding technologies and access to the trade routes of the Federation. Cait was admitted into the Federation in 2234, faster than any other planet with a native sapient life form (Colonial worlds can often lay claim to an expedited admission system).

504. Early Federation Era

In the earliest days of the Federation, Cait was one of the primary sources of dilithium for the quadrant, supplying most of the vessels much in the same way that Praxis supplied the Klingons of the same time. As a result of this arraignment, the Caitians were given some latitude in arraigning their own defenses. It is a good thing that Caitians had a much more barter based system of trade than the Ferangi, keeping them from taking advantage of the imbalance in this supply and demand for the rather coveted resource.

The 23rd Fleet, and the arrangements between Starfleet Academy and the Caitian Militia were forged in this time period. As the trade between the Federation and the Caitians expanded, shipbuilding facilities became a priority for the Caitians, allowing them to create a home-grown defense force and training cadre that would advance their urge for exploration. Most Caitians however did not seek command positions of starships, preferring to remain in science positions, and when advanced to rank appropriate to command, would usually transfer to positions on science stations or starbases.

As more advanced warp cores were developed that required a more pure crystalline matrix, much of the Caitian trade in dilithium began to taper off. This did not hurt the Caitians as much as it might the Ferengi, especially as they began exploring methods of refining the crystals into a form usable by the more modern vessels. No longer a main staple of the dilithium trade, Cait did not step down defenses or preparations for anything.

Agriculture never caught on with the Caitians, since they could do little with most grains. Indeed, it wasn't until joining the Federation that bread, beer (which is quite toxic to Caitians), and other processed plant-derived foodstuffs came to the Caitians' attention. One plant in particular was introduced as something of a joke, *Nepeta Cataria*, more commonly known as catnip. This plant was found to have quite a narcotic effect on Caitians, rendering them soporific, often with a sense of frivolousness, and occasional symptoms of manic energy or aggression. Feran *Nepeta Leaves* have similar properties, though it seems that they have a much more mild effect. The Feran variety is derived from specimens left behind by the First Contact team. Over use of any of the *Nepeta* order of plants can lead to eventual loss of higher brain functions and even coma, as a result, these plants are highly restricted and regulated by the Caitian government²⁸. While it is permissible for a Caitian to grow and possess a moderate quantity of the plants, large scale production or import is illegal, with the exception of carefully regulated facilities that operate in a similar manner to an old earth pharmacy.

The original samples of *Nepeta Cataria* were either a gift or a joke (depending on who is

²⁸ The use of various forms of *Nepeta* has become common in some Caitians though it is still somewhat new. The use of concentrated forms could be used as a poison, simulating an overdose. This might prove the best way to remove problematic Caitians with little chance at detection, especially if the overdose is administered after prolonged exposure to more mild dosages. Recommendation: Make use of prisoners or the terminally ill for testing the levels required for an effective poison.

asked) by the crew of the USS Farmingham, a new Armstrong Class vessel. The First Officer, Commander Nathan Stevens, had a terran feline pet with him, a Maine Coon. The Nepeta Cataria that was introduced to the Caitians was part of a supply for his cat, and though he did not know it, there was a residue on his clothing that was quite distracting in those meetings he attended. It took nearly three days of meetings before the difference in the behavior of the Caitians in his presence only.

Once the difference was noticed and enough questions were asked, the effects of Nepeta Cataria on terran felines was discovered, and after experimentation, the effects on Caitians were discovered to be similar, though in many cases more pronounced than that of terran felines. For a time, there was a black market for these plants, and they were linked to several overdoses that resulted in permanently impaired brain function or death. Twelve years passed before a strain that had been adapted with plant strains native to Ferasa was discovered. This strain offered a lesser effect on Caitians, one that was all but impossible to overdose on. Those already addicted to the Nepeta Cataria strains originally introduced pronounced these Ferasa Nepeta strains to be inferior, but none the less, they came to dominate usage since they were not restricted by the Caitian government.

505. Dominion War Era

Cait remained fairly safe though the bulk of the Dominion War, fairly far from the main lines of battle. This does not mean that it was untouched though. The Caitian Militia deployed its forces in numbers not seen since the Fera-Cait War. Ship production reached levels that had never been seen before. The Atrox Carrier was still in development, but the remaining military capable facilities turned production to the Miranda Class and the Nebula Class vessels. The shipyards of N'Rrrap meanwhile produced Tuffli freighters as fast as possible, modifying them to carry heavier armament and shield systems in an effort to reduce losses.

Since the whole of the Caitian population serves in the Militia for at least a few years, nearly the entirety of the race that has already come of age are either currently in the military or are reservists, able to be called up as needed. Each vessel that left the Caitian shipyards did so with at the very least, a skeleton crew composed of members of the Caitian Militia that had served in the 23rd Fleet. Upon arrival at staging areas, these crews would be further supplemented by additional members of Starfleet.

Caitians also comprised several strong infantry groups, serving in either mainline combat or more commando style actions. While Ferengi might have the ears to detect those Jem'Hadar that used stealth technology, Caitians could generally not only hear, but smell these fearsome troops. Given their physical capabilities, as well as generally aggressive instincts, Caitians made for formidable troops, on par with or superior even to Klingons in many cases. Further, since Caitians make great use of non-verbal communication, part scent and part body language, they were somewhat more difficult to fool infiltrate by Founders.

In the aftermath of the war, production of ships continued at full pace in an effort to ensure that the losses suffered during the war would be recovered from. Losses among the infantry were extensive to say the least, and with so many Caitians serving on the front lines, the species losses would take decades to recover from. The people of Cait might mourn these losses, but they were in service of the Federation, to preserve ideals that Caitians held dear, so the fallen were honored for their service even as they were mourned.

506. Current Era

There are no major powers in the Beta Quadrant that the Federation is on good terms with in terms of trade. Even with this problem, the Caitian culture, stress on handcrafting and general

hospitality has ensured that it has remained a major trade hub even after the dilithium trade tapered off from the early ages.

Though not the sort of utopian vacation spot that Risa is, Cait has drawn its fair share of vacationers, artisans, scientists and even architects and engineers. Science and art are fascinating to the Caitians, and as much as possible, they draw in all the experts they can in every field. One of the few forms of development that is not actively pursued by the Caitians is weapons research.

6. Caitian Religion

600. Overview

Caitians have a polytheistic religion that supports a single main deity, Rrikalla, who has 10 lesser aspects, which in turn may have lesser aspects themselves. There is no afterlife in the Caitian faith per say, though many Caitians venerate their ancestors, and will offer prayer and thanks to the prroun (spirit/mind/will of the dead) of those that have died, they do not give these prroun any fixed location to dwell in such as the Ferengi Divine Treasury or the Terran concepts of Heaven and Hell. Instead prroun are thought to wander about as they will, exploring and learning in death what they never had a chance to in life. Some Caitians in the service of Rrookanas claim to have contacted and spoken with prroun, though whatever they learn, they keep to themselves. Prroun are believed to pass from existence when they choose, after they have fulfilled any need or desire that anchored them to existence as we know it. When they pass, they fully reenter the cycle of creation and destruction, much as their bodies have done so. In very rare cases is it believed that a prroun may be reborn in the flesh of a new Caitian, most often becoming a prophet or oracle, but descending quickly into madness.

Caitian religious rituals often held at night around bonfires, kh'essralla drums, similar to terran tribal drums, formed from hollowed logs and topped with stretched animal skins and ranging in size from 200 centimeter up to 3 meters in diameter. Masks and fur paints transform dancers, into avatars of nature spirits, of even one of the Deities. As they leap about the fires, drums echo the sounds of thunder or Caitian heartbeats. In many cases minor psycho-reactive plants are tossed into the flames as well. While primitive in appearance, those few visitors allowed to view or even more rarely participate in these rituals find them moving and often exhilarating.

Each ritual celebrates the cycles of birth and death, destruction and creation. Minor festivals are held when the eyes of Guensharn and Roanssa are both full and open, or celebrate the birth of a brre'l that is thought to be destined for great things. Major rites tend to take place to mark the beginning or ending of the rainy season. These rites take the form of young unmated males dancing themselves into a near frenzy, then heading off to hunt. Those who are successful may present their kills to unmated females, as a form of courtship called hreth. Most often these kills are accepted and a practice similar to dating will take place. This is not a commitment, but rather a social convention, used to get to know those of another clan but rarely moving to more intimate relationships.

In rare instances these hreth do move to formal courtship and even matings. However, they are seen by most Caitians as merely normal social interactions, similar to how friends may choose to 'hang out' with each other. Though the male does the approaching, and the female has the choice of rejecting the advance, the dance, incense, and drumming often conspire to make females more receptive.

Many Caitians have objections to transporters, with two different-though-related views holding sway among the bulk of the Caitian population. The first view is that the dematerialization and rematerialization process is akin to a death and rebirth cycle, and so is in keeping with the ways of Lress and Shassack. Those holding this view will use transporters sparingly however, so as not to annoy the Gods, or not at all, seeing the life and death cycle as something no mortal should have any direct say in. The other view is that there is something 'lost' in the process, be it the soul or some essence of the self. Those who follow this view will use transporters only in the gravest of emergencies. As a result, shuttlecraft and similar vessels are the only practical way to move most Caitians from the surface of a planet.

601. Deities

Most Caitians worship the deity Rrikalla, a genderless deity that controls the circle of life and death, growth and decay. The Human concept of oroborous, the serpent eating its on tail, is a close approximation of Rrikalla²⁹, who is pictured in any number of forms, from a gaunt and deathly sick figure, to one who is robust, even to the point of being obese. In all things, there is a balance and cycle according to the tenets of Rrikalla: everything must be born, live, and die in its turn, and to upset that balance and cycle is to put everything at risk. Because everything has a purpose and will return to Caitskark though Lress before Shassack gives it new form and life, needless killing or waste is seen as an affront to Rrkialla. While Rrikalla is the deity that almost all Caitians worship, most also pray to one of the deity's aspects:

602.1. Shassack - Goddess of Birth and Fertility

Sister to Lress, Shassack each balance the other: without Shassack's influence there is nothing born to die, and without Lress's domain, there is no death to make room for new life. Most often Shassack is worshiped by mates who wish to be blessed with many brre'l. Many times, Shassack and Lress are worshiped at the same time, a few followers of her faith believing that in rare cases, the soul of a worthy Caitian may be born into new bodies that they might serve a new generation. Most often such Caitians are marked with silvery fur, an almost unheard-of color. So far, none gainsay this belief, as those marked Caitians often do seem to follow in the footsteps of ancient heroes. Shassack is most often pictured pregnant, her belly swollen enough to suggest she is about to give birth. This image of motherhood is usually depicted with deep brown fur, with a mane of green, often clothed only in flowers.

- "Shassack, you give me this brre'l, to be mine until the time Lress claims them. For the time you grant me, I thank you."
- "For the births you give unto those under Mikkash, we give thanks. Without them we would know no hunts, only hunger."

502.2. Chath - God of Chaos/Chance and Order/Predictability

In everything there is chaos and chance, Caitians understand this. To be predictable is to be static, unchanging; that is death. Even the most perfect of plans or devices can fail, something not understood, something unplanned... and from the worst mistakes can come the most revealing of truths. Those who worship Chath seek enlightenment though studying the randomness about them and often use dice of irregular shape as both a path of worship and a sense of predictability. This is because the fundamental truth of Chath is that Chaos cannot exist without Order and both must contain something of the other. Chath is most often pictured as a gangly-limbed Caitian whose fur is a motley mix of all the colors a Caitian's fur could be. In one paw he holds coins, in another dice, and at his feet are piled scales and other measuring devices that eliminate and define his power.

A sect of Caitian monks follow Chath from an encampment on Arrrot. Technology is kept intentionally low by these monks, though some basic emergency gear is kept, its location and workings known only to the highest acolytes. Just because one accepts Chaos, does not mean one doesn't also accept a measure of Order. These monks often use divination as the main method for making decisions. Fond of the use of various plants of the Nepeta family for the heightened sense of being that they can bring, the followers of Chath also make much use of the chaotic Starfire gemstones that can be found only on Arrrot for their divination.

²⁹ Reference Appendix N, R'Mikk himself is somewhat of a believer in the reigion, while not devout, he does follow most of the tennants, and keeps small shrines to all of the deities in his quarters. This is largely for show I believe, given what he suggests is the true nature of the deities. Reccomendations: Study deities and legends, possibly to exploit in psychological warfare or use to convince more devout to join us. Dangerous.

- "Chath, cast your bones, read my fate, and keep it close to you. Know that I defy it, I will master my fate, and you cannot stop me in this."
- "Perfect order is stasis, perfect chaos must contain order. One without the other is meaningless. Chath, bless my plan to succeed. Chath, curse my plan to be opposed. Allow me to grow from your influence."

502.3. Rrookanas - Goddess of the Mind

Those who worship Rrookanas may do so by giving themselves over to pure logic or pure emotion, or far more rarely, trying to blend and balance the two perfectly. Both trances and psycho-reactive drugs are used to explore the mind of the worshiper in an effort to know both one's self better and to know better the mind of all Caitians. Even the most fervent of worshipers know that there are depths to the mind, perhaps even some sort of link between minds, that is beyond the understanding of Caitians at this time. Rrookanas is the deity most often identified with testing Caitians as a species though a small group of individuals. These tests most often pertain to mental agility, the ability to think beyond the boundaries of current belief, but not on pure knowledge.

Prayers to Rrookanas are most often for clarity and focus, the ability to clear ones mind or to reach to new heights of creativity. To pray for knowledge or success is considered a blaspheme, since it would undermine all that Rrookanas is for such a prayer to be granted. Rrookanas is pictured most often as a black-furred Caitian with a white star shape on her forehead. Often she will be depicted with eyes and/or a skull in her paws, gates to the mind and house of the mind.

- "The mind must have secrets, hidden places, or else it will be empty and worthless."
- "Wisdom cannot be learned; Knowledge is worthless without Wisdom. Seek the latter before the former."
- "Grant me clarity, that I might seek Wisdom, grant me focus that I might apply Wisdom to Knowledge, grant me surety that I might use the fruits for the betterment of myself and others."
- "Curiosity shall overcome that which cannot be believed."
- "Beware Questions, one may not be prepared for the Answers. Yet fear not Answers, for without them, there is no Wisdom."

502.4. Mikkash - God of Hunt

Tied in many respects to Lress, Mikkash reigns over the relationship between the predator and the prey. While it is true that in a successful hunt, there is death, there is also life, for the meat of the prey feeds the hunter. Recreational hunting is seen as anathema to Mikkash, a hunt's purpose is not to entertain, but to test oneself and to feed. To Mikkash, to kill more than is needed, or leave behind that which could be used, is also anathema. It is said that those who slaughter, or revel in the hunt, are cursed, prey shall escape, or when caught be sickly and cause only suffering to the hunter. The depictions of Mikkash show him with fur the color of fresh blood, and in his paws he carries a primitive spear.

- "Mikkash be praised for this hunt, may the prey fall if I am worthy, may it flee to live another day if I am not. For the act of the hunt, the chance to test myself, I give thanks."
- "(Animal), I thank you. Your life has ended, you go now to Rrikalla and the circle of life and death for you begins again. Though your death, you give me life."

502.5. Rea and Sura - Gods of the Moons

The twins, Rea and Sura are the eyes of Rrikalla. Many Caitians appeal to the twin moons when they wish to contemplate Rrikalla, but dare not do so directly. It is said that when both twins close, that the world of Cait will pass from the sight of Rrikalla, and that Caitshak will pass into Lress's embrace. As such, lunar eclipses are times of great expectation and panic. Because they are seen as eyes of Rrikalla, the moons have never been settled, and remain untouched by lunar landings or probes, lest the eyes of the deity be blinded. Both Goddesses are pictured with fur that shimmers, neither white nor black but somehow both at once. Each also is cyclopean, bearing only a single large eye in the middle of their forehead.

- "Rea, Sura, look upon me for Rrikalla. Test my soul, test my will with your gaze. Tell me that I am as I should be, or warn me that I much change."
- "Forever watching, Rea and Sura protect us from straying off the path of Rrikalla. Under their gaze, we know that we are judged, not only by what we do, but what we think."

502.6. Prooka - God of the Sun

Bringer of heat and hope, Prooka is as much a god of renewal as any other. The warmth of his gaze can ease pain and warm the soul. There are few Caitians in modern times that worship by staring into the sun itself, though in ancient days, this was seen as the most supreme manner of worship. A candle flame or in larger celebrations a bonfire serves as a proxy for Prooka, since all flame is part of the god. For this reason, and to bring the soul of a Caitian to Lress, cremation is the preferred method of dealing with the dead among Caitians, consigning the flesh to help bring new life, just as the burned-down forest will fertilize the next with its ash. Depictions of Prooka are that of a Caitian's silhouette, bordered by a pure white radiance that makes it impossible to make out any details of the God's form.

- "Lress has claimed this Caitian, now Prooka, to you we give to you the body, let your flames feed and bring life anew."
- "From you comes heat to warm old bones, from you comes light to cast off the shadows, from you comes Death, from you comes life."

502.7. Lress - Goddess of Death

Unlike many other cultures, Caitians worship death in the sense that it is a clearing of the way for something new to take its place. This is not to say that they seek to end any life before its time, but that death is as much a time for mourning as it is for rejoicing. The most similar tradition on Earth is that of the classic 'Irish Wake': a time of mourning for the departed, and of celebrating the life that has just ended. Lress is depicted as a nearly skeletal Caitian with tawny fur, always smiling. The most skilled artists manage to achieve the sought after expression, one that appears both mirthful and mournful.

- "Lress, you come for me. I do not fear you, though I wish I had more time with this place I loved. Offer me your hand, and I will go with you."
- "Lress, you come for my brre'l. Would that you could take me instead. No mother should need offer those she has born to Prooka's warmth. I mourn for the life they should still have ahead of them."

502.8. Caitshark - Goddess of Cait

Of the aspects, Caitshark is the most frequently worshiped, for she controls the whole of the world that shelters Caitians. Nature's most beautiful works and savage storms are all her province. Much damage was done to the planet in the early ages of industrialization, damage to the body of a Goddess that further generations take great pains to heal. The whole of the planet is a temple to Cairshark, and is also her body. To sit and stare into the sunset is as much a form of worship as planting k'shoosh trees or picking up any litter that might be on the streets of a city. Caitshark is depicted as a pregnant Caitian, her fur a mix of browns and greens, with blue eyes. About her are depicted all manner of plants and animals.

- "Cairshark, you shelter us and so we shelter you, give us signs of your pain and will will heal them."

603. Religious Complications

Caitians have long since accepted that there are no deities as they know them, but still maintain a powerful faith. This faith is not in the deities per say, but in the lessons that the stories of the deities teach, and the possibility that perhaps once, long ago, Caitians needed deities, and another race provided. This contradiction does not unsettle Caitians, the deities of Cait are not ones who do things for those that pray to them, but rather are forced, personified to make them more approachable. One can still hold faith in the mysteries of change and chaos even if the deity is not real.

604. Myths and Legends

Each of the deities, myths, and legends of the Caitian mythos are lessons and personifications of aspects of nature and Caitian psychology. While they cannot claim to have deities that speak to them or listen to them as the Bajorans Prophets do, the deities and myths of the Caitian people are still powerful symbols for teaching, educating, warning and remembering.

604.1. Role of Loremasters

In each Caitian grouping, there is usually one or more elder who is given the title of Loremaster, tasked with remembering and retelling stories, lineage, histories, fables and other information that is felt to be important to that group of Caitians. These Loremasters will traditionally keep written copies of the information, should something befall them before they are able to find and teach an apprentice all that they know. This has prevented the loss of information in many Caitian groups, though as ever, there will be some knowledge lost or distorted with each generation. It should be made clear that Loremasters are not historians in the sense that the word is taken by most other races, the minutia and exact dates are useful, but not overly important to a Loremaster, the story and moral is. Nearly every story a Loremaster can recite bears the Loremaster's own embellishments. These stories are more akin to parables, designed to teach a lesson and to entertain.

For matters that require more technical information, exact dates, and similar information, one can turn to the 'elders' in the given field. While Loremasters may be chosen from any walk of life, 'elders' in a field are always those who have worked a trade for at least 50 years, and are acknowledged as experts. They are charged with passing on that knowledge in a manner like that of a traditional teacher.³⁰

³⁰ This is somewhat of a misrepresentation. The role of a Loremaster is to preserve the culture and knowledge of the past. R'Mikk and others like him have started to use it as a way to make Caitian culture and traditions 'evolve' as he incorporates aspects of other cultures, most notably Terran. Recommendation: None, observe. Possible to use the same method to spread our own ideals and wake up the Caitians to the needs of the Federation for operatives like us. This may allow increased recruitment.

Loremasters can be called on to serve a wide variety of roles by any Caitian in need. Often turned to for advice on matters of moral or ethical problems, the Loremaster is expected to guide the Caitian to an answer of their own by offering advice in the form of stories and proverbs. Further, while they are not priests, their knowledge of the legends of Cait often includes quite a bit of religious material, allowing them to offer at least some guidance in terms of spiritual matters. While not arbiters of the law, Loremasters may be appealed to for preliminary judgment or arbitration, most often not binding, but useful for handling small matters before they grow into larger ones. As a result of these many roles, Loremasters are often in high demand, and offered quite a bit of respect for the services they render.

604.2. Founding of Barana

Barana had been planned nearly four centuries before the first stone block or wooden beam was placed. Before the Dark Times, the Benders of Stone and Wood planned the city as the crowning achievement of the Guilds, a place where all guilds could have a home and perfect their craft. The Dark Times washed away that hope, but the plans remained, hidden away and consulted only by the highest masters of the guild that spawned them. During the Dark Times, there was little chance to use the skills that the Benders of Stone and Wood had learned, though they practiced every bit they could, taking refuge in the mountains buried deep in the least accessible regions of the jungles.

Over the 400 years since the fall of the guilds, there had been several improvements created, mostly forged from painful lessons. Every member of the guild, from the young ones barely able to carry a load of wood, to the oldest who had great knowledge and feeble hands, journeyed from the fortress they have carved in the mountains, taking everything with them. It is said that a dream prompted the Guild Master, and that he gave all those in the guild a single turning of the seasons to finish all that they worked on in the fortress before making the journey to the plains. It was time for the greatest work of their Guild, and perhaps the final one.

Three years passed before the guild emerged on the plains, and another two before they found the site they believed suitable to their labor. Despite the nomadic and barbaric nature of Caitians of the time, none discovered them, not during their journey, nor in the time of building. Legends state that twenty years passed before the city was found, and by that time, it was a fortress the likes of which the planet had never seen. The city bore a strong resemblance to castles of Earth and other planets, a strong outer wall of wood and earth protected the lands, further in, stone walls soared towards the sky, enclosing the town itself.

Time and again, the walls were attacked, but not once were the stone walls breached or overcome. As this happened, word spread as the attackers, defeated and often reduced to bands too small to survive long on their own, joined with other bands. As word of Barana spread, other Guilds, long in hiding, began to make the journey to it. In this manner, the settlement grew into the dream it had once been, a town of the guilds.

Many seasons would pass before Barana was strong enough to begin hunting down the roving bands of Caitians, offering a simple choice, either join with Barana, or be driven from the lands that the great city laid claim to, lands that seemed to grow year by year. In truth, the city was becoming a kingdom, one ruled by a council of Guild Masters.

604.3. First Clans

Clans arose first during the creation of the Guilds, each clan was a collection of Caitians who had no aptitude for a given Guild, and so were grouped together and put to tasks aiding Guilds or being apprenticed to Guilds. When the Dark Times came, the term was usually applied to the roving bandit groups, many of whom used the term to mean that they were better than the Guilds.

After the founding of Barana though, the old Guild/Clan system was beginning to be reinstated.

No longer were Clans to be those without aptitude, instead they would be made up of a group of families, no longer the 'unworthy', they were the ones not yet chosen. Clans soon began to solidify, using creche to care for young cubs and living in large dwellings that might house as many as 50 Caitians from 4 or more bloodlines. Old family orders were swept away, and Clans began to govern themselves, electing their own leaders, creating their own traditions. One could change Clans through marriage, or through negotiation, and some Clans gained prestige while others gathered ill repute.

So that no Clan would be left to think itself unheard, the council of Barana soon became a grouping of three different organizations. From the Guilds, two representatives would be sent, another two would come from the priests and scholars, and five would come from the Clans. Since it was in truth the Clans that were the backbone of the renewed Caitian society, they would have the dominant voice.

604.4. The First Caitian

In the time before Caitians first walked upon Cait, Rrikalla oversaw the natural cycle, creation, growth, decay and death. Yet this was not a full life, for those things that Rrikalla oversaw were predictable, offering few surprises. So it was that Rrikalla created the first things to live outside of the cycle besides itself, the aspects that were in a great sense new creations, even though they were both part of and separate from Rrikalla.

Yet this did not solve the problem of predictability the natural order progressed, though the aspects might push here or there, chance some chance, they did so as part of Rrikalla, and so it was not yet something that would entertain or enlighten Rrikalla about the truths of the universe. The cycle was eternal, Rrikalla had seen the birth and death of all of creation, and in that time only life that was aware of itself could offer true insight.

So it was that Rrikalla charged Caitshark to bring life into being on her world, to create flesh that Rrookanas could gift with minds, that Shassack and Lress could show the beginning and end to, that Mikkash could teach the ways and passion of the hunt, that Chath could push to explore choice and chance, and finally for Rea, Sura and Prooka to shine down upon and give warmth and wonder to. So it was that Caitshark created the first Caitian, the first to walk both upon two and upon four legs, the first to have the spark that allowed the use of tools... the first upon her world that could in time teach Rrikalla more about truth and nature.

Some say that Rrikalla watches over and tests the Caitian people since those days, pushes them to ever expand their minds, to seek out new and strange ideas... while knowledge of all that is creation is important, Rrikalla charged Rrookanas with the most important task, guarding the secrets of the mind, using madness and genius to push Caitians, and in time, to teach them more about themselves... We have heard of other 'gods' like Rrikalla since these first days...

604.5. Creation of Cait

In the beginning there was Rrikalla, and in the end there will be Rrikalla. Rrikalla is outside time, and yet mired within it in a way we cannot understand. It is clear that Rrikalla has both seen all the Caitians can become, and never before witnessed that which we do. From the nothing at the start of all things, and from the nothing that will come again at the end of all things, Rrikalla created Cait and the galaxy that it rests within. With a flash of light, from nothing there was something (this legend is often seen at odds with the Elements legend, though it has been explained that this flash of light in a timeless place could well have taken ages), an eruption of raw creation, from which an order would grow, the world would form, and the stars wink to life to shine down... upon barren worlds. Everything that was came from Rrikalla and everything would go

back to Rrikalla in time, for Rrikalla is the very essence of the cycle, that which creates and that which destroys.

Among this all was Cait, one stone in the vast ocean of all that was, there was nothing special about it, and yet everything was special about it. It was the world Rrikalla would test, the home to the species that he choose to learn from and though... and it was nothing but stone. Not even Rrikalla knew that this single stone in the darkness of the sea of stars would be the focus of Rrikalla's attention.

This was not what Rrikalla intended, not step that was needed to create what Rrikalla had seen and would see. Into this sea of rock and star, Rrikalla poured the first life, small things, plants and the insects. This too was not enough, and so poured forth the prey animals, those that eat plants and grow fat in the doing so. Once more Rrikalla was unsatisfied, for though there was life, it was not what was needed. Rrikalla choose one world, Cait, and into it poured those that fed upon the eaters of plants. Still this was not what Rrikalla wanted or needed... yet the next step is another tale.

604.5.1. Elements

When Rrikalla set out to create all that is, she did so in five great ages and in five great labors. Each labor and age gave birth to one of the elements that make up all things. First among her labors Rrikalla tore from her mouth all her teeth, knowing they would grow again. Though this pained her greatly, Rrikalla did this that she might give the great emptiness stone, that all things might have solidity that they might interact with each other. Ground into a fine dust in her hands, Rrikalla cast her teeth into the nothingness, each speck of dust a planet. Yet her labors and pains had only begun. From the wounded gums of her mouth, Rrikalla collected her blood, gathering the liquid in her paws and blessing it. Rivers flowed from her, torrents on a scale beyond reckoning. This blood she sprinkled upon the dust of her teeth, for that which is solid is also immobile. Though her blood, the water of life, she granted motion to that which was solid and had form. Though now all things could be solid and have form, and had been granted the ability to move and flow, nothing yet moved in the darkness. Gathering the nothingness into herself, Rrikalla blew her breath over all of creation, giving motion to that which could move, for her breath was the motion of time. For an age she watched this, yet there was still much missing from her creation. For the first time, Rrikalla felt the cold of her creation as she took within herself yet more of the dark and emptiness. With a cry of anguish, she spat flames out that would sear the blackness, turning much of it to the deep ink of night, while the flames of her anguish became stars. Only one element yet eluded her, and Rrikalla had to spend ages to decide how best to create this last force. Things had form and solidity, had motion and fluidity, had time, and now had heat and light, but there was no chance, everything went along in familiar patterns. Rrikalla slept then, for time beyond our reckoning, many of her breaths passed before she rose, and felt a pain, a pain known by all Caitian mothers. From her womb, Rrikalla gave life. In the rawest of forms, she birthed chance and potential into the creation. Now at last, things could grow and change, evolve and surprise her. In time, she would create her Aspects, to help guide her creation, but for now, she rested, bruised and battered by her labors, but at peace with the child she had in creation.

604.6. Cha'Rrook the Deceiver

Legends tell us of a most peculiar Caitian, though it is possible that Cha'Rrook was a deity like Rrikalla, he ever claimed to be just another Caitian. The fur covering Cha'Rrook is said to have changed color, this day as white as the sands of the Shore of Shrakna, the next the deepest black of Prooka's leavings. The eyes though... they were ever constant, a red color never before or since found on a Caitian, the color of blood. Regardless of his nature as Caitian or Deity, Cha'Rrook was trouble. It is said that he was ever offering to help, asking fellow Caitians what they wanted or who

they were. Those who answered often came to regret it. Many are the stories of Cha'Rrook, and there are similar tales we find in many other Federation cultures. It should be noted that Cha'Rrook would ask only one of the questions, 'What do you want?' or 'Who are you?'.³¹

604.6.1. Flesh of the Beast

Upon the fertile plains of Cait many had learned the ways of gathering and keeping prey animals. Though they were no Guild, they were looked upon with awe, for they could be relied upon to provide meat for other Caitians at a fair trade. The work of keeping these animals was said to be hard and dangerous, one could not long stray from them or risk them wandering off and never being found again. So it was that one Caitian, L'Sraran, despaired, her group was starting to move away, yet one of the beasts had gotten a leg trapped in a tangle of roots. While L'Sraran did not wish to loose the beast, she also did not wish to risk loosing the group. Along came a Caitian, a child still, though with strangely wise red eyes. The child asked what was wrong, and when told, offered to free the beast and bring it to L'Sraran, freeing her to go with the group. L'Sraran rejoiced thanking the child and pointing in the direction the group was headed. That night, as L'Sraran sat about Prooka's reflection, letting the heat warm her, the child approached. Yet there was no beast! When questioned, the child brought forth a small dragging sledge, upon which was the well butchered remains of the beast. "As I have promised, here is your beast, meat salted to stay better longer, bones steamed clean, and hide scraped to bring to the tanners." As L'Sraran tried to think of a protest, the child smiled and vanished, perhaps it was the reflection of Prooka, but L'Sraran swore that this Caitian, who named himself Cha'Rrook even as he vanished, did so in a burst of flame and light, leaving no trace.

604.6.2. Seeing All

Long ago, before Caitians ever developed ways to lift themselves on the winds, there was one who was without Clan or Guild, neither outcast nor exile. This Caitian, called C'Ress, was an explorer, wanderer, and mapmaker. It is said that in time C'Ress would have traveled every inch of Cait, explored every cave, and learned every secret, such was her skill and speed. Mountains offered little barrier to her, nor did rivers or streams. Only the great oceans could halt her travels. Cha'Rrook approached her, and she knew him for what he was.

"What would you like most C'Ress, explorer of the world, what would you like most? In all this world, all the wonders you have seen, what do you long for? What do you want?" This time he spoke plainly, making no attempt to do anything but ask his question.

"To see everything, the whole of the world, I want to explore everything." She hadn't hesitated, hadn't even thought about it.

"Everything, you would see it all, as you wish." With that, Cha'Rrook vanished, and C'Ress doubled over, agony unlike any she had ever felt coursed through her. After long moments, she recovered, able to stand once more. She felt lighter, weaker, and yet stronger at the same time. With a groan, she began to stretch, working out the kinks from whatever had happened to her.

"Ugh, what did he do to me?" It was only then that she realized her balance was very much off. Looking back, she found large... things growing from the back of her shoulders. Startled, she jumped, only to find that the things moved with her, grew larger... they were WINGS!?! Startled, she began experimenting, finding how to move them. It seemed she wasn't strong enough to fly with them but perhaps she could glide.

"He gave me the world! All I need to do is fly to see it all!" This was true, to an extent. She learned soon enough though the price of the world. Nearly every Caitian she encountered shunned her, calling her monster and freak. Many years passed, and she was able to map nearly the

³¹ The choice of question seems to be rooted in the nature of the Caitian being asked. Most often those asked "What do you want?" are those who are in pain or grieving. Those asked "Who are you?" are those who have lost some part of themselves, such as self confidence or courage. Recommendation: None.

whole planet, though bit by bit she lost herself, depression settled in as she missed the contact with other Caitians, able to only watch from afar. Her maps were found many years later, more accurate than any others until the use of lighter than air craft like balloons allowed the view from above.

The journal found with the maps was nearly indecipherable, like many of the records made in that time, it was shorthand of a sort, giving only the impression of things, whole thoughts show in one or two sigils. Over time she was losing herself, her mind shattering and fragmenting from all that the journal said. It is believed she simply found a place no other Caitian could reach in that time and let herself die. The price of the world was her happiness and her mind.

604.6.3. Dark Reflection

"Now we gather brre'l, kin and mate to Dr'Mell lost to us before his time, lost to his great work. Though the mind is gone, the body remains, and now it is time to grant him rest though the light of Prooka that he may enter the cycle fully." K'Gra was given the flaming brand, as Dr'Mell's mate, it was her duty to light the pyre. They had been mated, and more than that, bonded for only around a year when it happened, when an explosion in the anti-matter production facility had killed around a dozen scientists, Dr'Mell among them.

As she took the brand to the pyre, she found it hard to celebrate his life as she was supposed to, there was something very wrong with this, or with her. She was supposed to let it all go and continue with her life. She couldn't though, they had hid their bond, perhaps that bond was the reason she couldn't let him go perhaps... For now though she had to do what it takes to hide what she was feeling, and to preform her duty to her mate. Plunging her brand into the pyre, she let the fires flare up, and begin to consume the body of her mate.

Though the remainder of the funeral, she schooled herself, mastery of her expression had long been a gift of hers, enough that she could even hide the signs of her moods though the set of her ears and tail. None knew the depths of her grief, they knew she mourned, but not how much. At last, when nearly all had left, there remained one, a Caitian she recognized, and yet didn't. She greeted him, though stood slightly apart, waiting for him to speak and name himself to her.

"You have them all fooled don't you K'Gra? They don't know how deeply you miss him, but I do. I ask you, what is it that you want, what is it that you need?" K'Gra was not a Loremaster herself, but she had learned some stories at the knee of her uncle who was. From his words she knew this Caitian, or at least that which seemed to be a Caitian.

"Cha'Rrook, I know you... what you give has a price, a painful one, but I want him back. I want Dr'Mell back, give him back to me. Even if it cost my life, I would have him back. He was my life, and I do not know how long I can live without him."

"I will give him back to you then. For one year, you must endure, and on the anniversary of the day you put him to the fire, he will return to you at that time, into fire and from fire." With that he left her. The promise to return her love from the grave was enough to carry her though the year when madness would otherwise have taken her. She could feel it eating away to her mind, but at the same time, the hope of his return shielded her. On the fated day fires consumed her home, while she emerged safely, singed a bit, but otherwise fine, all she owned was destroyed. From the ashes emerged Dr'Mell, flesh and blood once more. His mind though was not his own, not the same it had once been. While many of his memories were there, some were missing, he remembered her, but there was no passion, and the bond was gone.

"K'Gra, it is good to see you again." There was nothing more that he said, simply standing there. It was then that she cried out, and fell to her knees. To live without him was torture, but to live knowing that he was alive, but not who he had been was more than she could bear. She died, willing herself to it some say, and as she did so, Dr'Mell faded from existence once more, returned to ash as he had been.

604.7. Founding of the Guilds

Gr'Mrakk was widely rumored to be the wisest of the Caitians of his time. Until he arrived, Caitians would gather in groups called roughly 'prides'. While each pride might develop a reputation for a skill, they were largely unskilled, relying on only their pride for everything. Trade and communication with other prides was more or less unheard of. This state had endured for untold years, and by its very nature stunted the growth of the species. Gr'Mrakk planned to change that.

Many different versions exist telling of how he managed to gather several prides together, the most common story has him defeating the leader of each of several prides in challenge battles. Having gathered nearly a dozen prides which together numbered somewhere in the order of 400 Caitians, a gathering never before heard of, Gr'Mrakk began to break up the prides. It should be pointed out that none of these prides possessed a shaman leader, and were instead lead by the strongest. Each Caitian was taken from the pride they arrived in and tested. New groups, Guilds were established, each Guild was composed of those Caitians who showed aptitude in a particular skill such as hunting or working with hide.

The Guilds were as yet rough creations, and fights often broke out within their ranks over the right way to perform their task. The Guilds would begin to flourish though, each one founding a small town dedicated to the trade they were specialized in. Notable Guilds were: Warriors (protectors of the other Guilds), Hideworkers (primitive tanning techniques), Healers (knowledgeable in plant lore and early medicine), Bonebenders (working or carving bone) and Farhunters (crafters of bows and arrows).

For around 20 years, the Guilds grew and multiplied, and it seemed that there might even soon be the creation of a large settlement to house small groups of all the guilds. This was heralded by the creation of a very unusual Guild, that of Benders of Stone and Wood (carpenters and stoneworkers). Though the methods employed were primitive indeed, this newest guild offered the possibility of stable and strong building far larger than was possible at that time.

Then came the Dark Times, heralded by a plague that laid low every Caitian who encountered it, killing many of the best and brightest. Nearly a quarter of the population would die, most from things other than the plague itself. The Guilds were almost all destroyed at this point, though most managed to hide away small enclaves to ride out these times, much of the knowledge and skill that had made the Guilds great was lost.

605. Afterlife

While Caitians mostly hold belief in deities, very few hold a belief in an afterlife. There are some who follow a form of ancestor worship, trusting that visions and dreams will allow ancestors to share wisdom from their lives. The majority of Caitians however do not believe in an afterlife beyond how they are remembered by others. While many species fight over such differences of opinion on religious matters, Caitians have rarely had more than strongly worded arguments over the matter. In the very core of it, both views are a form of life after death, wisdom drawn from the ages, though either story or though the possible discussions with those who have parted.

It should be noted that those following the belief in a form of living consciousness after death often appear to have some basis for this belief. Many times they report on historical events with accuracy that defies their own knowledge of such events. No serious effort has been made to debunk these claims, the personal freedom of belief being respected. In turn, those holding these beliefs are often rather 'low key' about their beliefs in order to keep conflicts from developing.

7. Caitian Artistic Traditions

700. Music

Like many cultures, music forms an integral part of Caitian culture. Until First Contact, most of the musical styles evolved little from their most ancient forms. A Caitian from several hundred years ago would likely recognize the music of the era around First Contact, however after contact with Humans and other species that make up the Federation, Caitian music and art began to evolve in ways that had never been considered before. Synthesized music, such as was common in Terran music of the late 20th Century 'Rock and Roll' style had never been considered by Caitians, who even now use synthesizer-like instruments very rarely. As every, the Caitians stress a personal involvement in crafting something, even a musical rendition. If any particular style of music could be said to have a lasting impact on Caitian musical forms, it would likely be the 'Dance' and 'Metal' genres that Earth produced. Fast paced and powerful deep sounds appealed to the Caitian composers, and fit in well with the trends already seen in how some ritual musics were evolving.

700.1. Common Instruments

Caitian claws make nearly all stringed instruments difficult to play; softer strings, such as made of string, sinew, or similar materials are easily cut by Caitian claws, while more durable strings made from metal or similar materials prove uncomfortable, and can even dull and damage claws. Most Caitian instruments are drums of one sort or another, with a few examples of other percussive instruments and a few rare wind instruments. Most woodwind or horn instruments are impossible for Caitians to use without extensive modification, their bifurcated mouth not suited to forming a 'seal' around the instrument's intake.

Almost all Caitian musical performances center around deeply-pitched drum beats, well within the Caitian hearing range, but also usually of sufficient power to cause minor vibration in the bones as well. While the Caitian ear is well able to catch sounds in the higher registers, few musical pieces reach so high. When possible, Caitian music echoes the sounds of the natural world, from the deep booming sound of rolling thunder, to the soft whispers of the wind, or the soft patter of the rain on the leaves. Descriptions of Caitian music almost always include the words 'primal' and 'powerful', which certainly fit. The low and rich tones and interplay of Caitian drumming often evokes dance in those listening. However, unlike most species, there is almost no 'pre-composed' music among Caitians: rather than write down musical notation as a composer might in another culture, only the sounds or emotions meant to be evoked are written down. A Caitian 'composition' might well read 'Thunder/sorrow, wind/joy, rain/triumph' with no durations.

This desire to not write what most cultures almost demand in their music is rooted in the duality that runs through the whole of Caitian culture. While there must be order (else it is noise and not music), there must also be chaos, or else the sounds are a dead thing with no real life of their own. Each time a group of Caitian musicians gathers, they name one among themselves as the p'rrells (leader or first among equals). This Caitian sets the basic tempo to the performance and initiates any changes. The other performers work to interweave their music to his guiding rhythm. This organic method of playing ensures not only that no two performances are ever the same, but also encourages both evolution and experimentation in styles.

Basic 'forms' for musical performances exist for many of the more momentous events, such as religious rituals, the taking of a mate, births, and deaths. Beyond these basic forms, the music is as much an art form as any other that Caitians practice. Unlike most forms of art, however, the music is transitory and so has become a social event. Rare indeed are the times when a single Caitian performs or practices music. Even the most basic of practice sessions are seen as a time for socializing, for learning new styles of play, and reinforcing relationships.

Nearly every Caitian is required to learn the most basic forms and have at least the most basic skill level when it comes to music. Most often this means that a Caitian is familiar with the h'rfell drum, a large, hollowed log that ranges in size from 80 centimeters to a full 200 centimeters, and is covered by stretched animal skin. The h'rfell is used to create deep booming sounds, but also generate somewhat softer notes, from the rumble of thunder to the soft beat of a heart. This is the central instrument in all Caitian musical performances.

700.2. Ceremonial Music and Rituals

Both birth and death are celebrated by the Caitians as parts of the natural cycle. The music used to celebrate these occasions is both joyous and lamenting in intent. Each birth is a life, one that will end in death in time. Bonfires, drums, and dancing are the most common displays, heavy drum beats mix with incense and fire. Fire is the very symbol of the cycle of life, clearing away what is, and paving the way for what will be.

When a Caitian dies, the body is cremated with any significant mementoes of their life. Caitians rely on oral tradition and stories to help keep the memory of loved ones alive. Physical things are transitory, but the spoken word is alive. Nearly every funeral rite of the Caitians includes a telling of the Caitian in question's life. The music and dance are lead by the Caitian's parents if still alive. Should the parent or parents be unable to do so, the duty falls to the children, and if they too are unable, then to next of kin. Only in the rarest of events will it fall to friends to preform.

In addition to performances to mark the birth or death of a Caitian, the 'birth' and 'death' of the Caitian year are also marked with celebrations. These are not fixed dates, but instead are based on certain conditions. Each year is thought to be 'born' when the trees in the capital first grow back foliage lost in the winter, and the 'death' is marked when the last of the leaves fall and render the trees bare.

701. Dance

While most recognized forms of Caitian dances are parts of rituals and ceremonies, the act of giving in to the power of sound and motion is often likened to that of a drugged state. Caitian dances (and the music that accompanies them) most often start out slow, allowing the dancers to get a feeling for the beat the rhythm before picking up in speed and intensity.

701.1. Dance Forms

Though contact with the Federation has exposed Caitians to many styles of dancing, only the most energetic and full of motion have caught on with Caitians. While it is entirely possible for a Caitian to dance a waltz, by in large such slow forms of dance will be preformed out of obligation and not enjoyed. Caitian dance may be broken into four distinct groupings that depend on the speed and number of participants. In most cases, Caitians will rotate though being a dancer and playing an instrument to ensure that all that want to dance can.

- C'herrella – This form of dance has very little lead-in, the dancers begin with small motions and soon add more and more motion. The music used to accompany this form of dance shares the name and most often starts with a single instrument setting a beat and tone that the other instruments will adopt. Most often this form of dance is considered an individual form, though there may be several Caitians dancing at once, they most often are dancing to the music in their own style as opposed to working in a group.
- S'hreft – This dance style is somewhat slower than C'herrella, the speed at the beginning is the speed that will be maintained though most if not all of the performance. This form is

also a collaborative style, with groups of dancers (a minimum of four usually) dance together, working with similar motions and building off each other. Some of the more common motions used are tosses and twirls, in larger groups, it is not unheard of for some of the dancers to form a circle, with those on the outside performing small but energetic motions while two or more Caitians are literally twirled and spun or thrown across the circle in somewhat random patterns.

- M'anrrwawr – One of the forms that is best left to groups that know each other well, in this form, the motions again start slow, but quickly pick up speed and energy. M'anrrwawr can be best likened to play fighting. Though claws are always sheathed, it is not uncommon for there to be bruises and occasional broken bones. Still somewhat collaborative, dancers use the 'attacks' of others to help launch into new moves, most often tumbling and jumping related.
- C'rrrazzye – A solitary form of dance, the dancer simply launches into motion and doesn't stop. It's not unheard of for dancers of this style to dance until they pass out, becoming too lost in the joy of motion that they simply ignore the limits of the body. There is no typical form for this dance style, it is merely motion to express ones self with all the speed, power and grace that one can muster. To many Caitians, this is the most 'pure' form of dance.

702. Theater

There is little tradition of theater performance as most cultures know it, most times the historic stories aren't acted out, many Caitians seeing the act of portraying a legendary figure as something of a case of hubris. This is not to say that there are not recitations and the like, some of the oldest stories are still in the form of poem or song (as might be expected, these do not translate well without losing all sense of meter). Most often performance of these stories and legends fall to either Caitians that are already Loremasters, or those wishing to join the ranks of Loremasters. Recitations of these stories often vary from Loremaster to Loremaster depending on what they wish to stress in the story or what they would rather downplay. There are few actual variations on the details though.

703. Physical Art Forms: Sculpture, Painting, Etc.

(See also 405. Architecture)

In a very real sense every building and object is a piece of art to Caitians, at least all the items that aren't mass produced or replicated. While the function is important, so too is the form to Caitians. While a simple length of wood would make a functional cane for an elder Caitian, so would one that's been carved for beauty. A wall supports the ceiling, but it still do the same with a mural on it. There are instances where Caitians leave something bare and unadorned, which can in its own way be a work of art depending on what surround it.

The sheer volume of art and decoration can sometimes give visitors a sense of sensory overload, there's so much to see, so many unique things to experience. To the Caitians, this is entirely the point, life is a journey. With so much to see, even if a Caitian takes the same route to work every day for cycles, it's entirely possible to see or notice something new every single time.

Nature forms the core of most Caitian decoration. While in some instances the ornamentation is meant to clash with the natural surroundings, most often the intent is to blend in, even when emulating something from a far distant place. The traditional gardens seen in Japan (FGH name for garden type?) on Earth, where size and scale become illusions, with a small tree appearing to tower over miniature buildings fascinated Caitians when they first encountered them.

8. Place in the Federation

Caitian clans are ruled most often by the elder or elders of the clan, positions they hold not solely as a result of their age but also based on merit. In many cases, older Caitians willingly give up the position of Agra'nn (translates to "King" or "Chief") for a more worthy candidate to take it. The current group of Agra'nn numbers only 489, though at one point in numbered a full 500. This group, called the K'tarrela are in charge of creating laws, agencies, and take command of the militia in times of disaster or crisis. Caitians have a great dislike for bureaucracy, preferring to achieve a consensus or have others preform their duties without being forced to by rules and regulations.

From the K'tarrela, a council are elected, composed of thirteen of themselves called the Corr'thaval. Among these, one is designated the first among equals, and takes the position of the representative to the Federation Council. The Corr'thaval serve as the highest court of Caitian law, and may override and abolish the rules and regulations imposed by the K'tarrela. The only power that may override the Corr'thaval is the Federation Council, though, in such an event, the representative from the Corr'thaval is not allowed to vote due to a possible conflict of interest.

The council is weak compared to most planetary governments; this is by design. Caitians revere personal freedom above all but beauty and works of art. The K'tarrela passes rules and regulations only when absolutely necessary for the safety and well-being of the populous. This sparsity of laws and regulations also leads to a weak judiciary and legal system. This is not to say that Caitians are lawless: any and all Caitians are within their rights to move to prevent, report, or stop crimes. This weakness of governance trickles down from the global level to provinces, districts, and cities. At all levels of government, the unwritten rule is to do ones duty without needing to be coerced or forced. This is a matter of pride for Caitians.

Caitians are often torn between their desire to explore the universe and their strong ties with home. Few Caitians have been willing to spend time away from home to serve the Federation, either as civilians or in Star Fleet unless accompanied by at least a small group of other Caitians. However, as more Caitians leave home, more will be willing to follow; knowing that there are friendly faces out there. The number of Caitians scattered though the galaxy is expected to increase exponentially in the coming years.

Few Caitians join Starfleet, though those that do so are very highly valued as they are known to transfer their loyalty toward clan to the crew of the vessel or station they serve on. Most that join serve in either scientific or medical fields. Many gravitate toward Terraforming Command, seeing it as a way to bring out the beauty locked away in a planet, or help a damaged world to recover. Many Caitians serve as ship counselors as well. A select few serve design and construction projects, often blending functionality into organic and beautiful forms. Some even claim that the enhanced streamlining of many newer Starfleet vessels is the result not only of improved warp field dynamics, but also of Caitian influence.

Caitian civilians serve the Federation mostly as scientists or merchants, as they have no patience with working in the bureaucracy. Many Caitians travel the galaxy as independent scholars, satisfying their boundless curiosity. Most often these studious Caitians are revered by the rest of the species for venturing into the unknown and returning with the knowledge. These often travel in starships packed with as many clan members as wish to come along, in an effort to ward off homesickness for the jungles and beautiful houses of Cait.

800. Starfleet Service

The exploratory and diplomatic nature of Starfleet appeals to many Caitians and their love of discovery and learning. While they may not always spend long periods of time in the service of

the Fleet, many Caitians choose to serve in the 23rd Fleet as a part of their training in the Caitian Militia. While the 23rd Fleet, called the Caitian Star Pride, is listed on the rolls of Starfleet, it is also listed on the rolls of the Caitian Militia. Many of the crewmen and non-commissioned officers of the ships of the 23rd Fleet are actually members of the Caitian Militia. This double duty is somewhat uncommon, but it has proved pretty effective since it's inception in the early days of joining the Federation.

Until the time of the Dominion War and the seemingly endless series of difficulties that have plagued the Federation, nearly all Caitians served in less combat oriented roles, often serving as Communications, Xenolinguistic Specialists, and in all manner of scientific fields. In the aftermath of this all however, many Caitians have accepted positions in much more combat oriented roles. Service in the Marine cores has become fairly common, as well as in security forces.

800.1. Non-Standard Issue Gear

The most obvious areas where Starfleet's standard uniform is not suitable for Caitians is pants and footwear. Many of the chairs in use on Starfleet vessels are ill suited as well, not offering a slot or hole in the back to accommodate Caitian tails. While retrofitting chairs on those stations Caitians serve on is a fairly simple matter, it can be time consuming. All craft produced in the Caitian system meanwhile already has 'tail-friendly' chairs, making these vessels preferable for most Caitians to serve on. Early female starfleet uniforms, which featured a dress like design were ill suited to Caitians as the tail had a tendency to hike up the entire lower hem by more than a foot. While a slit up the back or hole to accommodate the tail were experimented with, they were ultimately rejected with the advent of new and better uniform designs in 2280.

The standard footwear, is of course nearly useless for Caitians, though a few reinforced sandle-like designs are available and in use mostly in places where the ground is expected to be uncomfortable for even the Caitian's tough paws. In some cases full boot-like footwear is made available for the Caitian crewmembers, however the designs, even with all the flexibility that could be worked into them, greatly limits the speed and agility of Caitians, as well as limiting them to walking on two legs.

EV suits offer an even greater problem for Caitians, most who join Starfleet make sure that the ones issued to them during their time in the Caitian Militia and further service in 23rd Fleet. Caitian manufactured EV suits offer a mix of flexibility and rigidity. While it is possible to 'tuck' a Caitian's tail into the leg of a standard EV suits, this tends to horribly upset the balance of the Caitian in question. Even in Caitian manufactured suits which sport a housing for the tail, most Caitians are very uncomfortable in space and do their best to limit time in micro-gravity.

800.2. Branches of Service

Most of the Caitians in the service of Starfleet serve in scientific roles, though a growing number of them have taken to the more militant of branches, taking on the roles of commandos and the like. These militant Caitians walk a fine line, instincts for hunting can get the better of them if left unchecked. The advanced nature of Caitian medical science has lent itself to many Caitians also joining the ranks of Starfleet Medical, however, there are limitations on what medical procedures most Caitians are willing to preform or endure as a result of cultural taboos.

With some species, the hunting instincts of a Caitian can be of benefit, until the revelation of the existence of Ferasan, Caitians were one of the best choices for ambassadors to Klingon worlds, as they would often join in targ hunts. The Caitian ear, and tendency for most Caitians to pick up additional languages also helps to make them favored diplomats.

Caitian science officers are fairly common, though most often focus on various aspects of the planetary sciences such as geology, xenobiology, botany, and atmospheric studies. Indeed, most

Caitians, regardless of branch of service are among the most eager to be part of any landing party. This is in large part not only due to the Caitian need for natural surroundings whenever possible, but also an enjoyment of the beauty offered by new planets compared to those they know. The protective urge and tendency to put the needs of the ship and crew above their own often serves as additional motivation since the initial landings are often the most dangerous.

801. Moral Stance

Caitians as a people on whole are something of a study in contrasts. On one hand, powerful instincts drive them to be hunters and predators, while on the other keen senses and curiosity drive them to explore and learn. Pride is often tempered by humility and an instinct that follows a simple dictate 'The needs of the Many outweigh the needs of the One'. This phrase is often attributed to coldly logical choices (being something of a Vulcan idiom), though in Caitians it is instinctual, the needs of the pride outweigh the needs of the individual in most cases. This selflessness is in large part a core belief of the Federation, and the stubborn nature which drives it in Caitians can be a terrible thing to see. It is not uncommon for Caitian Captains to go down with the ship, if doing so will ensure the survival of others, and many Caitian officers have been known to 'take a bullet' meant for any civilian and officer alike, without regard to rank. In very rare cases, this selflessness is put aside, most often by those at the highest levels of command, where the Caitian people, or the Federation is better served by that individual's survival. In such cases, the needs of the one may well be the needs of the many. However, such individuals often cannot serve in the capacity that put their survival ahead of others for long, an emotion similar to 'survivor's guilt' tends to erode their ability to perform.

As traders, Caitians value honesty and fair practices above all else, and are good judges of the value of something. This judgment of value often is uncannily accurate, even in cases of sentimental value. Many think this is the result of psychic abilities, but in most cases, Caitians are simply good judges of character and very observant of non-verbal clues. Many Caitians enjoy the act of bartering, seeing it as something of a game, one in which both sides hope to win, but where a middle ground is also a victory. Against more skilled negotiators, Caitians will make the best offer they can and stick to it, refusing to barter. Less skilled negotiators have little to worry about though, as the Caitians are quite unlikely to cheat the other party. A less skilled negotiator will most often walk away with something very close to the minimum value for their item, but rarely will they find themselves the worse off. More often they will see how far they can drive the other party down, even to the point of being well below the real value. Once it is clear how superior the Caitian negotiator is, they will make a more reasonable offer, as well as a few free pointers and lessons in better negotiating in the future.

802. Possible Contentious Issues³²

Caitians are carnivores, and though they have no problem with eating cooked or replicated meats, both lack the flavor that Caitians prefer³³. When on planets that offer a possible prey species for hunting, Caitians prefer to do just this, hunt for meat at least once every few days. In such

32 Since R'Mikk is doing his best to make Caitians appear at their best, this section is likely to gloss over many of the possible issues. In fact, one that is more rumor than truth has been specifically left out. There is a movement on Cait at present that wants to have Caitians with genetic defects be sterilized, or otherwise excluded from the gene pool. Granted that this is not meant as a punishment per se, but as a way to help remove such defects from the species through a 'semi-natural selection' process. Though I have no hard data on the prevalence of this movement, it is clear that it is growing, even in the groups that have genetic defects (who are still encouraged to help raise the kits of their Clan. Recommendation: Observe and attempt to gauge the scope of the movement and possibility of their policies being put into play.

33 There is huge debate over how much actual basis there can be for the dislike of replicated foodstuffs, most likely this is a psychological incident. However, blind tests of replicated vs. 'real' meats most often have the Caitian able to pick out the replicated food. Recommendation: None at this time.

cases, the prey is 'thanked' for the sacrifice of its flesh, and little or nothing of it is wasted. Bones, teeth, sinew and skin are retained and used in handcrafted items. In these hunts, the Caitian tests themselves, and tradition requires that they arm themselves with nothing more sophisticated than a handmade bow and arrows. The use of phasers and other similar weapons is taboo, excepting only the more dire of circumstances, or to put the prey out of their misery when gravely wounded.³⁴

Many Federation members see this as a barbaric and savage practice, though will not outright interfere. To Caitians it is perfectly natural, though understanding how it is viewed, these hunts and the results are most often private affairs, and severely limited to avoid not only depopulation, but drawing attention to the practice. The hunting instinct can be worked around to an extent on the holodeck, though the hunt itself might be every bit as challenging, like replicated foodstuffs, it is not very satisfying to the Caitian.

It is thought that the happiest Caitians were the ones stationed on Klingon worlds as ambassadors or the like, since the Klingons do enjoy targ hunting, and the targ is a powerful beast that is worthy prey for a Caitian. In the few noted incidents of targ hunts that Caitians participated in, they were praised for taking on the beast with nothing more than a spear and a lioncloth, something few Klingons would attempt.³⁵

Caitians are fairly secretive about ship design and construction, not so much out of a need to protect the designs from being copied, but out of a sort of professional pride. Almost all Caitian designed vessels are capable of entering the atmosphere of a planet and even landing on the surface. Further, they are capable of lifting off again after the fact. Rumors also circulate that the vessels can preform at least limited maneuvering under water. There has of course been no confirmation of these rumors, though Starfleet Corps of Engineers that have been consulted believe that the rumors are at least hypothetically possible given the unusually strong structural integrity field generators that almost all Caitian ships bear, as well as the general sturdiness of the hulls and aerodynamic shapes.³⁶

803. Notable Caitians

- Lt. Shiboline M'Ress - Born 2244, entered Starfleet Academy 2260, assigned as third shift communications officer USS Hood NCC-1703 (2262-2266), assigned relief communications officer for USS Enterprise NCC-1701 (2269-2270)
- Admiral S'Rrel - First Caitian to enter Starfleet 2257, served on panel during James Kirk's trial in 2286
- Fleet Admiral S'Roan – Current head of 23rd Fleet (Caitian Star Pride)
- Ensign Sh'aow - served on USS Enterprise NCC-1701 as security officer
- Lt. Rriarr - Served on USS Titan NCC-80102 in 2380, temporarily reassigned USS Aventine NCC-82602 and killed during assault on Borg Scout vessel
- Admiral R'Miia - Served on panel court marshaling Jean-Luc Picard over the loss of the USS Stargazer NCC-2893

34 Very rarely will any Caitian violate these tennets, and if it should be discovered that they have, they will be shamed. As such, Caitians can be blackmailed with the threat of revealing a violation, real or imagined. Recommendation: Employ only cautiously, possible to backfire if Caitian's honor is able to withstand the initial attempt.

35 Targs are considered a worthy challenge for a Caitian, comperable to some of the most dangerous prey species on Cait, such as the Sha'rh'hella. Recommendation: None.

36 The rumors are quite true, Caitians also make use of alloies and compounds not found in Starfleet vessel construction. Generally this greatly increases the durability of the hull, allowing it to withstand great external pressures even with the shields disengaged. Recommendation: None at this time.

- Lt. Niwara - Field Scout assigned to USS Sagittarius NCC-1894, killed during a rescue attempt on Jinoteur IV
- Ensign M'Nirl - Transport officer on USS Niwen-2306 during the 2280s
- M'Morr - Archaeologist, known for unorthodox but effective methods
- M'Grash - Pilot on civilian vessel Verity, temporally displaced in time from 2366 to 2381
- M'Tesint - Press liaison to Governor Nanietta Bacco
- Dynkorra M'Relle - Representative of Federation Council in 2370s, attempted to have Trill expelled from Federation in 2376 due to the revelation of the 'parasites' present in bonded Trill
- H'Shraan – First Caitian Captain of a Starfleet vessel (previous Captains commanded Caitian produced designs), rejects additional promotions, and is presumed lost with his vessel.
- Loremaster R'Mikk Mrrekth – Oldest known living Caitian³⁷, serves as Commodore in Starfleet.³⁸

804. Trade Goods

Much of the trade goods in the Cait system pass through the C'Groth station. Dilithium is one of the most common cargoes, though it is of somewhat lower quality than that used in more modern reactors, it can often be refined into a more usable state. Handcrafted items are another major export. Caitians are quite skilled in working not only with bone, but metal and stones. Given the racial fascination with beauty and the skill of Caitian workers, these items are almost always quite exquisite works. Medicinal plant products grown in the jungles of Cait or special hothouses are lucrative, but in shorter supply than might be liked. Finally, there are starships. Cait manufactures several models of starship, some for Starfleet's use, but also civilian vessels like the Tuffli freighter.

While Caitians do make use of replicators or other forms of mass production for some common items that will be used in office buildings or other large scale organizations, for gifts and items for an individual's office or home, quality and handcrafting is favored. Most often the Caitian doesn't craft much of what is found in these more personal spaces, but almost without fail, they have produced at least one item. Traditionally, Caitians are more than happy to offer up items they have created as gifts to those that admire them. It is customary to offer something in return, for instance if a visitor in a Caitian's home admires an interesting carving, the homeowner may give it as a gift, with the unspoken understanding that the gesture will be returned³⁹.

Imports to the system are most often natural materials for use in the handcrafting trades, pride is taken in not using replicated materials. In addition to items for crafts, large quantities of shipbuilding materials, especially components of warp systems and weapons systems, are regular imports. Those vessels produced by the civilian yards in the Cait system still employ phasers as the

³⁷ There is no clear evidence for WHY R'Mikk has lived so long, by all rights he should be long dead.

Reccomendation: Investigate possible use of illegal or immoral technologies used to prolong life for leverage purposes.

³⁸ R'Mikk also serves as an agent of Starfleet Intelligence, posing as a civilian Captain of his vessel the P'Rrlain. It should be noted that he has been seen making use of holo-emitters to 'cloak' more powerful vessels under the guise of the P'Rrlain. Recommendation: None at this time.

³⁹ R'Mikk doesn't point out that the assumption is just that, there is nothing that forces either party to give something up, nor to give something of equal value. However, there is a large loss of face in failing to return the gesture within a few days and with something of equal 'value'. Since the value of an item is highly subjective, this can be used as an indicator not only of how well one Caitian knows another, but also their ability to assess value in one form or another. Recommendation: None.

primary weapons systems, as do several of those produced by the Starfleet overseen yards in orbit of Cait. More or less, the bulk materials needed for shipbuilding are imported, while the finishing touches are all locally produced. Given the length of time it takes to produce a starship, it should come as no surprise that most of the furnishings and interior spaces are decorated by handcrafted pieces.

While Cait is a part of the Federation, and therefore doesn't use currency per se, contact with Ferengi, as well as a strong sense of traditional values (which include haggling/negotiating and evaluating the quality and value of items), results in Cait still employing a form of currency. While there are no assets backing it, the *Shranth* has become the accepted Caitian currency form. Because the *Shranth* is not backed by anything but good faith, everyone is able to value it as they see fit, however the generally accepted value is that of 100 *Shranth* being worth the full days labor of a skilled worker. As a result, something that takes a skilled craftsman five days to create might be given a 'value' of 700 *Shranth* (500 for the labor and 200 for the materials).

While there is a significant amount shipbuilding takes place in the Cait system, in the grand scheme of the Federation, it's not a significant percentage. Caitian production accounts for roughly a tenth of the production of the Miranda and Nebula class as well as the entirety of the Atrox and Stalker class vessels. The production of the Tuffli is still fairly significant, though they are rarely seen outside of Caitian or civilian service due to the age of the design.

Unlike most other starship production facilities such as Utopia Planetia, Caitians make use exclusively of enclosed docks. Despite the difficulty inherent not only in the microgravity environment, but also in the use of EVA suits, Caitians do not make use of pressurized atmosphere or artificial gravity within the docks themselves. This does however lead to an interesting departure from 'normal' starship construction. Priority is given to assembling the inner hull and installing the framework for the interior decks, allowing the instillation of not only grav-plating, but forcefield generators that can allow large portions of the ship to be pressurized and supplied with artificial gravity. In many cases, the most basic crew quarters are rushed to completion before much of the vessel so that work crews can live on the ship during construction.

9. Caitian Militia

900. Overview

Though rarely deployed within the Cait system, let alone outside it, Caitians have a few homegrown or converted vessels that have been turned over to Star Fleet service, notably the Atrax Carrier class and Stalker Fighter. These ships are produced in the Cait system in a very limited number, most serving as a home guard crewed by militia on rotation. Caitian craft follow the basic law 'form follows function' in that they are always concerned with the vessel working properly. Once the ship design is functional though, they are made as beautiful as possible, with both the Atrax and Stalker having shapes based loosely on aquatic species of Cait, namely the K'Atroxian fish, which is considered a delicacy but is a viciously territorial species, and the G'Shella fish, small fish that form symbiotic relationships with the larger K'Atroxian.

Due in large part to the defensive mindset of the Caitian Militia, Tetryon weapons and Chronitron torpedoes or mines are typical on both the Atrax Carrier and Stalker Fighters. When possible most Caitians aim to disable enemy vessels rather than outright destroy them, targeting engines or weapons systems first and foremost. It is not unheard of though for some captains to outfit their vessels with more damaging weapons such as disruptors or plasma weapons. This is widely frowned upon, but not outlawed or restricted. Due to their small size, Stalkers often lack projectile weapons, favoring instead paired Tetryon turrets or arrays or occasionally smaller Chronitron torpedo systems. The large Atrax carrier typically mounts a forward torpedo launcher, an aft mine layer, and either turrets or beam arrays.

Compared to vessels serving in paramilitary or full military capacity, Caitian freighters are lightly armed. However, compared to most freighters, they are powerfully equipped. Typical armament is an aft-mounted mine layer with Chronitron mines designed to slow any pursuit and allow the vessel to escape. Beam arrays or, more typically, turrets round out the armament, usually favoring Tetryon technology, though other systems have been known to be used. Rarely, a torpedo launcher will be included with a forward arch, though most often such an addition is used to launch probes instead of torpedoes. Most often powerful engines fill the aft of the freighters, granting them impressive maneuverability and speed at sub-light speeds. Both civilian and combat oriented Caitian vessels tend to feature large holodecks or several holosuites. In the past, before holographic technology was sufficiently advanced, large arboretums would be incorporated into the vessel's design. This practice has not fallen out of favor, but the holodecks do allow for more varied naturalistic environments to be enjoyed.

901.1. Training

Training is pretty extensive, with the belief that keeping the maturing Caitians busy is the most effective way of keeping them out of trouble. Training centers on the skills needed to make a Caitian as self-reliant as possible. Given the social nature of Caitians, training works both in groups and alone. Every Caitian needs to be able to overcome the need for social contact, at least for short times. Training also stresses survival and first aid, given the potent nose of a Caitian, finding water can be fairly easy, the scent often detectable even under a reasonable layer of dirt.

Caitians have it better than most when it comes to survival training. With the exception of the higher food requirements due to their metabolism, they need little for survival. Hot and humid environments are perfectly comfortable for Caitians, while colder climates can cause them problems, in large part because they have a high metabolism and need to maintain a higher body temperature. The fur coat makes this somewhat easier, but they still need some assistance.

Caitian combat philosophy stresses control and accuracy over brute force, when possible it

is better to disable than kill. This philosophy carries over from unarmed combat to starship tactics, knowing the enemy is the key to making use of precision strikes, fighting smarter rather than harder.

901.1.1 Unarmed Combat

Unarmed combat is far more heavily emphasized in the training of Caitian officers than it would be in most other paramilitary organizations such as Starfleet. This is heavily entwined with the survival training, revolving around both the aspects of Self Defense, and Hunting. Caitians are trained heavily in non-lethal methods of unarmed combat, mostly to overcome the hunting instincts that can more often lead to lethal or maiming injuries. Being stronger and faster than many other species, Caitian unarmed training often stresses tempering these traits, and striking with precision. Knowing how far they outclass other Federation species in unarmed combat, they stress control.

This is not to say that a Caitian cannot be a lethal combatant, powerful leg muscles allow them to close distance rapidly, Caitian claws and fangs are quite capable of penetrating most clothing short of actual armor. Further, Caitians are generally strong enough to overwhelm an opponent, but prefer to use hit and run tactics to weaken a foe before striking the killing or disabling blow.

901.1.2. Melee and Primitive Weapons

In terms of Melee weapons, Caitians train heavily in the use of claws and clawed gauntlets as their primary form of armed combat. Blunt force weapons have little place in Caitian combat, though edged weapons are favored. In terms of common melee weapons, swords and spears are featured in training heavily, traditional weapons that have a place in Caitian culture. With both of these weapons, training features the use of shields as well. Even with the use of bladed weapons, training emphasizes the use of disabling attacks and defensive strategies.



Typical Caitian bow, arrows and quiver, composed of wood, bone and sinews

Training also features the use of bows and arrows, a fairly primitive, but effective weapon. While fletching and bowing are generally past the capabilities of those without proper tools on hand, the basics of both skills are still taught to trainee Caitians. Because of the primitive nature of the weapons, they are fairly easy to manufacture yet still prove effective at short range. Training is

also provided with daggers, swords and spears. The training in these primitive weapons has helped Caitians in combat against Dominion forces, which have been known to use energy dampening technology⁴⁰. As with all other combat training that Caitians undergo during the Militia training, this training stresses both hunting and survival training.

901.1.3. Energy Weapons

Though Caitians developed tetryon weapons and favor them, the Militia train not only in the use of tetryon weapons, but also the more common phasers used by the bulk of the Federation. In training, choice of targets and when to fire is stressed above all else but marksmanship. If a Caitian points a weapon at a target and intends to fire, they very rarely miss. Because of this, many Caitians go on to sniper training, though specialize in anti-terrorist activities and similar duties more geared toward protective duties.⁴¹

901.1.4. Survival Training

The jungles of Cait have already taken care of acclimating Caitians to dealing with hotter and more humid environments. Most of the survival training centers around arctic terrain and desert terrain. Medical and first aid training is also heavily stressed, most Caitian instincts already are of use to them when it comes to finding food and water in most environments. Quite a bit of training is spent on identifying those substances that while edible, are also toxic or poisonous. Most meats are easily digested by Caitians without trouble. Plants have a fairly high water content and are often a good way to get water in the most arid environments, however Caitians have quite a bit of trouble digesting most plants.

The structure of the Caitian leg makes some forms of first aid more difficult, things like splinting a leg can be much more complicated. The rudiments of first aid for other species in the Federation is included in Caitian Militia training, while not extensive, it does cover the basics which are fairly general across species, such as binding wounds and splinting breaks. This training is not as extensive as that given to Starfleet officers, but is fairly close.

901.2. Organizational Structure

The Militia stresses the needs of the group over the individual, but attempts to ensure that Caitians within the Militia are capable of forming bonds and these groups from those around them. These groups might not last long, but in the time they exist, they are supposed to be tight and work together as well as anything. This bonding is part of the instincts of Caitians to be social and gregarious creatures.

With other Caitians, it's usually easy to see which ones have a more dominant or controlling personality, they will usually take leadership roles that aren't questioned by those that follow. Discussion of options before choices is encouraged and expected, but once the discussion has been made, it is final, and acted on by the group.

40 After the Dominion War, it became common practice for Caitian officers to carry a bladed weapon as part of their uniform, this is officially frowned upon by Starfleet, but so long as the blade is small and easily hidden, it can be overlooked. Prominent officers can get away with larger weapons, if they appear sufficiently ceremonial. These restrictions of course do not carry over to Marine and other ground combat troops. Recommendation: None at this time.

41 The stress on marksmanship and choosing targets has a downside. Once a Caitian picks a target, they are unlikely to miss, but the training causes a slower acquisition of a target. Despite faster reflexes than many species, the average Caitian trooper will take .745 seconds more to acquire a target. This can lead to a deadly hesitation, however once the target is selected, they rarely lose track (many times suffering a 'tunnel vision' like effect. Recommendations: None, however if one is to attack a Caitian, attack quickly.

Generally Caitian Militia groups the trainees into Claws and Wings, mirroring the structure that the 23rd Fleet has adopted. Wings are traded rotated routinely through various Claws in order to stress different aspects of training for a particular group. Trades are also encouraged between Claws of members who might find a particular Claw more to their liking.

901.3. Terms of Service

Service in the Caitian Militia is compulsory for all Caitians, as they come of age. Males traditionally spend far longer in service, not only to better control the instincts they grow up with, but also because common wisdom says that they take longer to 'mature' than females. The typical length of service for a female Caitian is typically 5 years, while many males spend at least 10 years in the service. Minimal length of service is 3 and 5 years respectively, covering the most basic of training in areas from survival, combat and first aid.

Specialized training can extend the term of service immensely, depending on the nature of the skills that the members of the Militia seek. Areas of training focus on everything from Pilot Training, Commando Operations, Combat Medicine, Mechanics, Civil Engineering and many others. Most of the areas of study do offer skills that carry over into civilian life, Commando Operations offers the least, but even it has skills useful in professions such as firefighting and other emergency responses.

There are quite a few Caitians who find service in the Militia to be rewarding enough to remain for long terms, some even make careers of it. Lifetime service can be rewarding, though most who keep it as a career do so as reservists, spending roughly 3 days at civilian jobs, and 2 days on Militia matters every cycle, with one day of downtime.

902. 23rd Fleet: Caitian Star Pride



Caitian Militia's Starfleet 'sponsored' branch is the Caitian Star Pride, often referred to as the 23rd Fleet by Starfleet. Each vessel within the Pride is captained by a Caitian, though due in part to Starfleet's training methods, these Caitians are not loyal only to Cait and each other, but to the Federation as a whole. This is not unexpected and indeed is a natural progression of the Clan-oriented way of thinking Caitians exhibit. There is a small amount of elitism to be seen with the Star Pride over the rest of the Militia which can cause friction between them. None the less, they are known to be a vital part of maintaining order in the Beta Quadrant reaches of Federation space.

The Star Pride crews are composed heavily of Caitians, and many of the vessels were constructed in the Cait system itself, rendering the fleet larger than might otherwise be supposed. Since the 23rd Fleet is more a 'paper' Fleet than an actual one, the size and organization is quite unlike that of any other Starfleet model. In truth, the 23rd Fleet could be best termed as the Caitian Militia, which has taken on the duties of security over several sectors of the Beta Quadrant, a task that might normally fall to more than one fleet, as part of training. The current roster lists over 200 vessels (See Appendix A for TO&E outline of 23rd Fleet as of publication of this document). As a result of the Atrox carrier being constructed solely by the Caitians, the largest concentration of them can be found in the 23rd fleet.

Cruisers and carriers dominate the Fleet, in large part to the Caitian preference for larger crews. Science vessels are not uncommon, but generally only those with a larger crew compliment can be found in the Fleet. While escorts are found in the fleet, they tend to have shorter tours than would be expected of comparable Starfleet vessels as the smaller crew size has been known to cause anxiety among the Caitian crewmen. Most vessels in the fleet have been modified to sport additional holodecks, large arboretums, and similar facilities to feed the need of Caitians to feel the beauty of nature around them.

The 23rd fleet serves a multitude of roles, tasked with maintaining order in the area of the Beta Quadrant around Cait, a large portion of the fleet serves simultaneous duty as both a system defense force and training cadre. Several Wings of the Third Talon are routinely dispatched for scientific surveys in the surrounding regions. Training duties are most often concentrated in the Fourth Talon and while it does feature most classes of vessels, older cruisers dominate. System defense is taken by the First Talon, and contains a broad cross-section of the ships available in Starfleet, from the aged but functional Miranda class to the cutting edge Prometheus and Avenger class.

Since the Dominion War, Caitian tactics have been experimented with many times, and has lead to the creation of the 'Caitian Patrol Group' formation. Though not always the configuration taken, this is seen as the near idea grouping based on the most commonly available vessels in the Caitian Militia. A single Atrox or two smaller carriers form the core of the formation. Between two and four cruisers escort the carrier(s) based on the capabilities of the cruisers. The 'lead' group is composed of one or more science vessels with at least one escort class to protect it. Though not classed as a 'war patrol' by the Caitians, this formation does form the basic patrol in any region where hostilities are expected, or in times of outright conflict. Even the smallest formation the Caitians use typically revolves around a carrier with an escorting vessel to provide cover for the carrier.

Caitian instincts favor the tactics of escort class vessels, pouncing in and hitting hard, then slipping away. Escorts however tend to have smaller crews, and can cause psychological issues to develop over time, as a result most escorts are sent out on short patrol cycles or paired with another vessel. Carriers, with their traditionally large crews suit the Caitian instincts for group, while also providing the pounce and fade tactics though the use of fighter craft. Though cruisers are not well suited to the instincts of Caitians, they do offer large crews and often more creature comforts than most other classes, appealing to the psychological need for Caitians to be in a group. Scientific vessels have carefully screened crews, as they tend to have few personnel and longer voyages.

There are two main outlooks on naval tactics, be they blue water or spacefaring, they are usually referred to as the 'battleship' model and the 'fighter' model. The battleship model stresses a single powerful vessel serving as the core element of a formation, this it a tactic used by most of the large powers in the Alpha and Beta Quadrants. Even when in a task force, shuttles, runabouts, and fighters are seen as auxiliary vessels. The fighter model stresses many smaller vessels, and is a tactic favored mostly by those groups that don't have the resources to field larger vessels.

The Dominion, like Caitians, uses a system more focused on fighters or small to medium vessels as opposed to larger ones. Take for instance the first encounter with the Dominion in battle,

which pitted a Galaxy Class vessel (the Odyssey) and three runabouts (one of which had to withdraw due to compromised systems predating the encounter) against three Jem Hadar attack ships. The Jem Hadar attack ship is a mid-range sized vessel, larger than those normally seen in a fighter style formation. None the less, the Jem Hadar operate well in a fighter formation when only attack craft are available, however when some of the larger vessels, such as the dreadnaught are available, they change to a more battleship orientated formation.

Caitian tactics, while employing carriers (which could be taken as a battleship model) more often stress the use of fighters and other small craft as the core of any deployed force, even those vessels that Caitians produced prior to first contact with the Federation that would be analogous to a Cruiser classification, still stressed the capacity for deployment of fighters and similar craft. The origin of this focus on small craft has been traced to the earliest models of Caitian interplanetary vessel, which predate the ability for atmospheric reentry, planetary landing or artificial gravity. Because the vessels were 'stuck' in space, it was necessary to have auxiliary craft that were able to shuttle cargo and personnel from the surface to the ship and vice versa. Over time, this developed into the stress for carrier style designs, even in civilian vessels designed for cargo runs.

Service within the 23rd Fleet is part of the final training with the Caitian Militia, while the captains and most of the crew of any given vessel are Starfleet personnel, many of the enlisted personnel are Caitians who are not officially members of Starfleet. While this is known, it is more or less overlooked by Starfleet Command except at such times as sensitive material might be circulated. Vessels with Militia personnel that are not yet part of Starfleet have been known to be left out of the loop and passed over for consideration on some missions. None the less, because of the additional personnel offered by integration with the existing Caitian Militia, the 23rd Fleet can often field a larger number of ships than most other Fleets.⁴²

Fleet Admiral S'Roan commands the fleet in an unorthodox and nearly democratic manner from Starbase 48 in a geosynchronous orbit around Cait. While S'Roan technically is in command of the Fleet, in truth he serves mainly as a spokesperson and figurehead.⁴³ While his commands are to be followed, they are derived by consensus with the other Admirals, and even with some of the more senior Captains. Admirals Kenneth "Kenny" S'Murr, Guenhwyvar, M'Kit and Snowpaw each command one 'Claw' of the fleet, nominally they are roughly equal segments geared toward specific missions. It is not uncommon for ships and captains to be moved between Claws as mission parameters change or the vessel is slated for downtime, upgrades or repair.

First Claw serves primarily as a defense force for Cait and a reaction force for the surrounding systems. Only in the most dire emergencies will this Claw be more than 6 hours distant from the home system. Due in large part to the nearness of Cait and other habitable locations, many of the vessels in the First Claw are Escort classes, designed to be fast, maneuverable, and have a powerful punch.

The Wings of First Claw are given numbers, and are assigned to different areas. Normally there are 12 Wings, though some of these are as small as two vessels. Each planet or significant body in the Cait system is given its own Wing excepting only Ferasa. The most prestigious of these Wings is 2nd Wing, which is responsible for the safety of Cait itself. In a tribute to the fate of Ferasa, there is no 3rd Wing.⁴⁴

42 Most Fleets within Starfleet number between 130 and 200 vessels. The Star Pride fluctuates between 200 and 300 vessels, not including the Q-Ships and similar pseudo-civilian vessels. (See Appendix F) Recommendation: Keep the size and relative age of the Fleet in mind when planning any operations.

43 Another Caitian, believed to be named S'Caron (data appears to have been expunged from all databases), was once the Co-Fleet Admiral to the 23rd Fleet, I haven't been able to discover the reason yet for his departure. Recommendation: Discover details of split and assess S'Roan for possible recruitment or blackmail.

44 The lack of a Wing protecting Ferasa could be an opening. There are monitoring devices, but they are predominantly passive, designed to detect scavenger vessels and the like. A cloaked ship, or even one using jamming systems or a holo-cloak could likely fool these sensors. Recommendation: Find out specifics of sensor net

Second Claw serves mainly as an R&D group and is under the command of Kenny. Smallest of the Claws, most vessels that are not of Starfleet origin, are considered prototypes, or are experimental are placed within the Second Claw. The bulk of the ships not fitting into this miscellaneous category are Cruiser classes with powerful engines and tractor beam arrays or Carriers outfitted with shuttlecraft as opposed to fighters. In addition to R&D, Second Claw may be called on to serve in a manner much like the Starfleet Corps of Engineers, dealing with construction, repair, or maintenance of facilities.

The Wings of Second Claw are constantly in flux, being created and dissolved in keeping with the project they center around. The only permanent Wing is called Advanced Research, and is composed of vessels designed to monitor, support, and aid any prototype vessels that are under construction and testing. Other Wings are traditionally given a designation based on the mission. The most unusual so far has been deemed classified, called only Q-Wing and headed by the Pride's Loremaster, R'Mikk.

Third Claw give the Caitain urge to learn and know more. Staffed mostly with Science Vessels and Cruisers outfitted to support these Science Vessels, the Caitians of Third Claw are routinely on longer voyages than most other Claws, some even lasting up to the 'standard' 5 year mission. Carriers also play a heavy role in the Third Claw, though often outfitted with a mix of fighter craft and shuttles to allow exploration of areas too small or difficult to explore with a Starship.

Various forms of scientific endeavors each have their own Wing within the Claw, though it is not unheard of for ships to be reassigned to another Wing on a temporary basis, or even have temporary Wings created for unusual situations. The following are the permanent Wings: Planetary Science, Xenobiological, Stellar Cartography, Warp/Subspace Studies and Temporal. Planetary Science and Stellar Cartography often work together, mapping new areas of space and the planets contained within. Xenobiological moves in after these two in cases of planets found to be supporting lifeforms. Warp/Subspace and Temporal Wings have exotic and vague mandates, leaving them free to examine any anomalies that might relate to their fields.

Fourth Claw is outfitted mostly with Cruiser vessels, many of which are older models. This Claw handles patrols along the borders of the Federation closest to Cait, as well as serving the needs of colonial supply runs and similar duties. After basic training in the Caitian Militia or graduation from Starfleet Academy, personnel are assigned to this Claw. While not as prestigious as other Claws, the needs served by the Fourth Claw are important and help to acclimate Caitians serving in it to Starfleet.

Wings within the Fourth Claw take on names related to the routes or 'runs' they normally take, each run might compose as many as 10 vessels following each other, arriving at destinations on a fairly regular, once per month progression. Cooperation with the Second Claw can provide realistic encounters with possible threat vessels, while encounters with the Fifth Claw are used to train Claw members on tasks such as search and rescue.

Sol Wing services the following locations: Cait, Napea V, Icor IX, Giddeon, Ardana, Boreal III, Andor, Vulcan and Sol

Trill Wing services the following locations: Cait, Iadara, Klavdia III, Benzar, Silvan, Adigeon Prime, Mira, Pacifica, Tarsas II, Aldebaran III, Batazed and Trill

Risa Wing services the following locations: Cait, Tau Cygna V, Folnar II, Brekka, Zayra IV, Turkana IV, Pentara IV, Alpha Omicron VII, Boroth and Risa

Mariposa Wing services the following locations: Cait, Delos IV, Starbase 74, Sigma Iota, Quatal Prime, Oceanus, Starbase Alkalai and Mariposa

and methods that might be employed to circumvent it.

Deneb Wing services the following locations: Cait, Daled IV, Takrer V, Arrea IV, Gaspar VII, Cestus III, Yonoda, Gault, Kantare and Deneb

Bajor Wing services the following locations: Cait, Chalnoth, Nausicaa, Alben, Tanuga IV, Delinia II, Aurelia, Mataline II, Bringloid V, Elba II, New Gaul, Korop, Argelius II, Tavela Minor and Bajor

Fifth Claw fluctuates in size and role. Serving mostly as a 'ready reserve', ships not yet assigned to any other Claw, undergoing repairs, refits, overhauls or any other situation that lessens the ability of the vessel to perform at peak efficiency comprise the bulk of the Fifth Claw. Normally supporting the First and Second Claw, the Fifth may also be used to handle any emergencies not related to combat. Fifth Claw has only one Wing, and otherwise does not make use of Wings as the ships composing the Claw are constantly being assigned back to their respective Claws as soon as possible.

Fifth Claw is under the command of Guenhwyvar, and is composed almost exclusively of Cruisers, used primarily as tugs and cargo vessels to move about the remaining ships in the Claw or to move personnel and material from one staging area to another.

Appendix A Table of Organization and Equipment of 23rd Fleet (Overview)

Starbase 48 "The Den"

Fleet Admiral S'Roan

1st Claw

Admiral M'Kit

1st Wing, Captain Leonard McCat

Captain Marcus

Captain V'Aine

2nd Wing, Commodore S'Russia

Captain Nettle

Captain Cheka

Captain S'Rauu

Captain M'Keilu

Captain Toyger

Captain Talamon

Captain Teahassa

4th Wing, Captain Mara

Captain V'Tora

Captain M'Raosso

5th Wing, Captain Kittentail

Captain R'Aria

Captain Telak

6th Wing, Captain Arra

Captain Jha'Dur

Captain S'Rowaoss

7th Wing, Captain Draco

Captain Shres

Captain M'Erlie

8th Wing, Captain Azora

Captain Raji'Id

Captain Xovel

9th Wing, Captain Katterin Panthera

Captain Raka

Captain Maress'Kaan

10th Wing, Captain Sinthia

Captain Aura K'Marran

Captain Duveras Kondrad

11th Wing, Captain T'Meer 'Timer' Saarei

Captain K'Irra

Captain Neko M.

12th Wing, Captain Rakkar

Captain Virgil

Captain M'Ross

13th Wing, Captain M'Ziuu

Captain Nela

Captain Lavrew

2nd Claw

Admiral Kenneth "Kenny" S'Murr⁴⁵

Q-Wing, Commodore R'Mikk⁴⁶ Tuffli Class Freighter *P'Rrloin*⁴⁷

Sh'Gran, captured Voth Bastion class flight deck cruiser⁴⁸

Captain P'Rell (Civilian)⁴⁹ Tuffli Class Freighter *P'Jhemra*

Captain James Cutherford (Civilian)⁵⁰ Tuffli Class Freighter

Captain Kshar Gruntsh (Civilian)⁵¹ Tuffli Class Freighter

Captain Hoover Grnismargh (Civilian)⁵² Tuffli Class Freighter

Captain M'Ellieck Ptolemy Class Tug

Captain Charthak Midanda Class Cruiser

Captain G'Rell Miranda Class Cruiser

Captain H'Shrell Miranda Class Cruiser

45 Given his position as the Counselor for the fleet, Kenny is in possession of information that would not be available to anyone else and is kept strictly confidential. The information he has could be of use in blackmailing or getting other leverage on members of the 23rd Fleet. Recommendation: Attempt to recruit Kenny or get access to his files.

46 R'Mikk's position is deceptive, though he is not of a rank with the Admirals, he often is seen as an equal and has been given clearance and power that is not represented by his rank. Though it is unofficial, he is known to serve as a Quartermaster to the fleet, using the family connections to trade as well as the P'Rrloin as cover for procuring and transporting weapons systems and goods for the fleet far in excess of what Starfleet would approve. Further R'Mikk most often portrays himself as a Captain, commanding the P'Rrloin (in a civilian role), or as a Commodore (his earned rank in Starfleet) when in command of the G'Lvaners. However extensive records also show him using an identity of a lesser officer, usually of a Lieutenant while a very unmemorable service record. These assignments appear to be on behalf of Starfleet Intelligence, with further details difficult at best to determine. Recommendation: Leak information about these activities to Starfleet Command to lessen his resources and ability to act against us.

47 R'Mikk has also been seen in command of a captured Voth carrier/cruiser hybrid vessel and an Odyssey class vessel at different times. It's possible that he has been making use of other captured vessels. There is some evidence that he has access to an Elachi design analogous to an escort classification.

48 R'Mikk makes heavy use of this vessel whenever a mission calls for combat, however he prefers to leave this vessel in drydock for analysis and tinkering. The design is still not completely understood, though he seems to have spent a great deal of time and resources in outfitting the vessel to handle some of the most rigorous of conditions. Recommendations: Study the vessel and attempt to discover what upgrades or changes have been made to the vessel.

49 Despite the fact that Captain P'Rell is listed as a civilian, he is a former Starfleet Officer, who served with R'Mikk about 12 years ago and resigned his commission when he was a Lieutenant and took command of the Tuffli class vessel P'Jhemra to serve under R'Mikk. Recommendation: Keep a close eye on the actions of Captain P'Rell.

50 See above

51 See above

52 See above

Advanced Research Wing, Captain Terrel
Captain Fluffy McCuddlesworth
Captain Aeronaut "Kitsune" Ubunifu
Captain Nimue M'Ellifera

3rd Claw

Admiral Snowpaw
Temporal Studies Wing, Commadore Sa'Rahn
Captain H'Shraan⁵³
Captain Cemsay
Captain F'Grash Wells Class Temporal Vessel Moreau⁵⁴
Planetary Science Wing, Captain Selene
Captain M'Eoli
Xenobiological Wing, Captain H'Srassk
Captain AeroDos
Stellar Cartography Wing, Captain Ashira
Captain Tygus
Warp/Subspace Studies Wing, Captain Aeronaut Kitsune
Captain Dagmara
Dyson Sphere Studies Wing, Captain H'Rusaru
Captain Mkeikki
Medical Applications Wing, Captain Dr. M'Vore Kyubi
Captain Bigglesworth

4th Claw

Fleet Admiral S'Roan
Sol Wing, Commadore Nos
Captain S'Iin
Captain Nerrot
Captain M'Essa
Captain Maia Prower
Captain M'Rowr
Captain Mok'Tear

53 There are no records of Captain H'Shraan before 2407, or rather none that would fit with the version tha serves within the Caitian Star Pride. However, there was a Captain H'Shraan who's Excelsior class vessel dissappeared in 2297. That Captain H'Shraan was an ancestor of both myself and R'Mikk. It is curious that this Captain H'Shraan would end up in the Temporal Wing. Recommendation: Look into the possibility that this H'Shraan is one and the same with the one that disappeared in 2297.

54 It appears that this vessel was assigned to a Caitian as a sick joke on the part of a member of Starfleet Command. The name is a reference to The Island of Dr. Moreau, a novel by H.G. Wells, about a doctor attempting to bring animals to the level of humans in terms of intelligence and reasoning skills. Recommendedndation: Infiltrate the vessel and report on all activities.

Captain Aria

Captain P'Maru

Captain Noca Prower

Trill Wing, Captain S'Ntoss

Captain Pantherleo

Captain Luna Sparkler

Captain M'Moya

Captain Firionel

Captain Garen

Captain Samir Spectre

Captain S'Atti

Captain Sera'Cyn

Captain Seefa

Captain Ja'Reth

Captain M'Kaff

Captain Rayn Shiba

Risa Wing, Captain Talastra

Captain M'Ress

Captain Winston Purrhill

Captain S'Rilu

Captain M'Raska

Captain Claw

Captain Tyr

Captain Niia

Captain Fievel

Captain V'Vigdis

Captain Ha'Trel

Mariposa Wing, Captain M'Elise

Captain Brekke

Captain K'Mulo

Captain F'Atality

Captain Charlie

Captain Melarran

Captain M'Ellaw

Captain R'Ruurr

Captain Jenny

Deneb Wing, Captain M'Riana

Captain Felix
Captain Alexander
Captain Argo
Captain Inara
Captain G'Diun
Captain M'Leikki
Captain John
Captain Fujishita
Captain M'El
Captain Mrawr

Bajor Wing, Captain Pantheraleo

Captain K'Ai
Captain Eir
Captain H'Lee
Captain Geoffery Archer
Captain Devlin
Captain Cirdar
Captain M'Risa
Captain Kruss
Captain M'Ril
Captain Renshu
Captain Paws
Captain S'Ro
Captain Koko Matrix
Captain M'Rurr
Captain MeeshMix

5th Claw

Admiral Guenhwyvar

Black Omega Wing, Commadore Darkness

Captain S'Mikk
Captain K'Hrrell
Captain G'Rrowl
Captain H'Hresh
Captain G'Rmow
Captain T'Chraa
Captain R'Mella
Captain P'Rellan

Search and Rescue Wing, Captain Zahura

Refit Control Wing, Captain Talassmar

Appendix B. Vessels Produced in Cait System



Two shipyard complexes in the Cait system are in near constant production, the first are the extensive facilities around Cait itself, capable of handling construction of as many as a dozen vessels at once and overseen in large part by the Starfleet Corps of Engineers. The secondary facilities are located on N'Rrrap, buried in the planet's crust, these facilities are focused on the production of civilian vessels, and while able to only build at most three at a time, the facility can support the repair and berthing of as many as ten vessels at once.

The Stalker Stealth Fighter and Atrox Carrier are produced only in the Cait system, and assigned predominantly to the 23rd Fleet, however the shipyards in orbit of Cait are capable of producing nearly any Starfleet vessel given time to reconfigure and a supply of components. Even with this capacity however, Caitian shipbuilders by in large prefer to produce upgraded versions of older designs that have held up to the times such as the Miranda Class. Since initial production in 2274, the Miranda's simplicity of construction has allowed it to be produced rapidly, and most of the systems are more modular than modern vessels, allowing upgrades or refits to be preformed rapidly for changing needs.

From the earliest vessels that reached out into space Caitians have had trouble with creating effective vessels. Earliest vessels had to rely on rotation to create a gravitational effects, centrifugal force to create an 'out is down' sensation. Because of this it was impossible to create the vistas that Caitians instinctively crave. Further, the decks of the vessel would have different gravity due to being closer to or further form the center of the rotational access. This could cause all manner of problems in the sensitive and delicate balance of the Caitian inner ear. These primitive vessels followed design guidelines like that of almost all other cultures out of necessity. These earliest vessels were crude by any standard, a cluster of propulsion units to the rear, a long shaft forming the core of the vessel, and one or more donut shaped sections rotating around the axis of the core shaft.

With the advent of artificial gravity, Caitians could more readily design vessels and stations that would give them the wide spaces they required. While many vessels were still somewhat crude designs, they featured similar basic design principals. No vessel was unarmed, even if the weapons system was little more than a few laser arrays, the vessels all had at least some basic form of defense, as much as for fighting off any attacker (though at this point there had been no contact with alien life), or for fending off space debris. Further, all vessels featured at least one deck (most often the best fortified) that measured at least 100 meters in both width and length, and at least 10 meters in height. This massive area was most often surrounded by up to three decks of crew quarters or crew service areas, while the main segment of the deck was a bioscape. These bioscapes were by no means self sustaining, but with proper care could provide significant psychological comfort to the Caitian crew. Finally, the vessels all featured large cargo and shuttle (or fighter) bays as well as embedded warp nacelle designs.

B1. Atrox Carrier



Though well armed, the Aatrox carrier cannot stand up to a dedicated warship, its true strength lies not in the weapons array, but in the massive flight decks that dominate the port and starboard aft of the vessel. Though large enough to handle almost any shuttle or fighter craft, the bays have been optimized for Cait's native Stalker class stealth fighters, and are able to launch and deploy two full squadrons at a time⁵⁵. Occasionally the standard complement of Stalker Fighters on an Aatrox will be cut to a single squadron or removed entirely, with the hangar space being dedicated to support craft such as the Workbee maintenance/repair craft, or energy siphoning drones to help disable problematic enemy vessels. Such retrofitting tends to be very time-consuming and so is very rare. Most often these modifications are made to command and control vessels that coordinate fleet actions. Large repair and maintenance facilities ensure that nearly any craft capable of landing on the vessel's hanger decks can be put back into service in quick order. Powerful tractor emitters are used to guide in damaged or disabled ships.

Massive in comparison to most of Starfleet's own designs, the Aatrox boasts a crew of 3,000, with accommodations for up to 500 passengers. This massive crew compliment tends to favor science and medical personnel, with engineering being a close second. Most Aatrox carriers have extensive medical facilities, allowing them to double as medical vessels or support vessels for an evacuation. Cargo space is unfortunately fairly limited in comparison with most Starfleet vessels, limiting the long range use of the Aatrox. It is not uncommon for multiple members of a Clan or even b'rell to serve together on an Aatrox carrier.

Though not designed to be a heavily armed warship, the Aatrox boasts superior targeting systems, and often the weapons installed are finely tuned to be even more accurate, often at the cost of damage curve. This mentality of weapons choice and enhancements stems from the defensive mindset of the Caitian, preferring to disable a target than outright destroy it. The torpedo launchers have been modified to ensure they are capable of launching standard torpedoes, quantum torpedoes, the preferred Caitian chroniton torpedoes and even all the standard complement of probe designs, though most are not capable of launching torpedo 'spreads' without additional modifications. Most Aatrox carriers boast an aft-mounted mine deployment system designed to deploy either chroniton mines of similar design to the torpedoes, or various sensor or communication systems intended for stationary deployment.

⁵⁵ Unlike some species like the Voth who use a 4 fighter squadron, a Caitian squadron is composed of 6 vessels.
Recommendation: None.

B2. Stalker Stealth Fightercraft



Designed to maintain a very low energy signature, Stalker Fighters are as stealthy as possible without the use of a cloaking technology outlawed for Federation use. The alloys, polymers and finish given to the craft make visual detection difficult at any but close range, and well insulated systems greatly reduce the thermal and electromagnetic footprint of the vessel, allowing to often be mistaken for background radiation. Since the weapons are much weaker than any capital ship, Stalkers need to operate in groups. The hit and run tactics commonly employed by fighter craft require the Stalker to have powerful engines and moderate weapons load, as a result Stalkers have engines capable of pushing the craft beyond the endurance of most pilots. Reaction speed and tolerance for the G-Forces should the inertial compensators fail are key requirements of a Stalker pilot. Because of the need for co-ordination, once a flight of Stalker pilots has been assembled, it will never be broken apart except by casualties or retirement.⁵⁶ This rule is unofficial, but strictly enforced, the pilots are a brotherhood of sorts, and are required to work together under difficult and high stress conditions. As a result, Stalker wings are required to police themselves in so far as they are able to do so in order to prevent the breakup of a squadron due to imprisonment or other legal action.

Classic tactics with the Stalker fighter craft is for the carrier to remain largely on one side of the opposing vessel while the fighter craft hit other vectors, forcing the enemy craft to spread out shield power rather than being able to concentrate it on the side facing the carrier. This tactic does increase the vulnerability of the carrier, and reduce the ability of the fighters to land should they take damage, but is normally seen as an acceptable trade-off when facing a small number of enemy capital ships lacking fighter support. If the enemy deploys fighters, then standard tactics dictate that at least half of the available Stalkers be placed on picket or interdiction duty while the remaining craft are allowed to engage the capital ship.

⁵⁶ This is of course an exaggeration, many squadrons are broken up for quite a few reasons. It is however one of the common 'myths' of the fighter corps that only in the most extreme circumstances will a squadron be broken up, and that no pilot will ever be left behind alike.

B3. “Risan Corvette”



The genesis of the ‘Risan Corvette’ is still somewhat shrouded in mystery. Most claim that the ship's origin is that of an entertainment vessel designed for racing. While the sleek lines and responsive handling do give credence to this idea, the ship's size and crew complement argue against it. Research suggests that the original version of the Corvette was a non-warp capable patrol vessel introduced by the Caitian Militia.⁵⁷

Introduced in 2107, the Corvette was capable of up to .9 light speed while utilizing impulse engines, making it relatively fast by comparison to other ships the Caitians employed. The crew complement of 150 is small for a Caitian vessel, but the original version was designed to carry passengers and cargo as much as to defend and patrol. When warp engines were installed on the vessel, most of the cargo and passenger quarters were removed to make room for the nacelles and other systems, turning the vessel into a moderately fast and fairly well armed patrol or escort vessel.

Though no longer in widespread use by the Caitian Militia, the schematics for the vessel were made available to Pan-Galactic Chase, a racing firm, in 2219. Pan-Galactic would produce roughly seventy of the Corvette, though their version was smaller, with better maneuvering and no weapon systems, the crew complement reduced to only a handful. Pan-Galactic would also equip the ‘Corvettes’ with a device designed to overcharge the engines, though there was a small risk of burn-out, the vessels were capable of impressive speed in sub-light. These ships, as well as the plans would later be sold to the Lobi-Crystal Consortium, though no details of this transaction, beyond it happening, are available.

The version the Lobi-Crystal Consortium offers is quite like the original Caitian vessel, though somewhat more heavily armed and still with a smaller crew than most Caitians would prefer. Due in large part to the muddled nature of the contracts (a situation all too typical of Ferengi commerce, even after Grand Negus Rom took office), and the number of modifications that the vessel has undergone in the various incarnations, no attempt has been made by the Caitians to ‘call foul’ over the vessel's distribution and sale.

⁵⁷ R'Mikk's research here appears to be very sketchy, perhaps more along the lines of wishful thinking. While there was a system patrol vessel similar to the Corvette in 2107, the Pan-Galactic version is far more advanced, and features a revised hull design with vector thrust systems. Recommendation: None.

B4. Tuffli Freighter



Build locally on N'Rrrap, the Tuffli is a very old design⁵⁸, slow and ponderous compared to most modern cargo vessels, it none the less sees great use due in large part to the rugged design and modular nature of the cavernous cargo bays. Built with stronger structural members than most modern ships as a result of primitive metallurgical understanding at the time of designing, even with more modern materials available, the size of the structural members has never been changed. This results in a much stronger frame than nearly any other ship in service. There are certain flaws with the design of course, until recently, all the vessels produced retained an outdated EPS design that prevented the instillation of holodecks, higher gain transporters, and any but the most basic weapons systems. Even worse, the system was known to break down when stressed, damaging power relays and all manner of systems. In all but the most recent production models, the vessel is incapable of landing on a planet, and docking can prove awkward depending on the station or other vessel involved. Recent production models retrofit two of the aft cargo bays into small shuttle bays designed mostly for cargo moving shuttles to ease the problems inherent in transferring cargo.

Wide corridors and luxurious quarters for a civilian freighter make the Tuffli a welcome posting for most. In the last decade, Caitian manufactured or upgraded vessels have lost some cargo capacity in return for upgrades designed to make the vessel more competitive with modern designs. Time will tell how successful these modifications are.

⁵⁸ The exact origin of the Tuffli is still in question, it bears a striking resemblance to the Cardassian freighters that were encountered first shortly before the outbreak of the hostilities between the Klingons and Cardassians. Despite this, it is likely that the Tuffli is of Federation origin and the Cardassian design is a poor copy. Recommendation: None.

B5. Miranda Cruiser



The oldest design still in active production by Starfleet, the Miranda owes this roughly 200 year longevity to two major factors. First, the vessel's relatively small and simple design is quick and easy to produce compared to other vessels, featuring a primary saucer section with small attached Engineering hull and two short pylons holding the ventral nacelles. This is a stark contrast to nearly all previous Starfleet vessel designs⁵⁹ that feature an engineering section separated by a 'neck' from the saucer section. Second the adaptability of the Miranda outdoes that of nearly any other vessel since produced, the 'rollbar' on the dorsal area of the engineering hull serves as a form of 'mission pod' that can be adapted to a variety of roles. Further, the external hull plating and internal bracing on most Miranda class vessels produced in the last 100 years include entire sections that can be easily removed to replace large segments of the decks below. This affects only the outermost decks. The initial interior design and arrangement also lent itself to a level of modularity that exceeded other designs of the time.

While most Miranda Class vessels are currently tasked with scientific or patrol duties in areas where armed conflict is unlikely, the ship's original purpose was exploratory, with a secondary mission of boarder patrol. Even without being able to keep up with all the latest advances (for example bio-neural computer systems are not compatible with the design without extensive changes that would not be cost effective) the design is still able to handle these duties quite well. Most often however, the areas that Miranda are sent to patrol or explore are deemed lower threat areas, or the vessels are deployed in pairs to back each other up. In terms of combat effectiveness, the Miranda is no longer able to hold the front lines as it once did, but must take up picket or supporting roles. Still the ship's rugged, simple, and 'roomy' design makes swapping out most systems or installation of upgrade packages a fairly simple matter and possible with minimal facilities and downtime, some conversions even being possible while under way. This can occasionally mean a Miranda leaves Spacedock prepared for scientific surveys, and arrives on site in a more combative configuration. During the Dominion War, many of the existing Miranda class vessels, as well as those in production were re-outfitted as warships⁶⁰. Heavier weapons arrays and reduced lab space was the rule of the day, and though this could not make the Miranda class a match for most dedicated warships of similar size, it did at least give them a fighting chance. Deployment of the Miranda class in combat theaters is most often done in pairs. Many still received the most advanced sensor suites available even in the case of service as a warship, allowing them to serve as a 'poor man's'

⁵⁹ In this case it appears that R'Mikk refereances only human designed Starfleet vessels, though in truth most of the designs produced by other member races are usually relegated to the status of auxiliary vessels. Reccomendations: None at this time.

⁶⁰ During the Dominion War, it was not uncommon for Miranda class vessels to take on the components to retrofit weapons and shield arrays and preform the work on route. This could play havoc with the Founder's attempts to determine the battle-worthiness of a vessel being deployed. Most often they would assume the maximum possible threat from a Miranda class vessel, and find it much less of one. Still, these vessels could be used as decoys, drawing off forces that were needed elsewhere. Reccomentadiont: None.

science vessel. Thanks in large part to this versatility, it often seems as if no two Miranda Class vessels are alike, resulting in the creation of two other Cruiser 'classes' derived from the Miranda, the Centaur, a more streamlined vessel designed for scouting and scientific missions, and the ShiKahr, a sturdier vessel that stresses combat over other concerns. These other 'classes' are not popular with Caitian officers and are not normally produced in the Cait system.⁶¹

⁶¹ Rumors circulate about Miranda class vessels mounting phaser cannons similar to those of the Defiant class, however these reports have not been substantiated. It is believed that should such modifications exist, they would heavily stress the Miranda's power systems, and would need to be installed in the 'rollbar'. Recommendations: None

B6. Nebula Class Exploratory Cruiser



The Nebula Class is a close 'relative' of the more well known Galaxy Class Explorer, as even a quick visual examination will attest. The Nebula's saucer section, nacelles, and main deflector dish are all very similar to that of the Galaxy class, though in some cases are scaled down. Many other systems that are less visible also take inspiration from the Galaxy Class, such as the computer cores and EPS conduits. The Nebula Class is dedicated more to scientific matters than the exploratory matters that the Galaxy Class concerned itself with. This specialization does come at a price however. While the Galaxy Class boasts many compartments that are not dedicated to a specific function upon construction, the Nebula Class limits the available area for specialized equipment mostly to the 'rollbar' mounted above the saucer section.

One significant physical difference between the two classes is the aft dorsal sensor pod. Harkening back to the 'rollbar' of the Miranda Class vessel, this sensor pod expands greatly on the sensor capacity of the Nebula. Substances and phenomena that would stymie the sensor suite of a Galaxy Class are easily detectable by this enhanced array. Again, much as the 'rollbar' of the Miranda Class, this sensor pod can be modified for other purposes. One common reconfiguration is a 'Tactical Pod' that includes additional phaser array and torpedo launchers.

Thanks in large part to the combination of potent sensor systems and strong tactical capabilities, the Nebula Class has proven to be one of the more effective designs of its generation. As of 2375, the Nebula Class was one of the most common of 'large' vessels of its generation of vessels in Starfleet. Though some other designs are beginning to eclipse the capabilities of the Nebula Class, it is expected to remain in used for some time.

B7. Ptolemy Class Tug



Ptolemy, unmodified version, circa 2287

First deployed in 2266, the Ptolemy class tug was used for a long time as a bulk transport by Starfleet. The Ptolemy class has the normal complement of two warp nacelles (each attached to the saucer section by ventral pylons angling to port and starboard) and a saucer section that greatly resembles that of the Constitution class Cruiser. The 'neck' that would lead to the engineering hull on a Constitution class cruiser has been replaced by a stripped down engineering section terminating in a partially articulated tow pad. This tow pad is designed to accept standardized cylindrical cargo containers measuring 40 meters in diameter and 200 meters in length with an internal storage capacity of roughly 250,000 cubic meters. The tow pad is also capable of being used in a manner similar to a magnetic grapple towline systems found on earlier Starfleet vessels, though able to spread out the stresses over a far larger surface area, and thereby increase the hold with less damage to both the towed and towing vessel. This capability allows the Ptolemy to serve as a tug for derelict vessels when the towpad can form a hold, though early designs had pads designed solely for the cargo modules, and the curved surface was rarely able to make a very good connection to anything else. The design predates the widespread use and acceptance of tractor beam technology, and while the vessels were later equipped with a powerful tractor emitter for its time, it was seen more as a backup system, prone to power failure and occasional malfunction. These flaws have been worked out in more recent production runs as tractor beam technology has advanced significantly since it was first introduced on the Ptolemy class. Because the Ptolemy class lacks an engineering hull and the attendant space where a vertical warp core would normally rest, in the Ptolemy class Starfleet resorted to a horizontal intermix system similar to what is used in the Miranda class, and the old NX class.

The design plans for the Ptolemy were released to civilian production in the early years of the 2300s, though these designs lacked much of the offensive weaponry of the line models. At present, only the Caitians produce a fully armed Ptolemy design due in large part to the obsolete nature of the vessel (with all remaining Starfleet vessels not part of the Caitian Militia having been relegated to mothballs). The current production model makes use of warp nacelles that are mated directly to the saucer section in a manner similar to that of the Saber class escort, removing the vulnerable pylons and simplifying the warp field dynamics. Though not truly 'embedded' warp

nacelles, they are functionally quite similar. The modification was put into place originally in order to allow for planetary landing capability and to make it easier to link to nearly any vessel. A byproduct of the modification allows the vessel to enter into the atmosphere of most planetary bodies and maintain a stable altitude for up to three hours. The modifications to remove the nacelle pylons do require the modification of the old bulk cargo containers to ensure that the warp field generated by the Ptolemy encompass the container without degrading too much to be effective. Most often though, the vessels are used for bulk transport within a star system and so can do so at sufficiently low warp speeds that the minor instabilities in the warp fields caused by unmodified cargo containers or derelict vessels are insignificant. At present, the tow plate has been modified, the original curved design intended for the cargo containers has been replaced with a series of articulated armatures capable of mating with almost any surface. The armatures all feature tractor beam emitter arrays at the terminus, allowing for a firmer hold.

B8. Defiant Class Escort



Defiant Class in Simulation

Though against almost all Caitian design aesthetics and preferences, the Defiant class vessel is produced in the Cait system in limited numbers. Caitians are even more reluctant to build vessels that might fall under the category of 'warship' than much of the Federation. This is not to say the vessels they do produce are not well armed and capable of defending themselves. The Defiant class however is a ship of war, lacking the creature comforts of nearly any vessel produced in the last 50 years by Starfleet, lacking even the science labs and sensors that are so common on even the smallest of Starfleet vessels. To put it bluntly, the Defiant class is a weapon, it cannot serve as anything but.

However, the reason that Caitians not only produce, but train on Defiant class vessels is the threat of the Borg. The very notion of assimilation by the Borg can send some Caitians into mental breakdowns. Toward this end, the Caitians have spent a considerable amount of research and resources into having ships capable of standing up to the Borg long enough for civilian evacuations to be accomplished. This is of course a nearly hopeless case when faced with a Borg Cube, but this has not prevented the Caitians from preparing as best they can.

Defiant class vessels produced in Caitian shipyards invariably lack a cloaking device⁶², however they do boast the impressive firepower of the original. It is unclear why the designs provided to the Caitian shipyards are for the original design, which contained many flaws such as the massively overpowered engines that risked tearing the vessel apart. Caitian engineers have corrected many of these flaws in their own ways, resulting in a design that is distinct from the San Paulo class that is used by Starfleet.

To date, all Caitian produced Defiant class vessels have been deployed in the home system fleets. The rather claustrophobic nature of the accommodations on the vessel are oppressive to the Caitian psyche, tours of duty on them are kept short and often used to train Caitians to endure the

⁶² Defiant Class vessels produced in other areas of the Federation often boast a third generation cloaking device, while still not as advanced as those on Klingon and Romulan vessels, these cloaking devices are still powerful enough to cloak the small vessel. Recommendations: In the event of needing a Defiant class vessel, ensure it was not produced in the Cait system.

realities of living on non-Caitian vessels. The firepower is well liked however, even if it's often maligned as an overly 'Ferasan' design by some older and more traditional Caitians.

Appendix C. Chronology (Old Earth Dates)⁶³

- 604 Creation of the Guilds
- 608 Founding of 'Guild Towns'
- 629 Beginning of Dark Times, Sickness kills roughly 1/4 of Caitians
- 1053 End of Dark Times, first true city (Barana) founded
- 1442 Unification of the Clans
- 1485 First noted instance of a Loremaster and creation of the Guild of Loremasters⁶⁴
- 1737 Textiles first introduced
- 1851 First proposed theory of faster than light travel, not workable
- 1862 First artificial satellite (K'assira) developed and deployed
- 1866 Cait completely photographed from orbit
- 1921 First landing on Ferasan by science probes
- 1975 Beginning of colonization of Ferasan
- 1977 First unmanned warp vessel (P'ellam) voyages to asteroid belt, lost on return journey. Travels at Warp 1.105
- 1982 Guild system formally abolished⁶⁵
- 1994 First manned warp vessel, capable of travel at up to Warp 1.6
- 2001 First landing on Verrel
- 2005 All planets in Cait system visited by Warp capable ships
- 2042 Warp 3 craft developed, further development impossible with current dilithium refining technology
- 2114 Better refining allows Caitian vessels to create larger and more stable warp fields
- 2117 Caitians develop Warp 5 capable craft
- 2133 Development of the first tetryon weapons⁶⁶
- 2169 Ferasa rendered uninhabitable⁶⁷
- 2215 Caitians develop the first tetryon based personal weapons, analogous in many respects

63 Due to the oral record keeping method used by Caitians for the bulk of historical information, these dates are approximate only. Recommendation: None

64 Loremasters took on a role very like that of the priests and orators of history on other worlds. This is likely a form of indoctrination. Recommendation: Study the Lore of the Loremasters

65 Even though the Guild system is formally abolished, it still remains as an informal system, serving in a capacity to ensure the quality of training and production of those crafts still under its aegis, as well as providing training. These roles are old ones, however the insular nature of the system has been transformed into more of a trade school, open to any that qualify and discarding the secrecy that had been paramount. Recommendations: None

66 These weapons were reverse engineered from a badly mangled Tholian vessel that had been found crashed on Arrrot in 2118. The vessel was estimated to be more than 80 years old, but very little could be salvaged, and the Tholian origins of the vessel were not clear until much later. Recommendations: Unclear, while the discovery of the crashed Tholian vessel was kept secret, it is unlikely that the revelation of this data would be of use, except perhaps to goad the Tholians into some sort of action. Given the unpredictable nature of Tholians, I do not recommend attempting this however.

67 This marks the end of the Fera-Cait war which begins around 2163. Recommendation: None

to phasers

- 2224 First Contact with another species, Federation starship USS Framingham.⁶⁸
- 2234 Cait joins the Federation, becoming the 12th member.
- 2238 Caitian Militia begins to operate as an auxiliary branch of Starfleet, participating in joint missions, but not officially on the rolls of Starfleet.
- 2257 S'Rrel enters Starfleet Academy, becoming the first Caitian ever to do so
- 2261 M'Ress enters Starfleet Academy
- 2267 Formation of 23rd Fleet as joint Starfleet/Caitian Militia formation⁶⁹
- 2269-2270 Lt. M'Ress serves as relief Communications officer on the USS Enterprise 1701
- 2297 Captain H'Shraan and Excelsior class vessel USS G'Rouen are presumed lost with all hands after contact was lost. The vessel's assignment was to study a rare binary black hole⁷⁰
- 2331 Galactic Barrier Colony and Science station expedition is launched⁷¹
- 2354 Caitians develop primitive Chroniton torpedoes⁷²

68 It is very likely that this is not the real First Contact, it's very possible that R'Mikk's theory of First Contact being with the Ferengi and or the Klingons is accurate, though that contact would technically have been with Ferasan's rather than Caitians. See Appendix I and Appendix O. Recommendation: None

69 Until this time, the Caitina Militia was a completely autonomous organization, even though on paper it served as an auxiliary to Starfleet (much as Starfleet's relationship to the Vulcan High Command before the founding of the Federation). Recommendation: None

70 See note in Appendix A. There is also some evidence that one of the first Ferasan Captains (or officer that would ascend to Captain) in the Klingon Defense Force was caught up in whatever caused this possible temporal jump. Recommendation: Attempt to find this Ferasan.

71 See Appendix E. Recommendations: None

72 Until this time, most Caitian vessels would either mount the common photon torpedoes. Recommendation: None

Appendix D. Sample of Caitian Language (Written and Spoken)

To make a word possessive (my, his, hers...) add -rres to the end of the word.

- brre'l - Litter, or group of offspring
- brre - Child
- S'voshi - Monk or Hermit
- brre'l'mar - Litter-mates, cubs from the same birthing
- Sh'thres - Game similar to Flag Football
- Vra'shan - Game similar to Capture the Flag
- H'rassh - Game similar to Hide and Seek
- a - I or Me (in names can be used to show parentage, I.E. R'Mikk a C'Ress, R'Mikk son of C'Ress)
- arrr - I am
- eerro - But
- Caet - Cait or Caitian
- derrrina - Claw
- Derrrina Nessskt! - Grave insult, used mostly to initiate honor duels. Translation: Clawless Kitten.
- d'lerr – No
- Prruon- Spirit (typically referring to that of a dead Caitian) or Will or Mind
- derrrina hree – Claw Speak (the more curved and formal Caitian written language, analogous to cursive)
- derrrina fht – Claw Warning (the more angular Caitian written language, analogous to print)
- i - He/She/It (pronounced eh)
- irrr - He/She/It Is
- i'ral - They
- irrrral - They Are
- kerrosat - Traveler or Tourist
- llirrriv - Nose/Snout/Muzzle
- l'vok - News or Information
- marr - Of/From/To
- mmerrrv - Basic greeting similar to 'Well Come'
- m'nirrr - Culture/Philosophy
- parr - Yes
- prrraann - Tail
- prrre - Hello

- rro - And
- err - A or The
- rrr'me - Goodbye
- sserrrot - Eye or Observe
- t'rrenn - Terran or Human
- tallorran - Honored or Honorable
- tesam - Language/Writing/Speaking
- virrra - Water
- Jirr'hrath -Honor combat, spoken of usually as an exchange of ideas.
- Jirr'takal - The Mikan code of honor. Translates to both "Honor of life" and "Life of Honor".
- S'voshi – Monk or Hermit
- Shranth – Unit of 'currency' that is usually valued at 100 per day of labor
- S'Graan – Elder or Wise One
- -yuff – Suffix used in titles to add a sarcastic meaning I.E. S'Graan-yuff, suggesting an Elder that is a fool.

Derrina Hree



Home or Shelter



Lost or Exiled



Ancestor or Spirit



Water/Flow/Change



Protect or Defend

Derrina Fht



Attack



Injure/Harm/Break

Appendix E. Caitian Galactic Barrier Colony/Research Station



Station under construction, K-Class

Located at the very edges of the Milky Way Galaxy, the main facilities of the Galactic Barrier facility are located no more than 10 lightyears from the Barrier. Though the barrier has been successfully breached at least three times according to records, normally attempts to do so end in disaster as the vessel is torn to shreds by the powerful barrier. Because of the distances involved in extra-galactic voyages, it is unlikely that any mission could realistically be contemplated to a neighboring galaxy in the foreseeable future. None the less, the Barrier is an anomaly that puzzles scientists, who hope to understand it and create a safe method for penetration so that the space beyond the galaxy might someday be explored.

The original expedition was dispatched in 2331, composed of thirty vessels ranging from aging Obreth science vessels to the state of the art Ambassador cruiser. Designed as a mixed civilian and Starfleet venture, the bulk of the fleet was composed of vessels with sizable cargo holds due in large part to the estimated 20 year duration of the voyage to the selected site at a speed of Warp 6, with periodic times of impulse travel while the warp engines were serviced or transfers were being preformed.

The initial fleet attempted to keep vessels compatible as much as possible, so that a component on one could be used on another with minimal modification. Consumable allotments were greatly increased, and retrofitting of vessels with better medical and entertainment facilities was a priority. The members of the fleet all knew that it was unlikely they would see those they left behind, given that estimations were 20 years out, 10 for Colony/Station construction, and 20 for return. It was assumed that by the time the first supply and contact run was made, vessels with a higher warp speed limit would have been created, and could return with the expedition vessels.

Subspace relay installations were deployed along the line of travel, allowing for contact with the Federation. Unlike the bulk of the communications now, these messages could take roughly a day to relay from one end of the chain to the other, this time increased as the vessels moved further out so that in the end, the relay took roughly 2 weeks in each direction. This communications lag was still considered acceptable in large part to the problem of the number of relays required to achieve anything faster, the distance being covered was roughly 20,000 lightyears (note, the distance of the Voyager's displacement was roughly 73,000 lightyears). The normal exploratory

mission of Starfleet was put aside for this voyage in large part due to the duration and the availability of consumables, only in an emergency was the fleet to stop and seek out additional resources. This is not to say that sensors weren't probing everything as much as they were able to do so at warp.

Due in large part to the restrictions on cargo capacity, several of the 'vessels' were more accurately modules of a Starbase that had been separated, and then mated to the most stripped down propulsion systems possible. These vessels could more accurately be described as mobile construction gantries, and did allow modifications to the Starbase modules while in transit. The K series of starbase design was picked for it's somewhat modular design.⁷³ The obsolete nature of this design has been questioned, but it is expected that upgraded modules may be shipped and incorporated as soon as feasible.

Upon development of the Transwarp Conduit system by Starfleet and the introduction of the Quantum Slipstream drive, priority has been given by those on the Galactic Barrier facility to installing a Transwarp Conduit junction at the facility. Current technology requires even the fastest of Starfleet vessels to spend several months in each direction to the facility, which is of great concern to those living there that in the event of an emergency, the Federation will be unable to respond in time to save the residents.

⁷³ While the records show a K Class station was transported, that appears to be the 'show' station there appears to be a much more advanced station under construction right now. Details are sketchy though. Recommendation: Infiltrate the facility or recruit someone already serving there.

Appendix F. Sample List of Major Clans and Sub-clans

- Mrrekth – Traders and Merchants
- Hgreth – Growers of Fruits
 - Lch – Known for fruit juices
-

Appendix G. Starbase 48

Construction started 2267 to support the joint operations of the Caitian Militia with Starfleet. The older stations which had supported the Caitian Militia were already hopelessly out of date, technology several decades behind that of the vessels that they serviced. Starbase 48 was intended to replace these aging stations with a modern one better suited to the complicated logistical problems arising from joint operations.

Though by no means on par with Starbase 1, Starbase 48 boasts several bays capable of taking in even the largest of Caitian vessel like the Atrox Carrier. These bays are able to handle most routine maintenance and upgrades, however more extensively damaged vessels are still routed to one of the shipyards co-orbiting Cait. Most of the many decks of Starbase 48 are given over to command and control, boasting powerful subspace communications systems, entire decks dedicated to the guiding of the 23rd Fleet in concert with the remainder of Starfleet. This last task is made somewhat more difficult by the semi-independent nature of the 23rd Fleet.

End of Non-Classified Data

**Beginning, Classified Data
Most Secret.**

**Data Contained Within For
Dissemination To Those Of
Admiral Rank.**

**Further Distribution Authorized To
Members of 23rd Fleet With Security
Clearance Level 4.**

Appendix G. Classified Data: 23rd Fleet, 2nd Claw, Q-Wing

A highly classified project undertaken by the 23rd Fleet, the Q-Wing of the Second Claw is the brainchild of Loremaster R'Mikk, and is based on the use of various naval ships during the Terran First and Second World Wars. Q-Wing is composed of five Tuffli freighters a single Ptolemy class tug and three Miranda class cruisers. At present, only one freighter has been modified into a 'true' Q-Ship, the P'Rrloin, which is under Commodore R'Mikk's direct command. The remaining 4 Tuffli class vessels are under the command of civilians that R'Mikk trusts.⁷⁴

Q-Ships in Terran history were warships with modifications that were designed to make them appear to be freighters, or in some cases freighters that would better be classed as 'merchantmen', civilian vessels retrofitted with additional weapons and armor. The Q-Ships currently in development by R'Mikk and the others in the Q-Wing fall under the latter classification. The base hulls are Tuffli class, but much of the hardware installed is of Starfleet manufacture. While this does not make a Q-Ship a match for a warship or military vessel beyond that of shuttlecraft, fighters and other auxiliary vessels, this tends to make them more than a match for nearly any civilian vessel. As yet, two types of Q-Ships are under development, the Faux-Escort⁷⁵ and the Repair/Salvage⁷⁶.

The Faux-Escort Class, outfitted with heavy weaponry stronger shields, and a reinforced hull, are vessels intended to surprise pirates, and if working together in a convoy, are capable of repulsing even some lesser warships. These vessels are not capable enough for frontline combat however, even with the reinforced systems. Thoron fields and duranium 'shadows'⁷⁷ are among the systems used to obscure the true nature of the Faux-Escorts. Powerful Tetryon cannons have been installed with retractable cowls that make them appear part of the normal forward cargo holds. Additionally, a Chroniton torpedo launcher has been installed forward to slow enemy craft, while aft a Chroniton mine launcher performs much the same duty. Each flank of the vessel mounts a pair of phaser array, and a single array also protects the aft, giving the ship a nearly 360 degree threat radius. There are minor blind spots, directly above the vessel at close range, and in narrow arcs to the fore between the arc of the cannons and the beam arrays.⁷⁸ In keeping with the mission of the vessel, considerable effort has been taken to make the ship appear to be a simple freighter and a tempting target, and so still maintains significant cargo capacity.

74 This is a half truth. R'Mikk is in direct command of the S.S. P'Rrloin, which appears to be of the Repair/Salvage type Q-Ship, however the other four Tuffli have all been modified in part into Q-Ships, if only in the extent of weaponry and shield systems. The Captains and crews of these vessels are civilians, but all are former Starfleet officers that have served with R'Mikk in the past. Recommendation: Attempt to recruit member of the crew of one of the vessels, Ptolemy or Miranda class suggested due to larger crew complement.

75 The Faux-Escort type are powerful vessels in theory, currently one Tuffli vessel is undergoing the refitting needed to become one. Present data suggests that it will mount a pair of powerful Tetryon canons fore, backed by a Chroniton torpedo system. Port and Starboard weapons are likely to be uprated phaser arrays, two to each side of Type IX. Aft weaponry is expected to be a Chroniton mine deployment system covered by a single Type IX phaser bank. Recommendation: Acquire full schematics or a vessel of this class to study and make use of.

76 The Repair/Salvage type is of less interest in large part because the nature of the vessel is less combat oriented. From observation however, it appears that the vessel might actually be quite useful, converted into a boarding or raiding vessel. While less well armed than the Faux-Escorts, the P'Rrloin appears to mount very powerful tractor emitters, Borg shield draining and cutting beams, and two low power phaser arrays. More interesting is the power generation system and uprated EPS conduits. It appears that this vessel is capable of running power and computer control for as many as two docked vessels at once. There is also evidence that the ship employs a holo-cloak. Recommendation: Acquire vessel for study, suggest faking destruction.

77 Other systems designed to fool sensors appear to be planned as well, however data is difficult to come by due to the nature of R'Mikk's storage system. Recommendation: Leak data on Sensor Masking and similar technologies to R'Mikk.

78 The blindspots are more myth than reality, R'Mikk seems to have placed this misinformation into the report on purpose, perhaps to make the vessel seem less dangerous. Recommendation: Take extreme caution when approaching or studying these vessels.

The Repair/Salvage style is a completely different sort of ship however. Like the Faux-Escort type, it still has a powerful resemblance to the Tuffli class that it originated as. Powerful tractor beams, large scale industrial replicators, barracks-style housing, massed transporter arrays, extra computer cores, and finally multiple warp cores for power generation allow these vessels to capture and dock with most derelict or damaged craft. The Repair/Salvage class sacrifices nearly all of its cargo capacity to include these systems, and the standard phaser turrets have been replaced with technology salvaged and adapted from Borg vessels. A single powerful cutting beam is mounted in the aft ventral quarter, while Tetryon based beam arrays are mounted on the flanks. A single torpedo/probe launcher is mounted forward. While docked, power, computer control, and other functions are routed through the Q-Ship.⁷⁹ It is theorized that a single vessel of this class would be capable of handling the requirements of running two Galaxy Class Cruisers at full combat utilization.

Further information on the Q-Ships is not available to Starfleet at this time, information on the Q-Ship project is kept as secret as possible, since the ship designs could easily be modified into vessels that would be ideally suited to many cover black ops projects. Several layers of encryption protect the design data. Though there is suspicion that at least one attempt has been made on the files, it is unclear if it was successful.⁸⁰

Development is usually conducted in a holodeck where the master files can be used to recreate the design at full size. These holographic recreations have managed to speed up development and cut down on the duration of the prototype or shakedown phase. The level of complexity in these ships is somewhat less than that of most ships in development, allowing powerful enough computer cores tied to holodecks to recreate the vessels down to running simulations of the code on the computers.

In order to maintain the secrecy of the Q-Ships, shakedown runs of the P'Rrloin have been performed while under the guise of standard cargo runs. While these runs do not allow tests of some of the more unusual systems on the vessel, it does allow the testing and fine tuning of the standard systems such as the shields, warp geometry, impulse engines, etc. Tests of the more unique elements are made when the vessel is 'ahead of schedule', and only while one of the unmodified Tuffli or a Miranda from the wing is no more than a 2 hour journey away. Further, each of the Tuffli in the Wing is known to have at least 2 IFF codes, one with the original designation of the ship⁸¹, and one with that of a Starfleet freighter. Both codes are valid and registered within the Federation.

The only known vessel of the Q-Ship type that has been deployed in a long term role is the P'Rrloin, which was the testbed for the process. Mounting significantly more powerful shields and weapons systems than a freighter can normally support, the ship is still not suitable for combat operations, but it does possess several other useful traits such as a longer than average range transporter capability, and abnormally large shuttlebays replacing several cargo modules. The vessel has been observed supplying both common goods such as medical supplies, and quite

79 R'Mikk greatly understates the weaponry of the vessel, at least the P'Rrloin appears to mount at least double this listed weaponry. In addition it is likely that the additional power cores could be used to boost the damage potential of the beam weapons, or the protective strength of the shields to a level that may well destroy the systems in short order, but for the duration of use place them beyond what any might expect. Recommendations: Do not underestimate the power of this vessel and be careful in any attempts to study it.

80 In truth, I've attempted to get access to the master files for the Q-Ships on several occasions. So far I think only one has been detected. The files are encrypted heavily, under what I believe to be three full layers of encryption, and further are stored only on a single PADD that R'Mikk does not allow to leave his sight for any significant length of time. The files are only accessed through the holodeck on the P'Rrloin, even further limiting the availability to access the data. There appears to be an additional layer of security in the programming on the holodeck's dedicated computer core.

81 I am still trying to gather information on these IFF codes, it appears that some of the vessels mount MORE than just the two R'Mikk lists. Further, because they appear so much like normal Tuffli vessels, tracking them has proved quite difficult. Recommendation: Increase surveillance of Tuffli vessels working in conjunction with any ships of 23rd Fleet.

advanced starship components and personal weapons. The manufacture of the latter takes place on the vessel itself allowing it to maintain the appearance of a trading vessel while taking up less of the valuable cargo space. The vessel is captained by Loremaster R'Mikk and a handpicked crew.⁸²

⁸² Because R'Mikk captains this vessel himself on nearly every mission or run that it undertakes, tracking it should prove simpler than the other Q-Ships, however it will also be harder to scan or study the vessel due to his paranoia and relative pull due to his rank and position. Recommendation: Attempt to hire P'Rrloin for cargo run and observe using cloaked vessel. Ship does not appear to have powerful sensor systems installed yet, but would detect active scanning.

Appendix H. Classified Data: 23rd Fleet, 5th Claw, Black Omega Wing

Black Omega is a highly secretive Wing, which has greatly limited the data that could be attained even by a high ranking officer in the fleet. It is believed that the Wing is heavily involved in covert or black ops assignments, though the nature of these assignments makes it nearly impossible to gather any reliable data on them if they are indeed being preformed. It is possible that they serve as a more public arm of the group referred to as Section 31⁸³, though this too is unconfirmed. The Loremaster's brother S'Mikk served in this wing, and is known to have sympathies with Section 31.⁸⁴

The publicly stated objectives of the Black Omega wing are simple: Collection and analysis of data on possible threats to Cait and the Federation, and act on this data in the appropriate manner within the chain of command and Starfleet/Caitian Militia regulations. This is accomplished not only by independent missions, but also ones preformed in conjuncture with elements of Starfleet Intelligence. The vessels available to this wing include many that are not of Federation origin, suggesting use either as Trojan horses, or for more intensive study of the systems and capabilities of possible threats.

Members of the wing are routinely dispatched to accompany members of other wings, the selection for these assignments appears to be random, though there must be some manner of underlying logic to it, clandestine rendezvous for instance, or more troubling, spying on other members of the Caitian Star Pride. It is much better to hope that the vessels are moving more in support of the Caitian Star Pride vessels, though it appears that the vessels most often dispatched are science vessels with powerful sensors or designed for stealth.

Unconfirmed rumors have placed vessels and members of the crews of Black Omega wing in areas that have suffered pretty extensive political upheavals, from death of prominent political figures to revolutions. The timing is suspect at best, though there is no proof at all that they are involved. The most common reports of the actions of Black Omega that are fully reputable, are those opposing the Borg and other incursions into Federation space, serving as a small scale ready response fleet.

Efforts to learn more about the movement, missions, and other information about the Black Omega Wing have been stymied, it appears that S'Mikk might have been assigned as a counter-intelligence agent in response to research and attention to the actions of the fleet by the Loremaster.

83 R'Mikk is not privy to the truth, Black Omega Wing actively opposses Section 31, even though they use many of the same tactics as we do. The prevailing view is that while Section 31 has laudible goals and mandate, we go 'too far' in our methods. Recommendation: No action at this time, will continue to observe and report.

84 While R'Mikk suspects that I serve Section 31, he has not been able to obtain any proof of it. Given his stance on such matters, it is likely that should he ever find such proof, he would find a way to neutralize my usefulness to Section 31, as well as that of any other members he is able to discover. His low rank and seeming lack of significant influence should not be taken lightly however, he is a possible threat. Recommendation: Observe Loremaster R'Mikk though agents he does not suspect.

Appendix I. Classified Material: Related Species



Ferasan male and female

One species is considered to be related to the Caitians, though this fact is kept hidden as much as possible just as the relationship between the Romulans and the Vulcans once was. The Ferasan are genetically engineered Caitians, which take after the ancient Pre-Unification genomes, while the subspecies of Ferasan called Kzinti are the result of additional genetic engineering.

In the aftermath of the Fera-Cait War, all surviving Ferasan, and those Caitians believed to be in league with or who choose to willingly go with the Ferasan, were exiled from the Caitian system in cryogenic craft. At the time, these craft were state of the art for the Caitians, boasting engines capable of better than Warp 3. When possible, family units and friends were allowed to be berthed on the same cryo-ship. This led to a tendency for the Caitian 'traitors' to be clustered on one ship.

Upon reawakening on what would later be called the 'new' Ferasan planet (and system), the Caitians and Ferasan engaged in conflict for nearly a year, at the end of which, the few remaining Caitian and the weaker Ferasan were pushed into inferior roles, seen as both impure and inferior. The Kzinti meanwhile choose to take the name of the vessel they traveled upon, would become a minor but powerful player in Ferasan politics in time. Though the mechanics are still not understood due to the rift between the Caitians and the Ferasan, it appears that some of the Ferasan had latent telepathic talents, these talents were enhanced greatly by specialized genetic engineering during the creation of the Ferasan.

Kzinti greatly resemble Caitians, more so than Ferasan normally do, suggesting that their intended purpose may have been as spies. The genetic modifications that allow Kzinti to develop telepathic abilities have unfortunately resulted in nearly half of the Kzinti to have stunted mental growth, leaving them child-like mentally⁸⁵. It should be noted that only female Kzinti have been observed, suggesting that either the modifications are dominant genes that are only expressed on the (FGH female chromosome), or that the process that grants telepathic talent to the Kzinti requires something in the female body. Further, the Kzinti develop a third mammary gland, though no

⁸⁵ The possible applications of a Kzinti suggest they would be useful indeed to Section 31. Since there is little evidence that Caitians retain the trait for telepathic abilities, it is possible that the Virus (See Appendix M) is either real, or that the trait is the result of extensive genetic engineering. Due to the fact that the Ferasan were created before there was any first contact, the likelihood of intentional engineering is limited. As with many other matters relating to the Ferasan, any records that Caitians retain on the subject are under high clearance restrictions, suggesting again a 'Loremaster Secret'. Recommendation: Recruit Caitian Loremaster

reason for this has been detected as yet, nor are there any records of pregnant Kzinti that would suggest an evolutionary reason for this mutation⁸⁶. Kzinti females are almost unknown outside of the ranks of the Ferasan. Much like the Ferasan, Kzinti are strict carnivores, unable to digest plant matter.



Kzinti female, dancer, Paradise Bar, Nimbus III

⁸⁶ Despite there being no evidence for why these changes occur, it appears that the third mammary gland is merely 'for show as a human might say. Anecdotal evidence suggests that Kzinti are all female and sterile. Despite this, most appear to have pheromones with properties similar to the tears of an Elasian female, though most effective on Caitians and Ferasan. Recommendation: Capture for study, be careful to use psychic suppressants as well as tranquilizers.

Appendix J. Classified Material: Fera-Cait War

In 2098, the colonization of Feresan, the only other M class planet in the Cait solar system, began. Mineral resources were difficult to access on the planet, however it did have a vibrant ecosystem. The gravity and atmosphere on Feresan are within the tolerances of Caitians, however they are not exactly comfortable. The higher gravity and harsher environment (being both colder in general and suffering more severe weather patterns) made it an ideal location for relocation of the Caitian Militia training facilities. Due in large part to this, the planet came to be the center of the Caitian Militia and the military industrial complex for many years. Unfortunately, this very concentration of forces would lead to the downfall of the colony. While granted the same rights and freedoms as the Verrel mining bases, the heavy concentration of the military industrial infrastructure, military research infrastructure, and the general military support infrastructure on the planet tended to promote more of a more aggressive mindset. Further, Ferasa was largely dependent on Cait for many essential materials and supplies for many years after its initial colonization. Though the Ferasan colonists were begrudged nothing that could be supplied by Cait, the often unavoidable delays inherent in interplanetary transport often made Ferasans think that they were being shortchanged, something that chafed heavily with the frontier mentality that was developing on the planet. Much of the transported materials between Cait and Ferasa were handled by sub-warp vessels, even under the best of circumstances, transport often took a full day in each direction.

While there were warp capable vessels that could be used to transport goods and people between the two planets, at the time only a few prototype warp capable ships were able to land on a planet's surface. This problem was a result of the still primitive warp field geometry Caitians were using at the time. The warp geometries also made the placement and yield of directed energy weapons as well as launchers for projectile weapons problematic, resulting in even the more 'aggressive' Ferasan designs were poorly armed. Energy shields were still primitive as well, able to handle radiation and minor debris, but not able to handle more than very brief exchanges of weapons fire before overloading. Worse, many times when a shield generator overloaded, it would suffer a catastrophic failure, rendering the generator useless for some time. All this resulted in more isolation between Ferasa and Cait than either side would like.

Over time, Ferasa became known as the planet with more open grounds for research. While the residents still would never outright cross the strict ethical practices that Caitians enforced on research and development, they were more likely to bend the rules, at least where it wouldn't be seen by the more hidebound Caitians. This freedom tended to attract fringe thinkers and revolutionaries. Though these elements were not overly violent, when given access to volunteers from the Caitian Militia, many began attempting to find ways to enhance Caitians that would have drawn displeasure, ire, or outright condemnation on Cait. For a short time, cybernetics were experimented with despite the cultural taboo that almost all Caitians feel to mechanical alteration of the Caitian body. Most often the recipient would tear out the offending implants, killing themselves in the process as a result of often unexpected psychological trauma from the biological and mechanical interface. With inorganic augmentation deemed a failure, and the deaths covered up under the guise of training accidents and disasters with prototype systems, the more revolutionary turned to genetics to improve the Caitian people.⁸⁷

Most often these research projects were funded and supplied in a clandestine manner, classified as 'black ops'. It would have been nearly impossible to track down what manner of research was taking place due to stringent containment and compartmentalization procedures that were reportedly put into place to defend against any possible environmental disaster or betrayal of the scope of the project. In time, as a result of the paranoia and isolation these procedures caused,

⁸⁷ Though R'Mikk makes no reference to it, these events have an eerie similarity to the Eugenics War of the Terrans. Nearly all attempts to genetically engineer a sentient species lead to these problems. Recommendation: Suppress any and all attempts at genetic engineering beyond that used to cure/create biological weapons and tools.

the more extreme views would start to dominate these projects, though quietly. This domination was made all the easier by a very covert contact between the Ferasan Caitians and the Ferengi⁸⁸. Trade was established for some of the more exotic technologies needed, such as early Klingon warships, obsolete even by the standards of the time, as well as disrupters and genetic research equipment.⁸⁹

These Klingon vessels were rarely delivered intact, save for the smallest. As a result, there was a great delay not only in reverse engineering the vessels, but in reassembling them. A byproduct of this process, the spaceframes were no longer recognizable as Klingon in origin (even by modern analysis). Access to these vessels, with far more advanced systems to Caitian and Ferasan designs in almost all respects, combined with the limiting of access that the Caitians suffered as a result of Ferasan secrecy. This would offer an overwhelming advantage to the Ferasan in space. However, because of the scarcity of anti-matter, still most often produced in stations orbiting Cait, the Ferasan could not make as extensive use of these advanced vessels as the Ferasan would like. The standard impulse reactors and fusion reactors were able to handle most of the systems, but not both shields and weapons at the same time.⁹⁰

As time progressed, and more and more of the research and development took place on Ferasan, one project in particular would lead to the single worst conflict in Caitian history. Called 'The Ferasan Solution', the goal was to make 'better' Caitians, better able to withstand the conditions on Ferasan, as well as be more capable in general. Genetic engineering had long since been outlawed on the Caitian genome beyond the most basic forms that were purely medical in nature. Among the many secret projects, a group of scientists who bucked at the moral restrictions on genetic research and similar lines of research, gathered together to plan the 'Ferasan Solution'. Over 70 years passed before the first "True" Ferasan was created, superior to Caitians and the Caitian decedents on Ferasa in almost all ways. A small offshoot of the 'Ferasan Solution' was an attempt to develop Caitians with telepathic abilities that were rumored to have existed before the mythic Roo'Ewowl Virus took them from the Caitian genome. Intended as spies and interrogators, these Ferasan often became neurotic over time, developing all manner of psychosis, and found the use of their abilities to be quite draining.⁹¹

Harkening back to the pre-unification Caitian genome, the Ferasan were stronger, had slightly faster reaction times, possessed better night vision, more pronounced claws and fangs, and possessed much darker and denser coats than the average Caitian.⁹² The first generations of Ferasan were generally less intelligent than their Caitian counterparts, believed in large part to hormonal imbalances that enhanced the aggressive impulses and reaction times. This deficiency was soon enough corrected, at least enough to give the Ferasan the same general intelligence as their Caitian counterparts, while retaining most of the increases that came from the hormonal enhancements. Over the next 50 years, these new Ferasan began to supplant the Caitians in various leadership positions on Ferasan. In most cases, they replaced Caitians who had become ill⁹³. Doctors were bullied, bribed, or otherwise coerced into replacing cubs growing within mothers with Ferasan though in some cases the Caitian mothers were not already pregnant and soon found that they were 'unexpectedly' so. These replacements were performed as early as possible in the pregnancy, and the 'anomalies' explained as the result of native diets and normal adaptation to the conditions on the planet.

88 Not even R'Mikk seems to have gotten very far in tracking down information on this contact, beyond that it existed and seems to have revolved around predominantly weapon trades. Recommendations: Discover any additional information possible.

89 See Appendix O. Recommendations: None

90 It appears that the vessels were in poor condition when handed over, these performance issues may have as much to do with that as with the lack of power generation. Recommendations: None.

91 These limiting factors would never be fully removed from the genome, though they would be lessened to a large extent by refined genetics and use of drugs. Recommendations: None.

92 This denser coat would provide a small benefit in terms of defense against most attacks. Recommendations: None.

93 Though R'Mikk makes no note of it, it appears that these illnesses were not natural occurrences, and yet they were not lethal in any of the known cases. Recommendations: None.

It is unclear who fired the first shot in what would come to be called the Fera-Cait War, the first recorded instance of violence was a highly distorted distress signal which is believed to have been: "The Ferasan have fired on starport S'Umptur!" The war would quickly escalate to engulf both planets and all the outlying facilities in the star system. Given the long and thorough planning that went into preparing for this war, it is quite likely that the first shot was one that was not planned as it did not allow for an overwhelming tactical or strategic advantage. Starport S'Umptur was a trading station with little to recommend it as a military target, it served mostly as a waypoint on supply runs between Cait and the outer planets. The supplies held there were most often bulk cargo, basic staples and the like, with little military application.⁹⁴

Caitian craft, generally analogous to cruiser classes, had more accurate weapons and systems designed to disable or cripple vessels without destroying them⁹⁵. Ferasan vessels, though fewer in number, were analogous to escorts and battleships. Both sides had access only to the most basic of shield systems, rendering hull breaches quite dangerous. The weapons systems of the Ferasan resembled primitive disruptors and plasma weapons. It is believed that they also possessed chemical, biological, and nuclear weapons. As the war progressed, Caitian casualties mounted quickly, while relatively few Ferasan died. Most defeated Ferasan were interned in POW camps. Caitian casualties were not limited only to military or militia personnel, many thousands were killed in strikes on mining facilities, freighters, or simple terror strikes.

After just over a decade of war, the Caitians rallied and mounted a massed strike against Ferasa, leaving Cait only lightly defended. This was a gamble that could well have backfired and ended up with Cait being destroyed, or even worse ended up with both planets being destroyed. The gamble managed to fool the Ferasan, and over 2 million Caitian troops were able to make massed landings on Ferasa, taking the war to them. This was a deathblow stroke, one that would have won the war in a single action. Had it not been for a small cadre of fanatics in command of the Ferasan forces. Rather than die or be captured, or even to fight until death claimed them, these commanders choose to unleash every weapon at their disposal. There was almost no warning as waves of missiles and other delivery systems rained down on the surface of the world. Contained within were banned weapons, chemical, biological, and nuclear. There was so little warning that almost none on the surface managed to evacuate.⁹⁶

Such blatant destruction of nature and life horrified the Caitians, and most of the Ferasan. In a vote that could have divided the survivors on both sides, it was decided that exile from the Cait system rather than death as the fate of all the remaining Ferasan that were captured. Roughly 405,000 Ferasan survived the war, almost all in POW facilities. Massive resources were spent on creating four long range colonization ships, each to carry over 100,000 Ferasan in cryogenic storage, along with the supplies to start a colony on any world they may find. The latest engines, designed for a sustained flight speed of Warp 3.8 were installed on these vessels. Each ship would have a few dozen Ferasan awake at any given time to monitor and maintain the vessels. Software locks were installed to prevent a course from ever being set for Cait. Stored in the memory banks was all the data that the Caitians thought that the Ferasan might need in order to set up a colony, without providing military data or supplies. Though the Caitians remember this event, they do not speak of the Fera-Cait War.

The development of warp technology was incredibly slow for the Caitian people, since the forces involved could do immense damage if not properly contained. As a result, each step was

94 Very rarely was the starport used as a waystation for anything valuable, the R'Mikk fails to mention is that it was a refueling station as well, and as such held valuable anti-matter stores, it's possible the starport was targeted for the anti-matter. Even if that is the case, the raid was not successful, the starport was destroyed in the second volley of fire that was intended to merely cripple the station. Recommendation: None.

95 Targetting systems have always been stressed by the Caitians, though the weapons systems are often just as powerful as their counterparts, they are often far more accurate, which can be a telling difference. Recommendation: Study these systems and make use of them in our own vessels.

96 The devastation as a result of these massive release of weapons resulted in the near extinction of the Ferasan species, as noted here, the bulk of those that survived are former POWs. Recommendation: None

laden with the utmost care, tested and retested over and over. Around 2117 Caitians first broke the warp barrier, completing a transit from the facility orbiting Cait to the asteroid belt P'ellum. Development continued for many years, though there are no star systems within 158 light years of Cait. And so, even as the Caitians managed to achieve Warp 3 and finally, after almost 50 years of development, Warp 5, they had yet to encounter any other life forms.

Appendix K. Classified Material: Condition of Ferasa

The Fera-Cait war ended with the devastation of the planet, chemical, nuclear, and biological weapons were unleashed at the end of the war. These weapons devastated the planet's biosphere, destroying many species. Not only the fauna were nearly wiped out, the flora also suffered greatly. Without an effort to completely terraform the planet, there is no way that it can support carbon-based life for the foreseeable future. The air, land and water are all so toxic, that it's believed that only Tholians could survive on the planet's surface without a full EV suit.

Many decimated factories, barracks, and other military facilities still dot the landscape. The industrial machinery of the Ferasan was impressive, and geared almost entirely toward warfare. Even before the final confrontation, the pollution was beginning to take a toll on the planet. Warehouses still retain stockpiles of material that are likely in working order.⁹⁷ These stockpiles are yet another monument, retained to remind the Caitians of the dangers of conquest and aggression.

The planet's condition is a somewhat intentional and painful memorial. The condition of the planet is an affront to the love the Caitians have for nature and beauty. The planet and its condition are a harsh lesson in history, one spoken of only between Caitians. Caitians know well that memories can be short, and it is possible to gloss over the past with a veneer of nobility or the like. As a result, the Caitians keep the planet and orbital facilities in the condition they were, not repairing, not fixing, not destroying them. It is said however, that should the Ferasa ever reconcile with the Caitians, that the planet will be restored and await them.

⁹⁷ I've managed detailed scans, and while R'Mikk is mostly accurate, the items in the warehouses would need reconditioning after having been in storage for so long in the toxic atmosphere. Further, all of the equipment is of rather antique design, so excepting materials such as biological or chemical weapons, research on those weapons or on the creation of the Ferasan, I doubt there's much to be gained from the planet. Recommendation: Possibly set up small observation post and explore ruins. Utmost stealth must be employed.

Appendix L. Classified Material: Return of the Ferasan

Data is still somewhat fragmented on the return of the Ferasan, they have been observed in the service of the Klingon Empire, and appear to have been in service of the empire for some time, already well integrated into the Empire. It is believed that the Ferasan joined with the Klingon Empire not long after re-establishing their world. The world that the Ferasan settled on is located is believed to be not far from the world of B'Rel. It appears that the Ferasan were lucky to avoid the Gorn Hegemony, and escaped detection by the Federation of the time. Perhaps seventy years passed from the initial planetfall to the point that the Ferasan first made contact with the Klingons. Fragmentary interrogation reports suggest that the Ferasan served as assassins to several Great Houses, doing the most dishonorable deeds that could be found for them.

The Ferasan appear to have been happy with this, reveling in the pay and the challenge that was often inherent in the assignments. Though they never adopted Houses like those of the Klingons, many Ferasan did begin to honor and follow the Klingon's own honor code. Many have been working their way up the command structure and even taking command of vessels. Though it's not clear how high in the command structure that they will rise.

Given the Ferasan's instincts and drive to compete and excel, it's all too likely that they will make excellent soldiers, perhaps even generals. Caitians already enforce service in the Militia to help guide Caitians through the time when their instincts are at their most inconvenient. Ferasan have even stronger instincts that can easily lead to violence and anti-social behavior. Most likely, nearly the entire Ferasan race are warriors, capable of and actively serving in the military of the Klingon Empire. If this is the case, then assuming that Ferasan have not resorted to the use of less than natural births, there is still a sizable group of Ferasan capable of serving after nearly 400 years, and as many as four or five generations of breeding.

Given however that the Ferasan were created from genetic engineering procedures, it is possible that they have begun 'breeding' in a manner much like that of the Jem'Hadar, artificially creating legions in rapid order. So far there is no proof of this, and the idea is somewhat abhorrent to Caitians, and hopefully to Ferasan as well. Ferasan though are even more secretive than Caitians though. R'Mikk has made it a priority to learn more about them, and to work toward re-uniting the species if such a thing is still possible. Until the relations between the Klingons and Federation are normalized however, such a reconciliation is more or less out of the question.

Appendix M. Classified Material: Oracles of Rrookanas

The rumors are true, though it is not certain that the Oracles are in fact possessed of prroun of fallen Caitians, it is clear that they do possess knowledge that there is no reasonable method for them to have known. Most often these Oracles speak of historical events interspersed with predictions of future events. Unlike many of the oracular traditions in the galaxy, these Oracles tend to speak plainly and with little room for interpretation in their words, so long as their sanity lasts that is. All are marked as children, brighter and more capable than their peers, though easily frustrated, as if in possession of the knowledge and skills of an adult while tied to the body of a child that cannot act on the capabilities they expect.

Most often rather than a simple word like that of other Caitians, the Oracles will say the name of the Goddess Rrookanas, and in the days to come ask to be taken to a temple. Once at the temple, the child will be given over to the care of the priests, and a gift and blessing bestowed upon the parent. Oracles are normally ready to preform by their 7th year, though some take longer. To date, no Oracle's sanity has lasted beyond the 12th year of their life. The madness that takes them is terrible to behold.

While Oracles tell stories of the past, much as the Storyteller's keep up oral traditions, they often tell of the more peaceful times. As the madness begins to take them, they speak more and more of battles and wars, until in the end, only slaughters and massacres are what they speak of. As this last stage approaches, the Oracle becomes more and more violent, striking out at any around them. In the end, most are given poison that will grant them a slow and peaceful death, some few though kill themselves before this can happen.

Appendix N. Classified Material: The Roo'Eowl Virus

The existence of the Roo'Eowl (Mind-Eater) virus is a very closely guarded secret, passed down from one Lorekeeper to the next. Evidence in legends and stories suggest that long ago, before Caitians formed the Guilds and the Clans, some few among them had abilities best described as empathic. While it is unclear if this was true telepathy or not, it is clear that those possessing the trait most often became the leaders of the prides they were part of. Not because they were stronger, faster or more cunning, but because they could sense other minds around them. When one could sense the mind of a prey animal, it was possible to lead hunters to it. These Caitians, called Kzin in legends, became shamanistic leaders of prides, many times portraying themselves as gods.

Gr'Mrakk, who would begin the forming of the Guilds, is thought to have been the greatest, and one of the last of the Kzin. With the moving about and mixing of Caitians as never before, the time of the Guilds allowed the plague to spread rapidly. It struck quickly, and without warning after incubation. Those without the gifts of empathic talent would sicken only for a few days, then recover, seemingly without any lasting repercussions. Those with the gift however most often died, and those that survived seemed to have had their very minds burned, losing not only the gift, but much of their memory and knowledge.

The virus's long incubation period meant that much of the population was infected and struck in an epidemic that makes the Black Death of Earth seem little more than a passing fever. While fatalities from the plague were light, those that suffered even the mild version were incapacitated for days at a time, unable to feed or care for themselves. Many died during this time of lesser diseases, predators, or simple accidents.⁹⁸ Perhaps a quarter of the race died during this time, and since those with the gift were most often elders or held similar posts, untold history and knowledge was lost.

What followed was a dark ages of sorts, a time when the Clan was the sole element unifying any Caitians. Many turned to barbarism, destroying the fledgling society that had managed to emerge. This dark time would last for nearly 300 years before the Unification began and Caitians moved toward being one people again. It is believed that several small enclaves managed to survive without the plague ever reaching them, and while it altered the genetics of those infected, once it passed, it was gone. Those enclaves where the virus never reached became bastions of knowledge, fortresses against the darkness and preservers of some small portion of the knowledge of the past. During the Unification of the Clans, they would become temples to Rookanas.

It is widely believed in religious circles that Rrikalla tested Caitians through Rookanas, and that Caitians failed this test. Rather than be destroyed however, Caitians were merely punished, losing the gift that had been given them by Rookanas through the will of Rrikalla. There are many stories that speak of Rrikalla testing Caitians, most often through Rookanas, and these stories often have a haunting similarity to the actions of the being known as Q.

Most likely the DNA used to create the original Ferasan predated the Roo'Eowl virus⁹⁹, suggesting a reason for the Kzinti among their ranks, and the choice of name, based on the ancient Kzin. This has yet to be confirmed however as research into the past with the Ferasan is difficult at best. Even Loremasters are not allowed to visit the original Ferasan homeworld, and most Ferasan hold deep resentment for Caitians.

98 While possibly little more than a myth, the existence of this Virus could be of use to Section 31 as a weapon against the Ferasan and/or Kzinti. There appear to be no records of the Virus in those Caitian, Federation, and Starfleet databases I have access to. It is possible that this is some manner of 'Loremaster Secret'. Recommendation: Recruit Caitian Loremaster.

99 This is a fairly reasonable theory all things considered, however there is no real proof of the theory. If it is true though, then acquiring a sample of this DNA could be useful. Recommendation: Acquire a sample, it's possible that the DNA could be used for biological warfare.

Appendix O. Classified Material: Possible Truth About Caitian Deities

Similarities have been noticed upon studying early Caitian myths and legends with the actions of an entity known as Q. Most data on the entity Q is highly classified, leading to difficulty in obtaining this data. Several instances have been found of Q, or other entities of the same nature as Q 'testing' species. Humans are perhaps one of the most notable examples, Captain Picard has had several encounters with Q the first of which was almost immediately upon taking command of the Enterprise, an encounter that would lead to the initial contact with the Borg.

This tendency to test 'lesser' species is a trait found in the Caitian deity Rrikalla, most often expressed through the aspect of Rrookana. The tests that Q is known to administer come with grave punishments, or at least are thought to, Humanity was to be denied the right to exist should the test be failed on both occasions. Further, the tests are not tests of knowledge, or tests of conquest and power, but tests of understanding oneself. This too is indicative of the tests that Rrookana has charged the Caitians with undertaking in the past, and it is believed that one test was not quite failed, not quite passed, leading to the plague of the Roo'Eowl Virus and the end of the Kzin.

The sudden and rapid evolution in the Caitian species is a possible cause to suspect that a Q entity is involved. The leap from (Scientific name) to (Scientific name) could be likened to the rapid change from a Terran (scientific name orangutang) to that of Homo Erectus (FGH VERIFY ALL). Though by no means conclusive proof, it does raise the question to the possible intervention of Q or similar entities in the evolution of some species.

Classified documents pertaining to one of the encounters between Q and Captain Picard suggest that either Q is jesting, or has encountered the Terran 'Christian God'. It is entirely possible that Q was speaking in an allegorical manner, however it is also thought that Q may have played the role of the deity in moving forward the moral evolution of the species. That seems often to be the case with Caitian deities.

Appendix P. Classified Material: True First Contact

Study of records from the Fera-Cait war suggest that the actual first contact with another species was not with the Federation in 2224, but rather with the Ferengi and possibly the Klingons around 2155. Until this time, Caitian directed energy weapon technology was limited to laser weapons and early tetryon weapons for shipboard use. As the Fera-Cait War began however, Ferasan ships were equipped with early model disruptors of Klingon manufacture in both starship and personnel scales, this is not itself proof that there was contact with the Klingons this early. Evidence though does suggest that the Ferengi were in some way involved with acquiring these weapons, copies of the Rules of Acquisition were found several times, though these copies were in the Ferengi's own language, making translation difficult at best.

What records have been recovered include contracts in Ferengi, there were also documents in both Klingon and Ferengi that appear to be instruction manuals for the instillation and use of the newly acquired weapons. The only reason that Caitians were not overwhelmed by Ferasan with these new and powerful weapons was the incompatibility with Caitian and Ferasan energy systems and the age of the weapons themselves. Breakdown of the weapons and power fluctuations often disabled the weapons, or in some cases the entire vessel.

The Klingon honor code and way of living may well have appealed to the Ferasan, and it is believed that some cultural data might have been included by the Ferengi, or even Klingon advisers.

Appendix Q. Classified Material: Nepeta Cataria

A plant of Terran origin, there are no species of plant similar to it native to the Cait system. At least this is the official story, there appear to have similar strains of plant on Ferasa before the destruction of the ecosystem. Some of these strains native to Ferasa were transported to Cait before the destruction, however because of the effects of Nepeta strains on Caitians they were kept hidden from public knowledge as much as possible.

It was not until the official First Contact, widely publicized and broadcast, that the effects of the Nepeta order of plants were first made known to the general populous. Nearly half of the diplomats and staff on the Caitian side were affected by the Nepeta Cataria residue on one of the Human's uniform. Because the effects were noticeable to those members of the population that monitored the meetings and negotiations (a quite sizable percentage both live and recorded), there was no way to hide the effects. Since the existence of Nepeta plants was still considered something of a secret, nearly no one knew of the effects, and was unable to fully identify them.

Different Caitians are affected in a different manner by Nepeta, the rough breakdown of effects follows:

- 17% of Caitians appear to be immune to the effects, or have sufficiently minor symptoms that they are not noteworthy
- 28% of Caitians develop lethargic tendencies, as well as reduced inhibitions and a 'playful' manner. This has been likened to a drunken state.
- 31% of Caitians suffer a manic state, darting around, unable to concentrate on any task for any significant length of time. After the effects wear off, the Caitians are physically and mentally exhausted for several hours.¹⁰⁰
- 13% of Caitians become violent, while not to the point of psychosis, they are generally a hazard to themselves and others around them.
- <1% of Caitians have an allergic reaction, though this is most often limited to difficulty breathing, it has been found to be fatal in extremely rare cases.
- <1% of Caitians suffer psychotic episodes, becoming a danger to everyone around them, as well as themselves. In most cases, these episodes end with the Caitian's death, and it is believed that they result in permanent brain damage.

The most common and illegal version of Nepeta that has begun to surface is Nepeta Ferasa, and has similar effects, though in vastly different proportions. It is believed that the Ferasan tailored the more common (and somewhat harmless) Nepeta Cataria into this strain in order to create a combat drug. The breakdown of effects are as follows, based on computer modeling, limited clinical tests¹⁰¹, and reported uses by Caitians (data is not available for effects on Ferasan and the Kzintti):

- 9% of Caitians appear to be immune to the effects, or have sufficiently minor symptoms that they are not noteworthy

¹⁰⁰R'Mikk appears to suffer from this reaction, though he is able to concentrate for brief periods of time, allowing him to accomplish quite a bit in a short time so long as he's able to remain focused. To date, I know he uses Nepeta when faced with difficult engineering problems. It is worth note that R'Mikk is thought to have a large supply of the illegal Nepeta Fereasa on the P'Rrlain. Estimates put the stash at greater than 150 crates. Recommendations: Verify this and use it to discredit R'Mikk at an opportune time.

¹⁰¹It's quite likely that these tests are not very 'limited', but given the Caitian mentality, are likely done on a volunteer basis by Caitians who are currently incarcerated in return for a reduction in sentencing. Recommendation: None at this time.

- 17% of Caitians develop lethargic tenancies, as well as reduced inhibitions and a 'playful' manner. This has been likened to a drunken state.
- 49% of Caitians suffer a manic state, darting around, unable to concentrate on any task for any significant length of time. After the effects wear off, the Caitians are physically and mentally exhausted for several hours.
- 21% of Caitians become violent, while not to the point of psychosis, they are generally a hazard to themselves and others around them.
- 1% of Caitians have an allergic reaction, though this is most often limited to difficulty breathing, it has been found to be fatal in extremely rare cases.
- 3% of Caitians suffer psychotic episodes, becoming a danger to everyone around them, as well as themselves. In most cases, these episodes end with the Caitian's death, and it is believed that they result in permanent brain damage.

Appendix R. Classified Material: Notable Caitians in 23rd Fleet

Caitians have become progressively more common in the ranks of Starfleet. Though it is often against their training and nature, quite a few rise through the ranks as tactical officers before achieving command rank. Several Caitians have distinguished themselves above and beyond the call of duty. Further details can be found in the personnel files of these individuals, though an overview is available here:

Mrrekth, R'Mikk¹⁰²: Oldest living Caitian still in active service. As a result of his old age, R'Mikk possesses a wealth of knowledge about the history of not only the Caitian race, but of Starfleet and the Federation. While not often present for significant or monumental occurrences, he has sought out those that were and questioned them with all the tenacity of a hunter, or of a reporter.

His advanced age has precluded service in many areas where combat is a high probability, and is rarely a part of Away Missions, despite his desire to be so. R'Mikk most often serves as a spy, or at least an infiltrator, serving under a false name and rank to examine the workings and details of ships that are under investigation. He also poses as a civilian freighter captain when that role would prove more useful.¹⁰³

S'Roan¹⁰⁴: Current Fleet Admiral overseeing the 23rd Fleet. S'Roan has been known to drop from sight for long periods of time, leaving the fleet in the hands of the Admirals in command of each Wing (his own often passing to the command of R'Mikk¹⁰⁵). S'Roan's duties tie him to Starbase 48 most of the time, suggesting that these absences are a form of vacation. S'Roan is somewhat young for his position¹⁰⁶.

Gareth, Sa'Rahn¹⁰⁷¹⁰⁸: A highly skilled holodeck programmer, Sa'Rahn has been responsible for the programming of several training simulations that the 23rd Fleet routinely employs. While

102It should be noted that the reason for R'Mikk's continued active service is most often attributed to stubbornness and that on several occasions it has been attempted to force him to step down or take a teaching role at Starfleet Academy. When successful, these attempts are rarely long lasting. Predictably, when he is on one of these furlows, he's most often teaching Early Federation History at the Academy, or serving aboard one of the museum ships as a 'living piece of history'.

103Again, it should be noted that R'Mikk often takes on these missions at the behest of Starfleet Intelligence.
Reccomendation: None.

104Details are scarce, but S'Roan was one of the two Caitians behind the reorganization of the 23rd Fleet in the wake of the Dominion War, helping to build it into a stronger and more flexible force as well as spearheading efforts to have Starbase 48 constructed. The other Caitian was S'Caron, though now no details of his service are available, suggesting that whatever happened to him, it's being hidden and kept secret. Reccomendation: Attempt to find out the details of S'Caron's service and separation from the Fleet.

105Despite the fact that R'Mikk is assigned to a different Claw than S'Roan, he serves as an informal 'Second in Command' for the Fleet Admiral, though he still answers to the Admirals. This is a rather unusual command structure to say the least, and has been pointed out several times, though to date no changes have been made.
Reccomendation: None at this time.

106The only logical reason for S'Roan's rapid promotion, are likely a result of his years of experience as he rose through the ranks of the Caitian Militia before joining Star Fleet. Reccomendation: None at this time.

107This is not actually the Caitian in question's name. Amid the confusion and rumors that still are unresolved in light of his unnaturally quick promotion to the position of First Officer and then Captain, it appears that there was a mistake in transfer paperwork, unintentional perhaps, which changed the listed name from that of N'Yazm Gareth, to that of Sa'Rahn Gareth. It should be noted that there was a Sa'Rahn previously posted to the vessel.
Reccomentadion: Discover the reason for this deception (if any) for possible blackmail.

108There has been some debate about making these training scenarios available to Starfleet as a whole, though if this does happen, then it's likely that any sensitive material will be pulled from the scenarios. Reccomendation: Acquire copy of these scenarios prior to any sensing and distribution.

combat is an aspect of these training scenarios, most often Sa'Rahn stresses moral choices. It is rumored that hints about some of the more secret aspects of the fleet can be discovered through these training missions, though this is most likely just a rumor to increase participation.

Mrrekth, S'Mikk¹⁰⁹: R'Mikk's brother, S'Mikk has been linked to Section 31, though these links are tenuous at best. Shortly after R'Mikk brought these links to S'Roan's attention, S'Mikk was reassigned from 23rd Fleet. Since then, there has been no sign of S'Mikk anywhere in Starfleet records. At present it is assumed that he is still working for Section 31.

S'Murr Kenny¹¹⁰: Technically referred to as the fleet's counselor, Kenny is often privy to information that other officers have no access to. Most crew assignments within the fleet pass through his office for review, though very rarely does a promotion or assignment fail to meet his approval.

, **M'Kit**: Technically designated the personnel officer for the Fleet, M'Kit must often coordinate with both S'Roan and Kenny on matters of allocation of personnel and ships. In addition, he serves as liaison with the Caitian Militia Training Command.

, **Guenhwyvar**:

, **Claw**¹¹¹: Notably fond of fast and somewhat flashy ships, it should come as no surprise that Claw is most often seen in the captain's chair of a Risan vessel. Though most have trouble defining his role in the fleet beyond being a Captain in the Risa Wing, he serves as something of a jester. Though never specifically called out for the role, Claw can often be found holding parties and otherwise entertaining during his off duty hours.

, **Snowpaw**:

109It's surprising that R'Mikk would put me in his Notable Caitians list. His suspicions are correct of course, but he had no proof of anything or else he might have taken matters into his own hands. R'Mikk is not beyond using physical force, or using the fullest extent of the law. Recommendations: Make as little use of any agents currently still in the 23rd Fleet as possible until such time as R'Mikk gives up looking for them. He is likely to investigate extensively to 'root out' any lingering influence I might have left being.

110Because of his position, Kenny is the closest thing the fleet has to an Intelligence Officer, though the argument could be made that R'Mikk fills that position. Kenny is in possession of very useful data on nearly every aspect of the 23rd Fleet, and is regularly informed of developments by R'Mikk. Recommendation: None at this time.

111Despite his antics, Claw is not to be taken lightly. Much like R'Mikk, the face he presents to everyone else is a falsehood. For all his jester-like nature, Claw keeps R'Mikk informed and has been known to act as a second set of eyes and ears, or even occasionally as a spare set of 'claws' when R'Mikk could not. Recommendations: None at this time.

Appendix S. Classified Material: Preservers and Caitians

Though there has been plentiful evidence based on the work of Professor Galen into the existence of a species dubbed the 'Preservers' or the 'Progenitors', that seeded many worlds with genetic coding that would produce a 'humanoid' form of life, it appears that the Caitian species was NOT part of this process. Despite the general appearance of being humanoid, Caitian DNA does not contain any of the markers that have been found in Preserver seeded DNA (Species displaying these markers include, but are not limited to: Human, Cardassian, Klingon Vulcan/Romulan, Ferengi and Andorian).

The Caitian genome actually appears to have evolved along similar lines only recently, with fossil records showing that Caitians were predominantly quadrupedal as recently as 7,000 years ago. The basic leg and muscle structure of Caitians can still support limited quadrupedal motion, but it puts excessive stress on the back, legs, and shoulders. It appears that the species is continuing to evolve away from this form of locomotion and toward a strictly bipedal form. As with most advanced races, natural selection, the driving force behind evolution, is less prevalent and therefore the evolution is likely to take much longer.

Appendix T. Classified Material: Caitians in the Mirror Universe

There is little data available in comparison to this universe. Records¹¹² suggest that the Fera-Cait War serves as the main point of divergence in terms of Caitians in this universe. It appears that when the Humans acquired Vulcan vessels and stargates, they discovered many inhabited worlds that were deemed worthy of conquest and/or alliance. One of these was Cait. It appears that rather than get directly involved however, the Humans supplied weaponry to the Ferasan (note that the war took place at a much later date as a result of the lack of advanced weaponry backing the Ferasan).

As a result, Caitians were nearly wiped out, and the Ferasan became something of a vassal state to the Terran Empire (in much the same way as they did to the Klingon Empire in our universe). What Caitians survived are believed to have fled into Cardassian space though there is no solid data on this. As a result, Caitians are next to unknown in the Mirror Universe.¹¹³

The level of technology shown by the Terran Empire in the Mirror Universe is most often comparable to that of the Federation in this Universe. The Caitians however appear to possess only technology that matches that of the mid to late 2200s, that of Kirk's era.¹¹⁴

112The records in question are rather fragmented from what I've been able to determine, or at least the ones that I have access to. From what I've seen, R'Mikk's information comes from an intact Mirror Universe vessel, though it is unclear as to how or when he acquired it, or even of what class and age the vessel is. Recommendations: Acquire the computer records from this vessel for study.

113There are some indications that R'Mikk has actually spent time in the Mirror universe looking for information on the Caitians there. The few records that I've found of his that reference the Mirror Universe suggest that those few Caitians he found were living as scavengers and traders, something akin to what many Talaxians were doing in the Delta Quadrant prior to Voyager's visit. Though he does not state it, the tone of the entries suggest that he pitied them. Recommendations: Seek for possible recruitment.

114Most of the vessels that R'Mikk noted having Caitian crews were of the Tuffli class, with a scant few that were once warships and converted to trading or generational ships. Recommendations: None

End Classified Data

Most Secret.

Data Contained Within For

Dissemination To Those Of

Admiral Rank.

**Further Distribution Authorized To
Members of 23rd Fleet With Security**

Clearance Level 4.