

Spartus

The Spartus are a matriarchal society that has only three objective, defense, survival and conquest! Their entire society is based on warfare. Similar to the Spartans on earth the Spartus are trained from the time that they are children to become soldiers.

Government-

The Spartus government is based around the Twelve Empresses. As a space faring race, they realize that space is vast and if they are to conquer in it, there cannot be one central ruler, no one person should have that much power, so their territories are divided into sections that each Empress of the central council governs. Since they are a race of warriors, any female has the right to challenge for leadership of a house, but it is very rare; for an empress has many duties that most of their race aren't trained to deal with outside the noble blood lines. It is also not uncommon for a daughter to challenge their mother or a sister for control of a house, in fact it is expected, for it is the only way to take power from any ruler to prove that you are strong enough to lead. It is stated in their law that no male may rule only females have that right. The laws were created by the males themselves for many reasons.

Laws:

- 1.) A male may never harm nor allow a female to come to harm.
- 2.) A male may never assume any position outside his station as deemed only by an empress by decree.
- 3.) A male may never kill his fellow male by design or desire.
- 4.) No male has the right to challenge for leadership without consent of an empress. Males given position may not be challenged, by male or female, without consent of an empress.
- 5.) No Spartus will be left behind dead or alive.
- 6.) The Empress's word is absolute and may only be challenged except by another Empress.
- 7.) All orders must be obeyed from a superior, questioned only by consent.
- 8.) Honor and respect is shown where it is due by all Spartus, at all times, male or female.

History-

At the dawn of recorded time, a one great race, known as the Queal, evolved both technologically and organically superior to many species in their part of the galaxy. In their arrogance however, they proclaimed themselves gods over the subservient creatures created genetically eons ago. This race was called Humanide, deemed by them, (Servants of the Gods). These creatures were spread to the various dominions of the Queal. Over time, the Queal's power was challenged by many other races who thought themselves competent enough to obtain their own hold over this part of the spiral arm, none prevailed, because of the Humanide and their aggressive warlike nature. The Humanide were used to fight not only the enemies of the Queal, but each other, whenever the gods had differences of opinion. It was this petty infighting and overconfidence that led to the Queals downfall. Airis, a Queal, became enamored with a Humanide warrior, Celpi, and in his lust raped her.

Outraged, the other Queal marred her body taking her beauty from her and banished her to the outlands of their home world where she would die, alone. It was here Celpi had a child and called her Es Para (blade of vengeance). Celpi showed no love towards Es Para, training her in the ways of combat, survival and hatred for the gods. It was at the end of Es Para's training, at thirteen, Celpi had her daughter kill her in a duel to ensure that she was ready for her mission. Finding out about her death, the Queal came to retrieve the body of Celpi and use it as an example for all Humanide to see. Upon their arrival however, Es Para killed the entire Queal party, returning to the Humanide tribes with their heads. Revering Es Para as the slayer of the gods, they proclaimed her their leader and renamed themselves after her, the Spartus. It was here **the first age** began. One by one the Colonies of Humanide joined the Spartus, until all but one stood united. The last colony the Queal fled to fell to myth within the Spartus Empire. Es Para became not only the leader of the Spartus, but a teacher of the new order of life to all, "Service Before Self" became the creed of the burgeoning empire. She passed her knowledge and the knowledge of the Queal to her people, creating an entirely new way of life.

The **second age** begins with the Spartus turning their attention back to the stars and asserting their dominance, retaking the systems that belonged to the Queal dominion from the hands of the invading enemies, and proclaiming them part of the Spartus Empire, consolidating their race to rebuild and reorganize themselves as one race, under Es Para's leadership. Only once have the Spartus ever shown compromise with another race, they were called the **Minti**, but this led to disaster. The Minti eventually withdrew their hand of friendship when they thought that the Spartus were at their weakest and attacked. The Spartus retaliated and wiped the Minti from the face of existence. From then on, the Spartus swore that no race shall share equal station with their own. Like an iron sword, the Spartus continued their march threw the stars. Once they obtained their goal of taking back the Queal dominions, they stopped their conquest and set up borders to isolate themselves from the rest of the galaxy. For one hundred and seventy-five years the Spartus lived in peace in their part of the spiral arm. Until they were attacked, without provocation by the **Zibren** closer to the inner core of the spiral arm. The Spartus realizing that there would never be peace, donned their armor yet again and went on the offensive, but this time they would not stop with the Zibren. They continued their campaign into the stars with the realization that there was always a threat that must be fought.

In the **third age** the daughter of Es Para, Taygeta, gives birth to two daughters and one son. As was their way, in those days, the eldest child would assume the throne. Es Para's grandson, Lacedaemon, would become the Emperor, however, after taking power, the Spartus Empire began to waver under his guidance. He became drunk with power and tried to recreate the Empire to his liking. He killed off the senate and governors of the provinces, claiming that he was the only power and was a god above them. Es Para, coming out of self-imposed seclusion, with her own hand, murdered her grandson and her daughter Taygete, who joined him in his tyrannical rule, for giving birth to a demon child. So, to not allow the same mistake to occur again, Es Para raised Taygete's two daughters as she was raised, with absolute authority but less cruelty, to be warriors and leaders. After Es Para left for retreat again and after her death, Gina, the eldest, took the throne as Empress and created a stronger more powerful Spartus Empire, united under her just but firm hand. It was during her rule that the males of the Spartus, recognizing that their genetic makeup is far more aggressive and violent than the females, created the original **7 laws of male loyalty** under the Spartus females, stating their roles should only be that of citizen and soldier. They never wanted another like Lacedaemon to even come to power again. An eighth law is added by Gina, as a level, to assert honor over personal ideals or gain.

The **fourth age**, near the end of Gina's reign, she saw that the Spartus Empire had become too vast for her to control alone, but there was no male who believed themselves worthy enough to take their place at her side. This would give her no heir to the throne. Seeing that no male would dare to be with her, she took a vow of purity and took a woman as her consort, Artomesia. This female was deemed the 1st to be a life companion to an empress. Without the Empresses knowledge, Artomesia found a way to motivate certain suitable males to donate their seed. Artomesia explained her plan, and seeing no other way, Gina agreed. All her eggs were removed and artificially inseminated using the DNA from the males, and implanted in Gina, Artomesia and five other females deemed Pro Tems. Twenty-seven children were born from this seeding, all female, under the law of Spartus only females may vie to rule. Again, seeing as the Empire was growing too vast in size for one ruler, Empress Gina forced her daughters to fight each other at the age of fourteen (the age their training ended) and out of those children eleven remained. Gina tested her remaining children and found them all worthy of leadership, so she, being the first and last, renounced her title as Empress and makes her daughters Empresses, having them recite the oath of the Empress and the newly created oath of purity. Thus, the council of eleven, each forming a house, is created as a means of governing the Spartus Empire making it stronger than ever before. Before Gina dies she stressed to her daughters that only eleven should reign, no more, no less, with one addition. There needs to be a Council Empress, chosen from the breadth of the houses and elected by the other eleven to be the one who gives final word on all decisions. Gina's house is the oldest house Es Para, which she yields to the eldest and most capable of her daughters.

The **fifth age** is proclaimed at their 2,000 anniversary, when they have taken all the old dominion systems under their rule. It is when the Spartus move out to explore they meet their most worthy adversary to date, the **Voxx**. It is in the Telin, (Spartus name for sea of blood), system that the Spartus first meet the Voxx, a

race of beasts like none ever seen before in Spartus history so far. It will lead to a near constant struggle for many centuries to come.

Religion-

It is said, in Spartus mythology, that once there were gods that created and lorded over the Spartus race, until one day Es Para their blade of vengeance, rose up against their oppressive gods and took their power. From that day on, they ventured forward into the realm of the gods and began their journey of conquest. Ever since that day, no male, female or younger, according to their beliefs, handed down by Es Para, of Spartus could ever truly die, for after the skin was shed, (after death), the spirit would rejoin future generations of Spartus to watch over them and be reborn, to fight another day for the glory of the Empresses and their race.

Rituals

Ritual of mating- Every seven years, starting at the age of fourteen, females are allowed to choose a worthy male and bare his younger. Since the empire is made up of so many versions of Spartus, this ensures a vast gene pool for the future. This is decided through the male's service record and service. During the ritual, a female must sneak into a male's mating chamber and subdue him, taking him by physical force and then take him. If the man is subdued it is his duty to never bring a woman below him. However, if the female does not subdue the male then they must wait until the next cycle, so they can reflect on their mistakes.

Ritual of giving life- If the child is male, after 5 years with its mother, it is taken to a cloning facility to be copied. If it is female it stays with the mother until maturity, seven years by our calendar, however, Spartus live as long as three to four hundred years. However, males who think themselves worthy, or who are deemed by an empress, to copulate with them to give an empress heirs, when the empress deems it time to choose, fight in an arena competition and the victor's copulates with the Empress's and his name is added to the birth youngers as part of tradition. Typically, this happens five or six times and the genetics of the embryo is always altered to be female to ensure an empress's line.

Ritual of the warrior- Once finished with their training, every Spartus is given their permanent armor, this armor is their second skin, the clave, (a sword they choose by design), is an extension of their power, and the brand of the legion they belong to proves that they are true Spartus. After receiving their armor, they are bonded to an Empress and swear their lives to her.

Ritual of leadership- Once an Empress assumes power, she is required to recite her oath before her race and swear to uphold it. She is also required to take a vow of purity (chastity) that no man may ever corrupt her until she deems it for propagation of her house. From there she dons her armor and swears to her 1st who must also recite an oath and take a vow of purity. Then she assumes her rightful place on her throne.

The Ritual of Remembrance- Every Spartus knows this ritual but only females are allowed to perform it, through song. It is the only time that any Spartus will shed tears, but they are not only tears of sadness but of purification and joy. The ritual of remembrance is to honor those who have become one with all of Spartus, and to remember all of their enemy's who have fought against them, remembering them with honor so that they will never be forgotten. Even an enemy in the eyes of the Spartus should be remembered. Empress Gina said, "Although we are the highest being, we should not forget those we have conquered, although their physical presence has been wiped from existence we should honor them for the fight they gave us."

Education- Since before a Spartus is born they are genetically altered to be perfect warriors. Both male and female Spartus are trained in the brutality of combat from the time that they are at the age of reason. When males are taken from the neutering facilities, after the time with their birth mother, they are given to instructors, for three years, who teach them to farm, to survive through hunting, to resist pain, to kill, and above all, follow orders. For females it is harder, due to the fact that they are not clones, they are taken from their mothers and undergo the same training as the males, but it lasts for seven years, and is far more rigorous, intensive, and often brutal, because, unlike men, women are considered the backbone of society and have to train both body and

mind. They undergoes the same tests, then their additional two years are spent in advanced enhancement training where they peruse a skill to benefit the Spartus race such as engineer, doctor, etc. Most females don't see combat until they are eighteen years vs. the males at sixteen, and even then the males are trained to keep the females safe, so not many females, except empress guards, commander ranks and specialists are seen on the front lines. For the females born to an empress the training goes on for as long as forty-five to fifty years. It is the duty of an empress to train her youngers herself, for they have responsibilities that out way any other in the Spartus Empire. They must learn how to be a leader, train in the ways and knowledge needed, for they may become an empress themselves through challenge when they come of age.

Class system- The Spartus keep everything about their society very simple. There are only four classes in the Spartus Empire. First is the Empress who is the sovereign of her regime; it is her duty to lead her imperial realms race and see that their needs are met. Second is the 1st. It is their job to help the Empress in her duties (like a vice president) as well as be a partner and second parent to her offspring. Third are females, they are the leaders and commanders of the Spartus civilization and perform any job that isn't designated for males except that of combat. There are female commanders designated to lead in combat in all levels of ranks within the empire. Fourth are the males. Their main function is to build, farm, and serve as soldiers for the empire.

Physiology- Since the Spartus were created genetically they all have similar features. Such as, all Spartus have pale gray skin, which varies depending on location in the empire, and they all have various shades red eyes, and all share similar height, weight, and build, although males tend to be six or so inches higher than females. This was designed as a means to create uniformity in their race. However, they are allowed differences to distinguish ones character such as hair length and color along with facial configuration that also vary depending on location and genetic makeup from their inception. All Spartus are born in peak physical condition and maintain it through their lives. They are 10 times stronger than the average human in every aspect of their nature but look almost identical to us physically. Spartus, always sleep at 30-degree angle because of their, physical make up of having a dule muscular system and a few other differences.

Psychology- Spartus are bred to have only four base emotions: Anger, Calm, Pleasure or fulfillment, but even these are kept in check and controlled. Spartus do not know sorrow or sadness for they know that there is nothing to loose and death is rebirth. They know no fear for there is nothing greater than them to fear, and to use this emotion to any excessive degree is a weakness. As for pain, they feel it, but they don't let it rule or weaken them; they feel pain to prove they are still alive. Male and female forms are irrelevant to Spartus other than to signify station or breed. It is their belief to not kill that which submits for it is so weak it isn't worth killing, this only applies to sentient beings, it is said, there is nothing to gain from harming the weak but weakness it's self.

Armor- The unisex Spartus armor is not just a useful tool but a second skin. Using an artificial muscles system, it takes the movements of the user and amplifies them, even beyond their already great physical power, giving them full range of motion and enhancing their natural abilities. The muscles system is a neural interface with the suit's artificial muscles. These artificial muscles mimic the Spartus musculature system, making the artificial muscles more effective than old style hydraulics. The artificial muscles can also take more damage not just because of the high impact polymer it's made out of but for the fact that it absorbs impact like a regular muscles only with a higher threshold than regular tissue.

The actual battle plating is grafted to the muscular system to increase resistance of high impact and energy blast making the wearer a walking tank. The entire suit is made from Spartus alloy making it virtually indestructible to most weapons and environments. The user also gains a five-inch increase in height and all-around body mass. The interior of the suit conforms to the user when it is worn, however the outside stays relatively the same, this is so enemies can't tell the difference between them. After a suit is donned it is very rare to ever see them take it off when away from their home world.

Language- the Spartus language has a similar to a combination to ancient Latin and the Old Germanic languages so translation may be somewhat difficult but there are enough similarities to make it feasible.

Naming Convention: Males are named with a combination of the seed mother's and the seed father's with a number added to a last name due to the large-scale cloning process used in creating them, (example: mother (Fabricia) + father (Celsus) = Fabrisus Celsus 287). Females are given a first name the same as males, but they have a last name, that is a lineage name from their mother, (example: mother (Fausta Nerva) + father (Lucius) = Faucius Nerva). Empresses are given a combination of the names of the mother, seed father and her first adopts the house name, (example: mother (Nerva) + first (Octavia) + seed father Sestus + house name (Es Para) = Neravia Sestus Es Para). More often then not only the first and last name are used, but on rare official occasions the male name is added for ceremonial purposes.

Pain oath- Pain is my ally
It will tell me of injury
It will keep me alert
It will give me anger toward my enemy
It will remind me to carry out my duty
It will remind me I am still alive
Pain is my ally

Legion oath- For our Empress
We are the chosen, our flesh as armor
We will sacrifice our body and blood
We fight for her honor
With our shield and clave in hand or dead upon them
We will return victorious
For our Empress