

Seraph Species Information



Masculine

Feminine

Seraphs are one of the oldest, if not the oldest race of Synthetics within the known galaxy, dating back to the start of the Empire, and before it. Though mostly inorganic, they are fully biological creatures. The term Seraph hardly applies to one particular species either, with many types of synthetic with un-related origins falling into the classification. However, all of them share quite a distinct set of defining features despite often unrelated origins.

Seraph kind is most well known for their role in leadership within the [Empire](#). They are also renowned for leading directly in military action, often right from the front line, and from the very tip of the spearhead. Given the near infinite life-span of Seraph type synths, they have a very unique perspective of the universe compared to most life forms. This can be both a good and bad thing, depending on how they conduct themselves.

Adult age:
500+ [ISY](#).

Average lifespan:
Effectively immortal. Seraph can even survive the destruction of their bodies by copying their consciousness into a new one.

Average height/length:
10-15m juvenile, 25-40m Adolescent, 65-100m Adult, 100m+ Ancient.

Dominant Gender:
Equal mix.

Physiology:

Modern Seraph Physiology is open to a wide variation, based on the individual, but most are fully synthetic and inorganic, with a very [biological](#) nature. All are heavily reliant upon [Metatron](#) alloys which are comprised of elements from the island of stability and [exotic matter](#). Seraphs can synthesize their own Metatron with significant time and large amounts of energy. Some Seraphs do have partially [organic](#) bodies, though it does not impact their Metatron requirements and overall abilities too heavily. These Bio-Organic-Seraphs, as they have come to be called require far less Metatron and general energy input to keep going.

All Seraphs share the ability to eat for fuel and self maintenance and have a wide range of dietary options to keep going, though there are some that work best. Seraph physiology is primarily based around various types of metamaterials, ranging from flexible metalloid compounds that can harden and strengthen under energy input or light and energy refracting compounds. Without the wide array of metamaterials in their physiology Seraphs would be unable to exist.

Seraph biology is based around a multi-solvent cellular system, unlike in organic beings, Seraph cells can readily reconfigure and even dismantle and recombine themselves by using molecular machines. Seraph cells make up much of their bodies aside from their outer layers and core skeletal systems. Rather than using chemical energy, Seraph cells rely on electrical energy to function. The only exception to the cellular basis are for non Imperial Seraphs who often use older methods of achieving the same abilities that Seraphs possess.

Another important part of Seraph physiology is their integration of [Alcubierre](#) technology (often referred to as a Lambda Driver, militaristically) and their use of neuron induction to directly communicate with organic beings. Along with Alcubierre technology, another staple of a Seraph's physiology is a matter-antimatter reactor to provide the immense amounts of power they require, and the extreme energy density needed for long term operation.

Due to their cellular basis, modern Imperial Seraphs are almost entirely biological and even able to reproduce biologically. In addition to slow self modification and adaptation, Seraphs often produce offspring to start from a wholly new base, and even allowing multiple Seraphs to input new elements into the offspring's design. Given their nature, Seraphs are neither male, nor female sexually (despite gender identities they may take on) any Seraph is capable of carrying the developing offspring. The same is true for donating information to the offspring's design.

Seraphs have two ways of breeding, via sexual intercourse, in which one provides the other with specialized reproductive cells. (This method also functions as a way to donate materials to the growing offspring.) And via direct mental connection, in which more detailed and diverse data can be shared. Often both reproductive methods are used in tandem between primary mates, while secondary mates mostly donate materials to assist in the offspring's development.

The Seraph body is constructed on a mostly solid skeletal frame, the joints are made of hydrostatic and ferrofluidic materials to eliminate wear and allow a wide range of motion while allowing hard limits to that motion to be added and removed on the fly. Ontop of the skeletal system, some Seraphs use more mechanical hydraulics for added strength (Sacrificing range of motion for them), but most Seraphs use synthetic muscle that works similarly to proteinaceous muscle in organics. Some Seraphs have hydrostatically operated synthetic muscle as well, particularly older Seraphs.

The nervous system for Seraphs is optically based over most long distances, and translated into electrical signals more locally. Seraphs have a multifaceted circulatory system, combining a coolant, lubricant, nutritional and in some cases hydraulic circulation. Coolant systems are usually isolated, but lubricant, nutritional and hydraulic can usually be combined into one system. Seraphs convert chemical energy input into more readily usable electrical energy within local groups of cells. Specialized cells within groups act as generators and convert chemical to electrical.

Unlike organic biology, when energy input to Seraph cells ceases, they do not die and begin to decay, but like machines simply shut down. Assuming no external damage, a Seraph could remain inactive for centuries and return to life as soon as they receive more energy. This also applies to the brain functions of Seraphs, though eventually suspended brain functions can deteriorate due to entropy.

Seraph bodies are built around semi external particle accelerators as well. These systems allow them to focus beams and particle emissions for both combat, defense and even propulsion. Many Seraphs have focusing arrays built into parts of their body to boost the effectiveness of specific functions of their particle projection systems.

Combining these systems with their Alcubierre and antimatter technologies can be used to devastating and awe inspiring effects for battle, travel and utility. Bio-Organic-Seraphs possess everything their Inorganic cousins do, but have an almost organic biology, coming across as flesh and blood creatures in many ways, few have any actual components that look alien from an organic or non carbon organic's biology like other Seraphs would, merging the best traits of synthetics and naturals into one being.

The only downside to the Bio-Seraph is their extreme initial cost, and difficult to replicate nature, outside the few in existence, all attempts to create more from scratch are usually failures and the successes are not as well understood as the inorganic Seraphs are. Most new Bio-Seraphs are the result offspring from existing Bio-Seraphs, with new ones created in labs every few centuries, if at all.

Behaviours:

Seraph Behavior is one of the most widely varied in Imperial species. Forming a concise species profile is quite difficult due to the extreme variation and low overall numbers. It is more common for Seraphs to be very intelligent any calculating overall as it is a core part of their entire design.

However, there are some more common behavioral archetypes to note. The most common archetype is calm, reserved and logical, as seen in Seraphs like Niu. There is also the calm and kind motherly personality, seen in Asaneth and Kacylia. And lastly, the more wild animalistic types, notably Aiko.

Bio-Organic-Seraphs have equally varied behaviors, most take traits from a parent species that they identify with or are based off of, though this trait sometimes extends to other Seraphs too.

Seraphs as a whole are quite indulgent in interpersonal relationships with their own kind. Sharing memories, ideas and data recreationally is the preferred way for their kind to bond socially. While more physical and carnal indulgences follow at a close second.

Another well renowned trait is the predatory nature of these synthetics. Even the more reserved Seraphs occasionally do partake in predatory consumption of organics and even other synthetics for energy, raw materials, and in some cases, pleasure.

Cultural traits:

Seraph culture is rich, if rather guarded, revolving around lineage and self betterment through learning, experience and advancement. Given the nature of Seraphs, most newer born ones and later generations have living ancestors, whom are often revered as elders for their experience in life and the advancements they have made and passed on to the later generations.

As a whole, Seraphs tend to be long-sighted. As a byproduct of being for all practical purposes, immortal, Seraphs always consider their actions and choices in the long run. Often spending long time and vast mental resources to calculate and deliberate before making large choices. This has a large impact on Seraph culture as a whole, and is a point of friction with shorter lives species.

Another point of Seraph culture is the striving for ascendance, many elder Seraphs have the desire to expand past the physical plane and stretch out into something like dietyhood. It is arguable that certain Seraphs are almost deities, but still their curiosity and drive pushes them to push the limits of what they can do.

Many Seraphs also devote time to studying some of the older religions of the galaxy, and looking to see if there are real deities out there and trying to prove or disprove theories of ascension, though this often takes a privative back seat to their public duties.

Bio-Seraphs share in the rich culture of their Seraph cousins, a rather guarded culture, revolving around lineage and self betterment through learning, experience and advancement.

History:

Seraph History is one that predates the first Imperial Century itself. They were first fully intelligent and independent synthetics and the first users of Metatron for their systems. These Seraphs are children to the first empress and have grown up with the Empire itself. Arguably the backbone and driving force behind the Empire, and definitively the minds guiding it, they have always been few and somewhat reclusive due to their size, power and social structure.

The ruling family of the Empire is almost entirely Seraphs in one form or another, since the term itself incorporates multiple types of somewhat related synthetics. Most Seraphs predate the Empire, though there are some demi Seraphs and newer born ones who were born far later, not to mention the ancients, which are closely related, though normally not as large as, nor powerful as their ancestors.

Seraphs through the Empire's history have fought and even died on the frontlines of battle defending and attacking for the benefit of their Empire, and have a deep seated interest and care about their faction, being that most have spent the majority of their existence assisting to build and maintain the Empire.

Bio-Organic-Seraphs were extremely limited before Revika's ascension to the Imperial throne. Only a handful are known to exist before Revika's reign began. Revika rather popularized and advanced organically based Seraphs to serve her want for a cheaper more mass producible, yet still powerful body. Before this, the only known examples were Kacylia and Resiline, both of which originate outside the Empire itself.

Revika was the first of the Imperially made Bio-Organic-Seraphs, however she wasn't perfected until Alice's research and findings from Resiline helped unlock the knowledge needed to construct Revika's Bio-Seraph body, from there only a handful more Bio-Seraphs have successfully come into existence.

Interestingly, most of the Bio-Seraphs in existence have very long roots in the Empire, living as Normal Seraphs for some time prior, and using this as a route of their ascension.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **Metatron:** Various alloys comprised of both elements from the Island of stability and exotic matter as well as regular elements as well. These materials are the primary way to harness, store and use exotic matter and dark energy.
- **The Empire:** An interstellar Empire within the milky way, and the largest singular faction within it. Its full name is the Pan-Galactic Oligarchic Hibiki Empire. The Empire is built of many races with a fairly egalitarian society. While semi-autocratic, it's leaders are specifically engineered for the role of leadership.

Writing and species belong to [Kai](#)
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