

Selacine Species Information



Feminine

Masculine

Selacine are an insectoid species native to [Selaris](#). Selacine as a species are almost entirely loyal to the Empire, with only a few colonies remaining wild. Outside the Empire, none are seen alone, due to their social nature and hive-like society. Selacine are well known food producers as well and occupy many civil roles in Imperial society as well as military roles. Their exotic physiology also makes them a curiosity for scientists across the galaxy.

Selacine have quite a unique role inside the Empire, given that almost all other species are individuals, while Selacine are more used to life within a hive. However, the more whole-minded nature of the Empire ultimately lets them fit in well.

Adult age:

6.5 [ISY](#).

Average lifespan:

340-450 ISY with access to [Imperial](#) medicine.

500-600 ISY for queens.

~60-100 ISY for wild individuals.

Average height/length:

<1m Larval, 1-2m Juvenile, 4-8m Adolescent, 8-12 Full Grown.

15-20m Adult Queens.

Dominant Gender:

Female.

Physiology:

Selacine Physiology is a very interesting one, and not really matched elsewhere in Imperial species, apart with one or two similarities to Zeioph and some synthetics who took aspects from the Selacine biology. One of the most noteworthy aspects of the Selacine is their tail, a powerful prehensile appendage with strong pincers that is also able to store food in a specialised chamber within, and ingest and process food like a stomach using a large opening at its end.

Selacine are also notable for their inherent ability to communicate telepathically, which makes for a highly intimate form of communication. Their telepathy is combined with both body language and pheromones, to produce a nearly non-vocal language that puts most vocal languages to shame. The telepathic connection that Selacine share makes them of great scientific interest to the Empire and other factions. Few unmodified and non-synthetic individuals possess anything similar, fewer still possess anything compatible with them.

Selacine biology is primarily carbon based, with some similarities to earth life in terms of molecules used. Selacine use a mix of Hemocyanin and Hemoglobin and have a physiology that resides in between earth Arthropods and vertebrates. Selacine have both a circulatory system, and a Hemolymph, along with variable levels of their oxygen bonding metalloproteins. The variation in metalloproteins seems to be regional and related to subspecies. Their natural variation results in a range of blue to dark purple in their flesh tones.

Selacine are vertebrates with a full endoskeleton, though their shell functions as an exoskeleton as well. Between endo and exoskeleton Selacine are some of the most durable sapient creatures in the known galaxy. Selacine durability is exceeded only by Akombi in terms of non-synthetics. In addition to their tough combined skeleton, Selacine also have an astounding ability to heal and regenerate. Lost limbs and damaged organs can be regenerated given time. However, most average Selacine are short lived compared to other Imperial species.

Selacine possess heightened senses, their antennae and tongues stand in for purpose built olfactory organs. Selacine antennae function as much more than olfactory organs however, and are used in their telepathy as transmitters and receivers of EM signals. Being able to sense such a broad range of the EM spectrum gives Selacine a view of their world only shared by synthetics. Selacine eyes can see from the top of the UV spectrum, down to the bottom of IR. And their antennae can detect from below IR right down through microwave and radio and just into the X-ray range.

Using their impressive array of senses, Selacine can detect and hone in on things most non-synthetics wouldn't even know exists. This makes them excellent at finding food or potential threats and makes them an ideal candidate for military service. For the most part, only the masculine Selacine end up serving in the Imperial military. The more lithe form and aggressive nature of the masculine variety makes them more well suited for the role. In the wild, males act as guardians for the colonies, as well as breeding partners for Queens.

Selacine are sexually monomorphic, but do have two masculine and feminine archetypes. Females are generally more docile, plump and stay in the nests, while males are more lithe and do much of the foraging for live food or other activities far away from the colony. All Selacine can breed as male or female, though it's more common for a queen to produce most Selacine in a colony, with the eldest females providing some 20% of new young. Within the Empire, Revika serves as their queen, so the ratio of breeding non-queens is elevated to around 80-90%

Selacine are able to produce a variety of long lasting foods with their bodies as a method of storing and sharing food without need for technological help. The food they can produce ranges from honey, to milk, to even food processed, fermented and preserved in their guts. Selacine honey is incredibly rich and laced with xylitol, cetyl and small quantities of ethanol. Along with the alcohols in Selacine honey, there are an array of pheromones and chemicals mixed in with the sugar and protein base that make it intoxicating to many creatures. Selacine honey is produced in a special organ parallel to their gut. The organ can be fed directly via sugary food sources such as nectar, fruit and plant juices or from their metabolism.

Excess food is readily metabolized and turned into honey. Selacine not getting sufficient protein will produce protein weak honey with a more sugary and less rich flavor and less nutritional value. Selacine honey and milk are only produced by the feminine subtype of Selacine. Selacine milk is rich, fatty and something similar to condensed cream. Very young Selacine are fed on milk, and when old enough will move to a mix of milk and honey before slowly weaning off milk and onto pre-digested food and honey, until they reach adulthood and eat like other adult Selacine. Selacine queens produce special honey and milk that is only fed to future queens, as it incites a change, similar to royal jelly in earth bees.

The fermented food Selacine produce in their guts is often said to have a musky taste, and varies greatly with what was eaten and processed. Of the three forms of food Selacine produce, their fermented food has the shortest longevity stored outside their bodies. Inside, the longevity is boosted by fresh enzymes being added by their guts, however, over time this decreases the nutritional value. All varieties of Selacine produce nearly identical fermented food matter if they eat the same raw materials. Generally though it's mostly the oldest 'females' who eat raw food and process it for other Selacine.

Selacines are omnivorous and somewhat opportunistic in the wild. Selacine had agriculture in place before the Empire discovered them, but much of their food still came from hunting and wild gathering. Selacine shared a symbiotic relationship with several sub-species of flowering plants known collectively as sugar-pots. These plants produced large jug-like flowers full of rich nectar in exchange for being fertilized, pollinated and protected by Selacine and along with fruit bearing trees made up the bulk of their farmed diet.

Selacine are also capable of lactation, as their honey isn't quite sufficient for young who need a lot of nutrients to grow fast. Their milk is quite thick and creamy, high in fat and proteins as well as carotenoids and other building blocks that help young Selacine grow quickly. Larva are exclusively nourished on milk, switching to a diet of milk and honey after they pupate and eventually weaning to honey and pre-digested food before they are ready to hunt and gather their own sustenance.

When it comes to reproduction, it's usually queens that handle it, however non-queens are not sterile and are fully capable of breeding. This is an advantage if a hive suffers a catastrophic loss as it puts less pressure on a queen to breed more. Queens typically lay eggs that hatch into larval young that must then pupate to reach adulthood. However, when non-queen Selacine breed, they usually give birth to live juveniles, as the entire larval stage is carried out inside the mother at a much younger age.

This secondary reproduction process requires many more moults as a young Selacine ages though, since they are born with their complete carapace this way. However, these juvenile Selacine are ready to get to work in the hive much faster than queen born ones. Overall both queen born and worker born Selacine have the same lifespan and overall quality of life, though queen born consume less resources overall to reach adulthood.

Selacine are capable of flight, as you might imagine by their wings. Though as they are very large and heavy, they are not the most dynamic flyers. Selacine also rely on rather thick atmospheres for sustained flight as well. Usually requiring a minimum of 1.25 [ISA](#) of pressure to keep aloft. Flight is also an energetically demanding mode of transport, and usually reserved for more dire situations. "Male" Selacine are much more flight capable due to their more lithe design.

Behaviours:

Selacine behaviour is structured around a social structure similar to social insects, with a very intimate and tight knit nature. Within a colony, most Selacine act somewhere between siblings and lovers. Selacine as a whole are fairly docile and friendly if not threatened, more curious than destructive. Though friendly, Selacine are highly predatory towards smaller creatures, and have no qualms about treating creatures as a playmate one moment, then as food another.

When threatened though, Selacine can be vicious in combat. From smashing assailants with their strong and heavy tails, to using their pincers and claws, few want to be on the bad side of a riled up Selacine. Selacine also are mildly venomous, able to bite and temporarily paralyze prey and attackers. Queens are far more venomous, and can often paralyze attackers to the point they stop breathing and enter cardiac arrest. Venom production is linked entirely to emotions around anger, agitation and fear, with the venom entering their saliva.

Selacine are also very protective of their colony, with most viewing the Empire, and everyone within, as part of their colony. This loyalty is unparalleled in all other Imperial species, with many Selacine sacrificing themselves before allowing harm to come to other nearby Imperials. Selacine are also readily able to pick out non-Imperials and liars due to their heightened senses and social mentality as well.

Selacine are also very protective of their young, and consequently the young of other Imperial species. It would be unwise to threaten any young under the care of a Selacine, as they will not hesitate to lay down their lives if need be. Along with being protective, Selacine are quite excellent and gentle caregivers. Often Selacine "females" in the Empire take roles in child care. Just about all species universally trust them to care for their young when they cannot due to occupation.

Selacine dutifully follow commands given by their queens, and within Imperial society, higher-ups are often revered as queens. This makes them excellent soldiers, particularly the "males" who evolved to guard colonies against intruders before Imperial uplifting. Unlike most social insects, Selacine colonies can have multiple queens. Often these queens will be sisters, or parent and child. In the wild, as many as a dozen queens within a colony have been observed, all working in unison to lead and create offspring.

Cultural Traits:

Selacine culture is somewhat limited, given their past as a social intelligent, but ultimately tribal insect species at best. Selacine have long been sapient, the only semblance of natural culture they have is their social family structure within hives. This includes acting very intimate within their own hives in terms of breeding affection and sharing food.

The extremely social nature of the Selacine is noticed by other Imperial races, as mentioned earlier. They are extremely loyal to and will protect their Imperial brethren. As a whole, Selacine always tend to think of the greater good of their entire faction due to their instincts and evolved natures.

Some can find the intimate social nature of Selacine unnerving and downright strange, particularly their feeding of each other and other Imperial species via their natural means. Being that most of their cultural development was part of the Empire, long standing Imperial traditions have become deep rooted in most Selacine.

Given Selacine communicate via pheromones, body language and vocalizations, a few Imperial species have some difficulty communicating fully. Luckily Selacine are adaptive enough to learn purely vocal languages. Though it is common for Selacine to smell over others even outside their species, as they can glean a lot of information that way.

Within the Empire, this cultural trait of close and inquisitive contact isn't un-welcomed though. Selacine are hardly the only species that uses scent to communicate. Though learning to understand scent across species well is quite a feat for most individuals.

Selacine themselves are also divided up into different breeds, originating from different biomes upon Selaris. These breeds also bring with them different cultures as well as differing colourations too.

History:

Selacine were first discovered by the Empire in early [IE](#) 4575, having only a rudimentary social system based on insect social structure, they were studied from a distance by the Imperial science division for some time. Before Imperial intervention their primitive agricultural practices were observed as well as some very limited trade between hives. Overall the species was still basically tribal, at the cusp of civilisation at best.

This would change when the second Empress, Revika decided to uplift them. Revika rather boldly stepped into their world and was able to integrate into their social structure using a facet with a body designed in the image of the Selacine. Revika's plan was to eventually take the place of the queen in as many hives as possible, viewing this the best way to integrate them into the Empire.

Revika found her way into one of the largest colonies on Selaris and was adopted by their queen. Over time the facet of Revika both adapted herself into their culture, and sowed Imperial culture into the Selacine. Revika was able to become a queen herself, and succeeded the former queen of the colony. From there, Revika spread out and further integrated more and more Selacine into the colony until she controlled most of the planet.

With most of the Selacine now under one united colony, Revika slowly brought them into the Empire, where they integrated surprisingly fast. Already living by similar values to Imperials, and ones instilled by Revika, made integration work rather smoothly. From the point of integration onwards, Selacine have been extremely loyal as a whole to the Empire.

Only a few colonies fully resisted Revika's non-military conquest of Selaris, and remain outside of the Empire as neutral tribal bodies. These bodies are left alone in remote regions of the Selaris wilderness. Outside of these Neural bodies, there are no non-Imperial Selacine. And none have ever defected or divulged information under torture.

Revka herself actually has a Selacine daughter, a queen herself. This daughter serves as the primary representative of her species. This daughter is also part of an engineered breed of Selacine, known as Selacine Roh. Though partly synthetic, these Selacine are still warmly accepted by their natural cousins.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **ISA:** Imperial standard atmosphere, equal to about 1.1 bar.
- **IE:** The Imperial timeline, starting from year Zero, the year in which the Empire was founded. See [ISY](#) above.
- **Selaris:** A world orbiting a star of the same name. Technically Selaris Prime by Imperial designation. The system is a large red giant, orbited by 3 vastly smaller red dwarfs. One dwarf (the smallest) orbits partly within the inner planetary area, while the two others sit at 0.4 LY and 1.2 LY with greatly eccentric orbits shared by all three. Aside from the dwarf stars, Selaris consists of 6 total major planetoids.
- **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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