

Akombi Species Information



Akombi are an endothermic, somewhat reptilian race hailing from the inner Orion arm of the Milky Way. They are the second closest sapient race to Earth, behind the [Immuthar](#). Akombi were first discovered by humans from the [E.A.F.](#) when the Earth originating faction colonised their home system of [Tharkaad](#). Later the Akombi would be integrated into the [Autocratic House of Steiner](#) that the E.A.F. evolved into.

The Akombi are a nomadic race of impressive physical capability, with equal to average human intelligence. Despite their tribal culture, the Akombi were able to develop their own technology, and very rapidly adapt the technologies of their uplifters. For a long time the Akombi fought against the [Empire](#) under the push of Steiner. But eventually they were liberated, and when time repaired old wounds, joined the Empire that liberated them.

Since then, many Akombi had spread out from their homeworld of [Tarkus](#), and now wander the stars. A lot of these Akombi have no master or overarching government, for good or bad. Oftentimes these nomadic clans become traders, or even pirates and smugglers. Some become mercenaries and work for whomever can hire them. Others still settled down into various factions including patriating into the Empire.

Adult age:

35 [ISY](#).

Average lifespan:

300-350 ISY in the wild and pre industrial society.

400-500 ISY in a post-industrial society.

700-800+ ISY with Imperial medicine.

Average height:

2.5-3m Juvenile, 4-6m Adolescent, 8-10m Young Adult, 12-15m Full Adult.

Dominant Gender:

Equal Mix.

Physiology:

Akombi are carbon and water based life, fully organic, though with an integration of specialized metalloproteins and metal compounds in their physiology not found elsewhere in non [xeno-biologicals](#). Most metalloproteins in Akombi physiology are used for armoured parts of their physiology, ranging from their tough, ceramic-like scaled hides, to their heat resistant upper gullets and durable bones. The reasoning behind their heat resistant mouths and throats is because Akombi can plasmatize and spit a cohesive stream of gas short distances.

The metalloproteins in their biology also offer the magnetism and conductive pathways from [electrophores](#) in their body to permit this ability. Other Tarkan life also possesses this biological directed plasma ability, ranging from close relatives of the Akombi, to separate evolutions of it. As one might imagine, a directed plasma weapon built into the body gives the Akombi an amazing hunting aptitude. The process by which Akombi plasmatize and fire this stream of gas is as follows:

First a mixture of readily ionizable gases is accumulated within a semi-rigid bubble of mucus within an organ in the throat. The encapsulated gas bubble is then passed into the throat and ionized by the biological magnets ringing the Akombi's throat. From Here, the Akombi ejects the hot capsule of plasma violently towards a target. The capsule usually ruptures part way to the target and engulfs them in a positively charged cloud of plasma. The temperature of the plasma isn't as much of a danger as the charged plasma tearing electrons away from their atoms, causing intense surface damage via ionization.

Akombi equalize their electric charge potential by dissipating it into the ground. Ungrounded Akombi can seriously harm themselves by repeatedly discharging plasma, most modern Akombi are aware of this and wear accommodating clothing. Some have been know to use buildup of electric potential as a weapon too, touching grounded targets and electrocuting them. The metallic scales on an Akombi's body tend to store the charge potential, acting as capacitors when an Akombi isn't readily grounded.

Akombi have developed a very thick hide, covered in metallic scales, this is likely due to needing to survive each other during territorial disputes. This armour is not only thick and hard, but as stated previously can also hold a negative charge, allowing it to dissipate positively charged ions with little damage. In addition to its plasma resistant capabilities, Akombi hide is resistant to heat and fire as well. The combined aspects of tough hides, horned heads and spitting 'fire' has made many humans call them Dragons in reference to the similar creatures of legend.

Due to the scaled, protected structure of the upper Akombi gullet to accommodate their plasmatic ejections, Akombi have very raspy, somewhat wicked sounding voices, and rather weak senses of taste and smell. The way Akombi sound when speaking can be off-putting to some, making them sound gruff and unpleasant, or even angry, true mood regardless.

Akombi have a metalocarbon mineral skeleton instead of a calcite mineral as seen in earth creatures. This metalocarbon structure gives Akombi and other Tarkan species a skeletal strength that far exceeds that of steel, closer to that of aircraft titanium with a similar density. Without this specialized skeletal makeup, it's likely Akombi would be too heavy to grow to the sizes they do on a world like Takus with a surface gravity of ~ 1.53 G's. The rather high native gravity makes Akombi incredibly strong off-world, but due to the genetic makeup of Tarkan life, their bodies do not deteriorate in space remotely as fast as Humans and other Earth life.

Akombi possess large, long and powerful tails, that not only add to their combat aptitude, but also house a brooding pouch for young. Both males and females possess those pouches part way down their tails. The hollow area is surrounded by a skeletal cage that extends half-way along the tail, thick muscle, and lastly the thick scaling of the tail itself. Inside, young Akombi are kept quite safe from would be predators, or rival Akombi. Getting past the tail itself to get at the opening to the brooding pouch is no easy feat, even for other full grown Akombi.

Akombi tails are usually of equal mass to the rest of their bodies, this means the tail has to propel itself behind the Akombi. Akombi tails have scutes and move similarly to earth snakes, exerting little to no drag on the Akombi as they move. Some more lithe Akombi can even hoist themselves up via their tail and use it exclusively to move around, more thick and heavy Akombi have a harder time with this. The tail ends in a hard bony-metallic spike used to puncture and slash in combat.

As well as their tails, Akombi possess considerable talons on both their hands and feet. Akombi are well adapted at climbing and digging bare-handed. Akombi claws contain the same metalloproteins as their scales, making them quite durable as well. Akombi are also adapted to walk upright on their hind legs, or on all fours comfortably. Usually when hunting, digging and playing, Akombi will opt for a quadrupedal stance, other activities that require their hands, or are more social have them standing up.

Akombi are sexually trimorphic, with male, female and hermaphrodites being normal, and fully capable of reproduction. This is common among species directly related to Akombi on Tarkus. Hermaphrodite Akombi are rarer than males or females, and tend to vary into behavior roles of males or females rather than having their own archetype. Visually, there is little difference between male and female Akombi, as their dimorphism is minimal. Females tend to be identifiable by horn structure primarily, more internally, females have mammary like glands in their brooding pouches to feed offspring, while males do not.

Male Akombi have hybrid genitals that can be internalized when not in use, and tend to naturally lean towards internalization for protection. Some males train themselves to keep genitals externalized as part of cultural rituals, but this is an unnatural state as a whole when not aroused or breeding. When it comes to sexual breeding, Akombi are rather standard, one male and one female exchange genetics to produce an offspring. Hermaphrodite Akombi can fill in either role, but only increase the likelihood of hermaphrodite offspring when acting as a mother.

Akombi have three sets of chromosomes, two coming from the mother, and one from the father. The gender is determined by a combination of chromosomes and incubation temperatures, all affecting the likelihoods of how Akombi develop before hatching. Due to the temperature factor, parents have evolved to place some of their eggs outside their brooding pouch for longer than necessary for them to breathe to better distribute the gender of offspring. This behaviour is somewhat instinctual, and hard for most Akombi to avert. But some none the less do more consciously try and affect the gender of their offspring.

Akombi are naturally built to conserve water, being as it is scarce upon most of Tarkus. While Akombi can sweat, they do not do so unless their body temperature reaches dire levels. Their saliva and other lubricating fluids are very thick, to prevent evaporation. Their tears in particular are very viscous and designed not to readily evaporate, this also helps to keep dust from irritating their eyes. During elimination of waste, Akombi also conserve a lot of water as well. They urinate infrequently, and produce a very thick liquid mostly comprised of urea.

Urea waste is commonly eliminated via the bowels, as it is much too thick for the urethra. Though similar to some other species known in the Empire, Akombi do urinate as well. Though this is only seen when they consume an excess of water. This trait likely evolved in response to Akombi often living on the shores of the polar oceans of Tarkus. Akombi are also extremely proficient at eliminating excess salt from their bodies. This allows Akombi to drink seawater without consequence and urinate out some of the fluid with all the excess salt.

Neurologically, Akombi share some traits with other Imperial species, primarily secondary neural clusters located outside of their primary brain. These secondary clusters assist on improving reaction speed in such a large creature. However, unlike some of the faster species in the Empire, Akombi have purely electrochemical nerves. This makes them rather slow when compared to something like a Zeioph or Avalonian. However, still faster to react than something with only a central brain would be.

Akombi neural plasticity does decrease with age as well, making it harder for older Akombi to learn new things, especially things that need to become second nature such as language or activities that require high muscle memory. Though degeneration usually doesn't set in until an Akombi is well past 600 ISY and is a slow process. In very, very old Akombi, dementia is a possibility due to their degradation of neural plasticity. This is something that advanced medicine can fight and even reverse though, and mostly a concern for wild and non-Imperial Akombi.

Overall Akombi have a relatively robust regenerative system, while not able to heal more advanced neural tissues, regrowing lost limbs is within their abilities. Eyes, secondary neural clusters and more vital organs are usually beyond most Akombi to regenerate alone, though some young Akombi have been shown to replace these without external help. This ability does eventually degrade with age too, plateauing at maturity, before waning off into old age until it's no more effective than closing wounds with scar tissue.

Behaviours:

Akombi are rather wild creatures, not unlike many other [Imperial](#) species, they are originally derived from a nomadic and post feudal time period. Akombi as a whole were uplifted to spacefaring status by an outside force, this means that they remained somewhat primitive in terms of behaviours and can be violent and ill tempered, not to mention territorial. Some Akombi had settled down more, and started developing early technologies like steam power and internal combustion. On the other end of the spectrum, some Akombi were still nearly feral when Steiner uplifted them.

The uplifting greatly disrupted their evolutionary path, naturally Akombi likely would have gotten smaller and frailer as technology took over for them. Many of the ones who developed their own technologies were already smaller and more docile than average. But being handed thousands of years of technological advancement all at once halted natural selection. Feral and civilized Akombi homogenized to make the modern Akombi. Modern Akombi are considered Demi-Feral, they walk upright or on all fours freely and keep many animalistic tendencies overall.

Akombi generally get along well with the other more feral races in the Empire thanks to a mutual understanding. While rough and violent behaviors are common between Akombi and other Demi-Ferals, it usually comes down to non-lethal sparring or rough play not seen among more human like races. Akombi will often fight over food, particularly anything freshly killed and especially when in a new group. Over time Akombi tend to form pecking orders with their closer comrades and family members.

Akombi have a tendency to challenge commanding officers to prove their strength and why they should lead, this causes some friction with some species. Other species readily engage in establishing a pecking order with Akombi, Sergals, Zeioph, Dross and even Seraphs spar and fight with Akombi to show dominance and build a pecking order. To some degree Canids, modified Humans, Anomids and Seiferin also engage in social sparring with Akombi too.

When it comes to intimacy, Akombi can be just as bad. Akombi love is rough, most bite and scratch at those they are attracted to. Akombi courtship looks almost like rape to most, females will resist males until the male manages to overpower them and forcefully breed. This behavior ensures that the male is a strong candidate, this pseudo-rape was discouraged by Steiner humans, causing a lasting dislike of humans in most Akombi who felt culturally stifled by their human uplifters.

Akombi are naturally adept hunters as well, needing no additional tools or implements to take down even very large prey. Akombi are both capable of hunting alone, and as an effective pack. Wild and Civilized Akombi alike use advanced ambush and deception techniques against large prey. Most are taken down with their plasmatic breath weapon, claws and those thick, powerful tails. When it comes to eating, Akombi feed their children first. Either directly for ones old enough for solid food, or by letting nursing parents eat first. After the young, the pecking order resumes.

Akombi overall are very, very protective parents, and as a group work together to protect all offspring. It was discovered by Steiner that it is impossible to separate a parent from its children unless you kill one or the other. Often killing young will leave a bloodthirsty parent, or parents out for vengeance as well. This tends to extend to the rest of the clan as well, making the prospect of ever abducting their young ones that much more difficult. Should one kidnap a young Akombi and leave the planet, other members of the kidnapper's species are often harshly targeted too.

This protective parental nature is so strong in Akombi, that even modern ones are nearly helpless in resisting the instinctual drive towards it. This makes them quite desirable as child care givers in the Empire, as parents of other species feel confident their young will be protected with an Akombi nanny. Granted, one generally has to form an almost familial bond with an Akombi before they will feel that protective compulsion. Ontop of being protective, Akombi parents are also very nurturing. As stated previously, they provide ample food, but also provide ample attention.

Having a brooding pouch lets Akombi keep their young close by until they reach adolescent age and size. All the while making sure to teach and nurture young, and when Akombi grow too large for the pouch, they still often follow their parents or older siblings closely. This is how education in Akombi culture was carried out before Steiner or the Empire, hands on, parent to child.

Cultural Traits:

Akombi have a nomadic culture, forced to move around their world due to the changing conditions and moving livable areas. They have a respect and preservational attitude towards nature that also fuels their nomadic nature. Above all else the Akombi are careful to preserve the [cryptobiotic](#) crust of their homeworld Tarkus. In their past, they have seen the destruction wrought by damage to this delicate layer of the soil, and originally believed doing harm angered a higher power that sent dust storms to destroy them.

The Akombi refer to their world as "The land of the wandering summer.", due to the constantly slow shifting warm areas and availability of food and water following them. Thus the Akombi were adapted to following this availability of food as hunter-gatherers. Being an agrarian society was not viable due to the overall climate, however the Akombi did have domesticated animals and did plant seeds with intent to return to the same area to harvest in the next solar year.

Culturally, Akombi have a rich society, with deep traditions. Most Akombi lived in clan-like groups ranging from a single family of only a dozen or so individuals, to multiple families spanning a few hundred individuals. Each clan had its own unique cultural traits and specific traditions, but most followed a core set of values. The Akombi lacked a unified government, but each individual clan was governed by 1-5 leaders based on size.

Clan leadership was chosen based on strength, intelligence and other qualities that made the individual favorable to follow. Generally leadership was hereditary, as leaders groomed their offspring to follow in their path. Infighting, lack of proper heirs, or clan mergers could drastically change the leadership as well. Neighboring clans often ended up with traditions being exchanged along with individuals, should they get along.

With each tribe came specific cultural nuances, laws and methods of roaming around Tarkus. Some traveled on foot by land, some traveled the polar oceans by ship. Some of the larger clans had more advanced technology, similar to what you might see on late 18'th century earth. The most common type of travel was via covered wagons, or fully enclosed wagons similar to a modern day caravan.

Both Caravans and wagons were pulled either by animals, or more crude vehicles, ranging from steam driven, to crude examples of internal combustion. In some rare cases, Akombi settled down into more permanent residences near geothermal hot spots on Tarkus. These settling tribes were often the source of more advanced technology and ideas. Having less energy and time spent on travel, they were able to expand mentally.

Polemios, the nearest planetary neighbour to Tarkus, holds significant influence to Akombi culture. The planet itself is visible with the naked eye, having a similar orbital path to Tarkus, and remaining close by for a long periods when the planets are together. Polemios' lush green surface, and abundant oceans fascinated Akombi for most of their history. Many Akombi wanted to someday travel to their neighbouring planet.

When humanity brought that ability, many Akombi accepted the uplifting with open arms. Offering them the chance to roam the stars and see new things. While tribal, the Akombi were aware that other stars existed far away, and may have other worlds around them. They were not a simple people overall, some individuals were, but others let curiosity guide them to learning about the universe around them.

Their nomadic lifestyle makes Akombi well suited for long deep space travel, most enjoy seeing new places and have the patience for very long journeys. Akombi also have a rich culinary heritage, enjoying exotic spices, and they love to try and learn to cook with new spices and ingredients.

Due to their wide traveling, Akombi became accustomed to a wide variety of foraged items to spice and garnish prepared foods, as well as a wide variety of prey species. This translates to their more modernized culture by way of Akombi liking a heavily varied diet and flavor pallet. Most are quite eager upon reaching a new world or space colony, to try unique local dishes.

Akombi have an interesting naming system, with 3 names given to an individual. The first name is given by the parents, and is only used by the closest of friends and direct relatives. Most will never hear an Akombi's first name outside their family or a long time lover or mate. It's considered an insult for a stranger or acquaintance to call them by their first name.

The second name is given by the tribe, and is what Akombi go by to strangers and other acquaintances. Akombi receive this name later in their life, usually reflecting their personalities. In more modern Akombi culture, it's not at all uncommon for an individual to have two second names, the so called third name is used to differentiate from similarly second named Akombi or often to give context to the first.

The last part of an Akombi's name is their clan's name, this often encompasses multiple families that are not necessarily genetic relatives. In some larger clans, a second part is added on based upon what sect of the clan a family or individual was in. Such as a suffix for blacksmiths, or warriors. Generally, before uplifting, most Akombi followed in the path of their parents. Though in modern Akombi culture this is less the case.

Akombi culture tends to vary greatly between clans, with only a few core factors uniting Akombi as a whole. Aside from a strong wander lust, love of exotic and new food and experiences and an inquisitive and exploratory nature, Akombi are more fractured culturally along clan boundaries. Some clans, notably the ones that have joined into the Empire, have become more culturally uniform past boundaries.

Though this is primarily through adopting Imperial culture into their own. Even within the Empire, clan traditions remain diverse and don't often cross over unless inter-clan mateships are involved.

History:

Akombi History is somewhat brief, little was recorded before their uplifting, so apart from their feudal nomadic heritage there are no concrete specifics. The Akombi were uplifted in early Imperial times, roughly the second Imperial century. These early uplifted Akombi were used against the Empire by humans who had settled in their system after fleeing the Earth system. The Akombi, for a while were part of the Autocratic House of Steiner, though opted to defect to the Empire later.

One of the biggest reasons the Akombi wished to defect was that Steiner had significantly damaged the cryptobiotic crust of Tarkus and thus the environment with it. The former Eurasian Federation humans of Steiner showed continuing negligence of the Tarkan environment during mining operations, and used force to silence dissenters often. Aside from the environmental issues, Akombi took well to the technological advancement.

Many Akombi began applying themselves to learn all about space travel, seeing it as a means to wander beyond the confines of Tarkus. Modern weapons and other technology were not far behind. Within half a century of uplifting, the Akombi were actually producing their own ships and technology. Some Akombi used their new technology and made for deep space, never to look back on the desecrated Tarkus.

Some Akombi did however reject this uplifting, only becoming more aggressive and nomadic. They went deep into the remaining wilderness to hide, and became hostile to all outsiders. The so called Feral Akombi became little more than animals as far as the most modernized ones were concerned, at least during their time as part of Steiner.

The Akombi alliance with Steiner would not be indefinite. The worsening damage to the Tarkan environment, and other factors would push them to separate from Steiner. Eventually the Akombi learned that the Steiner humans had no value for them outside of use as soldiers, so they stepped out of the Imperial-Steiner conflict and focused on internal issues.

Seeing the Akombi suffer due to runaway environmental damage, Katsuke had the Empire step in and stabilize the cryptobiotic crust. This fixed many issues on Tarkus, combined with the Akombi dismantling abandoned Steiner facilities around geothermal areas and filling in strip mines. As the environment improved, Akombi society re-stabilized and solidified.

Eventually, in part due to being thankful for the Empire's assistance, the Akombi would join with the Empire, bringing their rich, but damaged culture into Katsuke's fold. Much Imperial culture would be brought into Akombi culture this way as well, leaving the only pure cultured Akombi those who had left for deep space earlier.

It would take over a century for the Akombi to fully integrate into the Empire, and this was after around a century of sitting on the sidelines following the Steiner conflicts. Some Akombi still held grudges for those killed by the Empire during the war, blaming them as much as Steiner for initiating it and using them.

Within the Empire many Akombi became logistics haulers, freelancers and merchants. The Akombi applied their wanderlust, and diplomacy in meeting and dealing with new groups to impressive effect. Modern Akombi culture can be somewhat dilute, after many Millennia as part of the Empire. But it still holds strong roots for many an Akombi merchant.

Glossary:

- **ISY:** The Imperial standard year, equal to about 3.1 Earth years.
- **E.A.F.:** The Eur-Asian Federation, a faction of humans originating from countries spanning the Eurasian continent that were not part of the Pre-Imperial [R.N.F.](#) A cataclysmic event caused by the R.N.F. on Earth caused the E.A.F. to flee to space while other nations went underground.
- **R.N.F.:** The Russo Northern Soviet Federation, a faction of humans and some alien races that would evolve into the [Empire](#). In pre-Empire times, they controlled most of the Northern hemisphere of Earth and were at constant hostilities with other Earth factions. During a cataclysmic event caused by themselves, some of the R.N.F. fled to space, while others went into vast underground bunker networks.
- **Steiner:** The Autocratic House of Steiner was a faction that evolved from the E.A.F. A brutal and authoritarian dictatorship that opposed the Empire and basically enslaved the Akombi as soldiers. This faction was led by a hereditary monarchy known as the Steiner family who took control of the E.A.F. sometime after they left Earth.
- **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.
- **Electrophores:** Special glands or organs that produce an electrical charge, filled with some type of [electrocyte](#) cells.
- **Tharkaad:** Tharkad is a main sequence blue star of some 3.21 Sol masses. It's bright blue light and violent outbursts of electromagnetic radiation put its habitable zone very far out, where worlds that are livable will be naturally cold. Anything in a warmer zone would be blasted with radiation and only support extremophilic simple life.

The system is comprised of 9 planets, 4 rocky inner planets, including Polemius (A warmer and more pleasant planet than Tarkus, named for the Akombi word for paradise.), Tarkus, and a giant icy inner planet known as Ragathan (An Akombi word akin to the human concept of 'hell'), and 5 outer planets. The outer planets consist of 4 gas giants, and a distant rock-giant. The inner and outer planets are separated by a sparse asteroid belt.

- **Tarkus:** Tarkus is a rather cold rocky desert world with high winds, precious little water, and 1.329 times Earth's mass. Most of its surface flora is in the form of a cryptobiotic crust and wandering patches of scrubland. 90% of Tarkus' water is locked at the poles, partly frozen, with melt-lands surrounding it. During its slow orbit, one cap remains mostly frozen, while the other thaws, reversing half way through its 10 ISY orbit.

This polar melt-thaw cycle causes much of the need for Akombi and other fauna to be nomadic. The process as a whole is called "The wandering summer" [Taraka Maru] in native Akombi, the planet's name, Tarkus is an exonym derived from this saying.

- **Immuthar:** A somewhat canine looking bipedal alien race, the first extra-solar sapients discovered by the Empire under its own technological ability. The Immuthar are overall much more similar to Earth-based life than the later discovered Akombi.
- **Xenobiology:** Biology differing significantly from earth-biology. Generally based on non-carbon chemistry or entirely different groups of amino acids. Read also: [Hypothetical Biochemistry](#)

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