

TELEMAI

- ▶ **Weight:** Approx. 200kg
- ▶ **Height:** Approx. 2 meters
- ▶ **Classification:** Mammal
- ▶ **Life expectancy:** Approx. 175 years
- ▶ **Native planet:** Telemaia **[This is what their native planet is called now, since you seemed to like the telemai name instead of the shib name. Are you happy with this planet name?]**
- ▶ **Diet:** Omnivore

The Telemai is a species from the *Earth From An Alien Viewpoint* and *True Blue Alien* worlds. **[To be worked on further when we've worked on these guys a little more.]**



Telemai are tall, bipedal, mammalian creatures with well-defined musculature. They resemble humans except for their blue skin and yellow blood. There is no noticeable sexual dimorphism between males and females; they each look the same.

They are omnivorous and particularly like to eat bitter roots.

Telemai mature quickly and are considered capable of independent living by the time they're five years old.

Telemai are recognised for their genetic perfection. **[By whom? Having worked on these guys now I get the impression they care a great deal about their own perfection, but do other races consider them perfect?] [They can be observed to have removed all diseases, cancers and the like meaning that their DNA is perfect for replication] [Yes, but what I mean is, you said that the telemai are recognised for their genetic perfection. That implies that somebody else is doing the recognition, and if they're framing the telemai's genetics as 'perfection' then they're seeing it as a positive thing, which is concerning in itself because that has eugenic implications. Who's so enthusiastic about genetic perfection that they admire this aspect of the telemai?] [In this case it would be the Ashenti, though most don't know they exist, and the UGPG's medical doctors. The Telemai, genetically, are able to fight off most anything that would compromise their system. So cancers, tumors and radiation damage are virtually unheard of because of the way they've designed themselves.]**

Their world population is low, as they have in-bred to the point of being infertile. The virus creates more telemai, however its impact on the body is drastic, more so for species who are dissimilar to the body shape of the telemai. **[I added this part in because presumably the transformation is worse if you're, say, a species that looks like a woolly mammoth, than if you're a human. Would you say that's about right?]** Not all infected organisms survive the infection. **[You also mentioned the pain twice while talking about its survivability. Is it bad enough to make people take their own lives? How long does the pain last (I'm guessing that if it's only very short-term then the infected organism may tolerate it and hope it passes, but if it carries on for months or years and it doesn't appear to be going away, then presumably they might think it's never going to fade so life isn't worth living)?]** **[I always thought that if the physical description was too different it would just kill them. Like for instance a creature with a tail is ok since humans, which loosely is what I'm basing these guys off of, are sometimes born with a tail. But there's wholly different mechanics in having 4 legs versus two legs and two arms. Other creatures who are known, such as the Ris'War, for their regenerative capability would be able to fight off the virus. Though as it is so invasive it would be akin to probably a high level flu where the individual is just sick, achy and lacking of energy.**

As for the pain, it depends more on the individual. In Dr. Stein's case was more extreme, such to the point that they created an alternate personality to escape the pain during the change. For Yvette who was partially paralyzed it wasn't as bad, not until the injured spinal cord was fixed. Then it started hurting. But by then it was well into the process and she simply had to grit her teeth and get through it.

The pain is akin to having a broken/cracked rib. Since your core muscles require you to constantly be used, breathing and sitting are an ever constant reminder of the pain you've just experienced. So, in my mind. Since they're having their bones, muscles and tendons reforged to survive on the higher gravity of the Telemai home planet it would be an aching burning sensation throughout your body constantly until you've reached the tipping point and are then considered Telemai inherited blood.]

The Telemai do not particularly understand, or like, the concept of magic. Magic helps one individual being become stronger than the others, and this does not sit well with the Telemai. To them, the extra strength given to the individual by magic is not earned so as such is cheating.

All Telemai are either Born Blood or Inherited Blood.

Born Blood

Any Telemai that has always been a Telemai since its conception. The Telemai are content to use the term 'born' even for Born Blood as the cloning process requires two individuals, a mother and a father, to work.

Inherited Blood

Any Telemai that became one after coming into contact with the TGVM (Telemaia Genetic Variation Mutative) virus. [\[Quick note here the SGVM virus would now be called the TGVM virus due to the name 'shib' being changed to 'telemai'. I'll keep an eye out for references to SGVM and the shib in other profiles, too, and change them accordingly.\]](#)

Intelligence

Intelligence-wise, the Telemai are highly intelligent. They have their own language - also called Telemai - and can learn other languages when required. They are capable of undergoing training to use complex tools and machinery, and are space-capable.

Medical Conditions

[\[Introduction needed.\]](#)

Traumatic Injury

The medical Telemai community lost their interest in medical knowledge beyond cloning after it perfected its cloning capability. Traumatic injuries such as amputations or paralysis are not unheard of, given the Telemai's strong, sporting culture (see The Games below), but they do not have an interest in healing their wounded.

Example 2

[\[To be worked on\]](#)

Example 3

[\[To be worked on\]](#)

Geographical Distribution

They prefer the temperate areas of their planet, and most live along the coasts of these areas where the air tastes fresh and crisp.

Planet Specs

The Telemais' native planet, Telemaiia, is considered highly desirable by many other inhabitants of the universe. It has slightly higher gravity than Earth, which can make it a little uncomfortable for non-Telemai and is the reason for their muscular builds.

Air Composition

Sibia's atmosphere can feel thick to breathe, and its composition changes with the seasons. When the volcanoes are more active it becomes richer in carbon, and during the rainy season it becomes enriched with argon. This too can make Telemaiia a harsh place to live for non-Telemai folk.

Seasons

Telemaiia has 12 seasons. These are very different from our own seasons as they are caused by the gases that pass through the atmosphere. and include:

- Volcano season, a time of heightened volcanic activity **[Is this caused by the pull of their moon or other planetary bodies, perhaps? That's the only way I can think of that you'd get seasonal volcanic activity.] [I don't know if I mentioned it, but I always thought of Telemai as being a dual sun type system. Where it's passing between two stars and so depending on where it is in the cycle is where it passes through it's seasons. Because the gravity of the stars are similar it would have the exact same pull as it slingshots between them but sometimes it gets too close to other "planetary" bodies that could have an effect on the planet as a whole.]**

[[The seasons would have to do with the patterns of when the gasses are passing through the atmosphere and being swirled together. Because it's heavily dependent on the gasses in the atmosphere they can't fully say it's this season since it fluctuates.] [Ah, okay! Do you have any other seasons in mind? I'm wondering if they're likely to get: hydrogen sulfide season, which may be a good 'mental tuning/balancing' time or telemai as "Hydrogen sulfide has emerged as an important 'gasotransmitter' that regulates several bodily systems including: the cardiovascular, digestive, immune, hormonal, and nervous systems." ~ <https://www.alexmanos.co.uk/hydrogen-sulfide/>

Then there's nitric oxide, which promotes blood flow:

<https://www.britannica.com/science/nitric-oxide>

I'll stop there but there are a few reactive gases that could be fun to play with, here!

Here's a decent list of them:

<https://support.calgaz.com/hc/en-us/articles/115006582948-List-of-Reactive-and-Non-Reactive-Gases>]

[I'm going to have to read up on these]

Settlements

Most of the population live in small towns and cities along the temperate coasts of their home world. Most of these are further broken down into tribalistic settings. A new telemai can join a tribe via an initiation rite to prove themselves. These rites can involve physical acts but also often involve demonstrating local cultural knowledge. This emphasis on culture prevents most IB Telemai from joining as it sets them up to fail.

Position in Ecosystem

Telemai are strong and intelligent enough that they no longer have any predators. It would take a fearsome animal indeed to fight a Telemai and win.

[You mention that they take any bipedal creature as their prey. I would ask why this is, but suspect it's tied in with their breeding so will keep a note here for now.] [Very much so now. In the past it was to prove their superiority.]

They notably lack cooperative relationships with other species of Telemaia.

Relationship with Viruses

The Telemai created a virus called the Telemaia Genetic Variation Mutative. TGVM cannot infect Telemai individuals (although they all carry it as it's bound to their DNA), but most other species can catch it. The infected individual gradually becomes converted into an Inherited Blood Telemai.

The infected individual experiences the following: regression back to a physically pre-pubertal state, breaking down of all bones and muscles not present in a Telemai body, and rebuilding in the Telemai image. This breaking down of bone and muscle is too traumatic for many bodies to handle and this is what usually kills the infected individual.

There are only two individuals who have survived this process: Yvette Cullier and Dr. J Stein.

Technology

The Telemai do not trust highly advanced technology such as AI computers or inorganic life, mainly because it often lacks a survival instinct, which the Telemai themselves value highly.

Technological Age

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Agriculture

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Language

The Telemai have their own language, called Telemaia. They are capable of learning other languages if and when required.

Telemai

Only the Pure Bloods speak Telemai.

Other Languages

Inherited Blood Telemai speak their own languages. They do not become able to speak Telemai without learning it.

Telemai physicality allows for the speaking of most languages that require vocal chords, and they are capable of using sign-languages, as are Pure Blood Telemai.

Naming Convention

[What is the Telemais' naming convention? How do they come up with names? I'm thinking here that for a society this advanced and obsessed with lineage, it seems odd that there is no apparent surname to track family lines. Unless that information is either written into the individuals singular name or given in another format, such as a tattoo?]

[I'm still working on the naming scheme for Telemai, most of the stories I've dealt with are with Yvette and Stein who were human to start.] [I'll keep this note in place as a reminder that we'll want to check this out. Thanks for answering!]

Energy Usage

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

The Sciences

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Sanitation

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Industry

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

History

[Introduction needed.]

Evolution / Genesis

Telemai are subject to a level of convergent evolution with humans, but originally evolved from fish. It is this evolutionary background that makes the Telemai so flexible in their ability to tolerate breathing a variable atmosphere.

Timeline

Eugenics Programme

The Telemais' survival instinct is so strong that during a relatively early stage of their history, they began a eugenics programme to perfect their race by creating the best possible warrior. Their goals were to raise the average level of stamina, intelligence level, and several other parameters.

Their testing of these parameters started simply enough with warriors testing their strength by beating other warriors into submission. Some clans developed better genes for this than others and began to dominate.

Other clans noticed this and decided to focus their attention on outsmarting the strongest warriors.

In time, this culture of competition developed into competitive games. This was initiated by the more intelligent Telemai, who asked, "Why waste valuable breeding stock by putting them to war? If we have them prove themselves through competition they will survive and prove themselves."

Intelligence became an integral part of the games.

Initially they put this programme into practice by only allowing the most exceptional individuals to breed. Individuals not permitted to breed were initially prevented from

doing so by being murdered. Later, when a class of vassals came about, the sentence was reduced to castration, to ensure that there were always vassals around.

Poor Health Due to Inbreeding

For a long while the Telemai inbred so much that they began to experience the following problems:

- Spontaneous abortion, stillbirth, and early infant death, with affected mothers often having the same results from one pregnancy to the next
- Premature birth, with underweight and undersized infants being born
- Various physical deformities
- Genetically-inherited diseases **[it seems to me that this in itself may have encouraged the Telemai to seek genetic perfection, and perhaps have led to the focus on genetics that prompted them to fuse their crafted virus to their DNA. Do you think this is likely?]**, including blindness, hearing loss, neonatal diabetes, malformed limbs, sexual development disorders, schizophrenia, congenital heart disease, and a host of other effects **[I would say that's very true. I've been watching a lot of the Roanoke gaming youtube, he breaks down viruses and the like from movies and video games and how they work, and I view the Telemai as having developed the ability to genetically repel anything that would effectively alter/destroy their DNA. So like if they're hit with intense radiation that would cause overall cellular damage in a human, they'd be ok because they're now hardy enough to replace with good cells. Which also means that cancer would be very rare in them as their cells don't change or go haywire. They're essentially hardwired to always be replaced perfectly without causing mutations. Which means, they as a species would not adapt to something that could overpower their immune system.``]**
- Sterility, when the inbreeding got too intense

After this, the Telemai shifted to two other forms of reproduction: cloning, which produced Pure Blood Telemai, and individuals who carried and transmitted a virus to convert other species into Telemai, which were thereafter called Inherited Blood Telemai.

Changes in Standards of Living

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Disasters

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Discoveries

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Inventions

Emotional Bonding with AI

Telemai can and do emotionally bond with AIs. AIs can be programmed not to be bull-headed or arrogant, which means that the Telemai who uses one as a companion does not feel challenged by it. AIs can also give out compliments more frequently than biologicals, so they can be made to make a Telemai feel important.

However, AIs are incapable of truly loving their Telemai companion, so as such they are generally distrusted as emotional support systems. This is compounded by the general lack of emotional intelligence PB Telemai have. They are more popular among IBs.

Genetic Research

The Telemai took an interest in this as soon as their level of knowledge and technological advancement allowed it. They had already taken an interest in improving their DNA overall via a eugenics programme. Genetic research offered them new avenues by which to improve their species.

At first this seemed to the Telemai to merely be a useful tool, but at a certain point in their history, their eugenics programme became counter-productive as they noticed that their more recent offspring were scoring lower for intelligence. There were also fewer Telemai being born due to the shrinking genetic diversity. The Telemai decided to switch from eugenics to genetic manipulation to achieve the creation of new individuals without the negative side-effects that inbreeding had begun to have.

Nations Founded

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Social Movements

[Introduction needed.]

Telemai culture is defined by perfection - who is the best of the best.

Top Tier

The Telemai place such importance on being the very best, be it at a physical or a mental pursuit - that those who reach perfection or out-compete the competition take pride of place in society. This is a prestigious position to take and these Telemai accept it with pride. The Top Tier individual gets to live a life of luxury, are publicly noticed as the pinnacle of their sportsfolk in that particular sport, and become the benchmark against which other aspiring sportsmen and women are judged in that sport. They are treated like royalty by other telemai - at least until somebody else takes the spot in that telemai's place.

Arbitrary Differences Between Different Walks of Life

Telemai are very prone to 'othering' people, whether they're non-Telemai, or whether they're other Telemai from different walks of life. If there is any excuse to see another individual as different from them (and therefore eligible to be classed as either superior or inferior), they will generally take it.

Injury or Incapacitation

A Telemai who becomes unable to participate in the Games, either through injury or other circumstance, is seen as the lowest of the low - even more so than Inherited Blood Telemai. If a Pure Blood Telemai becomes permanently unable to take part in the games they have a high likelihood of suicide, as they are unlikely to be skilled at anything else.

Suicide is a common option for such Telemai as most would be unwilling to take the time to learn a non-sporting skill as they would never again have an opportunity at 'greatness'.

Inherited Blood Telemai

IB Telemai are hard to distinguish from a PB one if one only goes by their physical appearance. It is usually their behaviour that gives them away. IB invariably have different cultural norms: giving in during disputes, holding doors open for others, and other small gestures. A few IBs hide their heritage by mimicking the haughty, narcissistic behaviour of PBs, and if they put on a convincing enough act then they can absolutely get by without being detected. Tribal initiations are still likely to root them out however, although again, it is not impossible for an IB to research their tribe of choice well enough to answer the questions to the tribe's satisfaction.

Trade Routes

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Wars and Alliances

The natural competitiveness of the Telemai led them to have inter-clan wars on a regular basis. This became a more serious problem as their fertility reduced as a result of their inbreeding, and eventually The Games were invented as a way to peacefully satisfy the Telemais' desire to prove themselves. [\[Who invented The Games? This sounds like a landmark diplomatic achievement.\]](#) [\[Great question, I'll have to think on this\]](#) **[Answered above]**

The Telemai do not have any strong alliances with other races, however they do have a handful of trading treaties that they honour grudgingly. Their grudging attitude towards this stems from their belief that their race is superior to any other race. As far as they are concerned, the other race is honoured to be trading with the perfection that is the Telemai, but that the other civilization usually lacks the proper reverence that the Telemai would expect. Therefore the other civilization approaches trade with the Telemai with the expectation that the trade will involve equal effort on both sides, while the Telemai expect that any trading will be at their convenience and not that of the other civilization.

Historically Significant People

[Introduction needed.]

Pandia

The scientist Telemai who first identified that eugenics alone would not save the Telemai, and that manipulation of their genetic code would be more likely to succeed. It was Pandia who designed the TGVM virus.

Yvette Cullier

A former French Army officer who turned into a Telemai as a result of an illegal experiment involving the TGVM virus. Currently works for BAD (Bureau of Alien Detection/Detention/Diplomacy/Destruction). **[Technically Yvette is only with the Detention and Diplomacy departments. She acts as a bodyguard and first line of defense against Osirians for her charges.]**

Dr. Jacob/Jasmine Stein

A microbiologist/geneticist working on a "super serum" program for some rogue shadow agents in the US government. Through an accident, they discovered that the TGVM could be used to change a person's gender, so they tested it on themselves. **[Did Dr. Stein always want to transition? I ask because you describe them as working for an agency that sounds pretty secretive, but switching genders would be hard to hide from family and friends, so doing so may blow their (and their agency's) cover. Unless the Dr. isn't in touch with their family or have many close friends, so can expect that kind of change to go unnoticed or unchallenged?**

[Wanting to transition would at least make it easier to make a cover-story for why they changed genders, hence why I ask. After the synthesis of this super serum, it would certainly make transitioning cheaper, it sounds like.]

[Yes, in Be careful For Whom You Wish For (Ongoing work xD) Dr. Stein has wanted to transition since they were young but an abusive/aggressive father wouldn't let his 'son' be a sissy. Stein was so disillusioned with other humans that they moved to graduate from school early, after a fight with their crush, and went to college. They joined up with the agency while in college, the agency agreed to pay for Stein's college on the condition that they come work for them. Since Stein had no connection to anyone at this point it was an easy decision for them to make. Stein had no real friends in college, no love life or desire to seek out others. Because Stein so loathed themselves and how they looked that they couldn't accept that others would like them. The research lab was in the Roaring 40s, a place where the winds are brutal. The research base is a military depo, basically on the route to the Antarctic so it works as a resupply spot for many ships. Because of the cold temperature people stay inside or bundle up. So it's hard to tell who is a civilian contractor vs military personnel. Since Stein thought they were working for the CIA, which they are but there are a lot of shadow branches in the CIA, it's not like anyone would know for sure who is who. It's here that Stein meets his first true love. Charles, whom they call Chuck, and the two form a tight bond. But Stein still doesn't tell Chuck about their desire. Chuck just knows that in order for them to have sex Stein takes vigara and generally hates penetrating Chuck but does it out of love. Stein found the TGVM from Yvette's test, heavily redacted and nearly unreadable but there was enough in the paperwork to have Stein realize what they had. A potential

to rebuild the human body up from nearly scratch. Through trial and error Stein found a combination that would change a rat's gender, very much on accident Stein changed a mouse he named Minnie into Mickey. Stein knew enough that if the experiment was recorded and worked on a rat that the government would know that they were close to success. So Stein falsified the documents and said it didn't work and kept the TGVM for themselves. When enough time had gone by and Stein assumed no one was paying attention they began to work with the TGVM again, using the combination they had on Minnie but upscaled for a human. What Stein didn't anticipate was the pain and when they injected themselves and went about their way they were unprepared for the burning, achy destruction that was set upon their body. So a new personality was born to handle this experience. Stein ended up about 9ish years old, but without their normal brilliance and mind. The government decided that a youth serum was much better than a super soldier serum and so they made Stein literally disappear from computer systems. Chuck was tasked with being Stein's caretaker. Which strained the relationship a lot, since this was someone Chuck had loved deeply and now they were a completely new person. The government basically did daily blood tests and everything they could to uncover what had happened. Stein had mutated the virus enough to not be a true Telemar but had used its special properties for their purpose. After about 9 years, Stein's main personality reappeared. Which caused problems between Chuck and Stein because Chuck now saw Stein as his daughter and to have her personality just radically alter again was distressing. To have this young girl in the lab trying to recreate her formula was also stressful for everyone involved, since they'd had 9 years of material to work with but not the mind of Dr. Stein to fully explain it. Stein knew well enough that they would never let them escape and knew that if they ever got the formula working that the world as we knew it would pretty much cease. Why would a politician step down from power when there was a serum that could give them back years of their life? They'd formulate it so that it wouldn't take people back to prepubertal levels in time.

In time Stein "escaped" from the island and was observed from a distance by the government, and at this point, B.A.D. because they discovered that someone had access to the TGVM sample and they didn't want an outbreak of Yvette's on their hand. Stein's main personality submerged a few times due to trauma and eventually was completely replaced by the trauma personality. So... yeah a lot of info there.]

[Candoria

Female, Telemar vassal that slipped the idea of The Games into her lord's ear. Her initial goal was to simply get her lord killed, this backfired and she ended up being in charge of the games and slowly shaping it over time.]

[His High Majesty Struns, note the high majesty was added after the first games. Struns listened to Candoria in that the implementation of a system to determine who was better than others via no combat conditions and overseen by an impartial, or in this case, people who had no loyalty to the competitors, should determine who was better based upon particular activities.]



[Introduction Needed]

Food

[Introduction needed.]

Bitter Roots

These are a delicacy for the Telemai. Their taste for bitter flavours may be responsible for a preference for coffee among Telemai who have visited Earth.

Coffee

Telemai who have visited Earth tend to enjoy coffee, once they discover it.

Art

[Introduction needed.]

Overall, the Telemai do not take a great interest in art. There are exceptions, however.

Telemai Perfection

The desire to create the perfect Telemai is so culturally ingrained that it is often introjected as a desirable value from birth, and appears to have been incorporated as a behavioural tendency into their DNA. Their now-natural inclination towards this makes their passion for perfection in their race appear as an artistic desire. **[I wonder whether the telemai might take an interest in art to depict their perfect specimens? Sculpture, paintings, that kind of thing? I'm thinking the kind of art you see Olympians shown on.]**
[I could def see sculptures like that.]

Perfection in Art

Telemai can and do make art, but they do not tolerate imperfection well, so artists tend to appear to be unproductive as they destroy any imperfect creations. It is not uncommon for a piece of art to go through thousands of 'revisions' like this before the final product is unveiled. The nature of art and its tendency to be hard to assess in terms of 'perfect' or 'imperfect' brings out the neurotic side of Telemai, and a single Telemai artist may spend an entire lifetime creating, destroying, and recreating a single piece of art.

The few pieces of art that do exist are considered important to the community however, as these artworks are considered a statement as to the individual's pursuit of perfection.

Religion and Spirituality

The Telemai used to have a religion which centered around worshipping those who were better. Therefore, 'hero-worship' was an integral part of Telemai religion, which in turn meant that their idols changed frequently. In more modern times they have given this up in favour of striving for 'god-like' perfection themselves, so modern Telemai practice self-worship. **[What does that look like? Also, did they carry over any of the hero-worship stuff from the previous iteration of their religion, and have some well-known heroes of the past whose names are still known?] [I see this as extremely narcissistic and almost completely focused internally for most of it. But I can see some striving to be like their ancient heroes. Much like Treori do where they compare themselves to the legends of the old. As for names being used from the ancient past, I don't see why they wouldn't do that. But in the actual family line they would probably enumerate it while those who are outside that lineage might be noted as xyz the lesser.]**

After-Life

The Telemai consider the after-life to be a place where games are perpetually played, where the dead test one another and have large-scale parties to celebrate these games - until the party is over when the testing once again continues.

The Games

The Games is the nearest the Telemai have to a religious event.

Slavery

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Clothing

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Magic

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Special Events

[Introduction needed.]

Funerals

A funeral for a Telemai is a proud event, with the family carrying the body to its final resting place. The dead Telemai's body is dissolved using a goo that breaks down the body while keeping the deceased's DNA intact. This DNA is then used for the basis to make a new Telemai if the individual was important enough to society. If they are not, then the individual is praised by society and their records are 'sealed'.

The measurement for 'importance' in this context is highly contested. It is proven via scores kept on the individual, and an official committee reviews these to determine whether the individual is worthy of being cloned. This review process begins prior to their death, and a sample of their DNA is kept after death until the review concludes, when it is either used or disposed of. The number of Telemai who pass the review and are cloned is low.

Telemai who die in a place where their bodies cannot be retrieved are mourned as those who could not be carried by their family to the after-life, and to their further greatness.

Example 2

[To be worked on]

Example 3

[To be worked on]

Festivals

[Introduction needed.]

The Games

The Telemai have a month-long festival known to those who live outside of Telemaia as, "The Games". They function much like the Olympics on Earth, although in addition to physical sports they also include competitive shows of intelligence. Every Telemai on

the planet is allowed to take part, and every Telemai is expected to compete in at least one of the games.

The winners of these games are noted as having won under the specific conditions of their game, and the losers are noted as having lost (although the specific game they lost at is not noted).

Winners who are discovered to have cheated is struck from the record, and the losers against which they lost are awarded the same glory as a winner (ie., it is noted on their record).

Every few years the nature of the games changes so that no single Telemai has an advantage.

Example 2

[To be worked on]

Example 3

[To be worked on]

Sport

Competitive sports are very important to the Telemai, as this is the basis for much of their assessment of the value of each individual. They prefer sports that support re-matches via quarter-finals, semi-finals and finals, so that only one winner is ultimately left.

The Telemais' focus on sports is one of the main reasons they dislike magic. Magic can be used to augment performance, which they consider cheating.

Cheating / Honour

Telemai are notoriously honourable, at least in the realm of sport, and are known for their refusal to cheat. The occasional one still does, and if they do, are struck from the records. If this happens then they are forced to leave the planet.

The longer-term implications of this are that the disgraced Telemai will need to find a new society to live in, which may be difficult to do given the Telemais' reputation among other species. Usually they'll take an easier option and go into bounty hunter work or similar work.

Some civilizations take a similarly serious approach to sports as the Telemai do, so this can be a way to find a place of belonging for disgraced Telemai. This is often not an ideal solution however, as this often requires a level of skill and comfort at functioning in groups, and Telemai are generally poor at this.

The other option is for them to attempt to redeem themselves in Telemai society. This would require a feat so extraordinary it would feature in the major headlines (or the Telemai's equivalent of this). However, this is not easy at the best of times, and a disgraced Telemai would have politics to contend with too: their poor reputation would cast doubt over their achievement, and discussion about them and their deeds may become heated if they have supporters who refuse to believe that they cheated in the first place. Ultimately it's easier for such a Telemai to withdraw from public view, leave the planet, and make a life elsewhere.

Example 2

[The Unlicensed Games

An underground circuit of games that were established by an outside group, speculators into the valuable gas market. Originally established as a means of entertainment for the uber powerful as side bets between companies. What started as unofficial games soon began to grow momentum and morphed into an underground sporting event.

Emphasis is placed more on the entertainment aspect of this than the competition side of it, but the Telemai who compete are still fiercely competitive. For instance, trap mazes (Think obstacle courses like American Ninja Warrior) and gladiator type events are very popular. The more exotic and unique the event, the more entertaining. The games also compete against living animals in some of them. Such as contests of strength where the individual will try to haul or pull the creature to a point in a ring. Because these are not licensed or controlled by the main games they can occur more often and do not have to have the same rigorous process of change every few years to keep The Games balanced.

There is also a higher chance of an individual getting seriously hurt in these games.]

Social Dynamics

[Introduction needed.]

Coexistence of Pure Bloods and Inherited Bloods

Inherited Blood telemai become contagious after transforming, just like a Pure Blood would be. Other species are aware of this, so IBs are usually either condemned to live life in a hazmat suit to avoid contaminating their environments or anyone else of their species, or they move to Telemaia in an attempt to find a life there.

When the IBs get to Telemaia they usually find that they cannot join any of the existing tribes, but in more recent years an outcast tribe has begun to form.

Inherited Blood Telemas do not tend to mesh well with Pure Blood Telemas, as they are from a variety of other species and tend not to be as obsessed with perfection as the Pure Bloods are. As a result of this, IBs can be maligned and shunned, and create their own subcultures, and many different versions of these subcultures exist.

Their coexistence could be described as peaceful, but is subject to disputes from time to time. When this happens the UGPG (United Galactic Protection Guild) intervenes and act as an overseeing body to the planet. The Pure Blood Telemas do not like this intervention one bit, as they feel that they are superior to non-Telemas, but they have no choice but to accept it.

This acceptance is forced on them by using robots instead of biologicals to engage with the telemas. Robots are unable to feel pain and are easy to replace, so the telemas find them difficult to fight.

Identification Through Sport

Individual Telemas tend to have personal preferences for the type of sport they like, such as foot-racing. Usually they will mainly associate with others who are enthusiastic for the same type of sport.

The Telemas understand that not everybody can win. However, if a Telemas loses or falls behind in a game competition too early then this can bring shame upon themselves and their entire family.

Elderly Telemas

When a Pure Blood Telemas becomes too old to compete any more and expect to win, they tend to relive their glory days. For this reason, resources are set up for aged Telemas to revel in the past.

Sexuality and Romance

Telemas are technically sterile so are unable to breed via sexual reproduction. Instead they use cloning or rely on their Gene Virus.

Sexuality

In the past, when the Telemai relied purely on eugenics, they used to attract partners by emphasising their individual greatness. Since they became sterile this tendency has ceased.

The Telemai are also aware of the impact that sexual activity can have on performance. Males may abstain for a while before certain types of sporting activities to keep their hormone levels high as a means to keep their performances as strong as possible, while some women will deliberately have more sex prior to some matches to raise their hormone levels and enhance their performance.

This leaves the question of sex for pleasure. Telemai can and do enjoy sex for its own sake and many see sex as the basic goal of a relationship.

Romance

Telemai are capable of forming romantic attachments to one another, and can be polyamorous. It is not unusual to see a Telemai with five or six partners who they care about deeply. Within these groups, they can develop sexual relationships, and come to see one another as family and friends, and these bonds become important to the Telemai.

[You previously mentioned a sense of prestige with the best of the best, and then mentioned that Inherited Bloods and injured Telemai are treated as inferior. It sounds from that as if less well-performing Telemai would be treated with disdain, not treated as family, so I'm not sure I see quite how that veneration of perfection can coexist with this: *"The rule of many is what caused Telemai to develop relationships with many others, so that the genetic purity could be spread upon lesser Telemai. It has naturally carried over to be polymorous type relationships."* Please can you clarify? It may just be that some are more accepting than others but I'm keen to know what the prevailing attitude is.] [I was thinking of it as you see with wild animals where the dominant male basically lays his claim to the females and so he has the breeding rights. So one person gets many chances to breed. So those who are considered lesser don't get as many chances to pass on the genes.] **[Wouldn't that mean that polyamorous relationships are less likely to occur, as that means that one (presumably) male prevails and the other males of the group don't get to have sex? It sounds like the Telemai would benefit more from a harem type arrangement than a polyamorous one.] [You say harem but that's to organized. It's basically "I say this woman is mine. You must challenge me for this woman." And while they're beating their chest over there someone is slipping behind their back and getting busy. So, officially it's poly in the sense that females would love**

who they want but the men who are calling themselves as Alphas have to be constantly vigil.]

Marriage

Telemai do not have a concept of marriage.

Consent

Pure Blooded Telemai do not have a concept of consent. This is because their cultural programming that a superior Telemai gets to proclaim its dominion over others is strong. Arguing would do no good in this situation. A female Telemai who successfully fights off an unwanted suitor would be expressing that her territory does not belong to the encroaching male.

This entitled attitude to partners can be highly offensive to other civilizations who believe - often correctly - that this leads to a lot of violence on the part of the Telemai, and stalking and rape are common in Telemai culture. Telemai who have proved themselves tend to see themselves as above the law. **[What laws do they have to prevent stalking and rape?] [In Telemai society it would be the self defense to prevent stalking and raping. It's not a perfect system but there isn't anything to stop either sex from stalking, trapping and then having their way with the other person. If you fight off and successfully defend yourself Telemai would almost expect that the victor lays their claim on the other. And in the case of the stalked winning, then it might not be far off to be castrated or even killed. On non Telemai influenced worlds they would have the typical laws setup that would make things like this illegal, so you know police who would care or ways to lock up the Telemai.**

With the UGPG they can set up robots to patrol, which they do, but realistically the robots can't be everywhere and so it's up to the individual to defend themselves. It's another reason why other cultures aren't really happy to spend time on Telemai outside of business.]

Cloning

After the Telemai became sterile they began to clone themselves in laboratories. Once the new Telemai is around five years old it is released into the world to survive by itself.

Cloning is tightly controlled and monitored to ensure that only sanctioned clones can go ahead. Many Telemai never get cloned. This is due to their desire for genetic perfection, but also for more practical reasons: the chemicals required to create a clone are not available on Telemai and must be imported from off-world.

It is possible for a Telemai to accept a process of artificial insemination, but this is uncommon, particularly because this isn't a medical process the Telemai are well-practised in.

Gene Virus (TGVM)

TGVM is a highly transmissible, lab-created virus which the Telemai deliberately made and released into the universal community. This virus gradually replaces the host species' DNA with the Telemais' own, so that the individual eventually turns into a Telemai. These are referred to as Inherited Blood Telemai.

The length of time this takes varies from person to person. For one person it can take a month, and for another it might take far less.

Very few species are capable of resisting the virus. Those that can include the Ris'War and the Mantiacy. **[Those less likely to shift would be those with vastly different bodies, like 4 legs vs 2 legs and 2 arms.]**

The Hex are an interesting case. They are not quite immune, but are unable to be transformed into a Telemai by the virus due to their radically different physiology. With no skeletons or muscles, there is no 'raw material' for the virus to break down and reassemble. Instead, the virus would likely cause a generic sickness reaction in the Hex, and it may die as the virus tries to alter it. The story may be different if the Hex caught the virus while in the form of a bipedal being.

There is a risk that if a Hex were to catch the virus then the virus would mutate to be able to transform Hex bodies. The results of this could be horrifying, perhaps even for the Telemai themselves.

Child-Rearing

[Introduction needed.]

Importance of Activity Over Thinking and Feeling

Telemai children are raised in a competitive environment. This means that their children are raised from the start with a sense that being active is more important than thinking or feeling. Telemai are encouraged to think, as intelligence is a trait encouraged in certain sports activities, but they are discouraged from noticing and processing their feelings. Note that thinking is only viewed in a positive light so long as it leads to decisive action. Thinking as an end in itself, such as philosophy, does not yield such a positive reaction.

To say that emotion is never acceptable is not entirely true: certain emotions such as anger (which is an excellent motivator for action) and joy (which is an appropriate emotion to feel when a Telemai wins a competition, and is not an emotion that is generally considered necessary to 'fix', unlike sadness or fear).

Clones

Clones are grown until they reach the approximate age of five. Then they are removed from the cloning chamber to complete their maturing process. During their five years growing in the artificial womb they are put through audio training programmes that allow them to listen and learn. This is believed to boost their intelligence and give them a head-start with learning.

Inherited Blood Telemai

IB Telemai are not taken into the Telemai community, certainly not in a spirit of generosity. They may try to join a tribe, but in order to do so they must prove themselves. However, the rituals to do so are deliberately designed to set IB Telemai up for failure, usually by asking them questions about details of local Telemai culture that they couldn't possibly know.

In more modern times this has begun to lead to a situation in which enough outcasts have been rejected from telemai society that they are able to form a clan of their own. These are early days but it seems likely that they will be more accepting of other outcasts.

[Infanticide - it sounds like the children are likely to be aware that they can be killed if they don't measure up to their parents - or playmates' - standards. I want to keep a note here about that to comment in other parts of this profile about the implications of this. It's the very epitome of 'do or die' and I'm sure we'll see the impact of this elsewhere in Telemai society.] [My initial concept was Sparta. Where supposedly deformed or unwanted children were dashed upon the rocks, so that's kind of what I was thinking here.]

It is not uncommon for a child Telemai to be murdered for being inferior, either by another Telemai child or the parent. Children deemed to be inferior who succeed in killing children deemed superior are seen as having proved themselves with their wits.

At the age of 15 a child will enter a 'proving' stage. During this period they are [What does this proving involve, how long does it last, and what are the standards by which they'll pass or fail (i.e., do the top 50% succeed, or those that are able to run at or faster than a certain speed, etc.)?] If they fail then they will be barred from breeding and are relegated to working on non-game activities such as administration. **[It's really going to depend on the family they're in. The goal should be to always hit the previous generations "numbers" in the events or exceed them. This helps to keep the number of breeding Telemai down.]**

Politics

Other species generally distrust the Telemai intensely, on account of their attitude towards eugenics and the results of their efforts. Among these results is the TGVM virus, which the Telemai spread to most life-forms they meet.

Overall Political Affiliation

The Telemai are generally very conservative in their outlook. They are slow to adopt new ideas or to embrace change. They used to qualify 'the best' by who was the fastest runner, demonstrated the best endurance, or other physical qualifiers. As [\[whose?\]](#) opinions have changed about what makes an important qualifier for 'best', many Telemai hold on to these glory days.

Outsiders tend to believe that the Telemai are prone to in-fighting. The Telemai themselves do indeed have frequent disagreements as an overall culture about which sportsfolk are the best to lead the Telemai. One year they may consider their runners to be the 'best' sportsfolk and defer to the judgement of their best runner. Another year a different sport may be chosen, with its Top Tier performer becoming the one who leads the Telemai. **[\[Did this ever get standardized to prevent the constant change of leadership? How?\] \[It's not noticeably improved over the years. There is a community of vassals that sort of regulate what events will be in each Games every year. They'll canvas the planet prior to a new "season" to find out what Games they want to see at the next event and then they start determining the qualifications for how to win.\]](#)**

The constant change of favoured sport meant that tribes with the talent for different sports were constantly lobbying and fighting one another, and this is why other species consider the Telemai terrible in-fighters.

Government / Leadership Style(s)

[\[Introduction needed.\]](#)

Example 1

[\[To be worked on\]](#)

Example 2

[\[To be worked on\]](#)

Example 3
[To be worked on]

Utopian / Dystopian Qualities

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Moral Tone

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3
[To be worked on]

Military and Law

The UGPG uses robots to remotely maintain peace with the Telemai. However, Pure Blood Telemai do not trust these.

This was anticipated by the UGPG, who introduced the robots gradually and carefully, and increased the robots' authority in Telemai society in small increments. As a result,

they successfully maintain peace, and the robots appear to have the support of those with authority in Telemai society, but Pure Blood Telemai remain proud enough to resent any interference by 'lower' races in their culture.

The IB are happier with the presence of the robots than the PBs as their overall impact is to make life, which is often hard for the IBs, a bit easier.

The laws that the robots enforce are generally around maintaining a standardised schedule for many activities, which the IB appreciate due to the Telamaia seasons making life somewhat chaotic. They also enforce the use of a standardised currency and pricing structure for commercial goods. Mostly however, the laws seek to limit in-fighting, which is common among the PBs who are quick to take offence at any slight, real or perceived, of their accomplishments.

Economy

[Introduction Needed]

Finance

During the earlier [stages](#) of Telemai history, trading happened via a bartering system. Two Telemai would attempt to outwit each other, and the winner got to set the price that the losing family would have to pay. [giraffe](#)

This is a way for Telemai to earn extra prestige, as bartering against a successful sports person - especially if the trader gets the better deal, and especially so if they got it by tricking the other - is seen as an achievement in itself. It indicates a keen intellect, and the successful trader may become known as one who is business-savvy. This reputation can encourage further trades from others.

Nothing prevents the winner from setting disproportionate claims for consideration, aside from the knowledge that by doing so they may encourage others to make disproportionate claims against them. This keeps the considerations reasonable.

Since the Telemai began trading with other civilisations off-planet, they have taken to seeing their rare gases as units of measurement for a financial system. Trading this resource did not work well under a bartering trade system, so this was when the Telemai began to use a currency. This was mostly driven by the IBs, and the most conservative or outlying PB tribes still refuse to use currency.

Business

Officially, there are no Telemai-[owned](#) businesses. Arguably the [I.B.s'](#) farming communities could be seen as businesses, but they are generally under the control of the Pure Bloods so hold little power. **[Also, aren't they more or less run to provide food for individual families? If so then they're growing food for personal use, not for commercial sale, meaning these agricultural initiatives wouldn't qualify as businesses.]**

Also, I've noticed that we have two conflicting stories here. Do the UGPC allow the Telemai to run businesses or not? I'm guessing the answer is that they don't allow on-planet/off-planet trade, or that the no-trading rule is relatively recent. What do you say?]

The reason for this is that the Telemai tend to allow their vanity to interfere with business negotiations, particularly high-profile ones: if the trade is likely to receive a lot of attention (such as trading with an off-world civilization) then they will appoint a figurehead to act as the Telemais' representative, and a negotiator who may be less physically impressive to do the actual work. **[Can I guess this meant that the negotiations were easily derailed or were frustrating for other parties to take part in, as they had to talk to the impressive one and the less-impressive one had to manage him and get his message through without being seen to undermine his 'superior'? That sounds frustrating but not something an organisation like the UGPC would ban trade over. I can imagine other civilizations just not wanting to trade with the Telemai any more on this basis, although I don't imagine that would prevent all trades.]**

The UGPC monitor the Telemais' trading to ensure that trading remains fair.

Labour Unions for Food

Labour unions manage the production and distribution of food. This is another area in which one Telemai acts as figurehead while another does the work. **[I'll come back and check on this as I understood the agricultural efforts on Telemaiia to be small-scale, with farms only providing for individual families.]**

Rare Gases

Telemaiia is a rich source of rare gases that the Telemai trade with off-planet civilisations for materials they cannot manufacture. The existence of this lucrative resource may have led to ugly military action by other civilizations to claim it for themselves if not for the Telemais' terrifying reputation.

Mining and collection of these gases is handled by off-worlders, and the Telemais' only major contribution to the mining projects is to have granted the mining permission required.

The Games

The Games are organised by "Vassals": Telemai who are not permitted to breed.

Education

Most other civilisations consider the Telemas' [approach to education](#) as something of a joke, as they are perceived as [shallow](#), vain and competitive. The Telemas do not [help themselves in this regard](#) as they have [little](#) time for [the](#) notion of subtlety.

Despite this however, the Telemas are well educated. [Historically the Vassals were the ones who accumulated knowledge, and they did this largely to validate their existence to the Telemas and to try to combat the trend the Telemas were following to become severely inbred.](#)

Vassals

"Vassal" is the term used for Telemas who were considered unworthy to breed. Initially they were Pure Bloods who failed to fit society's standards of perfection, but in more modern times the Vassal demographic has mostly shifted to Inherited Bloods, with only a few P.B.s left.

When the breeding system that excluded Vassals from the gene pool was first installed, they were angry and did all they could to spite their rulers. However, soon after the role was created a number of them realised that the tasks delegated to them were important and gave them power of their own: they were tasked to create the Games, and they used this to influence the Telemas civilization in their own way.

Healthcare and Medicine

The Telemas took an active interest in medical science [up until the past approx. 300 years.](#) [After this,](#) they began to focus [exclusively](#) on the science of cloning, [and](#) lost interest in their broader [medical](#) knowledge. [In time they ultimately lost it completely.](#)

Limb Reattachment

The [Telemas](#) are slightly more advanced than the human race [in this area of medical science](#) and lack the knowledge required to reattach nerves. If a Telemas [is](#) seriously injured in The Games and requires an amputation or becomes paralysed, then [usually](#) [this signals the end of their sporting career](#) and they must find something else to do with their lives.

Prosthetics

Pure Bloods do not like the concept of prosthetic limbs. They are aware that prosthetics can be made that look like natural limbs and can even provide an athlete with a competitive advantage, which means that the officials of a game would be unable to tell whether any of the competitors were cheating.

On an individual level, quite a few Telemai like the idea of prosthetics as a means of compensating for long-term injuries and as a way to improve their performance in their daily tasks. It is mostly I.B.s who feel more favourable towards prosthetics.

Overall, prosthetics are something of a hot-button issue. Realistic-looking prosthetics have the potential to help a Telemai avoid the stigma of long-term injury, but being discovered to wear a prosthetic comes with its own stigma.

Shelter

As with so many parts of their culture, Telemai believe in going all out to be the biggest and best, and this extends to their construction habits. They favour architecture with an appearance of strength, and robust details such as thick walls and visible supports. Telamai-made buildings are designed to last and are often big enough to accommodate entire communities.

Travel / Transport

The cultural obsession the Pure Blood Telemai have for competition means that they perform a certain amount of posturing when it comes to 'lesser' tasks such as distribution of foods and other goods. Pure Bloods like for outsiders to believe that every telemai family is responsible for growing and caring for their own food. In fact, these tasks are often delegated to Inherited Blood Telemai who are less likely to protest having to do these tasks because most are unwilling to join in with the PBs' competitive culture.

Credits

Telemai species is © mirlinthloth / J. E. Flint

Find them on [Furaffinity](#) | [Deviantart](#) | [Instagram](#) | [Twitter](#) | [Amazon](#) | [Smashwords](#)

Artwork by [\[Artist whose work we use to make a circle icon\]](#) and provided with their kind permission

Wording by [The Character Consultancy](#)



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on hello@thecharacterconsultancy.co.uk and I will be happy to help you!

~Hayley, The Character Consultancy