The Barrunnen Imperium

*tempore, sicut scitis, habuit principium, sicut scis, tu finis*

An old empire made new, a new home for an old people. A great race from far off has taken up a new and critical role as one of the great emergent powers of the galaxy. A role that many say they stole from another, equally great race. The power they display is cosmic and almost inhuman the fact that they were able to violate one of the great laws of the universe is a testament to their ingeniousness and their power. They continue to make their influence felt to this day and all races tread lightly in their presence.

Appearance:

The Barrunnen appear to be mostly human at first glance the only really telling differences are their hand ending in claws which they use for fighting and that they have slightly elongated canines. Other than this and their very odd style of dress, usually they are swathed head to toe in long robes which are usually coloured some garish version of purple or orange, they are usually not immediately distinguishable from humans.

History: pre spaceflight:

The Barrunnen are a unique case in what may be all of universal history. They actually came from another galaxy and began to settle in this one. Normally this is impossible as f.t.l. travel using the God Machine does not allow for inter-galactic travel to work. The Barrunnen found a way around this, they simply did not use the God Machine, and instead they embarked on a journey using conventional non f.t.l means of travel. This is a journey that would take them centuries and stretched their people to their limits but eventually they ended up in our galaxy trying to make a new home for themselves.

The Barrunnen evolved on a world very similar to that of earth, which explains their human-like appearance. Their history is riddled with wars and conflict before finally learning to work past their differences and achieve together. It was the Discovery of the god machine which had spurred their flight into space and ended up finally unifying their people into one governmental whole.

History since:

Their history diverges greatly here for unlike our galaxy the native galaxy of the Barrunnen was ruled by madmen. Specifically that some kind of conflict in the past had caused the Artaielli of their galaxy to go insane and would randomly destroy and create new thing on a whim they used the god machine in ways that even the creationists would never have thought of doing. They also ended up destroying utterly any race who defied they mad schemes. According to the Barrunnen had cut themselves off the Hierarch and were doing as they chose. The madness and destruction which the Artaielli were unleashing was reflected in many other races that also seemed to suffer from some form of madness. Because of this the Barrunnen receded within themselves for many hundreds of years until their sun began to go nova. Faced with the destruction of their sun and their home they began to work on two plans the first was the construction of a device which would stabilizr their sun and keep it from exploding this took years but was eventually accomplished. It was during this time that the Barrunnen began to also assemble their great migratory fleet. The apparatus was finished and managed to give them time but this apparatus was also very delicate and they could not risk the mad Artaielli or one of the other races trying to attack it. It was to this end that they continued to build their migratory fleet. And when the work was finally done they left their system behind and went beyond the rim into the void between galaxies.

The Barrunnen knew this journey would take centuries at sub-light speeds but they had no other choice they proceeded in the direction of the closest known galaxy and began to move. There are stories of what the Barrunnen encountered in the “Great Void” but none that will be discussed here.

After centuries of travel the Barrunnen finally found made star fall, the first ships began to arrive in a new galaxy happy that their long journey was finally at an end. As they began to settle on nearby worlds on the outer-rim, however ships began to appear in the systems and began to contact them. Coming from a galaxy where diplomacy was just as likely to get you killed as anything else they elected to ignore the other ships. They could tell that the other race were far technologically inferior to them in any case. Most of the less advanced races had never even tried to attack the Barrunnen. A simple display of power was usually enough to frighten them away. They began settling more and more worlds in the area and even took unused worlds in the sector of this strange other race. They had done this before in other galaxies. Again their technology was usually enough to stop other races from raising objections. They were not prepared for the initial attack of the unknown race when it came but they were able to easily dispatch the small fleet. The Barrunnen believed that they had scared off the race however this was not the case.

The Kel Hound – Barrunnen war:

Large scale fleets began to openly attack Barrunnen ships, this was a thing unheard of for them as most of the races in their galaxy did not possess the stomach for open warfare. The Barrunnen responded in kind turning the full military aspect of their fleet on the alien attackers it was a desperate battle but their technological advantage began to win out. The toll was high however the Barrunnen ended up losing over ½ of their military ships in the war. But that would be rectified soon enough the last battle would either see this race surrender or be wiped out entirely as a lesson to the rest of the races in this new galaxy thet they were not to be trifled with. The Barrunnen were not prepared when a second, very large fleet came and interposed itself between them and their query. The new ships hailed them and the Barrunnen answered, more out of curiosity than anything else. The new race introduced themselves as the ECSC and they demanded to know why the Barrunnen were engaged in this war with the Kel Hounds. The Barrunnen explained the situation and the ECSC fleet suggested that both sides sit down to negotiate a peace treaty since they too had lost many forces in the war. The Barrunnen agreed and peace talks began.

After peace:

Though initially very tense the Barrunnen and Kel Hound governments managed to work out an agreement which was amenable. The Kel Hounds were not happy aout having to seed large chunks of their territory but that was unavoidable. A demilitarized zone was worked out between the two powers and the Barrunnen began to settle in as a new power in the galaxy.

Contact with the Ess’hala:

The Ess'hala came to visit the Barrunnen shortly after the treaty had been signed the strange beings were friendly and wanted to take down all of the Barrunnen’s history and culture after this initial exchange of ambassadors and traditions the two have become close allies ever since.

History since:

The Barrunnen are adjusting well as one of the pre-eminent races in their new home they have met and made peace with the other races in their area including earth. Their society is beginning to flourish once more and is much more secure without having to worry about mad Artaielli randomly blowing things up.

The Barrunnen elders tell of great evil, a hunger and a destructive voice which echo0ed through the void between galaxies a thing that should not and cannot be described by mortals. This hunger apparently killed many of their vessels until they were able to out run it. Or so they had believed. The creeping darkness is beginning to affect some of their systems and some of the elders say that the hunger followed them here.

Society and culture:

Barrunnen culture is highly diverse and made up of many different groups, different languages were lost over their long journey eventually resulting in a single Barrunnen tongue but they have tried to keep their traditions alive. They are somewhat rigid and inflexible at times that is because the option of backing down was foreign to those who wanted to survive in their galaxy. You had to be prepared for anything with mad Artaielli and you always had to stand your ground this notion was drilled in even further during their journey because rules had to be observed in the strictest confines as the smallest slip could end up costing lives. Their society is militaristic in nature taking the idea of a command structure into personal relationships as well. children are not raised by parents but rather the government and people as a whole this is to develop as strong sense of obligation and foster communal responsibility among all the people. It is an ideal which their fleet could not have survived without.

Government:

Though called an imperium the Barrunnen are run on a much more mystical level. The Barrunnen believe that certain individuals are gifted with what they call “sight.” The ability to see the future, when one of these individuals is born other seers can recognize them form birth they are raised separately from the rest of their society among those who share their gift. It is these individuals which guide their society. They enter their leadership role at the age of 17 and take up command positions within the military as well as government. A central council of the most elder of these individuals is the leading legislative body of their government. The eldest is the one who speaks for the people on diplomatic matters and is consider the voice of the Barrunnen.

Barrunnen Technology:

Electric Stealth: This system operates similar to standard stealth systems operated by the Hyach and S2258 with some important key differences.

1. The system allows for the operation of high grade EM weapons, which are the Brunnen-G’s signature style.
2. Both jump engines and ELINT Sensors may be operated on a ship which uses Electric Stealth.

It should be noted that in all other aspects this system acts like Hyach Stealth, it does not change the distance chart for detection in any way.

Computer Systems: This system works identically to the computer systems operated by the Hyach; it provides a certain amount of bonus fire control versus certain ships, and works to enhance the Stealth capabilities of their ships

Molecular Bonders: Molecular bonders harden Barrunnen hulls. They operate basically like a Gravitic shield networked into the hull structure.