The Regulators

The Regulators are a strange race whose space has never been discovered. They are a force to be reckoned with and they operate via an agenda that no one has ever been able to figure out. They enter the space of other races capture certain individuals and then leave as quickly as they came, no one knows why they do this for they rarely deign to speak with other races. And any who have ever figured out their purposes have long since disappeared.

Appearance:

The Regulators appear to be human but closer inspection reveals far different origins. Their skin pale, almost to the point of translucence and their eyes are solid black. When they move they do so with a strange fluidity almost as if their skeletal structure were made of cartilage rather than bone. They have sharp, fanged teeth and they possess no hair.

History: pre spaceflight:

The Regulators evolved on large world mostly covered by oceans as a result they more evolutionarily in common with an analogue of earthly sharks than any other terrestrial analogue being a highly predatory species they evolved certain forms of control and dominance over their surroundings. Their home world was a base of operations for First One Race of unknown origin. Whatever cataclysm befell this race is unknown but they are long gone large cities were left scarred and destroyed all over the world. Regulator society evolved around these ruins and their advances were based around mastering these technologies that this race left behind. In the ruins they discovered something amazing. A computer which, when they figured out what it did after centuries of study, recorded all of time, and indeed calculated time and events going forward based on calculations down to the atomic level. This discovery along with the ruins helped to rapidly catapult the Regulators into space flight and high technology very quickly.

History since:

The presence of the computer allowed the Regulators to act with unprecedented accuracy within the galaxy. The Regulators themselves are obsessed with what they call the “greater order of things” and it is in this interest that they have acted through history. Much like the Technomages or the soul takers, they have a tendency to simply appear in places do things and then leave they do not ask permission or give reasons they simply do. They never give reasons for taking who they take, they merely do. They have taken everyone from lone colonists on the fringes of space to three separate Centauri Emperors. Many races have attempted to invade or go to war with them because of this but no one has ever successfully invaded them. The Regulators seem to simply know where fleets are going to show up and when and they will set up ambushes or slip behind the fleets to make other strikes against defenceless targets. This is not to say that they only invade the space of others, they have often interceded in many wars to help certain sides, such as helping both the Lumati and the Modrani at one time or another, win conflicts.

The Dilgar war / league war:

The Dilgar attempted to invade large sections of Regulator space but their fleets were repelled and after a while the Dilgar moved onto easier targets. The Regulators strangely did not participate on behalf of any other race during the conflict staying outside of what was happening.

The Regulators never expanded much at any time so the league war was not a central conflict for them. Their reputation for being able to know who was going to invade them and when made most people just leave them alone. The Regulators did intervene in several conflicts to help out some races during the war however they never claimed any new territory for themselves.

New History:

Since the war the regulator have seemed to have simply disappeared for the most part not really attempting to intervene in any governmental affairs. The reason for this is unknown, but with access to their computer and all of history at their disposal they may know that the Shadow War is coming and be preparing accordingly.

Society and Culture:

The Regulators see themselves as the arbiters and guardians of order and stability in the galaxy. Similar to the Vorlons, only with an ability to see far more clearly what actions are necessary to guard that order. The Regulators are normally seen as being willing to do anything to guard that stability. They are race obsessed with control and as such they attempt to excise problems which may become points of chaos or instability. The computer allows them to see, with almost unfathomable clarity what effect their actions will have and how history will change with each action. This computational device has hundreds of people devoted to interpreting the data the computer and recommending actions. Their society is based around these ideas of control. The Regulators do not do anything without first considering all of the potential consequences of their actions.

Government:

The Regulators are their own government. The race’s actual name is not known or whether not they actually have one. The Regulators is the name of the government that rules this race. They introduce themselves this way because they consider what they do as being far more important than who they are as a people. Because of this the Regulators control the civilian population very tightly and all of them live in service to the “greater order” as rendered by the computer. What this means is that the Regulators are responsible for the management of fleets and form the government. This resembles most closely some form of military dictatorship or theocracy but that is a problem for no one individual or god is directly governing them. Instead the direction are mostly given by clerics who work with the great computer. Inclusion in this order only comes after years of study, deliberation, and learning they way of the computer.

Regulator Technology:

Dead Sensors:

This is a highly advanced system which performs several functions at once, it is present on all Regulator vessels; all vessels with Dead sensors possess the following rules

Dead Weapons: Any ship equipped with dead sensors does not give of weapons signatures. When scanned the vessel either appears to have no weapons at all or the weapons appear to be turned off. This appearance is maintained to any ship which does not possess advanced sensors. Note this is not a form of stealth; the ship is still detectable and still appears on normal sensor scans, the weapons on the ship simply do not appear.

Dead scanning: a ship with dead sensors may scan, and achieve sensor locks on ships while not being detected. The enemy ship does not register being scanned or locked onto. Note this does not negate tech like jammers which prevents sensor locks. If normal sensors would not be able to achieve lock on then dead sensors still can’t.

Stealth/cloak negation: dead sensors are specially programmed to be able to pick up slight gravimetric fluctuations that all ship in space cause. Due to this systems such as Stealth and Cloak do not work against ships with dead sensors. A cloaked ship or a ship with limited stealth is treated as simply being on the board as far as the ship with dead sensors is concerned. Note: advanced cloak or full stealth, is treated as being one lower than what it would normally be. Note: Torvalus shading fields still work as the use of advanced sensors effectively masks the ships presence.