

Institute of Alien Studies

Vulcan Orientation College



2007 Edition

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<http://www.ex-astris-scientia.org/history.htm>
<http://www.geocities.com/shirkahr/VulcanTimeline.html>
<http://www.ccdump.org/>
[http://www.starbase118.net/wiki/index.php/Vulcan \(planet\): The Provinces of Na'nam](http://www.starbase118.net/wiki/index.php/Vulcan_(planet):_The_Provinces_of_Na'nam)
<http://www.geocities.com/shirkahr/ShirKahrCity.html>
<http://www.projectrho.com/vulsun.htm>

From the following printed sources:

The Way of Kolinahr by Last Unicorn Games

Sarek by A.C Crispin

The IDIC Epidemic by Jean Lorrah

Spock's World by Diane Duane

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[Ed. Note: Vulcan information both published and televised tends to contradict itself. This manual attempts to reconcile the major contradictions and leaves out information that totally contradicts canon and near-canon "facts." In some cases even canon sources contradict themselves and so the information is compared with earlier or more accepted facts, the latter taking precedence. Where canon information is absent, non-canon information is presented.]



1.0 – 40 Eridani

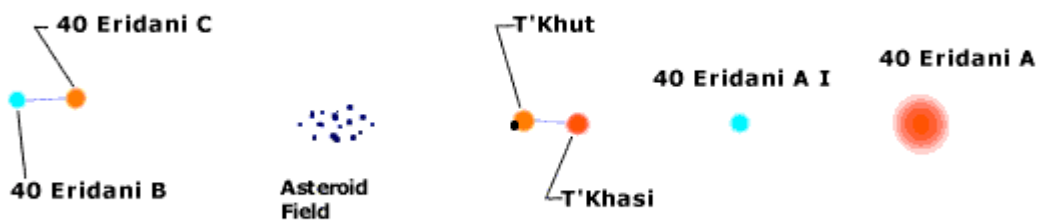
Federation Area Map



The Vulcan system is 16.45 light years from Earth as shown on this close-up of a Federation map.

1.1 – The Solar System

40 Eridani Solar system (not to scale)



[Ed. Note: The term T'Khasi will be used in this manual when referring to the planet itself. The term Vulcan will be used in any context referring to the people of T'Khasi, titles, culture, politics, etc as this is the more familiar term when dealing with Vulcans.]

Solar System Details

40 Eridani A, the primary star (and T'Khasi's sun) is an orange main-sequence dwarf of spectral type K1 V, which makes it a cousin to our own Sun. Because this sun is a bit smaller than ours, its planets orbit closer. The star is 500 million years older than our sun. Its solar activity runs on a cycle of 7 years, affecting all life in that solar system, including the Vulcan mating cycle.

The first planet out is **40 Eridani A I**. Its orbit is about 0.25 AU or about 2,325,000 miles from its sun. It is a rocky type B (geomortuus) planet, partly molten, volcanically active. The strong tidal forces of the primary star have kept this planet from completely solidifying and its surface temperature is very high. Its plane of orbit is tilted several degrees from the ecliptic.

The second orbit out is at 0.56 AU or about 5,236,000 miles from the sun. This orbit is shared by two planets **T'Khasi** and **T'Khut** which rotate about a common point and together complete the yearly orbit in a bit under 200 days. Real Life astronomers say that the habitable zone for 40 Eridani is actually 0.61 AU and that would make the year 203 days for the pair.

T'Khut (The Watcher) is the binary companion of T'Khasi (Vulcan). It appears huge in the T'Khasi sky, much larger than our own moon appears to us. It has an erratic orbit that makes the planet appear larger at parts of the year than others to the inhabitants of T'Khasi. T'Khut has one moon on which resides a Vulcan Lunar Colony. T'Khut is a Class G planet, (Geocrystalline) which will eventually cool to a planet within the K to P range. There are some microscopic life forms living on T'Khut.

T'Khasi (Vulcan) is the other member of the binary planet system. It is a hot arid planet with only 14% of its surface covered with water. (Compare that with Earth's 80% water) It has a high atmospheric pressure and relatively high gravity. Its oxygen level is lower than what humans are used to with 12.9% (compared to Earth's 20%) because there is so little oxygen-producing vegetation.

In the third orbit from the star lies an **asteroid field** which Vulcans have mined heavily for needed materials.

In the fourth orbit out, a distant 400 AU's from 40 Eridani A, lie the second and third sun of this system, **40 Eridani B** and **40 Eridani C**. These two stars orbit about a common center as a pair and together orbit the primary star. This configuration makes the 40 Eridani system a TRINARY STAR SYSTEM.

B and C orbit each other every 248 earth-years, at an average distance from each other of 44 AU. They together orbit 40 Eridani A every 8000 earth years. 40 Eridani B is a white dwarf of spectral type A VII. 40 Eridani C is a very faint red main-sequence dwarf of spectral type M4e V. 40 Eridani B & C have no planets or moons.

THE VIEW FROM T'KHASI

40 Eridani A appears about 62% larger than the Sun appears to us.

40 Eridani B and C are much too far away from 40 Eridani A to appear as disks to an observer on T'Khasi; they appear as very bright points of light to the naked eye and are visible in the daytime. At their distance, they don't contribute any heat or light to T'Khasi.

40 Eridani B appears as a blazing silver-white star shining at magnitude -7.4 in the T'Khasi sky (some 16 times brighter than the brightest that Venus ever appears in our sky). 40 Eridani C appears as a brilliant blood-red star of magnitude -6.3 (about 6 times brighter than the brightest Venus we ever see). Of course, the apparent distance between B and C changes as they orbit each other, but to an observer on T'Khasi, B and C always appear near each other-. In fact, even when B and C are as far apart as they ever get, they would appear together in the T'Khasi sky only as far apart as the width of a fist held out at arm's length.

1.2 – T’Khasi (Vulcan)



The real name of the planet was unknown to outsiders for many years. Due to the pronunciation of a term that the Vulcans used to refer to themselves, humans at first called the Vulcans "Voolcanu" and therefore inferred the name of their homeworld to be "Voolcan". After the formation of the UFP, Vulcans became known as "Vulcanians" and their planet was called "Vulcanis". In time, the term "Vulcan" for the people and their planet came popular and it continues to this day. Modern Vulcans call themselves "Vuhlkanu", "Vuhlkansular" or other similar words, based on their own ethic background. The Vulcan name for the planet is T'Khasi, a contraction of a very ancient word.



T'Khut dominates the sky and its closeness causes gravitational stress on the planet T'Khasi. This is a major factor in planetary tectonic activity and maintains active volcanism. Its irregular orbit about a common point with T'Khasi brings the planets closer at certain seasons of the year. These are the seasons of wind storms and higher volcanic activity.

T'Khasi is at least five hundred million years older than Earth. The planet itself is larger with a noticeably higher

gravity than Earth. There is little seasonal variation on the planet T'Khasi due to an almost circular orbit around its hot sun and the very slight tilt on its axis.

T'Khasi has a thinner atmosphere than Earth. Its climate is generally harsh, with most of the surface consisting of large deserts or mountain ranges, along with scattered small seas. Desert areas are prone to large amounts of heat, light and electrical or fire storms.

Planetary vegetation is scarce, leaving the land susceptible to erosion by wind. Extremes in elevation are present across this world as sand-carrying wind carves out columns, arches, and canyons from the underlying bedrock. This wind is made more extreme by the tidal forces of T'Khut and its moon above that drive it to ever higher speeds.

1.3 – Notable Places

Cities

Shi'Kahr City

Shi'kahr: The Capital City of T'Khasi at dusk



Shi'Kahr is the capital city on T'Khasi, located on the edge of Vulcan's Forge and ten days travel, on foot, from the L-langon Mountains. (TAS: "Yesteryear")

For centuries the oasis at Shi'Kahr was a strategic water source, fought over by various clans, warlords and other factions.

Historians believe the city was sacked and rebuilt dozens of times during its history. Each invader made his own mark on the city, changing some areas and often obliterating any signs of the previous ruler.

Once the teachings of Surak took hold, and Vulcans devoted their energies toward the

sciences and the arts, Shi'Kahr expanded from being just a strategic target to its present day setting as the foremost T'Khasi city.

Today Shi'Kahr is where the greatest artists and thinkers on T'Khasi work and live, many who have come from different parts of T'Khasi and the Federation to see the new things that are being created. Of all of T'Khasi's cities, Shi'Kahr receives the most off-world and T'Khasi tourists. While many come to see the various works of art, or debate in the great lecture halls of the Science Academy, others come to see the past, to remind themselves or show their children what life was like before Surak and the Awakening.

Shirker's varied past and its explosive growth after the Awakening has left the city divided into many quarters and neighborhoods, some still separated by walls built millennia ago, others with modern gravrails running through them.

ShiKahr, as it was spelled in the script for "Yesteryear" has also been spelled in the form of "Shi'Kahr", "ShirKahr", "Shirkar", and "Shi-Kar".

Gol - Gol was an ancient city on the planet T'Khasi, destroyed after the Great Awakening. The Stone of Gol takes its name from this city. (TNG: "Gambit, Part I and Part II") In the story of Nirak, the city is destroyed by an invading army after Nirak mistakes their approach for a dust storm. (ENT: "Kir'Shara")

Kir - Kir is a city, or region on the planet T'Khasi. In ancient times, it was home to a Vulcan temple.

Raal - Raal is a coastal province on planet T'Khasi and is located on the shores of the Vorothe Sea.

T'Paal City - T'Paal is the city where Tuvok's daughter Asil was born. (VOY: "Unimatrix Zero, Part II")

Vulcana Regar

During the late 21st and early 22nd century, Vulcana Regar was the site of the Ka'Tann Conference. One of the top negotiators at the conference was Ambassador V'Lar. One of the attendees was the student T'Pol, who had traveled "a great distance" to see the Ambassador. (ENT: "Fallen Hero"). T'Pol impressed V'Lar with her insistent questioning of V'Lar's negotiating tactics.

Geologic Formations

Fire Plains of Raal



The Fire Plains are lava field formations on T'Khasi consisting of fiery pits, and several large statues. There is a temple adjacent to the Fire Plains.

In *Falor's Journey*, when T'Para offered Falor truth, he crossed the barren Fire Plains to get to the silent monks of Kir. (VOY: "Innocence")

Spock went to the temple at Raal to complete the ritual of Kolinahr, when he was interrupted by the call of V'ger from space. (ST:TMP)

Lake Yuron - Lake Yuron is one of the few bodies of water on the planet.

L-Langon Mountains



The L-Langon Mountains are a mountain range located on the edge of Vulcan's Forge, on the far side of the desert from the city of ShirKahr. The L-Langon Mountains are the general destination for those participating in the kahs-wan.

(picture left) A view of the L-Langon Mountains from across Vulcan's Forge.

Mount Tar'Hana - Mount Tar'Hana is a volcano. In 2154, T'Pol told Commander Trip Tucker that Tar'Hana still occasionally erupted. (ENT: "Home") Mount Tar'Hana was first mentioned in the "Last Unicorn Games" role-playing guide "The

Way of Kolinahr", which features an atlas of the planet T'Khasi. It is an example of one of the few published non-canon ideas that were that was made canon.

Mount Seleya



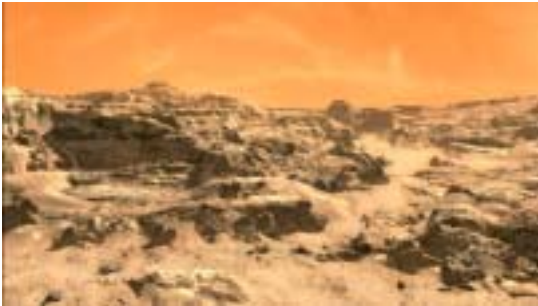
Mount Seleya is a sacred mountain on T'Khasi, where Surak developed his philosophy of pure logic in the 3rd century. Located at the far end of Vulcan's Forge, it is one of the few places where rituals such as the Kahs-wan and Kolinahr take place.

Surak formulated the philosophy of the IDIC or "Infinite Diversity in Infinite Combinations" on this mountain. Surak later died here from radiation poisoning, after the final battle between his followers and "those who marched beneath the raptor's wings." That enemy would eventually leave Vulcan and become the Romulans. (ENT: "The Forge", "Awakening", "Kir'Shara")

Osana caverns - When Ensign Vorik was young, he spent several summers exploring the caverns, including some particularly advanced rock climbing. (VOY: "Blood Fever")

Voroth Sea - The Voroth Sea is a small ocean. The Vulcan province of Raal is located on the shores of the Voroth Sea. (VOY: "Innocence")

Vulcan's Forge



Vulcan's Forge (or simply The Forge) is a vast desert canyon on the planet. The Forge is where, according to historical record, Surak began his pilgrimage 1,800 years ago. (picture left, The Forge as seen in 2237)

In 2154, Jonathan Archer and T'Pol traveled to The Forge to track down members of the Syrrannite movement, thought to be responsible for the bombing of the Earth embassy on T'Khasi. They discovered that the Syrrannites had taken refuge in the T'Karath Sanctuary, until its destruction by the Vulcan High

Command. (ENT: "The Forge", "Awakening")

According to text commentary by Michael and Denise Okuda on the ENT Season 4 DVD, the Forge was formed by the nuclear war that devastated T'Khasi during the Time of Awakening.

Structures of Note

Shipyards

The 40 Eridani-A Starfleet Construction Yards are located in T'Khasi's star system, most likely in orbit about T'Khasi. These shipyards are one of the largest starship construction facilities in the Federation.

ShirKahr Academy

ShiKahr Academy is a prestigious Vulcan university located in the city of ShiKahr. During the first half of the 22nd century, a future V'tosh ka'tur (One without logic) named Tolaris taught literature at ShiKahr Academy. (ENT: "Fusion")

Pelasht Stronghold

The **Vulcan Academy of Science** is partly located within the ancient stronghold Pelasht, carved out of the rock of the mountain itself. Inside the ceiling of the Hall of Pelesht is 500 feet high with shafts to the outside. The stronghold was built to protect the natural water that sprang from its cool rocks. Invading clans would be lured into the grand space and were bombarded with heavy rocks dropped from the holes above. The interior is lit by lamps that are gouged into the rock. The old Pelasht stronghold became the Academy's ceremonial and banquet hall. The rest of the academy is spread out towards the city, a series of buildings, no less beautiful for their construction of modern materials. (*Spock's World* by Diane Duane)

Temples of Note

Temple of Amonak

The Temple of Amonak is one of the most sacred sites on T'Khasi. In 2374, when Starfleet first learned of the fate of the USS Voyager, families in the Federation wrote letters to the crew, including Lieutenant Tuvok's wife, T'Pel, and their children. T'Pel wrote Tuvok to inform him that her family had asked the priests at the Temple of Amonak to say prayers for Tuvok's safe return. (VOY: "Hunters")

T'Karath Sanctuary

The T'Karath Sanctuary in 2137.



The T'Karath Sanctuary is a historic site located in Vulcan's Forge on planet T'Khasi. It was an underground hideout for the Syrrannites in the early 2150s, which is why the Vulcan High Command destroyed much of the Sanctuary in aerial bombardments in 2154. (ENT: "The Forge", "Awakening", "Kir'Shara")

By 2370, the cavern had been abandoned for two centuries. There are remnants of decaying Vulcan artifacts lying around, and some cracked and peeling glyphs on the walls. A crude stone altar still sits prominently in the room. The Vulcan Isolationist Movement stored a piece of the Stone of Gol here which they had stolen. Later this is where Tallera, one of the isolationist operatives, finally

reassembled the whole weapon. (TNG:"Gambit, Part II")

The T'Karath Sanctuary was located "roughly 37 kellicams" (approx 74 Kilometers/45 miles) south of Mount Seleya. (TNG: "Gambit, Part II")

Temple of T'Panit

The Temple of T'Panit is also a sacred site on T'Khasi. The rhythmic chanting of the monks of T'Panit is one of Tuvok's favorite pieces of Vulcan music. Tuvok owned a holodeck replica of the temple. (VOY: "Riddles", "Ashes to Ashes")

Shrine of T'Vet

The Shrine of T'Vet is sacred to the Followers of T'Vet, the patron saint of warrior clans. Like many temples on T'Khasi, it resides in the desert and is situated at the base of the L-Langon Mountains. On the days that T'Kuht rises full and angry in the sky, closest in its orbit to T'Khasi, the shrine is closed to all but the keepers of the shrine for solitary mediation.

Other Planets and Colonies

Nisan

The planet is located approximately 4 Light-years from Vulcan. It is a watery world with one continent, a small portion of it set aside for the most unique colony in Vulcan space. The colony was formed in the mid 1950's (3 Vulcan generations before Kirk's time). Over the following 400 years, the best scientists from all over the galaxy gathered at Nisan for research in all the sciences, including medical. Even non-Federation governments such as the Klingon Empire and the Orion Syndicate sent scientists to lend their knowledge and to learn from the best.

Due to the large amount of water on Nisan, the colony uses hydropower created by a series of dams across the many rivers to provide electricity. It is far more efficient, in spite of its ancient technology, than solar power due to often overcast and rainy weather.

The colony is the model of IDIC in that the children of the scientists have intermarried and the different races cooperate in spite of their home planets' politics. Nisan, like all other Vulcan colonies, is governed by a council of representatives, which answers to Vulcan Space Central, which keeps in continual contact with its colonies. (ref: *The IDIC Epidemic* by Jean Lorrain)

Vulcan Colony 9

Vulcan Colony 9 is a planet inside Vulcan space where in the 23rd Century, violent members of the religious group Followers of T'Pol were exiled in order to live out their traditionalist ways as they saw fit. (ref: *The Vulcan Academy Murders* and *The IDIC Epidemic* by Jean Lorrain)

P'Jem



P'Jem was a Vulcan monastery established in the 9th century BC on a planet not far from Andoria.

Vulcans traveled there to find solitude, peaceful meditation and to go through the Kolinahr. To visit P'Jem there was a strict protocol to follow involving bowing and praying. Inside, the monastery was adorned with important artifacts and relics. The Stone of J'Kaa was a stone given to guests upon leaving as a part of a blessing ritual.

In the 22nd century, the Andorians, who suspected it contained a surveillance post, regularly ransacked the monastery.

In 2151, the Earth starship Enterprise paid a visit to P'Jem only to find it taken over by a group of Andorian commandos, lead by Shran. After a firefight with the Enterprise landing party, the two sides accidentally discovered a highly sophisticated surveillance installation in the catacombs beneath the monastery, known only to one monk. Captain Jonathan Archer gave scans taken of the facility to Shran as evidence of the Vulcans' activities. (ENT: "The Andorian Incident")



Secret surveillance facility beneath P'Jem Monastery

Some months later, P'Jem Monastery was destroyed by the Andorians by way of orbital bombardment, after giving the monks and the surveillance personnel a warning to evacuate the facility. The Vulcan High Command blamed Subcommander T'Pol for the destruction of P'Jem, since she allowed Captain Jonathan Archer and Lieutenant Malcolm Reed to expose the surveillance facility. (ENT: "Shadows of P'Jem")



2.0 – The Vulcan People

2.1 – Evolutionary History

The evolutionary cycle of life followed most of the same steps as on Earth, although it is known that several mass extinctions happened in the distant past. During the Oceanic Era there appear to have been four main continental regions. The evidence of this can be seen in the massive high plateau regions that remain to this day. By the earliest historical times, the oceans had shrunk into a few seas and large salt lakes, contributing to the consolidation of the

continents.

T'Khasi had an Age of Great Reptiles. These creatures were similar to the dinosaurs of Earth or the ancestors of the Gorns. The Great Reptiles died out during a period of intense solar flares and smaller animals took over, filling in biological niches. T'Khasi never did have a great variety of species because of severity of climate. Because of volcanism and severe geological upheavals, the fossil record on T'Khasi is very sparse. There is often only a single specimen of an extinct species. The fossil record on Earth is hundreds of times richer. Conditions were always tough and all lifeforms on T'Khasi had to be strong and adaptable.

The earliest identified ancestor of the Vulcans was a creature called the "cat-ape" by some Federation paleontologists. Modern Vulcans still possess some qualities of a quasi-feline predator past; the strength, reflexes and fluid movement. There had long been some conjecture that Vulcan ancestors may have been seeded on T'Khasi by one of the ancient great "Preserver" races of the galaxy. Possible proof of this lies with the existence of a number of other vulcanoid races, including the Rigellians and the Mintakans. The argument for seeding is weakened, though, by the fact that Vulcans are genetically related to the biological life of their planet. More and more Federation scientists now believe that T'Khasi could have been the prehistoric origin of vulcanoid life seeded elsewhere.

Early vulcanoid life evolved on or near the vast grasslands that once covered the low plains of the planet. By the time of the rise of true intelligence in these Vulcan ancestors, no true forests or jungles still existed. Only in prehistoric times did large plant-forms thrive. Because of their evolution in a savanna environment, the Vulcan ears and eyes became quite sensitive to facilitate hunting and survival in tall grasses. Prehistoric Vulcans mostly kept away from the mountainous, volcanic areas of their planet.

The Vulcans learned to use fire at an early stage. The people were constantly exposed to fires ignited by lava. Violent electrical storms also started huge range fires in the grasslands. The planet itself was very rich in many minerals and metals.

The Stone Age of T'Khasi was relatively short. Metal tools and weapons came about quite early because of easy access to high-grade ores. Unfortunately, usable iron ore was relatively rare and there was never much of an Iron Age. Wars over territory containing iron ores were continuous. Copper is very common on T'Khasi, though. Thus, copper became the basis of T'Khasi metallurgy.

By historical times, there were no longer any large land animals like elephants or giraffes on T'Khasi. Large herds of smaller grazing animals were domesticated, though. Some animals became pets and beasts of burden, while others were eaten. Because of the scarcity of wood as a building material, dwellings were usually made of sod, brick or stone. The abundant grasses were used as thatch for roofing. Simple agriculture developed early, but the conditions generally favored nomadic life.

As civilization developed, fortified urban centers spread across the face of T'Khasi. Unfortunately, due to the dry climate, resources were always limited. Most of the Vulcans at this time remained nomadic, somewhat like the tribes of the Sahara desert on Earth several hundred years ago. Wars for water, natural resources and territory were common. The now common desert conditions slowed the development of Vulcan civilization and a long stagnant period began.

The hot, dry conditions forced the Vulcans to become strong and ruthless in order to survive. The Vulcans had always been merciless and fierce warriors, and raids on neighboring lands were common. Early forms of trade, though, still existed. No one government or philosophy ever dominated the planet until the time of Surak.

After thousands of years of nomadic life, industrialization on T'Khasi happened practically overnight, mostly as the result of the military need for improved weapons and to eke sustenance out of a drying world. Where on Earth it took about 200 years to go from steam engines to regular space flight, it took the Vulcans approximately 50 years. The people of T'Khasi quickly explored their solar system, mining moons and asteroids, and colonized the moon of T'khut. T'Khasi at this time was somewhat like the early 21st Century of Earth. They drove vehicles similar to automobiles and flew in aircraft of various kinds.

Because of the violent nature of the Vulcans, there occurred a long period of horrific planetary wars, which included nuclear and biological weapons. The population of T'Khasi rose and fell, and they occasionally fell into Dark Age periods before recovering. Eventually, the Vulcans came to the edge of extinction due to unchecked warfare. Without a change, the planet would have become lifeless. (Earth at this time was just beginning the Bronze Age.)

Throughout most of Vulcan's history the culture was matriarchal. The clan matriarchs oversaw most facets of life. The women were the political leaders, teachers, administrators and religious leaders. The women arranged marriages and controlled the numbers of children born. Marriages were arranged to form alliances between clans for access to resources, to ensure diversity of bloodlines (strong children), and to acquire a desired mutation from another clan. An example of the latter is found in *Spock's World*. One daughter of a particular clan was born with a translucent third eyelid that filtered out dirt and bright light, allowing soldiers and clans to travel during the day. It was referred to as "the Eye." Suitable males were offered to the daughter's clan so that they would produce children with the mutation. Eventually all Vulcans were born with the third eyelid as the desired trait spread throughout the entire population.

More males were born than females. Because of the limited number of females, there was often a bonding challenge and males fought for the right to mate. By fighting to the death, only the strong and cunning lived to have children -- survival of the fittest at its most serious. This was the beginning of genetic planning. Male Vulcans did rise to very high positions of authority, but this was rare. The males were usually the hunters, the laborers, the priests and the soldiers. Young males that showed high intelligence, though, were always separated from normal males and given special education not available to most males. These Vulcan males became scientists and inventors, as well as philosophers and poets.

One myth is that the Vulcans discard all emotions. This is not true. The emotions remain under tight control. The key is controlling one's external display of these emotions. As in all revolutions, groups of Vulcans rose up against Surak's changes. There were many attempts on Surak's life and ultimately he lost his life on a peace mission. Surak, against all odds, succeeded in saving the Vulcan race from its path of self-destruction and forever changed Vulcan society.

It is now known that a large group of those who opposed Surak gathered a fleet of spaceships and left T'Khasi to make a world of their own. These pilgrims were all thought to have perished while attempting this journey. But some did survive as the Romulans. The Romulans are a living reminder (and embarrassment) of the way the Vulcans were before Surak.

2.2 – Physiology

Introduction to Vulcan Physiology



Vulcanoid species make up nearly one third of the population of the Federation.

For many years, it was believed that there was only one fairly homogenous race of Vulcans, so it was a great surprise when much darker Vulcans were first seen many years after Vulcans participated in the creation of the United Federation of Planets (UFP). Indeed, The Star Fleet Medical Reference Manual (ISBN 0-345-27473) states that there is only one race of Vulcans because Star Fleet Medical had no knowledge to the contrary at the time. Explanations have

been vague and it is thought that these "dark Vulcans" are from a minority race that has historically been a private, possibly xenophobic cultural subgroup. Because of certain privacy clauses in the Vulcan UFP membership agreement, the details behind the "second race" of Vulcans is unknown. Rumor has it that there may be a third Vulcan race, somewhat analogous to the Asians on Earth but this has yet to be proven.

General Body Size & Shape

The Vulcans of T'Khasi are generally a tall, thin people, falling in the upper average height range for humanoid/vulcanoid species. Adult males average between 6'-6'7" (1.8-2.0 m) in height, adult females 5'7"-6' (1.7-1.8 m). Vulcans weigh slightly more than expected due to tissue density. Muscle density and strong attachment to the skeletal structure make Vulcans much stronger for their size than most humanoids. Vulcans display a natural ability in many athletic events and martial arts. Their tall, thin body structure also aids in the dispersion of heat, the same as that of the similar body structure found in desert-dwelling peoples on many worlds, including Earth.

Vulcan Biochemical Makeup

The biochemical makeup in Vulcans of T'Khasi and its colonies is very similar to that in many humanoid and especially vulcanoid species of known space. At the cell nucleus level can be found DNA and chromosomal structures similar to most humanoid/vulcanoid races, giving some support to the controversial theory that life throughout the Milky Way Galaxy had a common source untold billions of years ago. "Genetic seeding" also was apparently carried out by an ancient super-race of beings, often called The Preservers. T'Khasi is considered by many to be the evolutionary and genetic source for all known vulcanoids, because the Vulcans are genetically related to all other lifeforms on their planet, whereas the vulcanoids on many other worlds have partially or completely different DNA to other lifeforms of those worlds.

The blood of most vulcanoids is made up of hemoglobin based on copper. (Several primitive vulcanoid species have been discovered with iron-based hemoglobin, just like that of most other humanoids, but we will not discuss that any further here.) This copper-based blood is most obvious from its green color, which also tints the tissues of Vulcans greenish, much like the iron-rich red blood of many other races tints their tissues a pinkish or reddish color.

Having copper-based blood aids in the utilization of oxygen under the low atmospheric pressure and low oxygen conditions on T'Khasi. Vulcan blood cells have a double-convex form, which in addition to helping to maximize oxygenation, also aids in cooling each blood cell, the blood stream, and ultimately the entire body. A lot of the waste heat conducted by blood cells is transferred into the lungs during respiration, thus making the exhaled breath of Vulcans fairly hot under most conditions, especially during exertion.

Aging in Vulcans

Sarek at age 202



Because of the greater gravity of T'Khasi, Vulcans are three times as strong as humans and have average lifespans of 205 years. Their longer lifespan results in delayed maturation. Vulcans are considered "children" into their 30's and do not generally consummate their marriage bonds until then.

Vulcans tend to enter advanced studies or Starfleet much later in life, having spent the first three decades in what Vulcans consider basic education at home. A Vulcan does not enter "middle age" until after the age of 100 and is not considered elderly until the age of 180. As a point of reference, Spock was 60 when he began to serve on Kirk's Enterprise. T'Pol was 63 when she served on Archer's Enterprise.

Vulcan Senses

Sight - Each eye is protected by a clear inner eyelid or nictitating membrane that helps filter out harmful radiation, heat and dust. This adaptation was consciously bred into the general population when it first appeared as a mutation in a particular clan. Referred to as "The Eye" it allowed warriors to travel and fight during the day, when ordinary Vulcans of the time were blinded by dust and the bright sun of the day. Over the

centuries, warring clans formed alliances by offering their best young people in marriage to clans that possessed the gene for "The Eye." (*Spock's World* by Diane Duane)

Vulcan vision is less acute in bright light, while their night vision is more acute. This is thought to be due to the fact that the Vulcans descended from nocturnal predatory "cat-apes". As in most very hot and arid climates, most life on T'Khasi was and is nocturnal, sheltering from the blistering heat during the day and only coming out during cooler temperatures at night. Vulcanoid living accommodations and vessels are much more dimly lit than those of most other species. Most Vulcans find the lighting of standard Star Fleet vessels on the bright side, although they find the dimmer lighting of Romulan or Klingon vessels comfortable. Many Vulcans serving on mixed Star Fleet vessels wear tinted, polarizing contact lens to enable them to work without unnecessary and unhealthy eye strain.

Hearing -- The ears of most Vulcans are very distinctive in that the top of the external ear structure tapers into a clearly defined point. There appears to be a clear sexual dimorphism in ear shape, with males tending to have bigger ears with more prominent points. It has long been suspected that some Vulcans cosmetically alter the shape and angle of their ear tips to conform to an aesthetic standard. This may be supported by the fact that certain societal outcasts, Vulcans who chose to live a non-technical, traditional life, and members of certain monastic groups seem to have much longer, and often curved, ear tips. The hearing of the Vulcans, and indeed that of most vulcanoids, is very acute under most conditions. While low frequency hearing range is nearly identical to humans, their high frequency hearing range is significantly higher. This is to be expected in beings descended from predatory, nocturnal creatures living in a thin atmosphere.

Smell -- Because of their evolution in a hot, arid environment, though, the nose of the Vulcans has become highly adapted to filtering dust and sand from the air during inhalation, and minimizing moisture loss during exhalation. Because the sinus spaces of the Vulcans contain moisture-reclaiming cells in place of what would be a large number of olfactory cells in other beings, the sense of smell of Vulcans is not nearly as acute as that of most other humanoid species. (*Note, however that "Enterprise" contradicted this fact by claiming T'Pol, being female, was highly sensitive to odors.*)

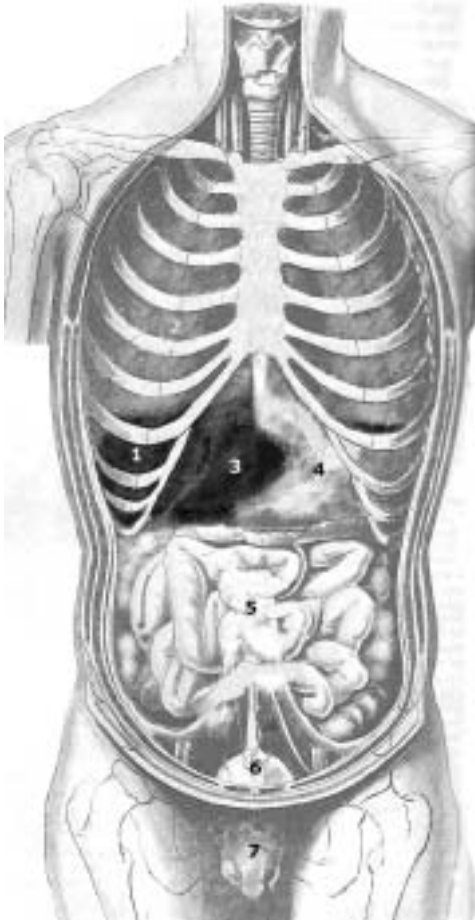
Taste -- Due to the fact that taste is related to the sense of smell, Vulcans have a well-known lack of taste sensation. Vulcans are especially weak in tasting sweet things, although their sense of taste for salty and bitter things is relatively good. In order to enjoy the taste of things, Vulcans have historically tended to highly spice or season their foods. Some traditional Vulcan dishes are nearly impossible to eat by other humanoids. (*Note that Tuvok preferred his food bland. So we can assume that individuals have varying tastes.*)

Touch -- Vulcans have a very acute sense of touch in all its forms, especially heat, pressure and texture. Vulcans are tactile beings by nature but must, by necessity, limit their contact with living beings because of their innate telepathic abilities. One of the strongest taboos in Vulcan culture is making uninvited physical contact. Even husbands and wives often only touch each other with one or two fingers in public. Contact such as hand-holding, hugging or kissing is unknown in civilized Vulcan behavior. It is only accepted and considered normal for infants and toddlers to make much physical contact with others. Unfortunately, it is the normal behavior of most other humanoids to grasp hands, embrace, or make other such physical contact during greeting and conversation. This behavior is very uncomfortable and even distasteful to Vulcans, but they have learned to bear it as the price of living and working with non-Vulcans.

Telepathy -- Vulcans are touch telepaths in that they generally must make physical contact with a being to share thoughts. However, Vulcans vary in their abilities and a few can read thoughts from short distances. Very strong emotions can be sensed at longer distances, especially among congregations of emotional beings. A Vulcan must have strong mental blocks in order to serve among non-Vulcans. A non-Vulcan finds the mental touch of a Vulcan cold and impersonal. Some non-Vulcans who have experienced a mind meld may go away from the meld with a headache.

Vulcan Body Organs & Systems

Skin -- The epidermis of Vulcans, unlike that of many other humanoids, is a twin-featured moisture-proof barrier to prevent dehydration. Vulcans lack sweat glands as an evolutionary development to conserve moisture in an extremely hot, arid climate. Excess heat is drawn away by the blood, to be exhaled or stored and radiated from the skin when external temperatures are lower. This is why Vulcans have a very warm breath and their skin is almost hot to the touch under most conditions.



Another difference in the skin of Vulcans is the fact that, even though the skin does not give off moisture, it can directly absorb moisture from the surroundings if there is any. In prehistoric times, Vulcans would stand nude in rare fog or rainfalls to maximize absorption of precious water that the body then stored. This technique is taught to the present day as a survival tool. *(ed. note: From the description of the structure of the skin, it is assumed that Vulcans have little or no body hair other than that on the scalp.)*

Brain -- A normal Vulcan brain is about 1600 cc in size, practically identical to that of humans. The olfactory center of the Vulcan brain is smaller due to function (see the "Nose" section above), while the Vulcan mid-brain is somewhat larger and more convoluted than that of a human, explaining the telepathic powers all Vulcans possess to one degree or another. Unlike the early medical knowledge of many humanoid/vulcanoid species, which centered the mind in various parts of the anatomy, as far back as their history is recorded, Vulcans knew the brain was the site of thoughts, memories, knowledge and emotions.

Heart (1) -- The Vulcan heart is located approximately where one would expect to find the liver in humans. It is believed that the Vulcan heart was displaced to allow additional space for the lungs, which, by necessity, are somewhat larger in order to extract sufficient oxygen from a thin atmosphere. In order to protect the heart region, cartilaginous ribs extend lower on the torso of a Vulcanoid. Another

consequence of the position of the heart and lower ribs is that a fetus is carried quite low in Vulcan women, often causing discomfort for most of the pregnancy. The adult Vulcan heart rate is approximately 240 beats per minute and normal blood pressure is 80/40, both far from the norm of most humanoids. The Vulcan heart is larger than humanoid/vulcanoid average for body size due to the increased workload of the heart in not only circulating blood to feed the tissues and remove wastes, but also to aid in the cooling of the body.

Liver(3) -- The Vulcan liver is much smaller than that of humans because many of the functions it has in other humanoids is done elsewhere in the Vulcan body. For example, the kidneys not only filter fluids, they filter out and store certain substances. Other parts of the digestive and circulatory systems also have additional functions.

Kidneys & Bladder -- In some ways the kidneys of the Vulcan are more important than any other organ, since they manage the body's water retention system. In pre-technical times, kidney disease was the number one cause of premature death, whereas cancers or heart disease. The Vulcan urinary system passes slightly less than half of all water taken into the body, while the rest is recycled. This is an adaptation to life on a very dry, arid planet where water is rarely found in its natural state. The urine of Vulcans is relatively thick and viscous, actually more like oil than a watery liquid. The Vulcan bladder (6) can hold urine for a number of days, unlike the bladders of most humanoids, which have to be drained at least once a day. The lining of the bladder also plays a small part in retrieving some water before the urine is finally eliminated.

Stomach & Digestion (4) -- As with all known true humanoid/vulcanoid beings, digestion begins in the mouth with the chewing of food and its mixture with saliva. As part of their evolutionary development to conserve

moisture, Vulcans do not salivate from emotional or external sensual cues. Food has to actually be in the mouth being chewed before saliva will be released. After swallowing, the food travels down the esophagus to the stomach with peristaltic contractions.

The esophagus is separated from the stomach by the esophageal valve. The Vulcan "stomach" is actually two joined chambers -- the first section is a spherical muscular object and the second section is a flattened oval object. The two sections are separated by the first pyloric valve. In the first stomach, the undigested food is mixed with acids and enzymes, then subjected to vigorous muscular contraction until it is broken down into a mash. After formation of this mash, the first pyloric valve opens and the contents enter the second stomach. The first valve closes, as well as a second pyloric valve at the posterior end. The second stomach is where the mash is subjected to more intense acids, bile and enzymes, quickly reducing the contents to their basic components. After digestion is complete, the second pyloric valve opens and the soupy mixture enters the intestine where absorption of nutrients and water takes place.

Because civilized Vulcans have been vegetarians for many centuries, many Vulcans are unable to digest real meat products should a survival situation require it. Most Vulcan first aid or survival kits contain packets of oral enzyme supplements for use in such emergencies. Replicated meat substitutes, based on plant proteins, do not require such supplements.

Intestine & Excretion (5) -- The intestine of the Vulcans plays the same role as it does in all organic lifeforms, absorbing nutrients and water and packaging wastes for excretion. The intestine of Vulcans is very simple compared to those of most humanoid species. Instead of a complicated system of duodenum, jejunum, ileum, and large intestine, the Vulcans only have a continuous coil of intestine that is a blend of features from the small and large intestines of other humanoids. The Vulcans do not possess an appendix. As with all Vulcan body systems, the intestine of the Vulcan body is very efficient, and the feces that are eliminated form a fairly dry, compact mass. Diarrhea, although very rare, will kill a Vulcan much quicker than most humanoids, unless copious amounts of water are ingested immediately to replace what is lost. According to the Vulcans, constipation and hemorrhoids are unknown to them.

Reproductive Systems -- The Vulcans are differentiated into male and female genders. In response to extreme environmental conditions, where mortality is high, all native T'Khasi animal life, including the Vulcans themselves, can breed at any time during the year. Vulcans become sexually mature around age 30. The Vulcan female is fertile year round. The Vulcan male can mate at any time, but must mate every 7 years during pon farr or he will die due to chemical and hormonal imbalances occurring at this time. This imbalance causes the Vulcan male to lose control of his emotions and to revert to a more primitive pattern of behavior, which harkens back to when the Vulcans used to fight for mates.

In order to prepare for this biological need, Males are bonded telepathically to suitable females while they are still quite young, around age seven. When the pon farr comes upon the male, the bondmate will know about it and they will come together to consummate their vows. It is through the telepathic link (plat-vok) that the female shares the experience of pon farr, leading to the erroneous belief among outsiders that all females also go through pon farr. (In the movie "Search for Spock" Saavik explain to Kirk's son that "**males** must endure it every seven years.") Pon farr first manifests itself at the age of 30 to 40 for Vulcans who spend most of their time on T'Khasi. Vulcans who live off planet due to their professions (Ambassadors, Starfleet personnel, colonists in other solar systems) may experience their first pon farr much later in life and at irregular intervals, as pon farr is tied into the circadian rhythm of the closest sun. The artificial environment of a starship or Starbase makes pon farr unpredictable and may not occur at all.

Federation doctors and biologists have noted this 7-year cycle in all T'Khasi animal life to one extent or another. It is now believed that all T'Khasi life was synchronized in this 7-year cycle at some point in the very distant past. Astronomers have noted a 7-year cycle of solar activity in the T'Khasi star system and it is believed that animal life on T'Khasi evolved to breed without fail during this time of especially low solar activity when radiation levels of all kinds were at their lowest.

The Vulcan male reproductive organs parallel those of most other known humanoid/vulcanoid beings. The Vulcan penis (7) is an erectile structure without external sheath or foreskin, therefore Vulcans have no need for circumcision. As part of the Vulcan evolutionary process, the male organ is almost fully retracted into the body when not in use as a protective measure. Vulcans also have two testes in a scrotal structure that is close to the

body, not pendulous, and a prostate that produces and stores seminal fluid. Once ejaculated, the sperm of Vulcans is viable for a maximum of about 30 hours before losing mobility. It is believed that Vulcan males remain fertile during their entire adult life.

The Vulcan female reproductive organs also closely parallel those of other known humanoid/vulcanoid beings. They are comprised of a vagina, uterus and ovaries. There are no lengthy uterine or Fallopian tubes in women; the ovaries are directly connected to the uterine body by short ducts. As part of the evolutionary process to conserve body water, Vulcan women do not menstruate. Ovulation occurs each month from alternate ovaries. The ovum enters the uterus usually in less than a day, where it remains awaiting fertilization. If no fertilization takes place within 10-14 days, the ovum deteriorates and its substance is absorbed into the uterine lining. Should fertilization occur, the blastocyst will implant itself in the uterine wall and hormones will activate formation of a placenta. Growth and development of a fetus will occur within the uterus with delivery being made through the vagina. The need for Caesarian types of deliveries, although rare, is not unknown to Vulcans.

Twinning is very rare in Vulcans, probably as a consequence of evolving on a planet where scarce resources would favor only survival of one infant at a time. Fraternal twins are exceedingly rare, even more so than identical twins. Multiple births beyond three are unheard of. The idea of giving birth to multiple children is considered repugnant to most Vulcans and may be innate. It is unknown how long Vulcan females remain fertile, although it is believed that fertility lasts well into maturity. Vulcan women living on T'Khasi rarely have more than two children in a lifetime, unless they need to replace a child that died, but Vulcans on colony worlds are known to have as many as five children.

Vulcans can produce offspring with humans only with medical intervention. The human female must receive large doses of hormones and Vulcan vitamins before conception in order to prepare her body for the fetus. A Vulcan fetus takes 10 months to mature. (*Sarek* by A.C. Crispin)

2.3 – Cultural Information

LANGUAGE

Language syntax and vocabulary will not be covered in this College. For those who are interested in pursuing the Vulcan languages, the best site is <http://home.teleport.com/~vli/vlif.htm>.

Vulcan hand salute – a greeting that is accompanied by the words “Live Long and Prosper” after which the other person responds with “Peace and Long Life.” More than a casual “Hello” or “goodbye,” the greeting has deep meaning in Vulcan Culture.



CUISINE

Vulcans generally do not drink alcoholic beverages, though they are depicted as “indulging” on special occasions. In the *Star Trek: Voyager* episode *Repression*, humans and Vulcans are seen drinking a Vulcan alcoholic drink named “Vulcan Brandy”. In non-canon Trek-related literature such as the novelization of *Star Trek IV: The Voyage Home*, Vulcans are depicted as immune to the effects of alcohol, but become inebriated by ingesting chocolate. Caffeine has little effect on Vulcans.

Although the vast majority of contemporary Vulcans are vegetarians by choice, Vulcans were omnivorous for most of the time prior to the time of Surak. The only modern Vulcans that regularly eat meat are certain outcasts, a very small cultural sub-group in the southern hemisphere of T'Khasi and some inhabitants of distant T'Khasi colonies. The Romulans, descended from Vulcan emigrants, also are omnivorous.

Most Vulcans will eat meat in situations where not to do so would be a cultural insult in “alien” surroundings and, of course, in survival situations where whatever food is available must be eaten. They find these situations logical, though distasteful. Some contemporary Vulcans will eat replicated meat, as they consider it only patterned after real meat, and not the actual flesh of a creature, whereas many Vulcans will eat no meat real or

replicated. An extremely small minority group of Vulcans is so militantly vegetarian, that they would rather die than eat the flesh of another living thing. A few members of this very small faction have even been known to commit terrorist acts against producers and suppliers of meat for consumption.

Some Vulcans who can no longer digest meat take an enzymatic supplement that allows them to do so when the situation calls for it.

They do not like to touch their food with their hands, preferring to use utensils whenever possible (though there are numerous cases where Vulcans have broken this rule). It is a Vulcan custom for guests in the home to prepare breakfast for their hosts.

RECREATION AND ARTS

It is a mistake to assume that because Vulcans repress their emotions that they sit around all day studying science, debating logic or playing chess. That is far from the truth. Depending on the conditions of their environment, whether on T'Khasi, a colony world or a Starfleet outpost, they engage in all manner of sports from team sports to solo sports.

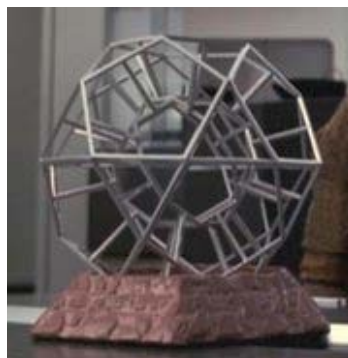
Board and logic games are popular and children play the same kinds of games as children all over the galaxy.

KAL-TOH

Kal-toh is a Vulcan game that keeps a person's logic sharp and is a test of balance and concentration. About 20 centimeters in diameter, kal-toh is a construction of short metallic-crystal rods, called t'an. They are joined in a roughly spherical, seemingly chaotic manner. The object of the game is to turn the jumble into a perfect sphere. Each player takes a turn positioning t'an and whoever gets the sphere to appear first wins. If you place your piece correctly, the shape changes. If you place it incorrectly, part of the structure falls apart. A completed game of kal-toh is in the shape of two nested icosidodecahedra connected by the center points of their edges



Kal-toh puzzle



Solved Kal-toh Puzzle

All manner of architecture, art and music is explored and appreciated, for Vulcans DO appreciate beauty of form and execution. They appreciate excellence in all performing arts, as well.

VULCAN WEDDING BELLS



Vulcan chimes are a traditional Vulcan musical instrument used during Vulcan weddings. They consist of several small bells in a metallic, hexagonal frame.

Special bell carriers ring these bells during a Vulcan marriage or during the Kal-if-fee. (TOS: "Amok Time")

VULCAN GONG



The Vulcan gong is an ancient Vulcan musical instrument. It is hexagonal in shape and made of an unknown metal. It is struck with a hammer that is partially made from a green stone.

During a Vulcan wedding ceremony, it is customary for the groom to call the wedding party by striking the Vulcan gong. (TOS: "Amok Time")

A similar gong was rung during Spock's Fal-tor-pan ceremony in 2285. (Star Trek III: The Search for Spock)

VULCAN LYRE

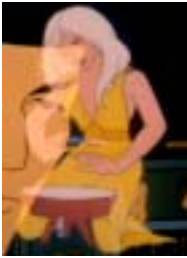


The Vulcan lute (sometimes referred to as Vulcan harp, Vulcan lyre, or lytherette) has been described as a five-stringed instrument tuned in a diatonic scale in "Innocence", but is seen to have twelve strings. It is strongly suggested that the lute is instead tuned in a twelve-tone chromatic scale, since a seven-tone diatonic scale can fit in neither 5 nor 12 strings.

Spock was proficient at playing the Vulcan lute and was known to play it often during his off-duty hours. (TOS: "Charlie X", "The Conscience of the King", "Amok Time", "The Way to Eden"; Star Trek V: The Final Frontier)

Tuvok was also a proficient Vulcan lute player. He would often play his lute while reciting Falor's Journey to his youngest son. (VOY: "Persistence of Vision", "Innocence", "Riddles")

Melian, an Aldean musician also owned a Vulcan lute. (TNG: "When The Bough Breaks"). In a deleted scene from Elaan of Troyius, Spock revealed that he took second place in the All-Vulcan Music Competition, and that his father had taken first place. One of mirror Kira Nerys' Vulcan eunuchs was playing a Vulcan harp for her while a second eunuch gave her a massage in DS9: "Through the Looking Glass".



VULCAN MARRIAGE DRUM

The Vulcan marriage drum is a musical instrument from the planet T'Khasi. When the male crew of the USS Enterprise was under the spell of the female inhabitants of Taurus II, the ship received a signal from the planet. To Spock, it was identified as the sound of a Vulcan marriage drum, followed by an audio-visual suggestion of the female who was playing it. (TAS: "The Lorelei Signal")

MARTIAL ARTS

(from the Way of Kolinahr, Last Unicorn games)

Vulcans almost never teach their martial arts to non-Vulcans. Even when they do, they teach only the most basic maneuvers. Although the Vulcan nerve Pinch is the best known of these maneuvers, it is but one of many. T'Khasi's violent past combined with the more Zen-like nature of later Vulcan warriors have combined to create a martial arts tradition almost as diverse as that of Earth.

KAREEL-IFLA is known as Vulcan karate among humans. Created millennia ago during T'Khasi's most violent history, it stresses the quick direct application of force to end a fight as quickly as possible. Because of its unsavory origins, modern Vulcans consider the style brutish. However, its effectiveness cannot be denied. Vulcans trained in Kareel-ifla are able to face formidable opponents such as Klingons and Nausicaans in unarmed combat and leave them broken on the floor.

Maneuvers include Block, punch, side kick, K'sin (sweeping crescent kick combined with a takedown) and the TAL-SHAYA in which the target's head is grasped firmly and the neck broken with very little effort. It is quick and merciful.

PONN-IFLA is the opposite of the Kareel-ifla. A very young discipline by Vulcan standards, it was created by the warrior-poet Ladok. Though it is non-violent in nature, it is quite effective in hand-to-hand combat situations.

Its moves use a minimum amount of force and movement, turning the attacker's blows back on him rather than initiating attacks of one's own. A ponn-ifla master can take on a dozen opponents and incapacitate them all without moving more than a foot or two from his starting position. Moves include block, joint-lock, redirect, throw and Narlik, which is similar to a joint-lock but adds a twist to apply agonizing pain but non-permanent damage to the opponent.

The style's name is derived from an ancient Vulcan saying regarding the calmness in the eye of a storm. The practitioner is expected to be an eye of peacefulness amid a storm of violence.

TAROON-IFLA (Talu-krik *neck pinch* in Golic) is known as the Vulcan Nerve Pinch. It is taught to Vulcans at an early age as a method to quickly subdue an irrational or combative opponent. It consists of one movement, a nerve pinch where the neck and shoulder join on a humanoid. The practitioner must be familiar with a variety of species' nervous systems, since the same bundle of nerves might reside elsewhere on the body on an opponent. Properly applied, the opponent loses consciousness and is taken harmlessly out of combat. It is one of a very few Vulcan martial arts taught in the Federation to non-Vulcans.

SUUS MAHNA, mentioned in *Enterprise*, is a form of ancient Vulcan martial arts, and takes many years to learn. T'Pol was trained in the arts of Suus mahna, and in 2152 tried to teach as much of it as she could to the inhabitants of a deuterium mining colony, to ward off Klingon pirates that had been harassing them for 5 seasons. One important move she taught them, the Navorkot, was how to evade an oncoming blade by jumping to the side and rolling based on reading an opponent's movements to judge his intention to strike. (ENT: "Marauders")

HOLIDAYS

RUMARIE was an ancient pagan holiday that was last observed during the 14th century. In 2372, while learning about Vulcan holidays, Neelix discovered Rumarie, which he described as a festival "full of barely clothed Vulcan men and women, covered in slippery Rillian grease, chasing one another." (VOY: "Meld"). One can surmise it was a celebration of fertility.

KAL REKK is a holiday observed on the planet T'Khasi. It is a day of atonement, solitude and silence. (VOY: "Meld")

The TAL-SHANAR is a Vulcan spiritual practice that they rarely allow outsiders to see.

EDUCATION

Vulcan parents begin teaching their children the ways of logic very young and attempt to direct their interests towards the subjects taught at the most prestigious schools on T'Kasi. The Sciences and Diplomacy are the careers most parents want their children to enter into when they complete their primary education.

It is expected that a student will spend well over a decade in his chosen field of study beyond basic education before being assigned to his first post at about age 30. Fathers expect their sons to follow in their footsteps, and it is a rare son who goes his own way to the dismay of his father. Sarek refused to speak to Spock for eighteen years after his son enlisted in Starfleet instead of pursuing Scientific Studies as Sarek had.

Some Vulcans enter Starfleet with advanced studies under their belts and do not go through Starfleet Academy. Others enter at an early age and so follow the standard Starfleet Academy curriculum of about 4 years. Other Vulcans offer their services to Starfleet as civilian experts.

2.4 – The Family

Traditionally, Vulcans place high importance on family, placing the will of their family above their own.

Vulcans refer to grandparents as foremothers, and forefathers, great grandparents as second foremothers, and second forefathers, and so on.

MARRIAGE



Most Vulcans practice arranged marriage, in which a male and a female are usually matched as children, to officially marry at a later date. The children are then joined in a ceremony that links them telepathically.

If not bonded as a child, when Pon farr occurs a Vulcan male chooses a mate and performs the Koon-ut So'lik, a ritual marriage proposal.

Following the marriage, it is customary for the couple to remain on T'Khasi for at least one Vulcan year before conducting off-world travel (presumably in order to produce offspring), though it is possible for the female to defer this requirement until a later date, upon negotiation with the male's family. The state of pon farr is not required for marriage or procreation to occur.

A Vulcan female can challenge the proposed bonding by calling for koon-ut-kalifee (spellings vary), in which a challenger for marriage engages the bonded male in a fight to the death. Alternately, the bonded male has the option of rejecting his intended bride and choosing another. It is acceptable for a male to "release" his mate from marriage (effectively the same as a divorce). It is not established whether females have the same option.

There is no firmly established timeline for Vulcan marriages. Vulcans vary in the time they become sexually mature usually around the age of 30, but it can be put off longer if ponn farr does not occur. Spock was in his 30s before he was forced to go to T'Khasi for his marriage ceremony ("Amok Time"), while T'Pol was in her late 60s by the time her own marriage occurred, which she had put off for several years in order to remain aboard Enterprise.

CHILD REARING

Development of a Vulcan's life of logic begins at a young age. Vulcan parents will utilize learning tools, such as pleenoks. A pleenok is a puzzle used to train Vulcan children in primary logic. All 5 sides are triangles. It is covered in a pattern of black and white triangles.

Vulcan children will then learn to detach themselves from their emotions at an early age. As parents, Vulcans never shield their children from the truth. Doing so would only hinder their ability to cope with inevitable difficulties. Children are taught to think through difficulties, to examine them with logic and come to a satisfactory solution.

Vulcan children in nursery school are allowed to dance as part of their artistic education.



It is customary for Vulcan children to undertake the kahs-wan ritual (sometimes spelled kaswahn), in which they are left to fend for themselves in the desert. Not all children survive the ordeal.

Many Vulcan children have pets, most notably domesticated sehlat, which are ferocious man-eaters in the wild. Both T'Pol and Spock had sehlat as children. Although one might consider keeping pets an emotional or even sentimental practice, it is not viewed as such on T'Khasi, and may instead be viewed as a practice to instill a sense of responsibility and maturity.

AFFECTION

Contrary to the public Vulcan image of expressing no emotion, family bonds can be strong and affectionate just as they are for humans. Tuvok expressed his love for his wife on a few occasions (without actually using the term), Sarek openly expressed affection for both his human wives, and a clear bond of love existed between T'Pol and her mother, T'Les. In addition, Vulcans also value close friendships, even with more emotional beings as attested to by the relationship of Spock and James T. Kirk, and others.

Bonded couples experience telepathy between them (plat-vok), even if one of the partners is not Vulcan or telepathic. This telepathic bond is formed at the marriage ceremony with the help of a master or priestess. If the Vulcan husband senses his wife is in danger, he will abandon all logic to get to her and exhibit uncanny strength to remove barriers between himself and his wife. The breaking of the marriage bond by death or mind rape will kill the survivor unless treated immediately by a meld with his family and a healer. (*The Vulcan Academy Murders* by Jean LORRAH)

2.5 – Rituals

INTRODUCTION

The Vulcans have a very rich and diverse culture deeply rooted in ancient tradition and beliefs. Many important events in the lives of Vulcans have a ceremony or ritual attached to it. Although all Vulcans do not follow every one of the ancient ways, the vast majority of Vulcans find great comfort and logic in the stability afforded by old traditions, many of which date back before the time of Surak. Even those Vulcan offshoots, the Romulans, retain a few odds and ends of the traditions of their long-abandoned original homeworld.

KAN-TELAN (Child Bonding)

One of the oldest surviving Vulcan traditions is the bonding of children when they are at least seven years old. Although the vast majority of Vulcans were bonded this way in the past, more and more families in modern times are choosing to forego this tradition and let their children bond with a person of their choice as adults. It is predicted that the child bonding tradition may completely disappear in less than two hundred years on T'Khasi.

Traditionally, families would bond their male child to the female child of another clan for political or prestige reasons. In more recent times, it became more common for childhood friends, classmates or coworkers to discuss the prospects of bonding their compatible children. Of course, in a perfect world, it would always be possible to match your child with another child of the same age. This is not always the case. It is not at all rare for the family of the male child to delay bonding their son until the intended female child reaches the age of seven. Thus, although most Vulcan couples that bonded as children are the same age, it is entirely possible to find a gap in age of perhaps two or three years.

KOLINahr (Adult Emotion Suppression Discipline)



Most adult Vulcans are satisfied with achieving Venlinahr, the normal state of adult discipline, which most have little difficulty achieving. Roughly 10% of adult Vulcans, though, choose to undergo the rigorous and often long training process called Kolinahr, which leads to the suppression of all emotions and the embracing of total logic. Not all who begin the Kolinahr training will finish it, due to many factors and all the disciplines that must be mastered. In the final phase of Kolinahr at P'Jem, the order must remain in silent reflection throughout the lunar cycle. Each student's training is supervised directly by one of the head acolytes and periodically monitored by the High Master herself.

The actual training has no strict time frame and is customized with regards to the strengths and weaknesses of each student. More than one person has completed Kolinahr in less than a year, but it is most common for someone to spend approximately two to three years in training, at a minimum, to achieve Kolinahr. At the completion of the training, the High Master herself will conduct the traditional completion ceremony. She will mind-meld with the student to verify that Kolinahr has, in fact, been achieved. If successful, the student will be presented with a symbol of total logic to wear around the neck on traditional occasions. The symbol is partially designed by the student during training, so the symbol is unique for each person. This is logical, since all people are unique.

KUN-UT KALI-FI EH PON FARR (Marriage Challenge and Pon Farr)



Ancestral Ceremonial grounds

Upon the reaching of pon farr (mating time), male Vulcans begin to experience progressively more serious biochemical changes, ultimately leading to plak-tau (blood fever) which necessitates that they complete the kun-ut kali-fi or suffer madness and death. The onset of pon farr varies from individual to individual and depends on

many factors, including genetics, environment, diet, and mental discipline. If the Vulcan is on-planet, they immediately will return to their traditional family lands. If the Vulcan is off-planet, they must make arrangements to return to T'Khasi as quickly as possible.

If the Vulcan is bonded, his intended will know through their link that pon farr has arrived. The changes in the male will trigger biochemical changes in his female counterpart, regardless of the distance involved. The female will inform her clan matriarch of the arrival of pon farr, who will in turn inform the clan matriarch of the male's family. The male's family will arrange for the kun-ut kali-fi ceremony to take place at the clan's traditional ceremonial grounds.

If the Vulcan is unbonded when pon farr arrives and he is not under the control of the plak-tau, his family will make arrangements for several satisfactory potential mates to be available for his choosing. He will make his own selection based on a logical weighing of the qualities of the potential mates. This is known as telsu dvelan (bondmate selection). If the unbonded Vulcan is under the control of the plak-tau, his family will either select a suitable mate for him (the most common option) or hold a modified version of the kun-ut kali-fi, known as the ko-telsu kali-fi (wife challenge), where interested females fight for the privilege to be bonded with the male. They do not necessarily fight to the death. Once a female has been selected, the usual kun-ut kali-fi takes place.

Kun-ut Kali-fi Without A Challenge

The male walks to the center of the place of kun-ut kali-fi and rings the ceremonial gong once to show his arrival. After a pause, he rings it a second time to signal his readiness for the ceremony to commence. The marriage party now enters, lead by the matriarch of the male's clan. Other family members of both houses may or may not be present, according to the choice of the individuals.

There is a brief mind meld to confirm pon farr has arrived. If there are no challenges, the male strikes the gong a third time and the female comes forth and the matriarch, male and female join in a mind meld that fully bonds the two in the plak-tau (see mental disciplines). All observers now depart except for the matriarch and a hooded guard who will then observe the consummation of the marriage. The witnessing is to ensure that the marriage contract between the two families has been satisfied, that is, a mating has taken place, and to ensure that the male in his plak-tau does not harm the female.

Kun-ut Kali-fi With A Challenge

Just before the third strike, the female can declare kali-fi, the challenge, and is instructed to present her champion, who will battle the male for the female's hand in marriage.



The combatants will battle with the lirpa, then with the ahn-wun. If both combatants survive, then it will continue with weapons of the matriarch's choice until one is killed

The battle has the effect of breaking the plak-tau, allowing the winning male to decide logically if he wishes to bond with the female.

NATH-PAL-NAHR (Youth Emotion Suppression Discipline)

Vulcan youth who have been declared continually and unrepentantly "over-emotional" by their families and/or teachers are usually sent to a Vulcan Master for rigorous mental training. This usually occurs after the youth is expelled from classes and/or banished from their families after a number of "emotional" incidents and/or a clear pattern of behavior is observed. Although youths who require additional mental discipline training beyond what is normally provided to all young Vulcans are not common, they are not rare either. This is due to the nature of being a Vulcan.

The Nath-Pal-Nahr is considered the last chance for a young person to gain control over emotions and be welcomed in normal Vulcan society. Although the training is usually conducted by one of the Vulcan masters at Mount Seleya or even Gol, any qualified master may conduct the training. Normally the parents of the youth will

select a master known to them personally or perhaps who is a member of the same clan. Failure to accept or finish the Nath-Pal-Nahr will invariably lead to being declared "vrekasht" (outcast).

KAHS-WAN (Child's Survival Ritual)

It is customary for teenaged Vulcan children to undertake the kahs-wan ritual (sometimes spelled kaswahn), in which they are left to fend for themselves in the desert. Not all children survive the ordeal. T'Pol of the Enterprise NX-01 underwent the ritual, while Tuvok of Voyager experienced a variation known as the tal'oth. The kahs-wan was introduced in the animated series episode "Yesteryear" in which Spock's experience as a child was detailed. Another version of Spock's kahs-wan is given in *The Vulcan Academy Murders*, chapter 31.

VOK-VAN-KAL T'TO'OVEH (Adult Memorial Service)

A brief memorial service or ceremony is held soon after the death of an adult Vulcan. It is usually presided over by a Vulcan Master, if not a High Master, and attended by the immediate family, clan members, friends, colleagues, and any other interested parties. For an important person, the ceremony may be held at Mount Seleya itself, but the services of most ordinary Vulcans are held at their clan ceremonial grounds. The body is not present at this ceremony, having already been buried or cremated.

VOK-VAN-KAL T'KAN (Child Memorial Service)

A brief memorial service or ceremony is held soon after the death of a Vulcan child. It is usually presided over by a Vulcan Priestess, and attended by the immediate family, clan members, friends and colleagues of the parents, and any other interested parties. For the child of a very important person, the ceremony may be held at Mount Seleya itself, overseen by a Vulcan Master, but the services of most ordinary Vulcan children are held at their clan ceremonial grounds. The body is not present at the ceremony, having already been buried or cremated.

FAL-TOR-PAN (The Refusion)

This ritual is performed by a high priestess at one of the sacred temples on T'Khasi. It involves powerful mediation and powers of the mind to re-fuse a living body with its katra, or soul. The priestess will mind meld with both the keeper of the katra and the body to be refused. If successful, the person thusly restored will undergo a period of retraining both physically and mentally.

When a Vulcan knows he or she is about to die, he will attempt to transfer his katra into a trusted friend or a special vessel designed for katra storage so that his life experiences and knowledge are not lost to his people. The katra is then delivered to T'Khasi to be stored for posterity. (The Search For Spock)

Very occasionally, it becomes necessary to re-unite the katra with the body, as when the Vulcan who passed on his katra is saved from death. A Vulcan whose katra is somewhere else will remain in a coma until he starves to death or succumbs to disease. In such cases, the next of kin has the right to choose either Tal-For-Pan (if the katra is available) or to have the body put to death.

TORIATAL

The Toriatial Challenge is a ritual older than the days of Surak, when two warring warlords laid claim to a piece of territory, but lacked the manpower to wage war over it. Two combatants would fight to the death over it. The Challenge could also be used to claim or reclaim prisoners or other property.

The laws of the ritual demand that there be a truce between the warring factions while the Toriatial is being fought. The challenger may set the prize and conditions of the outcome, and the challenged may add his conditions should he win. The person challenged has the right to choose the weapons or the manner of contest, which may also include unarmed combat, or a non-lethal contest, such as a game, a contest, or a riddle. By the laws of honor, both sides must abide by the outcome and cease hostilities, the victorious side taking the prize.

If it is combat to the death, only unarmed combat or a poison-tipped knife, sword, spear, or melee weapon may be used. No projectile or energy weapons may be used.

Example: In this fight, each champion has a poison-tipped senapa. (A senapa is a cutlass with a half-moon crescent-shaped blade, and a padded knuckle guard to protect the fighting hand against the opponent's weapon. It is a one-handed weapon meant to slash rather than stab.) The poison is such that three cuts are fatal to the opponent. The poison is a neurotoxin that slowly disables the victim. A Vulcan can use his body control powers to slow the progression of the toxin, but once the third cut is made, only a complete blood transfusion or administration of the antidote (only available on T'Khasi) will save the life of the defeated.

The challenge is spoken in Old High Vulcan in the following words:

Toriatotal. T'kevoidors a skelitus dunt'ryala aikriian paselitanToriatotal (I challenge you by the ancient laws and rite of the Toriatotal.) (Sarek by A.C. Crispin)

OTHER RITUALS

Vulcans who reach a certain infirmity in their old age sometimes practice ritual suicide. Vulcans sentenced to death by tal'shaya may choose to suicide if they have the skill to stop their own hearts.

The **TAL-SHANAR** is a Vulcan spiritual practice that they rarely allow outsiders to see. Doctor Phlox, while stationed on Earth, was allowed to observe the Tal-Shanar, when it was held at the Vulcan Consulate. We know nothing else about this ritual but its name. (ENT: "Cold Front")

The **FULLARA** is an obsolete Vulcan ritual where the memory of an event is suppressed along with the emotions associated with it. The ritual was still performed at P'jem in the mid 22nd century. (ENT: The Seventh)

2.6 – Vulcan Philosophy

THE PATH TO LOGIC

Mainstream Vulcan society is based on logic and reason and any external show of emotion is considered to be socially unacceptable.

Two thousand years ago, Vulcans were a polytheistic, passionate, violent people whose civilization was torn by the terrible Great Wars, in which 20 billion Vulcans were killed. After over 95% of the population had been wiped out by large scale fusion, biological, and psionic weapons, the great philosopher Surak, later revered as the father of Vulcan civilization, led his people to reject their emotions in favor of a philosophy that embraced pure logic. In this Time of Awakening, Vulcans re-established peace and understanding on their planet and eventually united their clans into a world government.

Surak maintained that the root cause of all the problems on T'Khasi lay in the uncontrolled outpouring of the peoples emotions. Surak's followers swore to live their lives by an ethical system devised by him and based on logical principles. He taught that one must master his emotions, but later his teachings were misinterpreted by some to mean that any expression of emotions was completely forbidden. Although this new philosophy spread rapidly across T'Khasi, a minority rejected Surak's ideals. They left T'Khasi and founded colonies elsewhere - most notably on the planet Romulus, where they founded what eventually became the Romulan Star Empire.

TEACHINGS OF SURAK

The sayings, wisdom and teachings of Surak, and those attributed to him after his death, play an extremely important part in Vulcan culture and society. Although all Vulcans do not follow his teachings in the same manner and some have even rejected his teachings, the vast majority of Vulcans revere Surak above all other Vulcans past or present. It is unlikely this will ever change as long as an advanced culture lives on T'Khasi. Recent information has shown that selected items from Surak's teachings, approved by the government, are even taught in Romulan society!

One of the most important philosophies to come from Surak's teachings was the concept of IDIC (Infinite Diversity in Infinite Combinations) or Va'Vuhnaya s'Va'Terishlar in Traditional Golic Vulcan. Most followers of the teachings of Surak are believers in this concept. As recognition of their faith, these adherents will wear or display the famous IDIC symbol designed by Surak. Many non-Vulcans have adopted this belief and the symbol as well.

The basis of this concept is the teaching to "cast out fear." Surak meant that Vulcans feared "the other," anyone who was not of their clan, their race, their beliefs. One was to examine the basis of his fear, analyze it, then move beyond that fear. Once the Vulcan race began to cast out their fear, the wars decreased and cooperation with "others" led to the society they have today.

Along with the casting out of fear was the mastery, not the elimination of emotions. The mastery of emotions also meant that one would not use his telepathy in anger against another. Vulcan mind warfare was formidable and cruel. A Vulcan could choke an opponent or burst his heart. He could make his enemy hallucinate and kill himself and his own clan. Unchecked use of mental abilities threatened to destroy what was left of Vulcan society.

Thus Surak's teachings were more than words of peace, they encompassed a new approach to the nature of Vulcans. Self-mastery, casting out of fear, logical examination of life on T'Khasi, and acceptance of life in all its forms all were necessary to tame the Vulcan's natural urges to violence.

EXAMPLES OF SAYINGS ATTRIBUTED TO SURAK

Cast out fear. There is no room for anything else until you cast out fear.
As far as possible, do not kill. Can you return life to what you kill? Then be slow to take life.
We have differences. May we, together, become greater than the sum of both of us.
There is no offense where none is taken.
Nobility lies in action not in name.
The spear in the other's heart is the spear in your own.
He talks peace if it is the only way to live.
Do no harm to those that harm you. Offer them peace, then you will have peace.
There is no other wisdom and no other hope for us but that we grow wise.
Reach out to others courteously. Accept their reaching in the same way, with careful hands.
Time is a path from the past to the future and back again. The present is the crossroads of both.
Wide experience increases wisdom, provided the experience is not sought purely for the stimulation of sensation.
The needs of the many outweigh the needs of the few or the one.
Change is the essential process of all existence.

T'PLANA-HATH'S STATEMENT ON LOGIC

Logic is the cement of our civilization with which we ascend from chaos, using reason as our guide.

V'TOSH KA'TUR

The term "v'tosh ka'tur" refers to "Vulcans without logic." On T'Khasi, the term was used by elders to refer to anyone who disagreed with accepted ancestral teachings. Around 2143, a group of these Vulcans left their homeworld aboard the starship Vahklas. The crew of Enterprise NX-01 encountered the Vahklas in 2151 while on route to the Arachnid Nebula. Their ship's captain, Tavin, requested some assistance in the repair of their propulsion and life support.

In truth, these Vulcans hadn't abandoned their logic but simply learned to exist without the need to continually repress their emotions. They still believed that "logic" was an essential part of Vulcan existence. But that it had to complement "emotions", not exclude them. After 8 years of experimentation, they claimed to have finally managed to find a balance between the two through constant discipline and meditation. (ENT: "Fusion", "Stigma")

The ideas of the v'tosh ka'tur apparently never caught on with the majority of Vulcans and it's unclear if their movement survived into the 23rd or 24th Centuries, though Sybok presumably would be considered a "v'tosh ka'tur". It's possible their ideas were further discredited by the discovery of Surak's true teachings in the Kir'Shara.

THE WAY OF JAROK *(from The Way of Kolinahr)*

Jarok was one of Surak's students, who disagreed with the total suppression of Vulcan emotions. He broke away from the strict teachings of Surak and taught that although Vulcans had to control their emotions, they had to have the opportunity to deal with them.

The Vulcan following the Path of Jarok would be brought into the desert to join the others. They would gather around a fire that was built from aromatic wood that also heightened his consciousness.

After days of fasting and meditation, the student would encounter his inner voice, the Chorus, and he would carry on a mental conversation with that chorus, debating his logic against the emotions of the chorus. At the end of the ordeal, the student might or might not succeed in coming to terms with himself. But he could always try again at a later time. Failure was not looked on as shameful, for the process was considered a personal journey.

The basic tenants of the Way of Jarok are three: Compassion, Temperance, and Justice.

On Compassion: suffering is universal, not personal. One's own suffering is to be seen as no more better or worse than anyone else's and that would give one the understanding to comfort others in pain.

On Temperance: One practices temperance from understanding rather than total abstinence.

On Justice: Vulcans need to understand that they are a part of a greater organism and as such have the duty to protect and seek justice for the greater good. This differs from Surak's teaching in that in the latter, Vulcans tend to be somewhat xenophobic and isolationist.

THE SCHOOL OF NIRAK *(from The Way of Kolinahr)*

Nirak tried to find common ground between the teachings of Surak and Jarok, maintaining that the less destructive passions had their virtue. For example, it was appropriate for Vulcans to feel joyful, but not ecstatic. The more powerful and dangerous emotions, however, had to be kept repressed.

THE PATH OF KOLINAHK *(from The Way of Kolinahr)*

In ancient times, the kolinahr were the most cruel and deft warriors of the mind on T'Khasi. But the High Master heard the teachings of Surak and took them to heart. He brought his acolytes to a simple, non-technological life style and taught a path of total mind control. The pinnacle of those teachings led to the still-practiced ritual of Kolinahr.

Kolinahr is the fasting and meditation ordeal meant to purge all emotions from the Vulcan mind. Emotion was seen as a trick to keep Vulcans from seeing the universe as it truly was. Once emotion was cast away, a Vulcan would become one with creation. (See section on rituals for more information.)

THE HAKIHR WAY *(from The Way of Kolinahr)*

This philosophy and its practices are quite specialized. The basic tenant is "The mind controls the body; control the mind and the body will follow." Followers practice mind-body unification in the hopes to prevent hormonal surges or other limbic reactions that might involuntarily provoke an emotional response. They also use bio-feedback techniques to strengthen the area of the brain associated with self-control. The adepts are famous for their psionic body control abilities.

THE FOLLOWERS OF T'SHEN

The Followers of T'Shen are a small commune who are devoted to the ways of healing and preserving life, as dictated in the Path of Shan (see mental disciplines). They are known to teach their ways to outsiders and even non-Vulcans.

Many are known to visit the commune for its combination of peacefulness and accessibility, and some even learn different healing techniques. The commune also teaches several methods of meditation and trance-inducing techniques. The use of biofeedback to strengthen the mesiofrontal cortex is a common teaching here, although some orthodox followers of Tu-Surak say that using mental disciplines to interfere physically with emotion cheapens the effort involved and endangers the practitioner should he suffer trauma to that area.

Small credit donations are requested in exchange for instruction and for staying at the commune. These are more symbolic than economic in modern times; the amount (in Vulcan rials) has famously remained unchanged since (according to legend) Surak himself carved the suggested donation into the obsidian wall of the reception area.

The base of their commune is located about ten kilometers east of ShiKahr. (LUG: The Way of Kolinahr: The Vulcans)

THE KATRA

The katra is the Vulcan soul. Most Vulcans believe in the katra, since there is much evidence to prove its existence.

Most Vulcan families keep ritual wood or crystal vessels, vre-katra, to remind them of departed loved ones. Some Vulcans believe it is possible to transfer ones katra into one of these vessels in a ritual similar to the tal-for-pan just prior to death. (see rituals) These believers will mind meld with a friend, who becomes responsible for transporting the katra to T'Khasi, where it is stored in a vre-katra.

A vre'katra, or katric ark or an Urn of Memory, is a receptacle used to contain the katra of a deceased Vulcan. Surak's Katric Ark shown below.



Typically, traditional Vulcans would craft such items from volcanic glass, jasif crystal or polished tir-nuk wood and place them in a family shrine where the ancestors are both honored and remembered. The Vre'katra is a reminder of the death of the departed. They are usually placed within an area near the Vulcan's estate. Such shrines can contain hundreds of Vre'katra that cover generations of ancestors. However, a few of these are actually built to contain the 'katra' of a Vulcan though to most, such tales are myths and rumors. (Last Unicorn RPG: The Way of Kolinahr: The Vulcans)

These receptacles were stored in the Hall of Ancient Thought. The katra of Zakal was housed in one, until its theft from T'Khasi in 2270. (TOS novel: The Lost Years)

Sometime prior to the 2150s, katric arks were discovered on P'Jem, though the Vulcan Science Academy failed to determine whether they actually contained kattras. (ENT episode: "Awakening")

The vre'katra seem to be related to the receptacles used by Sargon and his people. The TOS novel: Vulcan's Soul Exodus refers to it as an Urn of Memory

There are three noted instances of a katra being transferred to a person. The oldest is recorded in *Spock's World*. When the venerable T'Pol died, she passed her katra on to Amanda. When Spock gave his life to save the Enterprise, he passed on his katra to Dr. McCoy to be returned to Vulcan. Suraks' katra was passed on through a line of Syrrannites to keep the true spirit of Surak alive. It was Surak's katra within Captain Jonathan Archer that led to the rediscovery of the artifact that held the true teachings of Surak, bringing Vulcan into a new Enlightened Age. Surak's katra was then transferred to an elder within the Vulcan priesthood.

CTHIA

(from *Spock's World* by Diane Duane)

The concept of Cthia cannot be fully translated, but it incorporates the belief and search for Truth, not truth as the individual wishes it to be, clouded by his own upbringing and prejudices, but Truth as the universe really IS. It is the foundation of Vulcan Logic and of acceptance of people, things, and situations as they really are (IDIC). Only a very ordered mind can fully comprehend the concept of Cthia, separating his own desires and perceptions from Truth.

RELIGIOUS BELIEFS

Supreme Intelligence

(from *Spock's World* by Diane Duane)

The Vulcan is born with an innate sense that the universe is controlled by an intelligence. There is an inward assurance, serenity if you will, of existing as part of a logical whole based on opposite laws of entropy and creation. It is best explained as "immanence." However, this intelligence has never manifested itself into a supreme being that Humans would recognize as God. Instead, Vulcans worship or revere a host of lesser gods, goddesses, persons, concepts, historical objects and places, and ideologies.

A'Tha is the direct experience of the presence of this supreme intelligence. It is a personal manifestation that must be re-experienced every moment, depending on where one is in space and time. That the supreme intelligence exists does not mean that it controls how a Vulcan uses the knowledge inside of him. Evil and good, life and death, and other diametrically opposed events lie in the hands of those who have knowledge of the supreme intelligence.

Gods and Demons

What little is known about Vulcan religious beliefs indicates that beginning prior to the "Time of the Awakening" they were polytheistic. Surak's teachings became the primary focus of Vulcan spirituality and mysticism, but as late as the 23rd century it was still not unheard of to find Vulcans honoring the traditional gods. There are, however, no demons in Vulcan literature. (TAS : "Yesteryear", TNG : "Gambit", VOY : "Heroes and Demons")

Vulcan mythology before the Time of Awakening included a number of different gods, such as the God of War, the God of Death (Shariel), and the God of Peace. Typically, the God of War and the God of Death are depicted together on artifacts but never with a third glyph. An exception is on the Stone of Gol, where the symbols of the two gods were separated by the God of Peace. (TNG: "Gambit, Part II")

Vulcan mythology stated that all creation arose from a place known as Sha Ka Ree or Vorta Vor to the Romulans. (Star Trek V: The Final Frontier) The ancient Vulcan's believed that Vorta Vor, the Wellspring of Creation, was the home of the Ancient Ones known as the Vhorani and that this race was responsible for the creation of the Vulcan civilization. (LUG: The Way of Kolinahr: The Vulcans)

The origin of Vorta Vor on Vulcan were stated in ancient myths that spoke of a paradise that lied within the heart of the Womb of Fire. Here, the water was always sweet and the lands a paradise compared to the harsh deserts of the Vulcan homeworld. (TOS novel: Vulcan's Soul Exiles)

While visiting Vulcan, circa 8877 on the Vulcan calendar, roughly equivalent to terran year 2237, Spock explained to his father that he was passing through ShirKahr during his journey to the family shrine, "to honor our Gods." (TAS: "Yesteryear")

There is speculation that the ancient Olympian gods, such as Apollo, may have visited Vulcan before coming to Earth and established themselves in Vulcan mythology.

None of these Gods or Goddesses assumed the position of Supreme Intelligence, however. And a number of personages, places, and artifacts became sacred in that they were revered rather than worshipped, as they held special meaning for a particular clan.

The Eater of Souls is the name of a mythological creature present in the Vulcan and Romulan cultures. The belief in these demons arose during the ancient days of Vulcan (planet) before the age of Surak and the Sundering.

The 'demon' was said to devour the souls of those Vulcan's that were out during the midday heat. Among the Romulans, the creature is referenced to scare children in order for them to behave. The demon did not have as much of an impact on Romulan society as it did on Vulcan due to the fact that Romulus did not have a desert environment as the Vulcan homeworld. Despite this, it was known for poorer Romulan families to purchase protective amulets that was said to ward away the Eater of Souls.

The phrase "T'kal ni narak alat N'garkar ack" translates as "Midday sun, Soul Eater come".

The early Romulans during the Exile believed that they encountered the Eater of Souls when they were deceived by a planet sized entity that consumed the mental energies of the crew of two ships. This entity may have been the Iruhe which itself was believed to be the Intellivore creature.

The Veruul is a name given to a creature in ancient Vulcan mythology that, ancient legend stated, stalked prey within the Womb of Fire in Vulcan's Forge on Vulcan. It was said that none survived an encounter with the beast.

The Veruul is also the name of an amphibian animal that lives on the Romulan homeworld of Romulus. The creature is approximately 6.7 meters in length and lived in a watery environment, typically within ponds or shores. It possessed a scaled skin and webbed claws. It usually hid itself within the water and vegetation that prevented detection by prey. After which, it would suddenly burst from its watery habitat and pull its prey under the water after which it would consume it.

The creatures reproduced by laying eggs.

The early Vulcan people that would become the Romulans encountered these creatures during the initial survey of the world with a loss of an expedition member. One of the survivors of the survey party decided to name the creature as a veruul after the ancient myth.

(TOS novels: Vulcan's Forge, Vulcan's Heart, Vulcan's Soul: Exodus, Exiles).

ETHICS

PREVARICATION

By the 23rd century, Vulcans adopted strong ethics that included a taboo on telling falsehoods. There are numerous examples of this taboo being broken by the likes of Mr. Spock (who characterized it as "an exaggeration" in Star Trek II) and by Lt. Valeris who willingly deceived her superiors in Star Trek VI. Tuvok fabricated the harsh conditions of Telsian prisons to a prisoner in Voyager's brig at the command of Captain Janeway in the episode *Live Fast and Prosper*.

In the 22nd Century, Vulcans seemingly lived by the ethic of telling the truth, but are shown as very willing to exaggerate, mislead, or prevaricate when their logic convinced them that it was necessary. Early in the fourth season of Enterprise, Captain Archer said, "Vulcans can lie with the best of them", with the Vulcan High Command's cover-up regarding a secret listening post at P'Jem often cited as a prime example. T'Pol, although initially hesitant to tell falsehoods, eventually began to embrace the idea that telling lies was sometimes necessary, although she also began to lie to her captain regarding her Trellium-D addiction. Following the

"kir'shara" incident, T'Pol began to adopt more of Surak's teachings, presumably including the prohibition on lying.

CODE OF PRIVACY

The Code of Privacy covers a Vulcan's innermost thoughts and beliefs. Even during an interrogation (see Judicial System) one's innermost privacy must be inviolate. The curious person will ask politely "May I ask you a personal question?" The other is permitted to refuse without being rude or allow the question on condition. If the asked question is too personal, again he may politely refuse by invoking the Code of Privacy or by changing the subject.

A person's Code of Privacy might be broken by telepathic intrusion or mind rape. Such a violation of one's privacy is considered a crime and happens only rarely, the perpetrator being mentally ill. It is almost impossible to break a Vulcan's Code of Privacy by torture, because of the mental training each Vulcan receives as a part of his upbringing. (from *Spock's World* by Diane Duane)

CODE OF SILENCE

The Code of Silence prevents Vulcans from talking about subjects that are considered classified, embarrassing, or something they don't want outworlders to know about. Some topics that are not discussed to outworlders are the violent aspects of their history, the emotional non-control of ancient celebrations, the Ponn Farr, and strangely enough, their clan names, which they maintain are impossible for humans to pronounce.

When asked about a forbidden subject, a Vulcan will say "We do not discuss these things with outsiders." This means that though these subjects may be spoken of among Vulcans in private and with only trusted family members, they will never be spoken of to non-Vulcans, who they fear will judge them somehow less Vulcan for allowing such events to occur. (from *Spock's World* by Diane Duane)

2.7 – Mental Disciplines

(from the Way of Kolinahr, Last Unicorn games and ST encyclopedia. Though the portions of this section following 2.3.1 are not canon, they are useful in a variety of role-play scenarios.)

As with any peoples, Vulcans vary in their telepathic and psychic abilities. Other than the Mind meld, the Path of Plat, and the Path of Vhos, these disciplines represent specialties that the talented telepath can use in various occupations.

The specialized disciplines require arduous, demanding, and deeply personal training. They require several deep mind melds between the student and master, and the two remain life-long friends because of the intimacy of knowing each other's innermost selves.

Meditation



All mental disciplines require meditation. A Vulcan will use a meditation lamp, crystal or candle to focus his thoughts during his daily meditation.

Mind meld

In ancient times, the natural telepathic ability of Vulcans was used to kill, to maim, to deceive. When mainstream Vulcans began to follow the teachings of Surak, the mind meld was looked upon with suspicion, even dread. Vulcans began to avoid touching each other to avoid the intimacy of shared thoughts, except with spouses and very close friends.

However, a small group of Vulcans, the Syrrannites, retained the practice, and in spite of attempted suppression by the Vulcan High Command, the Mind Meld came back into common use. From the basic Mind Meld, a myriad of disciplines and practices were developed, many dictated by strict rituals and ardent training to prevent their misuse.

A Vulcan who is improperly trained in the art of Mind meld can pass on a psychic disease called pan'aar, in which one suffers from chemical and hormonal imbalances that result in the loss of emotional control.

Vulcans initiate the mind meld by placing their fingertips on the entry points to the other person's face. A common mantra used is, "My mind to your mind; your thoughts to mine. Our minds are one."

The following paths (disciplines) are from *The Way of Kolinahr*.

The Path of Khat - This discipline focuses on defenses against telepathic intrusion into one's own mind.

The Path of Lis - This is the ability to project illusions so that living beings will perceive the telepath as something he is not. Non-organic beings and sensor devices are immune from the illusions. Adepts often use a crystal talisman on which to focus their abilities in order to maintain the illusion.

The Path of Plat - This discipline focuses on the linking of two minds. The most common practice is the plat-vok.

PLAT-VOK (share mind) – two minds are linked through the instruction of a monk. The couple, usually spouses or lovers, share thoughts and sensory information between them. Such would account for females experiencing pon-far when their mates go through it.

Plat-vok can also be used between agents on an intel or military mission. Though sensations such as pain can be shared through the plat-vok, the member receiving the sensations second-hand is not harmed.

The Path of Rah - This is the body control discipline. It includes the ability to reduce the effects of pain, to endure hunger and thirst without losing efficiency, to remain immobile for hours, to endure temperature extremes, and to draw on inner reserve for greater speed and strength.

The Path of Shan - This is the healing discipline in which a Vulcan can place himself into a healing trance. It also includes the healing touch used by Vulcan Healers.

The Path of Tas - This is the telepathic detection discipline in which a Vulcan has the ability to detect the minute psychic traces a person leaves behind wherever he has been or whatever he has touched. Is particularly helpful during crime scene investigations and in the study of Vulcan artifacts.

The Path of Vhos is a non-telepathic discipline that can be taught to any sentient being. It includes the ability to interpret body language and other non-verbal signals given off by someone. The trained practitioner can tell if a person is being truthful, is assuming the identity of another, or is acting contrary to his nature.



3.0 – The Government

3.1 - History

Though canon sources do not describe ancient Vulcan government, we can draw conclusions from other facts of their culture.

During the Vulcan people's violent past, we can assume they had tribal leaders, each the head of a prominent family. Families defended the best sources of water and resources on T'Khasi. Some clans joined together to form "kingdoms" and their leaders assumed royal titles. These titles were passed down through the ages, even when the government changed, as indicated by the fact that Sarek's first wife was a Vulcan "princess."

Some families were and still are more prominent and ancient than others, Sarek's family being one of them. . It is logical to assume that early representatives, senators and ministers were chosen or elected from those prominent families.

By the time of the formation of the United Federation of Planets, Vulcans had united under one government. The requirements of membership in the UFP include a one-world government with elected representatives from all levels of culture, and not based on aristocracy, wealth, or class. We can assume that the original signers of the UFP, including Vulcan, had met those requirements.

Vulcan High Command

The Vulcan High Command is controlled by the High Council. The Vulcan High Command was formed to orchestrate space exploration and may have existed as far back as Surak's time. In the 22nd Century, it ended up seizing control of Vulcan government, using its influence to control planetary security, diplomatic relations, appointments to prestigious positions in the governments as well as at science and research facilities, and exercised a heavy hand against dissention against the prevailing philosophies.



Vulcan High Command Building.

From the time of first contact with the Andorians, there existed hostilities between the two. During the 22nd Century, the Vulcan High Command decrypted the Andorian security protocols, and learned the Andorian forces were hiding in a nebula. The Vulcan High Command initially attempted to throw suspicion on Andoria for the bombing of Earth's Embassy in 2154.

The High Command took on the task of suppression of dissent. In 2154, Vulcan Intelligence claimed that Andorians were developing a weapon possible based on Xindi technology. Although Ambassador Soval suspected V'Las was using the claim to advance an agenda, V'Las persuaded the High Command to make a preemptive strike.

When Archer and T'Pol revealed the existence of the Kir'Shara, it helped the Council reconsider their support, and Minister Kuvak called off the attack on Andoria. The High Command was dissolved, and Kuvak pursued a less aggressive policy toward Earth. Vulcan no longer looked over Earth's shoulder.

High Command Officials – The High Council

Administrator V'Las, Head of the Vulcan High Command.



V'Las was the Administrator of the Vulcan High Command, the highest ranking official of the Vulcan government in the mid-22nd century until his political downfall in 2154. When the Earth embassy on Vulcan was bombed in that year, V'Las got personally involved in the investigation, and blamed the Syrrannite movement for the act. He used it to justify eradicating the Syrrannites, even while launching a pre-emptive strike against Andoria citing intelligence that Andorians were in possession of Xindi weapon technology. Events bore out that V'Las was essentially behind the embassy bombing — and the planting of evidence incriminating T'Pol — because he needed an excuse to eliminate the Syrrannites before their pacifistic philosophy could sway the governing council and obstruct his militaristic agenda. When Jonathan Archer and T'Pol arrived at the Vulcan capital with the Kir'Shara — an artifact containing the original writings of Surak — V'Las

attempted to destroy it, but he was stopped by Minister Kuvak. V'Las was subsequently discredited and the High Command dissolved, as a new era of peace and logic was ushered in by the Syrrannites and their sympathizers.

Historians of the time were not aware that V'Las had actually been in collusion for decades with Romulan operatives planning to reunify the Vulcan and Romulan people, in an imperialistic plot to conquer the region encompassing Vulcan, Andoria, Tellar and Earth. ("The Forge," "The Awakening," "Kir'Shara")

Minister Kuvak

Kuvak was a high-ranking member of the Vulcan High Command under the V'Las administration. Minister Kuvak was virtually the sole voice of moderation in the upper echelons of Vulcan government during the Syrrannite crisis of 2154 and the concurrent military action against the Andorians, but his views were unheeded amid a climate of fear and aggression. When the Kir'Shara was discovered and brought to the Vulcan capital, the ensuing chaos allowed Kuvak to bring down V'Las and order the retreat of military forces. Minister Kuvak subsequently presided over a significant political transition in which the current High Command was dissolved, and a less aggressive policy toward the humans was promised. ("Awakening," "Kir'Shara")

Chief Investigator Stel



Stel was the Chief Investigator of the Security Directorate under the V'Las administration. Stel was in charge of the investigation of the Earth embassy bombing in 2154, but evidence uncovered by Ambassador Soval showed that Stel was actually the one who planted the bombs. Stel was subsequently framed by V'Las as a Syrrannite (through forged documents planted in his home), which allowed the Administrator to keep the focus of blame on the Syrrannites. ("The Forge," "The Awakening")

Ambassador Solkar



Vulcan male who was Spock's great-grandfather. Solkar parented Skon whose son was Sarek, Spock's father. (Star Trek III: The Search for Spock) He was the first Vulcan ambassador to Earth.

According to the Enterprise novel *Last Full Measure*, Solkar, along with T'Pol and Soval, were the three Vulcans that signed the Federation Charter on August 12, 2161.

According to the Customizable Card Game by Decipher, Solkar was the Vulcan captain of the T'Plana-Hath who greeted Zefram Cochrane in Star Trek: First Contact.

Ambassador Soval



Vulcan ambassador to Earth in the 22nd century during the period when humanity expanded its range of space exploration with its first Warp 5 starship. Based at the Vulcan Consulate in San Francisco for more than 30 years, Soval was a confidant of Starfleet Admiral Maxwell Forrest, advising him and the space agency on many matters of interstellar dealings. He was involved with Earth's first contact with Klingons in 2151, and had T'Pol assigned to the Enterprise NX-01 as an observer on its maiden voyage to Kronos. He recommended recall of Enterprise after its first full year of space, based on what he believed to be reckless and irresponsible behavior, but his argument didn't hold with Starfleet. Later, he was forced to call upon Captain Archer to mediate a territorial dispute between Vulcans and Andorians over a strategically located planetoid.

Soval himself negotiated with the Andorian Shran to achieve a tentative cessation of hostilities between the two species. After the Xindi attack upon Earth in 2153, Soval advised Starfleet against a mission into the Delphic Expanse, citing its bizarre dangers and Archer's dubious facts, but fortunately his advice was not heeded. After the success of the Expanse mission, Soval participated in Starfleet's debriefings of the Enterprise crew, and seemed harshly critical of Archer. However, he ultimately came to acknowledge that the captain's actions were appropriate under the circumstances, and even served the interests of his own planet. Later in 2154 Soval was on his homeworld to participate in talks between the Vulcan High Command and Starfleet regarding future joint missions, when the Earth embassy there was bombed.

Admiral Forrest put himself in the path of the blast of the bomb at the embassy, sacrificing his own life to save Soval's. Soval barely survived that incident. During the ensuing investigation, Soval allowed a personal secret to come to light: he was a mind-melder. Putting his career and reputation at risk, Soval melded with a comatose eyewitness in order to expose the perpetrator of the bombing. His telepathic evidence pointed to the highest levels of the government. Since melding was seen as a deviant act, he was stripped of his position by High Command Administrator V'Las.

Soval continued to work with the humans, however, in an attempt to avert interstellar war by revealing to the Enterprise crew and to Shran that V'Las was launching a pre-emptive strike against Andoria. Soval was even kidnapped and tortured by Shran in order to confirm this claim, as the Andorian did not trust the Vulcan's apparent betrayal of his government. But his information proved accurate, and Soval was on Enterprise amidst military action between Vulcan and Andorian ships.

The battle ceased when V'Las was overthrown at the Vulcan capital. Soval returned to his homeworld to face a radically changed political and social climate. The High Command was being dissolved, and a new era was being ushered in under the adherence of the original teachings of Surak. ("Broken Bow," "Shockwave, Part II," "Cease Fire," "The Expanse," "Home," "The Forge," "Awakening," "Kir'Shara")



Ambassador V'Lar

Legendary ambassador whose 94-year career inspired many a young Vulcan to enter careers in diplomacy and the sciences. Among V'Lar's many accomplishments was the negotiation of the first territorial accords between Vulcan and Andoria around the mid-21st century.

In 2152, V'Lar risked her reputation in a plan to infiltrate the government of planet Mazar and gather evidence against corrupt officials. As part of the plan, she was accused of misconduct, and extracted by Enterprise NX-01. ("Fallen Hero")

Subcommander T'Pol



The first Vulcan to serve aboard a human starship for an extended period of time, and a key figure in the strengthening of the alliance between Earth and Vulcan. Subcommander T'Pol joined Enterprise NX-01 as science officer on a temporary assignment to assist the human crew on its maiden voyage to Kronos in 2151. After her presence proved crucial to the success of that mission, a request that she remain onboard was granted. T'Pol evolved into First Officer, which put her second in command under Captain Archer. T'Pol raised the ire of her fellow Vulcans when she aided the exposure of a treaty-violating listening post hidden beneath the sanctuary of P'Jem; she willingly turned over scans of the station to the Andorians, who subsequently destroyed the ancient monastery. T'Pol became a scapegoat for that incident, and six months into her assignment on Enterprise was to be recalled, but a heroic action on her part on planet Coridan led the High

Command to stay that decision for the time being. In 2153, when Enterprise was ready to embark into the Delphic Expanse, she again was ordered to leave Enterprise and return to Vulcan for re-assignment. Unwilling to part with the human crew in their time of crisis, she resigned her commission with the High Command. The next year upon the ship's return, T'Pol accepted a commission with Starfleet with the rank of commander. Also in 2154, on a trip home, T'Pol finally (after previously calling off the betrothal) married her family-arranged fiancé Koss. She fulfilled the obligation specifically so Koss' influential family could help her mother T'Les regain her seat at the Science Academy. Later that year, T'Pol was instrumental in the political upheaval that gave rise to the Vulcan Reformation of the century, when the Syrrannite cause led to the downfall of Administrator V'Las. During that crisis, however, T'Pol's mother, a Syrrannite herself, died in an air raid. Koss shortly thereafter released T'Pol from her marriage obligation. ("Broken Bow," "The Andorian Incident," "Shadows of P'Jem," "The Expanse," "Home," "Kir'Shara")

3.2. – Modern Government

Federation-Era History

By the 23rd and 24th centuries, the High Command of Vulcan would fill a very different role, as the planet was a Federation member. (VOY: "Infinite Regress") The Command would continue to help maintain Vulcan security and defense, as well as other internal matters, including the V'Shar. (TNG: "Gambit, Part II", "Unification II")

They also keep track of their inhabited colonies throughout Vulcan space through a network of communications.

The Legislative Council

Vulcan is governed by a representative council. The nominal head of the council is the Minister of State, however his powers are little more than any other member of the council.

What little else we know of the Legislature has been taken from *Spock's World* by Diane Duane. The lawmaking duties are broken up into at least three legislative bodies.

The Proposal Group introduces legislation. It takes a $\frac{3}{4}$ vote to pass a law.

The Rectification Group amends laws to meet the needs of a changing society. It requires a $\frac{3}{4}$ vote to amend an existing law.

The Expunge Group - There is a saying that it is better to remove a bad law than to create a bad law. So it requires only a $\frac{1}{4}$ vote of the 2006 members to remove legislation from the Vulcan law "books."

High Council Officials

Subaltern (Junior Officer) Lorot

Member of the Vulcan High Command who was assimilated by the Borg. Lorot's neural patterns emerged as one of several personas possessing Seven of Nine under the influence of a damaged vinculum in 2375. ("Infinite Regress")

Minister Satok, Vulcan Minister of Security.

Security Minister on Vulcan around 2370 overseeing the V'Shar, the security arm of the government. When Commander Riker of the Enterprise-D learned from Satok that he had no operatives searching for the Stone of Gol, Tallera, who claimed to be with the V'Shar, was exposed as an isolationist. Upon her capture Tallera was turned over to Satok to be tried for her crimes, and he pledged to destroy all fragments of the dangerous psionic resonator artifact. ("Gambit, Part II")

Diplomats

Ambassador Sarek



Legendary Vulcan diplomat; son of Skon, father of Spock and Sybok. Born in 2164, Sarek represented his government and the Vulcan way with great distinction throughout his life. His many accomplishments as Vulcan ambassador to the UFP included the treaty of Alpha Cygnus IX, the Coridan admission to the Federation, and the Federation/Klingon alliance. His final diplomatic success was the conclusion of negotiations after 93 years with the Legarans, after which he succumbed to the effects of Bendii Syndrome and died at age 202. Sarek married three times, twice to human women. His first wife was a Vulcan princess, who bore him his first son Sybok and died shortly after the delivery. Five years later he married Amanda Grayson, with whom he had Spock. After she passed away he wed another human named Perrin, who remained with him until his death.

Ambassador Spock



One of the most prominent historical Vulcan figures of the 23rd and 24th centuries in the Federation. Born in 2230 to Sarek and a human woman named Amanda Grayson, Spock of Shi'Kahr struggled most of his life with his identity as half-Vulcan, half-human. But given that he carried the physical characteristics of a Vulcan and was raised on that planet, he identified most with Vulcan culture and the Surakian philosophy of logic. Spock was the first Vulcan to enlist in Starfleet as chartered by the United Federation of Planets (prior to 2161 Starfleet was strictly an Earth agency, with which T'Pol had a honorary commission), despite the objections of his father.

Spock distinguished himself greatly as science officer aboard the U.S.S. Enterprise NCC-1701 under captains Christopher Pike and then James T. Kirk. His exploits and adventures while serving under Kirk are legendary.

After a brief retirement from Starfleet to pursue Kolinahr (and failing due to extenuating circumstances), Spock returned and was soon promoted to captain himself. He eventually entered the field of diplomacy, following in his father's footsteps. His involvement was critical in talks between the Federation and the Klingon Empire starting in 2293, which led to a constructive albeit uneasy peace between the two superpowers for decades to come. Spock became a full ambassador, and in 2368 secretly travelled to Romulus on a personal mission to further the cause of Romulan-Vulcan reunification. His initial efforts were thwarted by Romulan subterfuge, but he remained underground on the planet to help empower the dissident movement, hopeful that reunification was still attainable.

Ambassador T'Pol



The Enterprise-D met with the Warbird Devoras in the Neutral Zone, where Federation Ambassador T'Pol was supposed to negotiate a Federation/Romulan trade agreement with the Romulans. T'Pol insisted on being beamed over to the Devoras but was killed in a transporter accident. After a closer examination it was assumed that the accident was a ruse and T'Pol was actually abducted by the Romulans. The Enterprise followed the Romulan ship, only to learn that T'Pol was a deep-cover Romulan spy whose real name was Sub-Commander Selok. Having been in the Federation for many years, she was extracted into Romulan hands with many Federation secrets. (TNG: Data's Day)

3.3 – The Judicial System

The Vulcan Bill of Rights guarantees the fundamental personal freedoms of every Vulcan citizen. (DS9: The Maquis, Part I)

Murder is defined as the taking of life for personal gain. It is not a crime, however, for Vulcans to kill in defense of their homes and family, the Vulcan race, in defense of another life, or during the ritual of Koon-ut Kali-Fi. It is their belief that murder is not possible to the logic mind, so an individual committing such a crime is thought to be mentally ill.

Though telepathic evidence was inadmissible in Vulcan courts by the mid-22nd century, interrogation by Verification is conducted on any Vulcan committing a major crime to determine his motives and if he was sane at the time of the crime. The Verification is performed by healers who are not related to the accused and who do not know him personally. Also present at the verification is the victim or the surviving spouse of the victim and an elder proficient in telepathy to assure that only the memories related to the crime are accessed. It has happened that the surviving spouse of a murdered Vulcan has summarily slain the accused, once guilt was established, and no recriminations fell upon that act of vengeance. The forceful breaking of a marriage bond by murder or mind rape is considered the most heinous crime on T'Khasi.

The group engages the accused in a group mind meld, slowly peeling away his mental barriers until the facts are found from the accused person's point of view. Resisting a Verification is excruciatingly painful for the accused and it is far better for him to submit, for the joining of several trained and strong telepathic minds can rip away any blocks the accused tries to set up.

Should the accused be deemed insane, he will be treated by healers through mind melds and medication until such time as his sanity is restored. Should the accused be found guilty of mind rape or murder and not be deemed insane, he will be given the choice of mental reprogramming or execution by tal-shaya. (See tal-shaya in the Martial Arts section.)

Treason, mind rape that breaks a telepathic marriage bond in a victim, and murder (physical or telepathic) are three of the few crimes punishable by execution. A well-trained Vulcan can also commit suicide by stopping his own heart and may prefer to do so rather than submit to the executioner's hands.

Lesser crimes that threaten to disrupt Vulcan society may result in either mental reprogramming or exile at the accused choice. As late as the 23rd Century, certain political dissidents chose exile over mental reprogramming. Two Followers of T'Vet, a group related to the later Vulcan Isolationist Movement, were exiled because of their violent adherence to traditional ways of solving disputes, by lethal combat. They were deemed dangerous to Vulcan society because it was determined through the Verification that the Followers of T'Vet were planning a violent takeover of the Vulcan High Command and a return to the ancient ways of clan warfare. They were exiled to uninhabited planets within Vulcan space to live in the manner they believed in, with the hope that they, too would find their own path to Logic and peace. (*The Vulcan Academy Murders* and *The IDIC Epidemic* by Jean Lorrah).

3.4 – The V'shar

In the 22nd Century planetary security and intelligence were overseen by the Vulcan Ministry of Security also known as the Vulcan Security Directorate. At this time, the VSD was an agency of the Vulcan High Command, which exercised almost dictatorial powers over the Directorate.

Stel was the Chief Investigator for the Security Directorate in 2154 until he was framed and arrested by the High Command for being a Syrrannite.

In the 24th century, the Vulcan ministry of security was known as the V'Shar.



Satok was the Security Minister on Vulcan around 2370 overseeing the V'Shar, the security arm of the government. Commander Riker of the *Enterprise-D* learned from Satok that he had no operatives searching for the Stone of Gol.

Tallera, who claimed to be with the V'Shar, was exposed as an isolationist. Upon her capture Tallera was turned over to Satok to be tried for her crimes, and he pledged to destroy all fragments of the dangerous psionic resonator artifact. ("Gambit, Part II")

3.5 – Other Government Agencies

Before the overthrow of the mid-22nd Century administrators of the Vulcan High Command and Vulcan's subsequent membership in the Federation, these agencies were overseen by the High Command, and served the agendas of the leaders rather than the Vulcan people. Appointments were made as political favors, and any dissention against the policies and beliefs of the Vulcan High Command would mean expulsion and disgrace from the prestigious position within these agencies.

After the government was reorganized, the Vulcan High Command's influence was relegated to Space Exploration and research.

Vulcan Space Central is the orbital Vulcan facility that gives authorization for ships to enter and leave the planet T'Khasi. It also acts as immigration and customs.

The Vulcan Science Directorate is a scientific organization that is reluctant to embrace unorthodox ideas. In the mid-22nd century, they had determined that time travel was impossible. The Directorate oversees the needs of science colonies within Vulcan space.

Vulcan Diplomatic Corps - Besides assigning ambassadors to the various planets within the United Federation of Planets, the Corps produces the most sought-after treaty negotiators in the Federation. Because Vulcan diplomats are trained in logic, they are trusted to cut through the emotions of the opposing sides and seek a logical compromise.

Vulcan Ministry of Information – As can be expected, There is little information forthcoming from this agency. Vulcans are notoriously stingy with their information.

Vulcan Advisory Council – An administrative group within the Vulcan High Command and was housed on earth during the 22nd Century. It was responsible for coordinating with Earth's Starfleet Command.

Vulcan National Merchant Fleet operates Vulcan transports, freighters and survey vessels. One such transport was the T'Pau. Survey vessels transport scientists to areas of scientific interest within and outside of Vulcan space. It was a survey vessel that made First Contact with Zefram Cochrane in 2063.

Vulcan Science Academy is the most prestigious school in the Federation. The VAS has expanded to teach every known science in the Federation.

Vulcan Medical Directorate is responsible for the registry of Vulcan and alien doctors who have graduated from the Medical Institute. It also maintains the statistics on all acquired and genetic diseases within the Vulcan population.

Vulcan Genome Registry has a DNA sample of every Vulcan on T'Khasi. It also has a copy of the map of the entire Vulcan Chromosome. The Registry assists the medical facilities in identifying genetic diseases, identifies mutations within the Vulcan population, and helps identify Vulcans who otherwise cannot provide that information due to injury or illness.

Vulcan Mining Institute A part of the vast complex that is the Vulcan Science Academy, its instructors teach all aspects of metallurgy and mining techniques to its future mining engineers and technicians. Mining

techniques include ecological methods that protect planetary environments from long-lasting damage from the extraction of mineral ores.

3.6 – Dissident Movements

22ND CENTURY: SYRRANNITES



Syrran, also known as Arev, was the leader of a revolutionary dissident movement in the mid-22nd century that maintained that Vulcan had strayed from the true teachings of Surak. Syrran possessed the katra of Surak, which he obtained from a katric ark he unearthed in 2137. He allowed students to mind-meld with him, a practice stigmatized in mainstream society, so that they may touch Surak's mind. He established a base at the isolated T'Karath Sanctuary in the Forge, the same location where Surak found enlightenment during the civil wars of nearly two millennia past. Syrran and his followers, called "Syrrannites", vocally opposed the current government, condemning its lies and hypocrisies, but always did so peacefully.

However, the High Command under the leadership of V'Las accused Syrran of becoming an increasingly dangerous zealous, following a "corrupted" form of Surak's teachings. V'Las and his allies blamed the Syrrannites for the Earth embassy bombing of 2154 and other instances of violence against non-Vulcans. Subsequent events bore out that V'Las was threatened by the Syrrannites' pacifistic stance, and wished to eliminate them as an obstacle to his militaristic agenda.

Syrran encountered Jonathan Archer and T'Pol of the Earth ship *Enterprise* during their trek through the desert to locate the Syrrannites, but concealed his identity and gave his name as "Arev" (meaning "desert wind"). Trying to help them survive a sandfire storm, "Arev" was struck down by an energy discharge and fatally wounded. Before he died, he forcibly melded with Archer and passed the katra of Surak into his mind. ("The Forge")



T'Pol, one of Vulcan's most revered leaders of the 23rd century, was a key figure in the Vulcan Reformation. Born in 2122, T'Pol was part of the Syrrannite movement which held that Vulcan society at the time had strayed from the true teachings of Surak. As a Syrrannite and a mind-melder, her life and reputation were constantly in danger, and in 2152 she took up refuge with others of similar persuasion at the T'Karath Sanctuary located deep in the desert known as The Forge.

T'Pol was the prime suspect in the bombing of the Earth embassy on Vulcan in 2154, which led Jonathan Archer and T'Pol to track her down. Realizing they had been the victim of political subterfuge, Archer and T'Pol teamed with T'Pol to find the

Kir'Shara, containing the original writings of Surak, and bring it to the Vulcan capital, ultimately leading to the downfall of the current administration and long-term social and political transformation.

After the founding of the United Federation of Planets in 2161, T'Pol was offered a seat on the Federation Council, and turned it down. For at least a century she was the only person of any race ever to do that. The reason she did so was that her formidable telepathic mind would be overwhelmed by the bombardment of so many unshielded emotions, especially after a long day in session. She lived in seclusion on T'Khasi, only to emerge when matriarchal duties required her presence. (*The Vulcan Academy Murders* by Jean Lorrah)



VULCAN REFORMATION

The Vulcan Reformation was a period of great upheaval and change in Vulcan philosophy that started in or about July of 2154. The Reformation marked the beginning of the greatest changes on Vulcan since the Time of Awakening.

The series of events referred to as the Reformation began when Captain Jonathan Archer, Commander T'Pol, and a Vulcan woman named T'Pol discovered the Kir'Shara, which contained the original writings of Surak, the father of the Vulcan logic movement. The ancient artifact had been considered only a legend until it was uncovered by Archer and his companions. Archer was reported by some to have been led to the writings by the katra, or essence of spirit, of Surak. Archer was relieved of Surak's katra when an old Vulcan monk mind melded with him, taking Surak into himself.

Over the centuries since Surak's death his original teachings had been subject to numerous interpretations and possible revisions with the result that much of the original intent of the teachings had been lost. The recovery of the original texts allowed Vulcan society to reconsider the many choices made since Surak's death and especially the direction of the government under then Administrator V'Las.

During their search the three were pursued by soldiers of the Vulcan High Command, who wished to put an end to the Syrrannite movement as a prelude to launching a pre-emptive strike on Andoria. But Archer and the others succeeded in getting the writings of Surak to the chambers of the High Command, undermining their efforts and bringing a new era to Vulcan. T'Pol was raised from a hated rebel to a position of importance in Vulcan politics. Upon initial reflection of the writings, Vulcans decided to rededicate themselves to lives of peace and logic. They also decided that they no longer should hold the position of oversight regarding Humans and space travel (a role they had played since first contact), allowing humans to explore space on their own. (ENT: "The Forge", "Awakening", "Kir'Shara")

In the 22nd century, the Vulcan High Command, once in charge only of space exploration and planetary defense, gained much more control over civilian affairs. Under the High Command's leadership, Vulcan policy toward other planets became more aggressive and interventionist. Vulcan also became less tolerant of political and philosophical challenges towards the High Command's operations, notably engaging in purges of the Syrrannite group, who claimed that Vulcan society was no longer following the teachings of Surak.

These tensions came to a head in the crisis called the Vulcan Reformation, which resulted in the overthrow of the High Command (and its leader, V'Las) and a restructuring of the Vulcan government under the leadership of Kuvak and T'Pol. (Although it was not known at the time, V'Las was secretly allied with the Romulans.) One of the first acts of the new government was to end the policy of holding back human expansion into the galaxy. (ENT: "The Forge", "Awakening", "Kir'Shara")

In a spirit of IDIC, Infinite Diversity in Infinite Combinations, the Vulcan government allowed complete freedom of religion, as long as the rights of others following divergent philosophies were not infringed upon.

FOLLOWERS OF T'VET

T'Vet is the patron saint of the ancient warrior clans. Worship of T'Vet predated Surak by hundreds of years. T'Vet represents the female force of racial survival. In ancient times she was thought to protect the clans in their battles for resources, water and food to keep the women and children alive during the hellish summer of T'Khasi.

When Surak first set up his peaceful colony, warrior clan attacks on the settlement were waged in her name.

When Surak's philosophy of peace became widely accepted and technology allowed the Vulcans to irrigate crops, draw on solar power for energy and cooling systems, and starvation was no longer a threat, the Followers of T'Vet, like several other religious/philosophical factions, dwindled away until all that remains today is a small sect that worship at the Shrine of T'Vet.

Followers of T'Vet believe in Vulcan racial purity. They believe that outworlders (aliens) should be forbidden on T'Khasi and that Vulcans should return to their clan roots, putting aside Surak's teachings altogether. From the time of Sarek until the events logged in the *Vulcan Academy Murders*, they were content to try to change society through legislation and education. There were even a few Followers of T'Vet on the Vulcan High Council. But they became impatient with the establishment and their viewpoint changed.

In the 23rd Century, Followers of T'Pol became a threat to the Vulcan Government when it was discovered that they were planning a bloody overthrow of the Vulcan High Command and a return to the clan warfare of their ancestors.

After their arrest, the Followers chose exile to Vulcan Colony 9 over reprogramming of their minds. The Vulcan government felt that the Followers should be free to live their violent life as they saw fit, and perhaps come to Logic in the future, as the Vulcan people had. (*The Vulcan Academy Murders* and *The IDIC Epidemic* by Jean L'Orrah).

24th CENTURY: VULCAN ISOLATIONIST MOVEMENT

The Vulcan Isolationist Movement is a small 24th Century faction of separatists who believed contact with alien worlds is contaminating their culture and destroying Vulcan purity. In 2369 the Vulcan Isolationist Movement stole the first fragment of the Stone of Gol, an ancient weapon which utilized the negative energy of an enemy's own brainwaves, and hired Arctus Baran to find the two remaining pieces. In 2370, Tallera, a member of these extremists tried to reassemble and attain this weapon. This woman was named T'Pol.



T'Pol was a Vulcan female, who in 2369, posed as a Romulan mercenary named Tallera. Tallera infiltrated Arctus Baran's mercenary crew to acquire fragments of the ancient weapon known as the Stone of Gol, a powerful psionic resonator.

In early 2370, she revealed herself to Galen, (covertly Jean-Luc Picard) to be a member of the V'Shar, and claimed to be aboard to investigate a possible threat to Vulcan by preventing the assembly of the Stone of Gol.

She was in fact a member of the Vulcan Isolationist Movement, whose mission was to acquire the Stone of Gol to purge Vulcan of all outside influences. Her efforts, however, were thwarted by Picard, who realized the weapon was useless against a mind void of anger. She was captured by the *Enterprise-D* crew and turned over to Vulcan Security Minister Satok. (TNG: "Gambit, Part II")

V'Shar intelligence reports seem to suggest that the Agriculture division of Vulcan's establishment may be a growing hotbed of VIM support, which could pose quite a threat to Vulcan given the inviting terrorist target that these vitally important food supplies could pose.



4.0 – The Vulcan Military

What we know of Vulcan military officers not in Starfleet has been presented in novels and in episodes of Enterprise. What is presented below is expanded on these references.

4.1 – Military Ranks

Vulcans in Starfleet logically conform to the ranks in Starfleet. The Vulcan Military, however, has some slight variations in rank.

Administrator – Head of the High Command. In the 22nd Century, this person acted as the Commander in Chief of the Vulcan Military. In the 24th Century, the Vulcan High Command, as chief space agency, is kept informed of Starfleet situations that affect Vulcan. This is a civilian position, but by its function acts as a liaison between Starfleet and the High Command.

Fleet Commander is the title given to the leader of a Vulcan fleet. The Fleet Commander is in charge of overseeing tactical maneuvers from the front lines. This is presumably held by a flag officer

Captain – Title held by most starship commanders, regardless of rank.

Commander - In the Vulcan military is equivalent to Starfleet Captain and denotes the superior officer in any naval command.

Sub-Commander – equivalent to Commander in Starfleet. That T'Pol was a sub-commander in the Vulcan High Command suggests that her position was connected in some way with the military or with Intelligence.

Major – equivalent to Lt. Commander in Starfleet.

Lieutenant – has the same equivalent as that of Starfleet.

Sub-Lieutenant – equivalent to Lt. J.G. in Starfleet.

Ensign – has the same equivalent as that of Starfleet.

Sub-Ensign – Lowest ranking commissioned officer in the Vulcan navy.

Crewman – enlisted personnel. There are logically various ranks associated with naval enlisted, but I have not found a definitive reference. Role-players typically use Human enlisted naval ranks for Vulcan crewmen.

4.2 – Ground Troops

Ranks - Little is known about Vulcan ground troop ranks, however role-players use Human army enlisted ranks as an equivalent.

It is logical to assume that the Vulcan military would use ground troops when necessary to defend the homeworld and its colonies. Vulcans, adhering to their peaceful mandate, do not lend ground troops to Starfleet unless Vulcan interests are involved.

4.3 – Military Engagements

It is said that a Vulcan will not start a war, but if he is warred upon, he shall most certainly finish it.

40 BC - The Ahkh

Vulcans came into first contact with alien life in Terran year 20 BC. When the first messages from outside their planet came through, the realization that alien life existed beyond Vulcan so stunned the planet that a total cease-fire was declared until they could deal with this issue. The message was decoded through some mathematics to reveal overtures to friendly relations. The aliens promised lucrative trade and peaceful contact, to which the Vulcan planetary government responded by sending emissaries to meet with these aliens in good faith.

Surak was delayed by mechanical failure in his shuttle, and S'Task was sent instead on the ambassadorial convoy assigned to greet the alien visitors. The aliens turned out to be Etoshan and Duthuliv Orion pirates, interstellar criminals who preyed on cultures without interstellar travel. The pirates captured the good-will ambassadors, killing anyone who resisted. A large portion of the leadership of Vulcan was imprisoned and held for ransom, S'Task among them.

Vulcan had enough pride to refuse extortion and soon was plunged into total war with the pirates. This is known as the "Ahkh," the war that united all of Vulcan in facing a common enemy. Though their technology was primitive, the innate psionic abilities of Vulcans helped them overwhelm the aliens, who found themselves attacking each other and piloting their ships into the Vulcan twin suns Eridani B and C. It wasn't long before the Orion pilots made a hasty retreat and left the planet they should never have made designs upon.

Even while the war raged on, Surak firmly held to his principle of pacifism and offered a peaceful resolution with the Orion invaders. S'Task, however, was not willing to let his life be decided by the words of an untrustworthy alien and led a rebellion on his slave ship, killing hundreds of his captors and releasing the imprisoned Vulcans. At great risk to his life, he then rammed the liberated vessel into the Orion mothership, killing thousands of pirates. He was found many weeks later in an escape pod, drifting in space, half-starved and nearly dead.

He returned to Vulcan a hero, but Surak did not appreciate his heroics and chided him for having resorted to violence. After this encounter with the hostile outsiders, S'Task realized the universe was too violent and unpredictable to deal with through logic and peace alone, and he could no longer follow his teacher's philosophies.

This split between teacher and student deepened into a great fissure in Vulcan society. S'Task believed strength alone could ensure a protected future for Vulcan, but Surak and the vast majority of the society followed the principles of logic. Knowing they were outnumbered, S'Task and some eighty thousand followers left Vulcan to start anew on another world. The differences between S'Task and Surak would never be resolved once the ships left Vulcan. The self-anointed Rihannsu breakaway group settled in distant worlds. (Taken from "Spock's World" by Diane Duane:)

1944 AD - The 100 year Romulan-Vulcan War

The war began sometime in 1944 by the Human calendar and lasted 100 years. In 2044 the Romulans and Vulcans suspended hostilities. It is unclear whether the two groups knew they were fighting their kinsmen.

The war was caused by one of the Q continuum (Quinn) when he created a now-forgotten misunderstanding between the two races.

2154 AD – Pre-emptive Strike

In 2154, the High Command at the height of its corruption, planned a pre-emptive strike against Andoria. Ambassador Soval sacrificed his career and endangered his life to convince Andorian Captain Shran of the High Command's plans and by doing so, prevented intergalactic war.

2367 AD – Romulan Invasion of Vulcan

In 2367, the High Command dispatched defense vessels to intercept the Romulan invasion fleet of Vulcan. Through combined efforts of Vulcan and Starfleet ships, the Romulan invasion, which was planned under the pretense of diplomatic negotiations, was averted. (TNG: "Unification, Part II")

4.4 – Weaponry & Technology

PRIMITIVE WEAPONS



The lirpa is an ancient weapon with curved blades on one end, and a heavy bludgeon on the other. It is still used in the marriage challenge ritual when two males fight over a female.

(No picture)

A senapa is a cutlass with a half-moon crescent-shaped blade, and a padded knuckle guard to protect the fighting hand against the opponent's knife. It is a one-handed weapon meant to slash rather than stab. It was favored for combat during the Toriatl Challenge. Its blade was tipped in a neurotoxin that gradually disabled an opponent. If an opponent were slashed three times, the toxin would build up to the point of being fatal. The only cure for the toxin is a complete blood transfusion or a specific anti-toxin only available on T'Khasi. (*Sarek* by AC Crispn)



The serapa is an executioner's blade. Temple guards carry them while at their posts.



An ahn-woon is a weapon made of a single leather strip that can be used as a whip or a noose.

Vulcans used bows and various types of swords and knives in ancient days as weapons. In modern times these weapons are used in the practice of archery, martial arts, or treasured as family heirlooms.



The Stone of Gol is an ancient Vulcan artifact that dated from the Time of Awakening. It was a powerful psionic resonator that focused and amplified telepathic energy back on the attackers intending to do harm, and giving the user the ability to kill telepathically. The Stone was composed of three interlocking pieces that were covered with ancient glyphs and symbols. Most of the symbols threatened death to all who opposed the Stone, but one showed the symbols for War and the God of Death separated by the symbol of peace. It was reassembled by members of the Vulcan Isolationist Movement, but later destroyed by the Vulcan government to prevent its future misuse.

TECHNOLOGY

In the century following the formation of the United Federation of Planets, Vulcan and Earth shared most of their technology so that there is very little difference in technological advancements between the two cultures.

4.5 – Ships

from www.ditl.org

D'Ykr Class Cruiser



Type : Combat cruiser

Unit Run : D'Kyr – Destroyed, Tal'Kyr – Destroyed, Seleya – Destroyed, plus 8 others built in total. 3 have been lost in all. 8 have been retired from service.

Commissioned : 2144 - 2154, remained in service until 2204

Dimensions : Length : 600 m, Diameter : 180 m

Decks : 11

Mass : 4,670,000 metric tons

Crew : 1473

Armament : 6 x Phase cannon, total output 3,250 TeraWatts, 4 x C Class photon torpedo tube with 90 rounds

Defense Systems : Standard shield system, total capacity 283,500 TeraJoules

Standard Monotanium Single hull.

Low level Structural Integrity Field

Warp Speeds (TOS scale) : Normal Cruise : 6, Maximum Cruise : 6.5, Maximum Rated : 7 for 5 hours.

The D'Kyr class was a Vulcan vessel in use during the mid 22nd century. It bore the distinctive Vulcan design philosophy of that era - a ring nacelle with axial hull. For the D'Kyr, however, the hull does not penetrate through the center of the ring nacelle but splits into two support struts.

Notable ships included the Tal'Kyr, which was attacked and badly damaged by the Tholians in 2152 and the Seleya. The Seleya was sent to chart the thermobaric barrier surrounding the Delphic Expanse in late 2152; it became caught in the clouds and pulled into the Expanse. The Vankaara was sent to locate the Seleya and was in turn lost. The fate of the Seleya remained a mystery until 2153, when the NX-01 Enterprise discovered the ship adrift in an asteroid field in the Expanse. The crew had attempted to line the ship's hull with Trellium-D to protect it from the spatial anomalies to be found in the expanse, unaware of the damaging effect this substance had on the Vulcan brain. As a result the whole crew was subject to permanent brain damage inducing paranoia and violent impulses. D'Kyr class ships formed part of the Vulcan fleet which attempted to invade Andorian space in 2154. Later in the year the ships were used as part of the fleet, which tracked down the Romulan drone ship which had been terrorizing various species around Romulan space in an attempt to provoke a war.

Sh'Ran Class Cruiser



Type : Cruiser

Unit Run : Sh'Ran – Destroyed. plus 26 others built in total. 7 have been lost in all. 18 have been retired from service.

Commissioned : 2145 - 2160, remained in service until 2210

Dimensions : Length : 600 m2, Diameter : 276 m,
Decks : 49

Mass : 4,830,000 metric tons

Crew : 420

Armament : 6 x Phase cannon, total output 3,000 TeraWatts, 4 x C Class photon torpedo tube with 60 rounds

Defense Systems : Standard shield system, total capacity 256,500 TeraJoules

Light Monotanium Single hull.

Low level Structural Integrity Field

Warp Speeds (TOS scale) : Normal Cruise : 6, Maximum Cruise : 6.5, Maximum Rated : 71 for 5 hours.

The Sh'Ran class was a Vulcan vessel in use during the mid 22nd century. It was a cruiser, very similar in design to the Surak class but larger and more heavily armed. With a top speed of Warp 7 it was extremely fast by the standards of the day.

The Sh'Ran has the typical Vulcan ring nacelle and axial hull. The Vulcans contributed Sh'Ran class ships to the fleet which tracked down the Romulan drone ships which had been terrorizing various species around Romulan space in 2154.

Surak Class



Type : General purpose interstellar vessel

Unit Run : Ni'Var – Destroyed, Ti'Mur – Destroyed plus 11 others built in total. 3 have been lost in all. 10 have been retired from service.

Commissioned : 2134 - 2144, remained in service until 2194

Dimensions : Length : 220 m, Diameter : 101 m

Decks : 18

Mass : 232,000 metric tons

Crew : 175

Armament : 2 x Phase cannon, total output 1,000 TeraWatts

4 x C Class photon torpedo tube with 60 rounds

Defense Systems : Standard shield system, total capacity

175,500 TeraJoules

Light Monotanium Single hull.

Low level Structural Integrity Field

Warp Speeds (TOS scale) : Normal Cruise : 5.5, Maximum Cruise : 6, Maximum Rated : 6.5 for 12 hours.

The Surak class starship was in use by the Vulcans in the mid to late 22nd century. It was a general purpose interstellar vessel, regarded as considerably more advanced than the best Human designs of the time. The ship was capable of a top speed of Warp 6.5, and was fitted with a tractor beam.

The design was typical of several Vulcan vessel classes, with a large circular nacelle around a slender single hull. This configuration is still in use today on the Vulcan Apollo class. Although the cylindrical nacelle configuration would eventually prove to be the more successful, the ring nacelle was considered much superior at the time, and is still viable today.

These ships had a long and successful service life before finally being retired between 2184 and 2194.

Vahklas Class



Type : Starship
Unit Run : Vahklas – Destroyed. plus 47 others built in total. 7 have been lost in all. 41 have been retired from service.
Commissioned : 2055 - 2070, remained in service until 2170
Dimensions : Length : 70 m, Beam : 17 m, Height : 25 m
Decks : 5
Mass : 4,210 metric tons
Crew : 10
Armament : 2 x Phase cannon, total output 250 TeraWatts
1 x B Class photon torpedo tube with 10 rounds

Defense Systems : Standard shield system, total capacity 27,000 TeraJoules

Light Monotanium Single hull.

Low level Structural Integrity Field

Warp Speeds (TOS scale) : Normal Cruise : 5, Maximum Cruise : 5.2, Maximum Rated : 5.5 for 5 hours.

The Vahklas class was a Vulcan design common in the late 21st and early 22nd century. The ship shows typical design features of Vulcan ships of this period; the nacelles show clear progression towards the ring structure which would be a feature of the Surak, Sh'Ran and D'Kyr classes, while the large central hull is an ancestor of the more streamlined axial hulls of the Surak and Sh'Ran classes.

By 2150 the Vahklas class was considered obsolete, though a handful remained in use by civilians. By 2154 a group of these ships had been reactivated by the High Command for use in the planned war against the Andorians.

Vulcan Lander: T'Plana-hath (named after a matron of the Vulcan philosophy)



Type : Planetary survey / landing craft
Unit Run : Approximately two hundred and thirty built
Commissioned : Mid 1950's
Dimensions : Diameter : 33.5 m, Height : 16.25 m
Decks : 1
Mass : 600 metric tons
Crew : 2 - 5
Armament : No beam weapons
Defense Systems : Light Monotanium Single hull.
Low level Structural Integrity Field

During the Earth's twentieth and twenty first centuries the Vulcans began conducting an extensive effort to explore nearby star systems. Initially intended to survey all nearby systems for any signs of life, by 2120 the Vulcans had decided to concentrate their efforts on discovering space faring civilizations like their own. These missions were carried out by large ships travelling at relativistic speeds on missions which could last for decades.

Once in a candidate system, the Vulcans needed vessels capable of conducting survey missions of the planets they encountered, including making landings to conduct surface reconnaissance and First Contacts if required. The vessel designed for this purpose was a form of large shuttlecraft.

Like its parent craft, the lander used a form of impulse drive for propulsion. The ship comprised a central section mounted on a base, which contained the landing gear and a small airlock. The three engines were mounted on struts extending from the upper surface of the main section in a tripod arrangement. One relatively

novel feature was the use of variable geometry on the engines and landing gear in order to allow the lander to operate across the maximum possible range of atmospheric and surface conditions.

Various models of the lander were employed. Some were fitted as small cargo carriers to enable their parent ships to re-stock supplies from local planets, and several were fitted with a form of ram scoop to allow them to gather fuel from the atmospheres of gas giants in order to extend the range of the mission. But most were fitted to carry a small number of passengers and crew on extended atmospheric and surface research missions.

The lander operated successfully for many decades, conducting missions on over ninety new worlds and participating in first contact situations a total of sixteen times. The most notable of these occurred on a mission which passed through the Sol system in 2061. By this time the Vulcans were primarily interested in establishing relations with more advanced cultures, and had little interest in the inhabitants of the third planet in the system. That changed when the Phoenix made the first warp flight as the Vulcans passed through. Realizing that Humans knew how to travel faster than light, the Vulcans sent a lander down to the launch site of the Phoenix where they made contact with Zefram Cochrane - a meeting which led to a renaissance for Humanity and the eventual founding of the United Federation of Planets.

Vulcan survey ship that crashed on earth in 1950

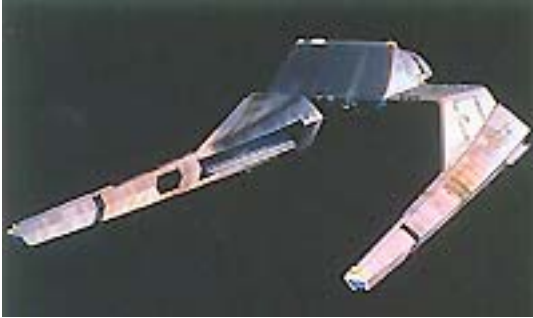


Vulcan ship that rescued two Vulcans from earth in 1950's



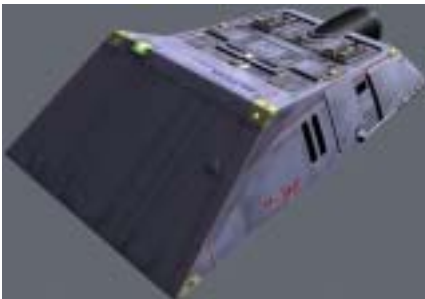
Vulcan Warp Shuttle - www.starshipmodeler.com

Vulcan Courier ship seen in ST:TMP (warp shuttle w/sled)



Vulcan Warp Shuttle. A small, warp-capable vessel used most often as a courier and VIP transport. It features a crew cabin that can detach from the warp section (called a warp sled) and travel short distances under its own power. So far, only seen in ST:TMP.

This warp sled shuttle is capable of warp speed and transporting any Vulcan shuttlepod. The shuttlepods can detach themselves from the warp sled for better maneuvering. These pods are capable of docking with a Constitution Refit ship.



Starfleet TMP Standard Shuttle / Vulcan Shuttle

There are only two versions of this shuttle: The Starfleet Standard Shuttle and the Starfleet Long-range Shuttle. The Starfleet standard shuttle is about half the size of the Long-range shuttle pod, and was intended to replace existing Starfleet shuttles. They would be more squat and smaller because they had to fit within the decks of the starships." The design of the shuttles were a co-development with the Vulcan engineers and is used by both Starfleet and the Vulcan Government. Starfleet's purposes for the shuttle seems to be for covert or marine type tactics and support, primarily. These shuttles were part of the new modular support equipment of the late 2260's, which included new Work-Bees and Travel pods with attachable augments.

Long Range Version

The shuttle is operated by a pilot and co-pilot that use only Instrument Guidance during all situations, no external video. There are only small port windows along the side of the shuttle and one on the back. The smaller standard shuttle has six passenger seats and a narrow foyer for an additional two person standing room. For fast planetfall the front of the shuttle has a Reinforced Atmospheric thermoglazed nomenclature re-entry shield. Propulsion is provided by an almost silent Magnetic Field Drive. This allows free movement in space and hover capabilities over rough terrain and atmosphere. It's the first armed shuttle with a bank of phaser 'bubbles' under the front "nose" and two separate emitters on the top. The shuttle is also protected by energized shields and navigational deflectors, which also may be used for a faster planetfall.

For proper docking the shuttle is equipped with the new standard docking ring for coupling with most Federation designed ships and land-based docking ports. The docking ring is the same size on both shuttles. There are eight maneuvering thruster points to allow the craft to rotate in any direction gracefully, airlock docking floods, navigation strobes and visual beacons on the exterior of the ship. On the starboard side of the shuttle there is a

standard hatch equipped with a small-airlock with an extendable ramp, the port side has a planetfall hatch if its required for the passengers to exit from this side also. An emergency hatch is located on the top of the shuttle.

SPECS (Starfleet Standard Shuttle (smaller))

Use: Personnel Shuttle

Constructed: September 2266

Contractor: Chiokis Starship Construction Corporation

L: 42ft, B: 11ft, H: 29ft

Crew: 1 to 2

Capacity: 6 passengers / 2 additional standing

Starfleet Modular Components

The Starfleet standard shuttle has its own share of modules and add-ons; It can dock to habitable volume extenders, habitable Medical Unit, impulse engine module, weapons pack,, Small Warp Unit, more. The Modular Components are Starfleet design and are used on the smaller Federation Shuttle. (These where only seen as Probert's sketches, the image I had to view them was small and low quality so I wasn't able to make out all the components.)

Emergency Escape Warp Shuttle Configuration - In this configuration the shuttle is attached to an extension module with a docking ring and smaller warp engines that sit just to the sides and below the level of the bottom of the shuttle, allowing it to be stowed in a extra large docking bay, or carried externally. The extension module and warp engines are smaller than the medical unit below and warp sled above. Speed: Warp 2.

Medical Unit - In this configuration the shuttle is attached to an extension module along the bad side. Covering/Replacing the Docking Ring.

Impulse Engine Unit - In this configuration the shuttle is attached to an extension module along the sides and back. Provides much faster movement than the standalone magnetic field drive. Allows the shuttle to 'fly' rather than float in an atmosphere and for faster planet escape.

Weapons Pack - In this configuration the shuttle is attached to an extension module along the front sides. Provides two pulse phasers for assault use.

Misc. Attachments - There are various other smaller attachments available. Fandom has also expanded the types of attachments used.

Vulcan Modular Components

The only module the Long-range Shuttle uses is the Vulcan long-range Warp Sled. This larger sled is incompatible with the smaller standard shuttle.

SPECS (Long-range Pod)

Use: Personnel Shuttle

Constructed: September 2266

L: 60ft, B: 14.4ft, H: 36.4ft

Crew: 1 to 2

Capacity: ? passengers / ? additional standing

Long-Range Shuttle Configuration

In this configuration the shuttle is attached to a Vulcan designed Warp Sled ("Light Speed Unit/Star drive Unit") that is speed capable of Warp 3.5 with an emergency speed of Warp 4. Impulse engines are also provided on the aft of the warp nacelles with four maneuvering thruster points. The engines' cross-section is based on the shape of the ceremonial gong that was seen on Vulcan in the original series episode: "Amok Time". The Vulcan

Warp Shuttle is "to relieve starships of such duties as personnel transfers, diplomatic courier missions and special equipment transports" Speed, max: Warp 3.5 , emerg: Warp 4

For docking purposes the "Personnel Pod" separates from the "Light Speed/Star drive Unit" in order to better maneuver into a docking approach.

The color of the Vulcan ship: In the TMP movie it was shown as a sand/brown and dark golden sometimes. That was due to the colored lightning that they used throughout the movie, which actually masked the Enterprise's actual colors as well. The Vulcan shuttle is actually a magna/purplish color. The reasoning behind those choice of colors was partly based on "what a gray ship would look like in the red T'Khasi atmosphere" coming from the designer who did the first paint job and the actual painters that added a little of what they thought a Vulcan ship should look like, based on Probert's thoughts. Note: In the ENT series the Vulcan ships retained the brownish look.



5.0 – Appendix

5.1 - Historical Timeline

(Ed. Note: Actual dates may vary up to 50 years among the various sources listed. For course purposes use dates printed in this manual.)

Timeline assembled from the following websites:

<http://www.geocities.com/shirkahr/VulcanTimeline.html>

<http://www.ex-astris-scientia.org/history.htm>

<http://home.teleport.com/~vli/history.htm>

<http://www.geocities.com/shirkahr/VulcanTimeline.html>

<http://www.ccdump.org/>

<http://www.pfrpg.org/RH/>

850 BC AD – The Vulcan sanctuary at P'Jem is established.

68 BC - Surak born on T'Khasi as the light from the sigma-1014 Orionis nova reaches T'Khasi.

23 BC - T'Khasi receives first radio signals from Orion pirates arriving in their system.

22 BC, January 18-19 - First meeting with the Orion pirates. Orion ship lands, stuns and kidnaps most of the official Vulcan delegation, murders the rest. Surak is not present due to travel difficulties. S'Task is captured. The 'Ahkh' begins.

22 BC, March - End of the 'Ahkh'. Vulcans drive off the Orions using a combination of traditional warfare and psi weapons.

22 BC, November - Cloaked Orion spy ship destroyed. Hulk left in desert outside Te'Rikh as a monument.

23 BC - Riots on T'Khasi as militaristic Vulcans in favor of arming to meet the interstellar threat clash with the more numerous pacifists supporting Surak.

7 BC - The number of the 'Declared', Vulcans pledged to follow S'Task on the Journey, reaches 12000. S'Task first suggests that those who wish to go on the Journey should donate all their possessions to the cause.

11 AD - The number of the 'Declared' reaches almost five percent of T'Khasi's population. Ultimately, the limited number of ships, and the waning of early excitement about the project will substantially reduce the number of Vulcans who leave on the Journey.

25 AD - Rea's Helm leaves orbit and begins a three month tour of the solar system before accelerating out into interstellar space. Shortly followed by Warbird, Starcatcher, T'Hie, Pennon, Bloodwing, Corona, Lance, Gorget, Sunheart, Forge, Lost Road, Blacklight, Firestorm, Vengeance, Memory, and Shield.

Around 250 The inhabitants of T'Khasi engage in terrible and destructive wars, a result of the violent passions and emotions that govern the Vulcan people. It is a savage time, even by Earth standards. Myths from this period describe a terrifying weapon of war called the Stone of Gol, that kills with the power of the mind (TOS: "Balance of Terror", "Amok Time", "All Our Yesterdays", TNG: "Gambit").

Around 250 Surak leads the Vulcan people on a path of peace and logic. His writings are collected in an artifact called Kir'Shara. His katra will be preserved in a special vessel (TOS: "Amok Time", "The Savage Curtain", "Star Trek II", TNG: "Gambit", ENT: "The Forge", "The Awakening", "Kir'Shara").

In ENT: "The Forge", "The Awakening" and "Kir'Shara" the time of Surak is consistently set 1800 years before the episode. It is also shown that the devastating wars on T'Khasi took place during Surak's lifetime.

260 AD – The ancestors of Sarek gain the ceremonial ground on which Ponn Farr ceremonies and honor duels will be carried out.

370 AD - The Vulcans adopt a philosophy of suppressing emotion in favor of logic under the guidance of their greatest leader, Surak. Those Vulcans who reject the teachings of Surak leave the planet. They settle on various planets, including Calder II, Dessica II, Draken IV, Yadalla Prime and Barradas III, the latter being the home of the Debrune civilization. Those that settle on Romulus and Remus will later be known as the Romulans (TOS: "Balance of Terror", "The Enterprise Incident", TNG: "Unification", "Gambit").

560 AD – The Vulcan Colony ships encounter the Iruhe in the 4408 Beta Trianguli system and suffer massive casualties (TOS: #35)

1250 AD – Vulcan Space Central, a vast orbiting space station, is built above T'Khasi.

1440 AD – Vulcans develop warp drive and begin to explore nearby planets.

1869 AD – Vulcans achieve Interstellar flight after rebuilding their society on the foundation of logic rather than tribal warfare.

1944 AD - The Vulcans begin fighting a hundred-year war with the Romulans.

1953 AD – First contact between Vulcans and the Andorians, led to prolonged hostilities.

1957 AD - While observing the launch of Sputnik, a Vulcan ship crashes on Earth, resulting in one fatality. The survivors are eventually retrieved by another Vulcan ship, but one of them, Mestral, decides to stay on Earth where he will live the rest of his life unnoticed (ENT: "Carbon Creek").

2044 AD - The Romulans and Vulcans suspended hostilities in their hundred-year war. It is unclear whether the two groups knew they were fighting their kinsmen.

2050 AD - The Andorians begin to terraform a planetoid they call Weytahn near the Vulcan system (ENT: "Cease Fire").

It is also mentioned in the episode that "the planet has been deserted for nearly 100 years". This would mean that the Vulcan High Command intervened soon after the Andorian colony (and the possible military base) was set up. Moreover, Soval confirmed that he was there as a part of the occupation force "almost 100 years ago". Vulcans waited until 2097 to claim the planet for themselves.

2051 AD - The Vulcan ship T'Plana encounters a class 5 neutronic wavefront and is destroyed.

2053 AD - The Vulcans make first contact with the Arkonians. The initial contact goes well but the Arkonians prove hostile and difficult to deal with, and eventually contact is broken off.

2063 AD - A Vulcan survey ship notices the Phoenix's warp signature and makes first contact with the inhabitants of Earth. The ship captain is the first Vulcan to shake hands with a Human. ("Star Trek: First Contact").

2092 AD - - Vulcan School of Diplomacy founded.

2097 AD - The Andorian planetoid Weytahn is captured by the Vulcans; the Andorian colonists are removed and the planetoid is renamed Pan Mokar.

2103 AD - A Vulcan ship discovers Berengaria VII. The crew's report includes the discovery of fire breathing flying reptiles more than 200 meters in length. This is rather doubted by many on T'Khasi, though the report is in fact accurate.

The Vulcan and Andorians agree to a territorial compromise over the planet Weytahn / Pan Mokar. Both sides agree to stay away from the planet and a surveillance satellite is placed into orbit (ENT: "Cease Fire"). Despite the agreement tensions remain high and the two sides almost go to war twice over the next 92 years.

2122 AD - The Vulcan Ministry of Security sends surgically altered agents to infiltrate the criminal syndicates on the planet Agoran at the request of the government. Some of the agents will later refuse to return to T'Khasi, though all will eventually be recaptured.

2135 AD - T'Pol graduates from the Vulcan Ministry of Security. Her first assignment is to capture seven Vulcan agents who have refused to leave the planet Agoran. T'Pol captures five of the agents, and is forced to kill the sixth. The seventh, Menos, escapes. Feeling guilty at her actions, T'Pol leaves the Ministry of Security and spends time at the monastery on P'Jem

2137 AD - An artifact is uncovered on T'Khasi by Syrran. The artifact bears Surak's katra, which Syrran is able to recover.

2142 AD - Zobral and his followers begin their resistance against the government (ENT: "Desert Crossing").

2143 or 44 AD - -The Vulcan ship Vahklas leaves the planet with a group of V'tosh ka'tur - 'Vulcans without logic' - who are experimenting with creating a new lifestyle for themselves.

2151 AD - T'Pol boards the USS Enterprise as its Science Officer. The NX-01 recovers Vulcan ambassador V'Lar from the planet Mazar and returns her to a Vulcan ship, in spite of some resistance from the Mazarites. Tensions between the Vulcans and Andorians rise, and they culminate in the destruction of the monastery and listening post of P'Jem (ENT: "The Andorian Incident", "Shadows of P'Jem").

2152 AD - Captain Archer negotiates a cease-fire between the Vulcans and Andorians, resolving the Weytahn / Pan Mokar crisis

2153 AD -The Enterprise discovers the Vulcan ship Seleya adrift in the expanse, it's crew driven insane by the effects of Trellium-D.

2154 AD - The Earth embassy on T'Khasi is badly damaged by a terrorist bomb, killing dozens of people - including Admiral Forrest. Although the Syrrannites are initially blamed, it is discovered that administrator V'Las is actually responsible for the crime as part of his campaign to discredit and destroy the Syrrannites in preparation for his planned war against the Andorians. This incident is resolved by the discovery of the Kir'Shara, a vessel containing Surak's true teachings (ENT: "The Forge", "Awakening", "Kir'Shara").

Although the attack on Andoria does begin, V'Las is deposed and the attack halted.

2160 AD – Vulcan ratifies the Articles of Federation.

2161 AD - The United Federation of Planets is established. The Vulcans, Andorians, Tellarites and humans are among the founding members.

2253 AD – Vulcan threatens to secede from the Federation over the Axanar crisis.

2262 AD - USS Intrepid commissioned as an all-Vulcan starship.

2268 AD - Destruction of the USS Intrepid near Gamma 7A.

2273 AD - Sarek begins work on a treaty with the Legarans which will not come to a conclusion until 2366. (TNG: Sarek)

2293 AD - Spock arranges the peace conference between the Federation and the Klingon Empire. Later that year he retires from Starfleet. He and the Romulan Senator Pardek meet at the Khitomer Conference. Tuvok graduates Starfleet Academy. He is appointed a junior science officer on the USS Excelsior, where he serves during the Khitomer Crisis. (VOY: "Flashback").

2364 AD, Senator Pardek attends a trade conference. The archival video of the conference show Spock and Pardek together, which later leads Picard and Data to follow Spock to ch'Rihan, thinking that Spock is compromising Federation security.

Romulans obtain the decommissioned hull of the Vulcan ship T'Pau to be used in a covert operation to take over T'Khasi. The hull was obtained through intermediaries from the surplus depot Zed-15 orbiting Qualor II (TNG: "Unification").

2367 AD Subcommander Selok, long undercover on T'Khasi as Ambassador T'Pel, maneuvers her return to Romulan space by arranging negotiations with the Romulans. She is beamed aboard the Devoras, faking her death by transporter. While the Enterprise crew investigates her death, the Devoras takes Selok safely back to Romulan space.

In 2367, the High Command dispatches defense vessels to intercept the Romulan invasion fleet of Vulcan. (TNG: "Unification, Part II")

2368 AD The Romulan Empire becomes aware of the underground Unification Movement. Senator Pardek and Proconsul Neral pretend to be sympathetic to the movement in order to assist Sela's planned invasion of T'Khasi. Again the Romulan plan is thwarted by the Federation, through the efforts of Ambassador Spock of Vulcan. It is rumored that he has remained undercover on ch'Rihan to aid the Unification Movement. Ambassador Sarek dies from the ravages of Bendai Syndrome and Picard delivers Sarek's memories from the meld during the Legaran negotiations to Spock.

2369-70 AD - Mercenaries conduct raids on ancient Romulan sites in search of the psionic resonator, a weapon used by telepaths. The Vulcan Isolationist Movement VIM attempts to reassemble the Stone of Gol. But the stone, with the aid of the Enterprise D return the stone to the Vulcan government. Dahar Master Kor is appointed Ambassador to Vulcan for the Klingon Empire (DS9: "The Sword of Kahless").

END OF MANUAL