

Vonaijyaon (Society)

The [Poku Saeruo Degonjo](#) is a faction of people who have survived multiple a devastating losses. Over the centuries, they have recovered from disasters and reshaped their culture, while retaining certain core tenets of behavior and practice. The Vonaijyaon, or '*people rules*' are foundational rules and attributes of the [Poku'vonai](#) society.

Childhood and Youth

These are the practices common to the early lives of young people in the Clan.

Ages 0 - 4

A [Poku'vonai](#) baqli (*child*) typically stays with its mother, or less commonly with a father, until they are [weaned](#); this takes about six luai (*months*). The first four years of life for a weaned child are spent with family; the child spends these formative years learning basic social etiquette and [language](#). Children are encouraged to be curious and inquisitive. Trips away from the ruo (*home*) are often both educational and recreational.

Ages 5 - 15

At age 5, the young [Poku'vonai](#)'s life changes. They begin formal education at the [Ruohui Giba'te \(Academies\)](#) where they undergo a regimen of meditation, physical fitness, classroom sessions, social and team activities as well as unarmed and armed combat training. Students spend about nine hours a day at Academy. All academies are [co-ed](#), with [Poku'vonai](#) of all sexes receiving the same training.

During the 14th and 15th year of their life, a [Poku'vonai](#) will participate in 3-4 [Internships](#) hosted by the various [Sects](#). The internships serve to help young people further explore possible [Occupations](#) that they can fill once they pass the [Baqnor \(move from youth\)](#).

Education continues until the baqli turns 16 and takes the [Baqnor \(move from youth\)](#).

Adulthood

The [Baqnor \(move from youth\)](#) marks the start of adulthood. The typical [Poku'vonai](#) seeks out a position/occupation within their chosen [sect](#). They spend their first several years of service seeking to earn distinction. Adults of the Clan are encouraged by most members of Society to get married and start a Family.



Marriage

[Poku'vonai](#) normally do not get married until their mid-twenties. For most members of the Clan who passed the Baqnor at 16 years of age, this means they have approximately ten years to establish themselves and their reputation before they seek a partnership with one or more suitable mates. While rare, it is not unheard of for [Major Houses](#) to arrange a marriage between influential families. The ritual for Marriage is the [Sumanâpa Punla \(Making Family\)](#) ritual.

Sexual Behavior

Outside of the stigma about children outside of wedlock, the [Poku'vonai](#) are generally open-minded about sexual activities between married adults, and/or between unmarried mature individuals.

Pre-Adult Sexual Behavior

[Poku'vonai](#) become sexually mature between 16-17 years of age. Families of young adults begin giving their youths anti-conception drugs which prevent unwanted pregnancies. This is done because the society believes that children are an important responsibility, and should not occur outside of wedlock.

Children Outside of Wedlock

Romantic couples who are not married and who find themselves expecting a child sometimes become married quickly in order to avoid social stigma.

Same-Sex Pairings

In a culture where population control has been a recurring concern, same-sex pairings are accepted as a normal option within the Clan.

Recreation

Like all sentient beings, the [Poku'vonai](#) have a need for recreation. The forms of recreation available vary depending upon where the individual lives. Obviously those at the [Sotâka Ruomâqi \(World Station\)](#) have the most options. The following are some of the common forms of recreation:

Sports

Most of the sports played by [Poku'vonai](#) are team sports.

- Conquer the Field - A variant of 🏴 [capture the flag](#). Three teams of eight take the field and are armed with 🥎 [Pugil sticks](#). Only one member is allowed to stay near the flag; this flag keeper defends the flag against challengers, but also is the only member on the team who can move the flag. He must plant the flag before fighting. The playing field is octagonal, 50 meters across, and has between 6 and 8 tiny hills where the flag can be planted. Taking out the flag keeper while they are moving the flag causes that flag keeper's team to lose. Members of a team can defend their flag in the event the keeper is taken out while the flag is planted.
- Maze War - Six teams of three enter a large maze armed with a 'bean bag' gun. Each player has three shots initially but can gain more from recharging stations, or taking them from a fallen opponent. Strategy and cunning play decisive factors in these competitions.
- Kamu'ka Âdaho'te (Sport Dueling) - See [Âdaho'te \(Dueling\)](#). Duels are frequently held at [Pubs](#).

Games

- Hatakur'a Jujal (Hunter Prey) - A strategy board game, the object is to capture your opponents pieces by position three of yours along side of it.

Cards

The members of the [Poku Saeruo Degonjo](#) enjoy a variety of card games. Some are for solitary play, others for group, with and without gambling.

Dancing

Dancing for the [Poku'vonai](#) is almost an athletic event and is done to many varieties of music, preferably performed live by professionals. Some forms of music currently popular in the last decade are comparable to 🎧 [Trance music](#). [Poku'vonai](#) give themselves over to the music and dance until they need to rest. This activity is common with all age groups, but establishments usually are created for a target audience.

Related Articles:

- [Tuima'a \(Dancer\)](#) - The Dancer occupation.
- [Niuta'a \(Musician\)](#) - The Musician occupation.
- [Tasba'a \(Singer\)](#) - The Singer occupation.
- [Niuta Norjopai \(Musical Instruments\)](#) - Various clan musical instruments.
- [Clan Drinking Places](#) - Establishments, particularly Night Clubs, host live music and dancing.

Art & Literature

The [Poku'vonai](#) have an extensive collection of Art and Literature. In fact, all members of the culture are exposed to these things during their education, and a number of [Occupations](#) are solely devoted to the arts. Members of the Clan are encouraged to explore creative outlets.

Poku (Clan)

Prior to the [Norka \(The Exodus\)](#), the [Poku'vonai](#) had many Poku (Clans). These Clans were differentiated by major unique factors of their lives, such as where they lived, or their predominant means of making a living. The Norka altered this Clan system; the former Clans were all absorbed into the modern-day [Sect system](#).

Religion, Death and Reincarnation

The [Siama Kâur \(Divine way\)](#) is the predominant religious belief in the Clan, and it influences Clan beliefs with regard to death and reincarnation.

Other Cultures

View information on how the [Poku Saeruo Degonjo](#) sees other [Kâurvonai \(Cultures\)](#).

OOO Notes

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