

# HIGH+SPACE.

WILDCARDS PROTECTING THE FUTURE



A Savage Worlds RPG by  
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& Doc Joe Sweeney



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**WILDCARDS PROTECTING THE FUTURE**

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## Dedication

To our families for their love.

To our friends for their help and support.

To our fans for their encouragement, and their terrific feedback.

Special thanks to Gonzalo and 'Nebula Rol' for keeping the dream alive!

With an extra special thanks to Ray for the tireless editing and attention to quality.

And to Iain Banks, Gene Roddenberry, George Lucas, Joss Whedon, Joseph Straczynski, Mike Pondsmith, Peter Hamilton, and everyone else who has ever teased us with ideas of how the future might be!

## Legal

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# PanDominion

## Who are you?

---

They call you a 'Rand' or a 'Panda,' or worse, because you were born... different.

You prefer the term 'Wildcard,' because you are not one of the pack.

Perhaps the in-vitro conditioning didn't take? Or maybe it was a genetic throwback that the uplifting process didn't quite filter out? Or maybe the hatchery was just a little too warm?

Maybe it was just fate.

Whatever the reason, you are not like the countless billions of entities that inhabit the PanDominion. You are restless. The average citizen's endless pursuit of pleasure, art, and intellectual navel-gazing bores you.

You want adventure. Real, visceral, dangerous adventure.

You can and will do things that others can barely imagine. That's why they label you, and call you many things. But the words 'Black Hole,' 'Elliptical,' and 'Wildcard' are your words and they are not slurs...

...they are badges of honor.

## Know your Pando

Those new to the PanDominion will find the plethora of new terms and acronyms a little daunting. This pamphlet is designed to go some way to introducing you to your happy, peaceful, new home amongst the stars.

### General

- ▶ PanDo - Abbreviation of 'PanDominion,' referring to the area of space dominated by the Human, Teraborg, and Soamata species, set up as a united galactic power dedicated to finding and incorporating new species for mutual benefit. Would you like to know more? See page 18.
- ▶ Wildcard/Panda/Rand/Black Hole/Elliptical - An individual who is a genetic or memetic 'throwback' that does not express the social and behavioral traits expounded by the PanDominion. Such individuals are often drawn to reckless or anti-social behavior, and in extreme cases sometimes criminal behavior. The incidence of a person being born a Wildcard is extremely low, but consistent, and slightly more frequent in Humans. Would you like to know more? See page 19.
- ▶ The Lantern - The name for a nebula located in the eastern reaches of the PanDominion. The region has unusually dense deposits of Astatine, and over time has been the home to several now extinct starfaring species. The Lantern is discussed in greater detail in v1.2 of the High-Space setting and rules. Would you like to know more? See page 18.

### Time

- ▶ TST - Terran Standard Time (not to be confused with TBST (Teraborg Standard Time). Would you like to know more? See page 30.
- ▶ SST - Soamotan Standard Time - a base 12 counting system, the extra 2 digits covered in English by A (10) and B (11). Would you like to know more? See page 30.

### Technology

- ▶ Aero - The term used to describe any flying vessel that is restricted to atmospheric flight only. Typically used for point-to-point journeys across a planet. Would you like to know more? See page 32.
- ▶ Astatine - A highly rare element that when cleansed of impurities provides the fuel for FTL Cores for starships and Wormgates. Would you like to know more? See page 37.
- ▶ FTL - Faster Than Light travel. FTL requires a starship to have an FTL Core/Coil system, which is a specialized engine movement system powered by the element Astatine, and which is based on the principles of 'Inverse Bubble Theory.' Would you like to know more? See page 210.
- ▶ Mind - The self-evolved intelligences that reside within and jointly contribute to the operation of the Sphere. They self-style their personality on historical figures of the significant species of the PanDominion. Would you like to know more? See page 56.



- ▶ Sphere - The ubiquitous, multi-sentient network of artificial intelligences that enact laws and policies of the PanDominion in systems that are connected to the Sphere (by Wormgate, see below). The Sphere also provides communication and data retention for the PanDo, and monitors all PanDo citizens to ensure their safety. Would you like to know more? See page 55.
- ▶ Wormgate - Twin-paired gateways powered by FTL Cores, that provide instantaneous travel between each gate. They are situated on planets and usually transport goods and people by means of a magnetic-levitation transport system, but they can just as easily be traversed by starships. Would you like to know more? See page 37.

## Power Structure

- ▶ U.G.P. - United Governing Parliament. The legislative body of the PanDominion. The U.G.P. is a two-tier system, composed of a lower 'Congress of Planets' and an upper 'Congress of Systems.' New laws must pass both Congresses before they are admitted into law. Would you like to know more? See page 54.
- ▶ U.R.C. - United Resources Corporation. The administrative body empowered by the U.G.P. to regulate resource extraction, transport, and trading in a fair and equitable manner for all citizens. Would you like to know more? See page 61.
- ▶ Commercials - mega-corporations that do business within PanDominion space. Some have been trading for thousands of years, and are run by very powerful families. Would you like to know more? See entries starting page 64.

- ▶ Salamat Projection - A quasi-commercial interest that defies common definition, it is the Pan-Dominion's most influential provider of consciousness expanding services. By invitation only, and no graduate ever discusses what goes on within, The Salamat Projection's aim is to 'reveal new knowledge to the universe.' Would you like to know more? See page 69.

## Forces

- ▶ Armada - The space-based militant executive arm of the U.G.P., charged with defending the Pan-Dominion from all space-based threats, as well as enforcing the laws of the U.G.P. as they pertain to activities conducted in space when called upon. Would you like to know more? See page 93.
- ▶ Field - The terrestrial-based militant executive arm of the U.G.P., charged with defending the PanDominion from all terrestrial-based threats, as well as enforcing the laws of the U.G.P. when called upon. Field forces are specialized to fight 'in atmosphere.' Would you like to know more? See page 99.
- ▶ PsiOps - The militant executive arm of the U.G.P. charged with defending the PanDominion from psychic and information-warfare threats. PsiOps is dominated by the Soamata species, and works across all arenas of action. Would you like to know more? See page 101.

- ▶ P.T.I.L.E. – The law-enforcement body of the Pan-Dominion, empowered to enforce the laws passed by the U.G.P. In regions connected to the Sphere, they focus primarily on physical crimes. In regions without connection to the Sphere they must also act as the ‘eyes, ears, and hands’ of the Sphere and investigate all manner of crimes. Would you like to know more? See page 62.

## Agencies

- ▶ Insight – The U.G.P. agency responsible for surveying planets and making first-contact with new species. Would you like to know more? See page 87.
- ▶ Integration – The U.G.P. agency devoted to the integration of approved new species into the Pan-Dominion, through programs of positive genetic cleaning, social engineering, and philosophical alignment. Would you like to know more? See page 87.
- ▶ Intervention – The U.G.P. agency responsible for managing internal and external threats to the Pan-Dominion. Although it has no license for direct-action, the agency is often accused of undertaking missions and using means that are in direct opposition to the philosophy of the Pan-Dominion. Would you like to know more? See page 88.

## Species

- ▶ Founding Species – The species that establish and continue to dominate the Pan-Dominion, namely Humans, Teraborg, and Soamata. Would you like to know more? See page 30.
- ▶ Phoxin – The minor but strategically important species encountered by the first Human starfarers. It was collaboration with and sharing of the Phoxin’s advanced knowledge of biochemistry that led to Glanding technology, which enabled Human explorers to successfully spread into the stars. Would you like to know more? See page 115.
- ▶ Teraborg – The cybernetic-saurian race that has developed some of the most advanced technology of the Pan-Dominion. They are bound by strict codes of honor, and serve an imperial line that maintains a quasi-independent state within the Pan-Dominion. Would you like to know more? See page 128.
- ▶ Soamata – A psychically gifted, very empathic species that maintains a large degree of influence within the U.G.P. and its executive arms. Social conditioning deprecates the use of psychic powers for unfair advantage, but more than a few Soamata (not just Wildcards) have proven able to exceed their conditioning when they genuinely believe that they are acting solely for the good of the Pan-Dominion. Would you like to know more? See page 125.
- ▶ Starfish – An advanced, multi-brain species that dominates the galactic core, and has recently begun to place pressure on Pan-Dominion policy makers that favor the Human and minor citizen species. Would you like to know more? See page 138.

## Threats

- ▶ Nuclarine - The relatively unquantified and extremely aggressive machine species that inhabits the space beyond the western border of the PanDominion. The only starships that have been able to match the Nuclarine are those based on the latest Teraborg designs. Peaceful contact with Nuclarine is limited to a handful of infrequent encounters in the Galatrimis system. Would you like to know more? See page 144.
- ▶ Strozi - A hostile species on the eastern border of the PanDominion. The species appears to have developed technology and starships based on Inverse Bubble Theory, but which utilize different dimensions to those known by the PanDominion. Would you like to know more? See page 142.





## In the News

The PanDominion - the massive galactic civilization of which humanity is a part - is facing a time of change and turmoil. While its billions of citizens are oblivious internal squabbles and external forces alike threaten the very foundations of this galactic civilization. Patterns of events, inexplicable and full of portent, worry the few who dare to know...

### Blackout



**Public Dispatch: Lantern Nebula Goes Dark**

**Date: 4160-A-10 SST**

The Lantern, one of the most prosperous sectors of the PanDominion and primary source of Astatine fuel, has been temporarily cut off from the core systems of the PanDominion due to a cascade of technical errors in the FTL Relay Network. Communications are likewise down. Due to non-relay supported travel time, it is expected that remediation of this problem will take a between 16 and 19 months, Terran Standard Time (TST). Expect short-term disruptions to starship fuel supplies and subsequent restrictions on ship-bound interstellar travel. Citizens are encouraged to minimize inter-system travel to Wormgated worlds. If you have familial interests in the Lantern Nebula, please contact your nearest Council of Churches Prognate for cogiengraphic emotional support services.

Agency Internal Coms:

Red-Clearance

Date: 4160-A-12: 14-12 SST



Initial Tactical Computations by Intervention indicate a 97% probability that the failings in the FTL relay system are an intentional attack and an effort to isolate the Lantern. There is an 18.2% probably that this is an effort to reduce PanDo fuel production and Armada's capabilities to respond to external threats. Nuclarine interests do not appear to be a factor, given they are not known to have operations in this area. Analysis more strongly indicates that discord within the Lantern is the likely cause, although variance algorithms are yet to suggest a source. The appearance of Starfish cluster-cruisers and the unilateral declaration of quarantine adds weight to the theory that internal issues have befallen the Lantern, and that the area was cut off to stop the discord spreading to the PanDo at large. At this time, Agency will use this as the working scenario for operations within the Lantern.

#### What is known

- ▶ FTL relays into the Lantern Nebula, via both the Sagittarius Lane and Stygian Lane have simultaneously gone offline. This is the first time that the multi-redundant FTL link systems have failed or been offline for more than 24 hours TST (Terran Standard Time).
- ▶ The United Resources Council (U.R.C.) have dispatched repair vessels to the Lantern, although the extent of the damage remains unknown.
- ▶ The Starfish have declared a quarantine over the Lantern Nebula and indicated that while aid is allowed into the zone, no vessels will be allowed to leave. No explanation has yet been given.

- ▶ Astatine supplies are forecast to dwindle in the short term, and the U.R.C. is debating an emergency measure to grant unrestricted prospecting rights to independent operators in the Fringe World's Drift.

## Blockade



### Delphi Incident: Senate Summary Dispatch, Insight Agency

At 4160-B-1: 12-02 SST seven Strozi Flayer-Class battleships entered the Torina system. Four established geostationary orbits and blockaded all to and from the planet Delphi. The fifth ship, believed to be the Strozi command vessel Peace Delivered, engaged in maneuvers in low orbit, and launched at least one ground mission to Delphi's surface. Shortly thereafter, Delphi's two Wormgates were disabled and communication with the planet lost for a period of just over 24 hours, TST.

Insight and Agency categorically deny the Strozi ambassador's suggestions that an Agency ship entered Strozi space, and Tactical Analysis suggests the motives for the blockade were to test Space Corps response times in the sector, and possibly to test post-incident political will.

However, we have not yet ruled out the possibility of an accidental incursion by an independent vessel, and are working with Armada to investigate. As soon as a full report is compiled, it will be made available to members on the U.G.P. Defense Council.

### What is known

- ▶ At 4160-B-1: 13-27 SST, a unilateral Strozi blockade began above the planet Delphi in the Torina system, located in the eastern reaches of the PanDominion and bordering the Strozi Empire. The blockade managed to isolate the Wormgates on Delphi, which went inert on both Sagittarius and Tropize. As expected, Sphere connectivity to the planet was also lost.
- ▶ Exactly 24 hours (TST) after the blackout began, the blockade was lifted and Sphere services resumed. The Sphere has begun to assimilate off-line recordings in order to ascertain what happened during the almost full day of disrupted monitoring.
- ▶ A Strozi ambassador presented itself at the United Governing Parliament (U.G.P.) immediately afterward and urged calm, stating that the Strozi were exerting their rights to pursue and detain a vessel from the PanDominion that had illegally crossed their border. When questioned on the matter, the Insight agency stated that it had no starships in operation in the Torina system.
- ▶ Individual, eye-witness reports from Delphi indicate that the Strozi made planetfall with a single vessel, but that no weapons fire was exchanged, and the Strozi left peacefully.
- ▶ Armada has responded by vowing to increase its capacity along the eastern border, and the Teraborg construction yards on Tsarox have already agreed to begin construction of additional military vessels to strengthen the PanDominion-Strozi border.

- ▶ The last time the Strozi blockaded a planet was 3155-7 SST (2887 Sol), before the PanDominion was established. On that occasion the Human and Phoxin colonies were blockaded for weeks at a time.

## Transference



### Armada Command Briefing: Refugee crisis on Janssen.

Date: 4160-A-19 SST

As was reported last week, in dramatic events exactly one year since the Starfish proclamation of the 5000 lightyear Galactic Core Exclusion Zone, that all PanDominion citizens with the Epoch system were induced into artificial sleep, and awoke within moments to find themselves on the surface of Janssen, a core system in the very heart of the PanDominion.

No citizens were harmed by the mysterious 3,500 light years transfer. But given the scale and distances involved, the incident has alarmed physicists and Armada command alike.

However, the purpose of this briefing is to discuss the mess left in the wake of the transfer. The week following the transference turned the event into a refugee crisis. With the entire population of the Epoch colonies dumped on Janssen without any of their possessions, the U.G.P. and the Sphere are scrambling to find resources to accommodate and feed the displaced colonists.

The Senate has tasked Armada with providing aid. In the short-term, this will involve delivering supplies and moving Field units to the ground to ensure the health and peace of both refugees and locals inhabitants. All

governing bodies and commercials in the region are requested to begin looking at which ships and supplies they can spare for this task.

Longer-term, Armada will be ferrying refugees to new worlds for resettlement. However, as yet the Senate has not yet indicated which worlds will take refugees, we must await policy decisions.

Also of import is Insight's assessment of on-the-ground conditions. They have identified a small minority of citizens, principally 'decelerated uplifts,' that have become vocal in their unwillingness to be resettled. Their argument that "...the PanDominion should not have policy forced upon it in this way by a non-member species..." is gaining some support in the Senate. All PanDominion members are asked to be sensitive to these issues. We cannot afford an incident with these malcontents that would further their political agenda.

### What is known

- ▶ It was exactly one year and one week (T.S.T.) between a spokes-being of the Starfish proclaiming the '5000 Parsec Restriction,' which prohibited the PanDominion from moving past an artificial limit that the Starfish considered to be exactly 5000 parsecs from Galactic Central Core, and this mass-transference incident.
- ▶ Controversially, a Soamatan colony had just begun terraforming on Epoch-3 'Solepoch,' which the U.G.P. claimed to be in PanDominion space, but which the Starfish claimed to lie exactly 1.5 light years beyond the line of restriction. The Starfish had warned the PanDominion that it had one standard-solar year remove the colony.



- ▶ On 4160-A-12 08-45 SST, all PanDominion citizens on Epoch were rendered unconscious and awoke on Janssen, some 3500 light years distant.
- ▶ The Starfish have not commented on the incident.

## Missing



**MercNet Dispatch: Battuta Missing.**

**Date: 415B-8-18 SST**

Anon Post: Independent explorer vessel Battuta missing near the Peppercorn Nebula. Get your game on!

The private-commission explorer, the Battuta, has been officially reported as overdue by its owners, 30 days (TST) after it failed to send a scheduled update while mapping the Peppercorn Nebula, on the southern edge of the Fringe World's Drift.

The owners have offered a reward for information which leads to the location of the Battuta, and they can be contacted via the U.R.C.

### What is known

- ▶ Three ships have now gone missing near the Peppercorn Nebula, with the Battuta being the latest. The two previous ships were Armada vessels. Their designations and activities in the area remain classified upon request of Insight.
- ▶ A Teraborg warship has been dispatched to the area.

## A New World



**Public Broadcast: 415B-9-20 SST**

**Sci-Cult News: Hadron-M4 Discovery.**

The Ansival Project has finally born fruit, with the discovery of a new golden planet! By combining the observation power of over 8,500 individual telescopes across the PanDominion, all coordinated in real-time by the Sphere to borrow fractions of their viewing time, the U.R.C. has officially registered a new golden planet, named 'Hadron-M4', located at the apex of Orion's Spur on the Eastern Fringes.

The planet was initially identified by independent astronomer Grettel Ujelo, a citizen of Paradiso City orbital, Tropize: "I've dedicated my life to the viewing of the heavens, and now the heavens have rewarded not just me, but all of the PanDominion. Such spectacular, vibrant planets are astonishingly rare. To have discovered such a jewel... it's nothing short of a miracle."

Verification of the discovery was performed by the Mind self-identified as 'Copernicus,' and accomplished within 60 milliseconds of the human astronomer recording her find, leading to speculation that the Sphere, if not Copernicus itself, had been holding a 'watching brief' over Ms Ujelo's findings.

### What is known

- ▶ The Insight agency is expected to launch a survey of the Hadron system some time in the coming months.

## ESPionage!



**Politnewsnet Public Broadcast: Psychic traitor arrested**

**Date: 415B-10-7 SST**

A rare, official statement has been released by PsiCorp. It claims that the Soamatan Deputy from Gol'Sora was arrested last month and charged with transmitting sensitive demographic information to the Strozi Empire. No further information has been released on the incident, pending further investigations.

### What is known

- ▶ The delay in the announcement was considered necessary to ensure that new elections could be held and a new Deputy appointed, so as to assure a seamless transition.
- ▶ The arrested Deputy had been on 'unofficial leave' for the past month, holidaying in a remote and secure location with family.
- ▶ Further investigations by P.T.I.L.E are underway to root out a small number collaborators that are believed to have been involved.

## No Fur! No Fair!



**Public Broadcast: Gloombridge Newsnet**

**Date: 415B-B-8 SST**

Today, Faeh-na sympathizers of the "Fherean cause" have been cautioned by PanDominion Tribunal on

Interstellar Law Enforcement (P.T.I.L.E.) for using, "...potentially inflammatory language in a 'veiled attempt to influence U.G.P. policy.'" The sympathizers' increasingly bizarre forms of protest have been widely reported and debated among Xenophiles, and had garnered some support for anti-uplift advocates. It was not until the advocacy of violence and retro-cannibalism that P.T.I.L.E. became involved.

Additionally, one Faeh-na citizen, a suspected 'retrogenic expressor' of anti-social memes, was also arrested by P.T.I.L.E. for attempting to circumvent the security-zone around the Integration Agency on Gloombridge, in a bid to stop what they claim are ongoing illegal genetic experiments aimed at finding an uplift solution for isolated Fhereans on their home world. The Integration Agency has denounced these claims as paranoia, with the full support of the U.G.P., and has strongly urged for stronger social conditioning programs to be permitted on Fhera-2.

### What is known

- ▶ Advocates of the "Fherean Cause" demand the immediate cessation and reversing of uplifting of the Ferean, and the return to a "natural order." It is part of a larger philosophical memebattle regarding the right of the PanDominion to uplift primitive species.
- ▶ The extended time needed to uplift Fherean due to unexpected genetic resistance has provided a rallying opportunity for anti-uplifting advocates, many of whom themselves are genetic Wildcards.

## 2000 Years Old And Still Flying!

**St.Cloud Commercial Memecoms: St.Cloud Commercial celebrates bi-millennial anniversary of incorporation.**

**Date: 4159-12-7 SST**

In a sombre but optimistic statement issued by the office of Oliver St.Cloud, the Commercial today officially celebrated 2000 years since incorporation. Oliver St.Cloud, who holds the controlling interest in St.Cloud Commercial, stated: "St.Cloud Commercial is synonymous with the PanDominion. Our selfless staff have been at the heart of this great culture every step of the way. At every success and every trial of our civilisation, St.Cloud has been there. Today I am deeply honored to be presiding over St.Cloud on the 2000th anniversary of its incorporation. But more so, I am touched by the billions of well-wishes from citizens across the PanDominion in relation to the unknown fates of our staff - including my very own dear niece who is currently within the Lantern. I have faith that together we will get through this crisis. In unity, there is strength."

### What is known

- ▶ To honor the occasion, every single starship in the St.Cloud automated carrier fleet simultaneously broad-cast the signal '2000' in all PanDominion official languages, and in binary, reportedly disrupting communications in over 150 star systems at once, including interrupting negotiations of a deed of transfer of several small subsidiaries between Froster Commercial and Smaw Commercial! The U.R.C. cautioned St.Cloud Commercial for the outburst, but no one has claimed damages and P.T.I.L.E. is not expected to press charges.

- ▶ The 2000-year celebrations were apparently muted due to fact that Amber St.Cloud, niece to Oliver St.Cloud and controller of carrier operations in the Lantern, has been out of contact since the Lantern went dark (see 'Blackout!').

## Record Results



**Smaw Commercial posts a new production record**

**Date: 4160-4-B SST**

Smaw Commercial has recorded a new production record, achieved on the last monthly shipment of Astatine from the Lantern prior to the FTL relays going dark, and the transit lanes being deemed 'unsafe.'

The current outage in the Lantern means that funding for emergency exploration for new sources of Astatine has been announced. It is forecast that the Contracts Guild will take up the majority of any new work.

## Elections Called



**Elections for a new U.G.P. Senator for Kryton**

**Date: 4160-A-2 SST**

Kryton, one of few, true, multi-species systems, where colonization of the sole inhabitable planet has an almost equal species-bias, has announced elections for a new Senator.

Bayrel Cocharia (human), formerly a VS (Voluntary Servitude) applicant working for P.T.I.L.E., and Nul'aq Siulomo (soamatan), a well known commercial operator in pharmatainment production, are both popular local

candidates who have declared their intentions to run for the position.

## Phasers & Feelings



**Now touring Janssen**

**Date: 4160-A-1B SST**

Lauded Soamatan composer Gel'sor Msos has announced a tour of Janssen, after the record breaking release of 'Phasers & Feelings,' a collections of poems and songlets capturing the emotions raised during his time supposedly working for The Salamat Projection, the top-tier Soamatan research institute.

Although agreeing to work within The Projection precludes a person from discussing their research and activities there, Gel'sor asserts that he never agreed to relinquishing his right to an artistic expression of his time within the Projection.

An anonymous statement from The Projection has deplored the poets new works, and made a counter claim that Gel'sor is in fact a genetic aberration of social conditioning for him to even consider publishing the works. The poet agrees.

When questioned on the legal principle involved, the Mind self-identified as 'lthral' has stated on behalf of the the Sphere that there is no intention of banning the works, and that it sees no conflict.

## Inferno Escape



**Human/Soamata trio release new mindscape**

**Date: 4160-10-13 SST**

The Human/Soamata trio 'The Escapist' have released a new virtual mindscape on the Sphere, with multimedia from the 'classical Sol' period selected for each movement. Currently trending is 'Inferno' by Dante Alighieri (human), set to excerpts from Richard Wagner (human).

## LY50 Fever!



**The 'Sol Dynamics LY50' starts tomorrow in the Eagle Nebula. Release date 4160-10-13 SST**

The LY50 is one of the most popular racing events in the PanDominion racing calendar, and this year is no different.

Sponsored by Sol Dynamics, a subsidiary of the Sol Conglomerate, the race consists of differing 50-light-year circuits that pass through the Pillars of Creation.

Team Raptor, from Tsarox, are tipped to win this year, having taken the Sylphus Gift the last time it was run in The Lantern.

A number of Soamatan private citizens have asked for the race to be moved to a new location, given the sanctity of the Pillars of Creation to their species. So far, Sol Dynamics have not discussed moving the event, which is run in 'open' space.



## Festival of VG Sport



### Virtual Gaming Championships Reboot!

The monthly Substrate/Thought Virtual Gaming Championships on Janssen is set to kickoff for another round of high-energy sportstainment, featuring 3D representations of complex organic molecules vying for evolutionary supremacy in a resource-limited environment!

Top Human team, the 'Killjoys,' are tipped to take out this round, although elite Teraborg team, 'Sk't'sa'ro'sk'ol' (meaning: <censored>), is the dark horse in the competition. Their aggressive attitude may play a part in that, although it risks reducing the numbers of those who watch the event.

When a representative of Substrate/Thought asked several, high-ranking contestants why an aggressive play style is attractive to so many Decelerated Uplifts, the popular response was 'It must be a Wildcard thing!'

## Imperial Address

**Teravision Imperial Broadcast: Empress addresses her loving subjects**

**Date: 4160-B-1 SST**

In a rare live speech, Imperial Empress S'kisia has addressed her people directly about her declining health. 'I am already 260 years old, and currently I am in good health,' said the Teraborg ruler. 'However, when I consider that my glanding levels are gradually declining, I worry that it may become difficult for me to carry out my duties as the symbol of my species as well as I have done until now,' she said.

Air and ground traffic stopped across the Imperial Nest, as citizens halted to watch the historic address on personal holo-screens or with friends and nestlings.

### What is Known

- ▶ This is only the second time a Teraborg ruler has spoken to the public. Emperor Ok'ohak announced over 1000 years ago that the Teraborg had joined the PanDominion, but it has been a long time between appearances since then.
- ▶ The U.G.P. and the Sphere offered toasts to Empress S'kisia and continued wishes for her good health and the stability of the Imperial Nest.
- ▶ Empress S'kisia turns 260 within just 90 sols. She is reportedly the 395th Imperial Ruler, a direct descendant of first Emperor Ij'a'ku, and the Imperial Nest is the oldest hereditary empire in the PanDominion.
- ▶ The Empress also hinted that she may appoint a regent, most likely her first-egg Prince Nak'hash'a, to serve in her place if she were to fall ill. Most political pundits speculated that Empress S'kisia would use the broadcast to abdicate the throne, after rumors surfaced last month that Prince Nak'hash'a had already taken over some of his mother's duties. Others still hold out hope that Lord K'car'ko, current concubine to Empress S'kisia and also of imperial blood, will be appointed regent in these times of instability, at least until Price Nak'hash'a has matured into the role of Emperor.
- ▶ Compared to other local powers, the Teraborg Imperial Nest tends to keep a relatively low profile, and it will hope to continue doing so.



## What is the PanDominion?

The PanDominion (a.k.a. 'PanDo') is a collective of hundreds of colonized star systems stretching across two arms of the galaxy, ruled by the United Governing Parliament (aka 'U.G.P.'). For the trillions of its citizens, physically and mentally conditioned for happy, peaceful lives, the PanDominion is a utopia of harmony, abundance and scientific marvels. But for a few restless souls, genetic Wildcards and misfits, the PanDominion is either a cultural prison to rail against or an ideal worth fighting for. And the constant expansion of the PanDominion's borders gives plenty of opportunity and danger for the few brave enough to venture into the unknown.

PanDominion space - which stretches along the Sagittarius and Perseus arms of the Milky Way - is dominated by a number of races including the cybernetic-saurian Teraborg, psychically-gifted Soamata, and the populous and varied forms of modified Humanity. But scores of other species make up the PanDominion and new species



### What's New in High-Space?

The Lantern nebula was the setting for the first edition of High-Space, and due to the high levels of Astatine found in the nebula, it is still an important part of the setting. The edition of High-Space that you are holding/reading now outlines the larger civilization that the Lantern exists within, a pan-dominion of different species that covers a sphere of roughly 30,000 light years in diameter!

This edition also overhauls the popular Starship rules, including a shift in the space-fighting rules away from absolute distances and measurements, to cinematic scales that bring a richer flavor to the action!

are constantly being sought out and encouraged to uplift into the expanding mega-civilization. However, even the notable secondary species and civilizations scattered across the PanDominion have a lesser astropolitical significance and influence than that the three primary species, which often leads to tensions and the constant risk of splintering. The result is a constant and delicate balance between the PanDominion's many interests, with no single group ever being able to fully dominate.

A fundamental tenet of the PanDominion is progress through unity. By continually seeking new member species, the PanDominion shares its cultural and technological advantages for the benefit of all. Not to mention the protection and peace of all...

The PanDominion and the U.G.P. have existed for over a thousand years, but the concepts behind them are almost a millennium older. They extend back to the first encounter between Humanity and the Phoxin, and the sharing of technologies between those species. However, the PanDominion was not formalized until the threats that lurked beyond their mutual borders became known, and these threats, unknown to the bulk of the population, are now what holds it together.

The PanDominion was created, and is being constantly expanded, by Faster Than Light (FTL) technology, and is bound together by a system of linked gateways that provide instantaneous travel between linked worlds.

To govern their domain, the citizen species have organized a legislature of elected planetary ambassadors known as the United Governing Parliament (U.G.P.). This body convenes to organize the resources and mind-power of the PanDominion, and to determine the laws and policies, which are enacted by the ubiquitous, multi-sentient network of artificial intelligences known as 'The Sphere.'

With the relative grid-lock among factions within the U.G.P., the high standard of living among the vast majority

of citizens, and genetic and social engineering that has all but eliminated violence and antisocial thinking, it becomes clear why the PanDominion is both a utopia and a civilization that struggles to change in the face of a rapidly changing galaxy.

To quote an ancient Teraborg proverb, "A peaceful village invites only storms, but a ruined village cannot be blown down."

## Wildcards

An ever expanding PanDominion has brought unrivaled peace and prosperity to hundreds of species over thousands of worlds between the two galactic arms. It has accomplished this through careful cultural meme-conditioning, genetic engineering, uplift and integration programs, and the application of sociotechnologies. Poverty, illness and war are things of the past for citizens of the PanDominion.

One of the many benefits of PanDominion citizenship is the advanced Universal Health and Socio-Cohesion Program. Prior to birth, all citizens are carefully screened and adjusted in-vitro to eliminate genetic disorders, hereditary mental illnesses, and potential deviations from uplifted species' norms. As a result, more than 99.9999% of those born into the PanDominion are perfectly adapted to the utopian life of a citizen, well-balanced, and sublimely contented.

However, no process is perfect. An infinitesimal percentage of citizens are born with genetic deviations from the ideal... officially they are known as 'Decelerated Uplifts' and 'Retrogenetic Expressors'... more commonly they are called 'Rands' or 'Pandas'... and there are other, less pleasant words that are also used to describe them.

Such deviations tend to express older, 'primitive' qualities of that species: qualities that led them to dominate the worlds they lived on, and eventually rise above. Hence, the derogatory terms that can get heaped upon these individuals... Genetards... Throwbacks... and other much more inventive names, sometimes contain the seeds of the speaker's jealousy and resentment at no longer being what it was that once made their species great!

A common trait of all these individuals is their restlessness, their desire to confront social norms, tackle new fields of inquiry, and explore new horizons. Some of these people even condone violence. The majority of these individuals are identified in childhood or early adolescence, and special conditioning programs are applied. Also the U.G.P. Agencies of Armada, Aero, Field and PsiOps also have career counseling programs to steer such individual to use their aberrant talents for the benefit of the PanDominion.

## Wildcard Genes

Genodata scientists have long pointed out that the 0.00001% genetic aberrance rate is unerringly consistent across all PanDominion worlds. Different hypothesis have been proposed to account for this unexplained statistic. The current, popular hypothesis is that all geno-forms carry a 'minimum viable evolutionary imperative constant,' which appears to be expressed by this minimum percentage of peoples. Another hypothesis claims that this is a long-standing, yet undiagnosed defect in the uplifting process. A third, largely-ignored hypothesis, is that the AIs tasked with implementing the Universal Health and Socio-Cohesion Program have been instructed to ensure a consistent supply of citizens who are ready to perform the

PanDominion's more extreme (and classified) actions. Dirty work, if you will. Of course, this conspiracy theory does not identify whom could organize such a travesty, yet alone keep it secret for centuries.

## What are you doing?

"So, what am I doing here?" you may be asking yourself. Good question. For any roleplaying game, it is probably the best question to ask.

In High-Space, you will be living in a super-advanced, ultra high-tech society. It is a utopia that encompasses hundreds of species. But if it's all so great, then why are you so bored?

In High-Space, you are not like everyone else.

You are one of those rare individuals who is not content with an easy life. You want to explore. You want to fight. You crave adventure. And the good news is that on the edges of the PanDominion, and also at specific points within its borders, there is plenty of need for a person like you. Even the most benevolent utopia has its dark places, and sometimes uncivilized people are needed to get uncivilized things done!

In High-Space, you are the misfit who does the jobs that nobody else would consider. You may be a freelance specialist, selling your skills for the thrill of it as much as the money! Or you may be a dedicated militant, defending PanDominion citizens from threats they do not even perceive. You may be a psi-operative, shaping events to your will. Or you may even be a villain, out for nothing more than your own greed.

In summary, during a time of infinite plenty, you and your fellow Wildcards will seek out your own challenges and be the masters of your own fate.



## What are the adventures you will have?

Being an agent who can disrupt the status-quo opens up a universe of possibilities for adventures, and one of the first things to consider when starting a High-Space campaign is, what are the types of adventures are you going to have?

Perhaps you will be an explorer working for the military might of Armada, or for the mining machine of the United Resources Council, and go forging into unknown territories and opening up new worlds?

Or will you work for an Agency as a field specialist, manipulating entire cultures via stealth, guile, and more extreme measures?

Or will you declare yourself independent from the Pan-Dominion, and go when and where you see fit, doing only what you decide?

The following are suggestions as to the types of campaigns that fit the setting best, each requiring a mix of heroes, anti-heroes, and protagonists, who are independent, yet swept into bigger things by virtue of their nature.

- ▶ Independent explorers, hired by Armada for scouting missions.
- ▶ Private contractors and investigators, assembled for an Agency task force.
- ▶ Black Market entrepreneurs, undercover as P.T.I.L.E. law enforcement officers.
- ▶ Mercenaries, paid to execute military black-ops.
- ▶ Rogue starship captains, working as privateers for powerful Commercials.
- ▶ Artifact-hunters, hired as salvage experts.
- ▶ Parole offenders, used as bounty hunters.
- ▶ Idealistic volunteers for the U.G.P..



## Future Slang

The language used to refer to Wildcards says a lot about the speaker and the context of that particular social interaction. There are formal terms, common slang, hate-terms, and even self-identifying terms that have been claimed by those affected.

### Formal terminology

- ▶ Decelerated Uplifts (abr 'D.U.s').
- ▶ Retrogenetic Expressors (abr. 'R.E.s').

### Common usage

- ▶ Panda (old-Human for both the name an unusual animal, and an inefficient search algorithm).
- ▶ Rand (old-Human referring to having an unintended nature).

### Slang with negative connotations

- ▶ Chromotard (referring to having retarded chromosomes)
- ▶ Dewclaw (referring to the DNA that expresses vestigial claws on canids).
- ▶ DU-claw (see Dewclaw, play on 'Decelerated Uplifts').
- ▶ Genetard (referring to having retarded genes)
- ▶ Gene-ass (conjunction of a neutral with a negative term).
- ▶ Knuckledragger (old-Teraborg and old-Human reference to primitive ancestors).
- ▶ M-class (referring to dim red M-class stars).
- ▶ Throwback (referring to having antiquated DNA).

### Self-identifying descriptors

- ▶ Black Hole (denoting someone hidden from the monitoring of the Sphere).
- ▶ Elliptical (referring to someone on a different life-trajectory).
- ▶ Wildcard (referring to the unpredictable nature of someone's actions).

WildPondMushroom shuffled along the high-vaulted corridor towards the biolab, its heavy footfalls slapping on the polished deck with wet-straw sounds. Striding along beside the bulky, plant-like Phoxin was its close friend and colleague, the Human male known in sound-speech as Tom Johanns Hawkins. Tom, as always, was talking constantly, unsuccessfully trying to engage the two saurian Teraborg crew escorting them from the shuttle bay in conversation.

The request to attend the Armada warship, *No Other Choice*, was not an order as such, but it was mysterious enough for it to be one. Apparently, some new form of biomechanical technology had been discovered that even the Armada found impossible to decipher. It was not unheard of for Armada to reach out to independents, but it was uncommon. And while Tom was exuberant, seeing the request as a validation of his reputation in biomechanical interfaces, WildPondMushroom was experiencing a curious foreboding. If the Teraborg cyberware scientists aboard this vessel, or indeed this sector of the fleet, needed help, they needed a very, very particular set of skills. Or deniability.

The group finally arrived to the biolab entrance, where two guards stood watch, shipboard arc guns held ready and close-range nano-targeting sensors glinting within their eyes. WildPondMushroom knew this tech. It was new. Very cutting edge. These guards must be cybernetic elites of the Teraborg, enhanced to allow them to pinpoint a target's vulnerabilities down to an atrial level. Whatever was inside the lab was therefore not only valuable, but likely very dangerous or secret as well.



## Reactions

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After a silent exchange of credentials and a short wait, the lab door slid open and a Soamata in a fine silver mesh coat beckoned the two experts in.

“Thank you for attending us,” said the Soamata in clipped Pan. “I am Doctor Major Suan Lon, assigned to Armada Group Shais Al Minas. And this is Admiral Lijash Shhais,” he said, gesturing to an imposing Teraborg standing across the room. WildPondMushroom noticed that the other four Teraborg warrior elites standing at the corners of the lab area were watching the greeting like wild cats spying a mouse.

“We understand you both worked on the new Coralis scout ships, yes.” It was not a question. “I know you are both unable to reveal information about the donated Starfish neural-engram interfaces... but we hoped you could use your experiences to investigate **this**.”

One of the walls in the labs turned transparent, the metal resolving into a super-dense, glass-like crystal matrix. It revealed a containment chamber, tightly sealed by power fields and inches of unbreakable plating. Clusters of robotic arms and tools hung from the ceiling, awaiting direction. In the middle of the room was a low dais supporting an elongated metallic skull, fine filaments slowly writhing from the severed neck. Its eyes shone dull red. Whatever it was, it was still ‘alive.’

“This,” continued the Soamata, “is the first living specimen of a Nuclarine we have secured. The rest of its body was destroyed during its capture....”

WildPondMushroom snorted shock vapor. This was horrific! How could protectors of the PanDominion not only harm an individual but treat as nothing more than science project? And torture it so! It went against everything the PanDominion stood for.

The Soamata seemed not to notice WildPondMushroom’s acrid shock scent. Or perhaps it simply did not care. “We need you to find a way to interface directly with its neural net, identify a translation model and extract any tactical data that will give us useful intelligence,” it continued.

WildPondMushroom took an involuntary step backwards, “I. I. Confused. Cannot... ” it scented, its transvox struggling to make sense of the random mixture of communication pheromones. Tom and it needed to get out of here, away from this madness. “Tom. Tom...Go. We must.”

But Tom did not notice his friend’s terror. He was captivated. “Amazing! Truly amazing!” exclaimed Tom, walking towards the containment lab to get a closer look. “Of course we can help! Anything for Armada! Where do we begin?”



# The Primary Species

The PanDominion is itself dominated from within by three distinct species, who met at similar stages in their galactic evolution, were distant enough so as not to threaten each other, but shared mutual, external threats.

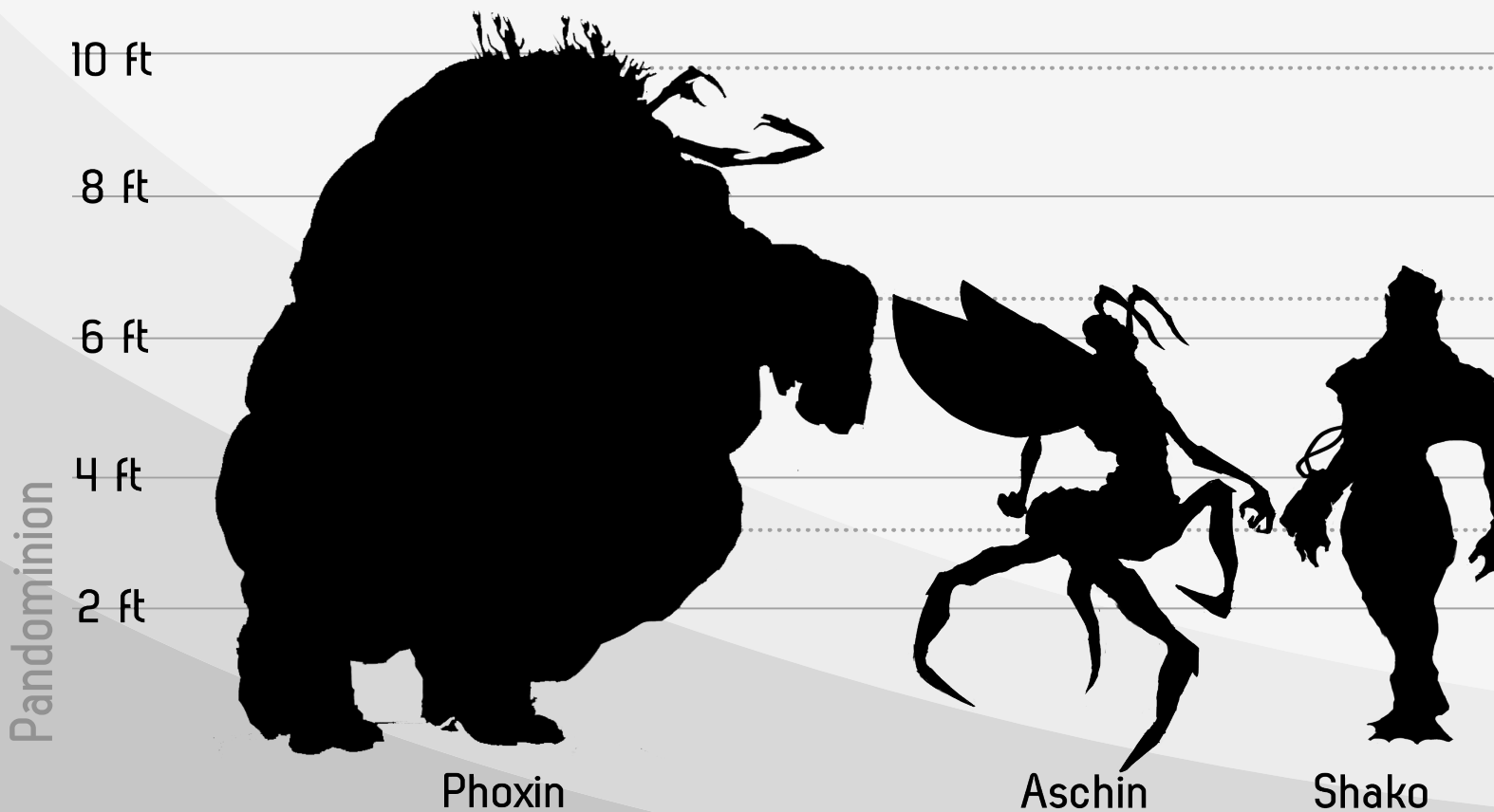
## Human

Humans form the majority of the population of the PanDominion, and they have populated more than half of the planets that are represented at the U.G.P..

However, Humans are aware that the technology their species had been able to develop on its own is not as advanced as that of the Teraborg, who make the top-of-the-line starships in the PanDominion.

Additionally, the psychic abilities of the Soamata are mostly a mystery, and although Human psychics are occasionally being identified by PsiOps, Humans remain an almost insignificant proportion of psychics within the PanDominion.

Humanity has prospered due to individual and societal extremes. Individuals are driven to explore and discover new worlds, while and at the same time, human society works towards consolidating stable systems of government and social organization. These contradictory aspects of human nature, at both the micro and macro level, compliment each other and provide a fairly unique species advantage.





## Soamata

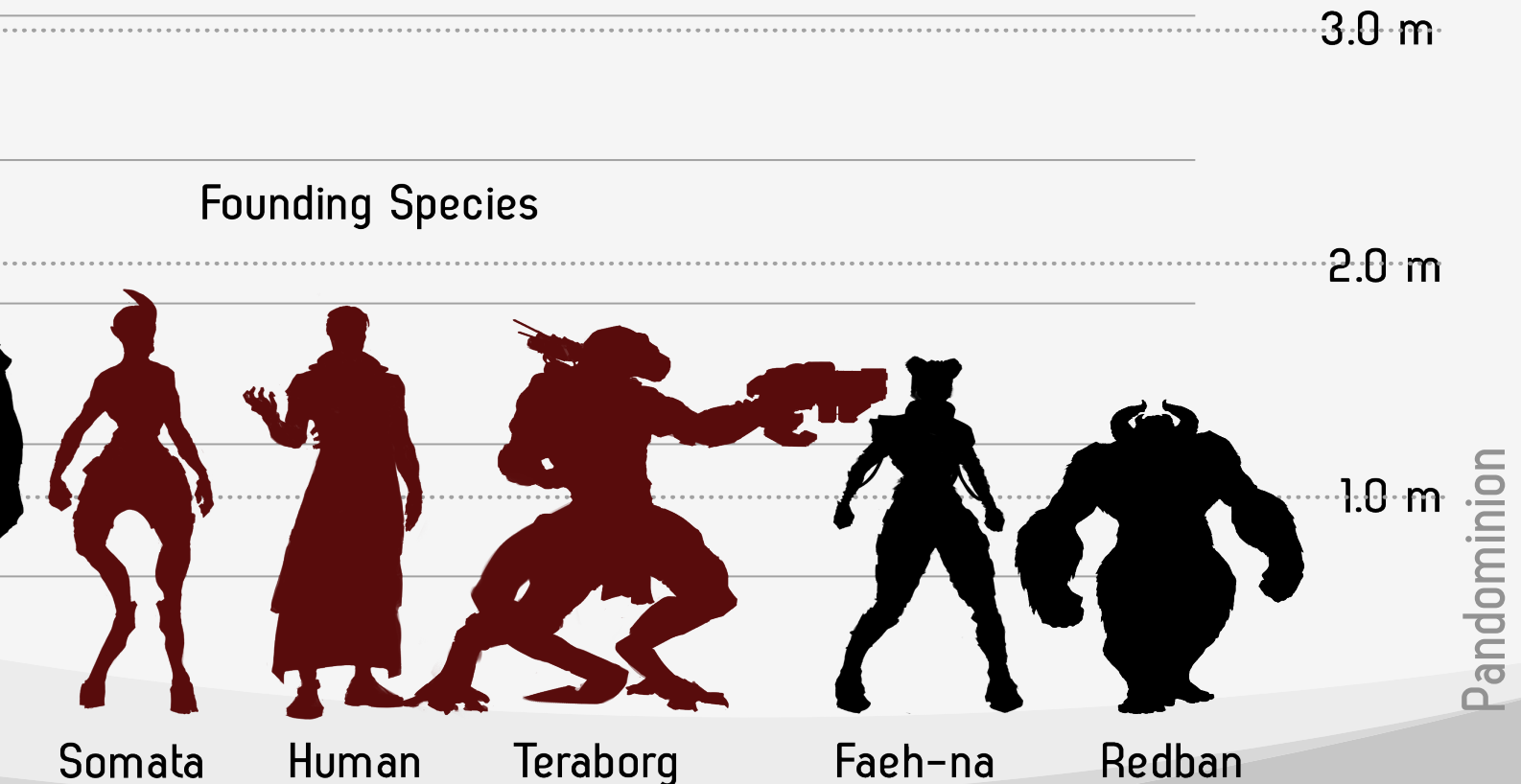
Psychic ability is rare and within all of known space the only race that has universally mastered it is the Soamata. Despite being a minority of the population, and controlling only a relatively small number of planets, the influence that the Soamata can exert surpasses all the other species of the PanDominion... unofficially, of course.

The AI's that constitute the Sphere are indifferent towards psychic powers to a degree that verges on willful dis-belief, and combined with the manipulative edge their powers give them, the Soamata exert tremendous local control over any operation they tend to be involved with. In fact, if the aims and goals of the Soamata were not so mutually beneficial to Humanity and the Teraborg, they would probably be considered as a prime threat by those other species!

## Teraborg

The Teraborg evolved rapidly, from being reptilian apex-predators to a starfaring race of significant technological prowess. Somewhere along the way, perhaps because they progressed so rapidly, their outward form stopped evolving to match their new situation, and despite all of the gene-meme therapies and socialization programs they continue to look... predatory!

Teraborg have embraced technology in a major way, more so than any other species in the PanDominion. For instance, throughout their lives, many Teraborg willingly refit their vestigial claws with cybernetics to better fit their chosen clan duties. It is rare to encounter an aged Teraborg with all their original organic limbs. No other species in the PanDominion is at the same time as advanced, and as dependent upon its technology.





## Other Species

There are far more than just the three primary species within the PanDominion. Dozens of other, minor species that are represented on the U.G.P. include the plant-based Phoxin, the aquatically evolved Shako, the insectoid Aschin, the brutish Redban, and the animalistic and tribal Feah-na. All secondary species are registered as full citizens, or allied.

Aside from these, there are almost as many 'minor species' as there are colonized planets. All of these minor species have undergone gene-screening and socialization, and they are also considered to be full citizens of the PanDominion.

While all encountered species are considered for entry into the PanDominion, a small number of species have been deemed to be unready, or too early in their development to be uplifted. Although these species are not considered citizens, they are given space and the opportunity to develop, and demonstrate that they can reach their full potential. Species that fall into this classification are considered 'non-citizens,' and are kept under close observation by the Integration Agency.

A very few species within the boundaries of the PanDominion are considered not only unsuitable for entrance into the PanDominion, but also a threat to its existence. These species have no formal classification, and are actively monitored and restricted, if necessary, by the Intervention Agency.



## Common Species of the PanDominion

Species	Xenofile Summary
Human	Bipedal primate, Expansive population. Bisected Neurology. Homeworld Sol-3. PanDo Founding Member.
Teraborg	Saurian cyborg. Technologically advanced. Homeworld INI, Carina Nebula. PanDo Founding Member.
Soamata	Bipeda humanoids. Psychic scholars. Homeworld Soam IV, PanDo Founding Member.
Phoxin	Plant-animal. Bio and engineering specialists. Homeworld Phoixin. PanDo Founding Member.
Aschin	Insectoid fliers. Genesmiths. Homeworld unknown. PanDo Member.
Aquaendi	Aquatic humanoids. Linguistics. Homeworld Aquendus. Uplifted. PanDo Member.
Faeh-na	Feline bipeds. Tribal. Quick. Homeworld Fhera-2. Uplifting & PanDo Member (in progress - problematic).
Ladrossi	Feline bipeds. Nomadic. Homeworld Ladronss-4. Uplifted. PanDo Member.
Mohf	Pachyderm genotype. Still adjusting to PanDo. Homeworld Moha-5. Uplifted. PanDo Member.
Noctopaurians	Octopods. Chameleons. Homeworld Nocturion-3. Uplifted. PanDo Member.
Po'Boq	Ursaurian. Martial artists. Homeworld Jiajia. PanDo Member.
Redban	Beastial bipeds. Physically powerful. Homeworld Redban-3. Uplifted. PanDo Member.
Shako	Aquatic predators. Amphibious. Homeworld Shakronos. Uplifted. PanDo Member.
Sylvass	Lizard genotype. Native glanding (toxin). Homeworld Sylva-3. Uplifted. PanDo Member.
Mantos	Plated hexaped. Heavy labor and fighting. Homeworld Mantos-3. PanDo Membership pending. Refused uplifting. Intervention underway.
Stryxons	Bird-lizard humanoids. Reconnaissance. Homewoprlld Stryxx. Neutral.
Stargrazers	Spaceborne entities. Temporal mental state. Homeworld None. Non-member (uplift rejection, protected).
Starfish	Meta-species. Highly advanced. Homeworld Unknown: Galactic Core. Allied.

## External Threats

The PanDominion is equally characterized by what it is not, and despite the member species' advanced technology, it is bounded on all sides by even greater powers and dominions. Most of these are, at best, ambivalent to the survival of the PanDominion.

To the galactic-center are the 'Starfish,' a race so technologically advanced they have almost ceased to exist as organic life forms, with no need for any type of organized government. Each individual Starfish is functionally immortal and infinitely mutable.

At the outer edge of the Perseus arm lurks the Strozi Empire, an ancient civilization that ceased to expand centuries ago, yet is hostile to outsiders and malign even to its own citizens. Powers within the Strozi empire seek to draw the Soamata into alliances that threaten to weaken the PanDominion.

Coming from the deep void of the galactic elliptical are the newly encountered machine-species known as the Nuclarine (or Nuclaroid depending on their physical form). Controlled by starships as large as moons, and insatiable for material resources, they are the most obvious threat to the PanDominion and increasingly test the resolve of Armada.

Beyond the outer edges of the galactic arms, the unexplored reaches of the galactic fringe, and the great black beyond...

.....  
For more information on the Starfish, Strozi, and Nuclarine see the 'Xeno Dossier.'  
.....







## Keeping Time

The PanDominion is made up of hundreds of species, each evolved from planets with their own day-night cycles and seasons, and thus each with unique ways of measuring time. Therefore, there is no universal terminology for time of day, groupings of work periods or seasons. Of course, citizens are universally equipped with vox-translators (voxlators) that automatically convert evolutionary-cultural meanings within a wide range of speech patterns.

On Human dominated worlds, it is common to refer to time in the old manner of day-night cycles split precisely into 24 equal measures, or Hours. Such timing is known as Terran Standard Time, or TST for short. In addition, Humans often use the Earth/Sol-3 rotation to measure years (referred to as Sol years).

Beyond the TST night-day measure of time, most Pan-Dominion citizens use the base-12 measure of time, known as Soamata Standard Time (SST). The Soamata's homeworld rotation is 1.21 that of Sol-3. This is divided in 12 'month' periods, then 12 'migration' periods. The Soamata do not differentiate between night and day cycles like Humans do, since it was not an ecological imperative in their evolution. The year zero for SST is the Soamata's Gestalt Ascension, some 2881 years prior to Sol year zero.



### Pre-PanDo Alliance

Even prior to the PanDominion, the three founding species had well established trade ties, diplomatic treaties, and had even begun peacefully landing joint settlements on suitable worlds.

## Timeline

While the PanDominion was established in the year 3481-7 (4448 Sol), its foundations were laid over eons of spacefaring of the Humans and their Phoxin allies, the Terraborg Empire, and the Soamatan search for knowledge.

Humanity's alliance with the Phoxin in 136A (2701 Sol), and the subsequent discovery of the Astatine-rich Lantern Nebula, set the scene for these two species' rapid expansion throughout the Orion Spur of the Milky Way.

The Teraborg have a longer spacefaring history than humans, made notable by their discovery and (partial) reverse engineering of Wormgate technology in 136A-3 (75 Sol). With near-instantaneous travel between the many Teraborg colonies in the Carina Nebula, the Teraborg turned their attention to exploring further along the Milky Way, eventually encountering the Hu-Phoxin expansion. However, it was not until the Strozi incursion of 3155-7 that Hu-Phoxin and Teraborg cultures came to be considered allies.

Scholars widely agree that the 'The Incident' of 3473-3 (4437 Sol) birthed the PanDominion. All three of the major spacefaring powers were contacted by a previously unknown species - the Starfish - and instructed to remove citizens from the recently colonized world of Vespis in the Vespila system, on the inner reaches of the Sagittarius arm. While the Soamata began evacuation of their scholars, the Teraborg and Hu-Phoxin sent warships to the system. Increasingly dire warnings from the Starfish were largely ignored until a large, unidentified ship appeared in system with a completely unrecognizable FTL wakefield. The last transmission from the colony was telemetry showing the invaders' massive mothership disgorging hundreds of dart-like craft that swarmed the warships and the

colony.

Craft sent to the colony after the fact found the entire planet a volcanic wasteland, devoid of all life and mined to its molten core.

Clearly, the invaders - which are now known to be Nuclarine - possessed technologies well in advance of Human-Phoxin, Soamata or even the advanced Teraborg... and they were highly aggressive. Having never encountered such a powerful and mysterious foe, all three local species were shaken to their cores. Something had to be done...

The Starfish remained enigmatic, but encouraged the major species of the area to unify for mutual protection, and to seek out other allies. The catch phrase "Strength in Unity" took on a sharp, powerful, new meaning.

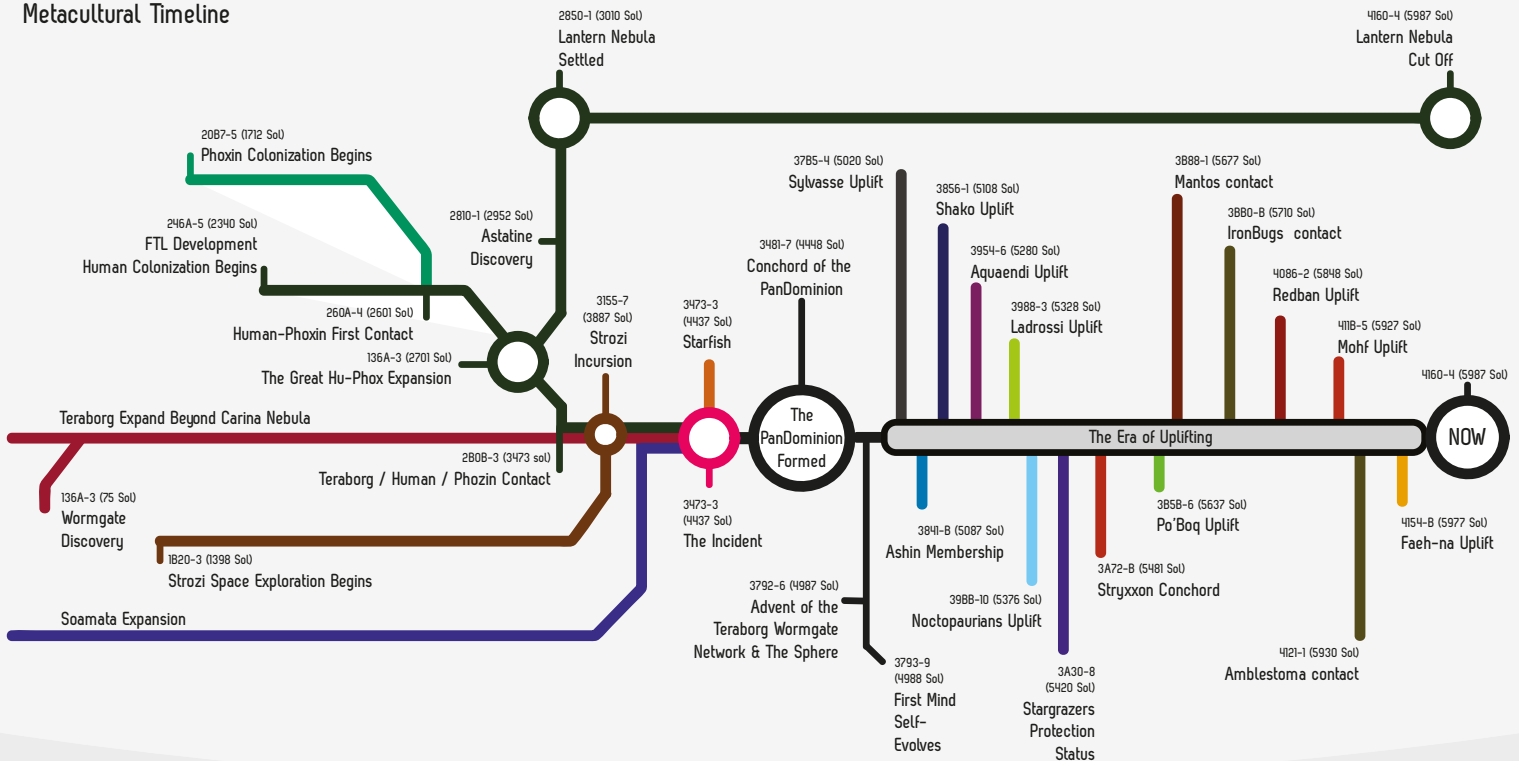
It was the Soamata who proposed what eventually became The Concord of the Pandominion. This new political force for good was founded on philosophy of Uplifting, where this newly formed federation would seek out the many sentient species of the Milky Way, enhance their evolution, and bring them into the fold of the PanDominion for mutual benefit, peace and protection.

Since the Concord, the Pandominion has grown extensively, adding many species to its ever expanding culture.

However, even as the PanDominion expands, strange new threats are emerging. And with the majority of PanDominion citizens genetically enhanced to abhor violence and antisocial behavior, it's up to the Wildcards to do the dirty work.

What the future holds for the PanDominion... is largely in your hands.

## History of the PanDominion: Metacultural Timeline





### They are Going to Just Love You!

EagleSong stood on the air-yacht's poopdeck, her dreadlocks and whiskers whipping in the wind. Her claws gripped the polished hardwood rail tightly, reminding her of the Gnarlwood trees back on Fhera-2. The sight of the vast city speeding past was exhilarating. Everywhere she turned, new marvels revealed themselves. Thousands of speeding fliers zipped along the high-lanes. They brought to mind the lightning-bats of her homeworld, that would stream from caves each evening in search of insects. Towers of glass and light speared the clouds, and refracted the setting sun into multicolored shards. And beneath her, far below, thousands - no millions - of beings scurried about their lives of luxury. Art and music were everywhere. And food. So much food. It was like a stories of the Great Island. The.. what did the Human Jan call it? The Afterlife.

"So, you like? Yes," said Jan beside her. "I told you, you would." The human smiled, then corrected herself, knowing the gesture was unsettling to the naive Faeh-na. Bearing teeth still looked too much like a challenge to the new uplift. It was the little things that were overlooked in the social conditioning. Jan made a mental note to check that smiling had been added to the list of improvements to the uplifting program.

"It is... beyond the words I have to speak," replied EagleSong. "I never knew it was so... so big. So... beautiful! Like embers from fire at night."

"Oh, my dear, you are just so cute," said Jan, "You've seen nothing yet! And I can tell you, you're going to be a hit down there. They are going to just love you!"

## Post-Scarcity Society

PanDominion citizens can live the lifestyle they want without need to resort to currency. Galactic-scale civilizations tend to move beyond a certain scale of economics. An individual's needs and wants no longer consume significant resources: they can be easily satisfied while the business of running this massive galactic economy is dealt with.

All personal gear, up to civilian Aeros and other craft, are available to PanDominion citizens - with preference accorded to their Rank as a Savage Worlds character, denoted in 'setting terms' as their increased life experience and thus increased value to the PanDominion.

.....  
 Instead of the starting money in the Savage Worlds core rules, new characters typically start with 150CBT.  
 .....

Every item has a minimum Rank requirement to requisition it. The Minds reason that a worldier, more experienced citizen makes better use of resources, and thus the difference in the cost and complexity of production and maintenance is apportioned relative to that experience.

.....  
 Crime is virtually non-existent within the reach of the Sphere. Under typical circumstances, no crime can be committed than is not observed, and no gear can be used that is not seen and recorded. Unless a citizen never ventures beyond the Sphere, or voluntarily disconnects themselves from it, they need never experience random crime. Outside the gaze of the Sphere, crimes do occur. A stolen Aero may be fitted with an illegal transponder; a splinter gun may have the serial number and wireless tracking chip replaced; a missing body may turn up; but these are all anomalies and not regular occurrences!  
 .....

## Commercial Exchanges and CPUbits

The Sphere, the U.G.P., and the large Commercial operations of the PanDo do require a currency as a means of allocating resources and controlling the supply and demand for large scale production. This includes the manufacture of aeros and starships.

The Sphere produces and controls a currency based on one of the most important and ubiquitous resources in the PanDominion – the raw processing power of the Sphere. This currency is officially known as the CPUbit, denoted as CBT, and informally known as ‘C-bits.’

CBTs are the mechanism of exchange for large transactions, which includes the production and maintenance of starships, of which starship propulsion and computing systems account for the bulk of these costs.

The Sphere also uses CBTs as a mechanism for efficient resource allocation for any activity that is not proven to return a direct benefit to individual PanDominion citizens, such as Astatine prospecting, new-space exploration, trade voyages to non-PanDo systems, etc. Generally anything that occurs outside the Sphere.

Finally, certain operations and endeavors, such as Merc List contracts, also favor the use of ‘hard’ versions of CBTs (coins imbued with trace amounts of Astatine) for their own reasons, be they nefarious, or simply a predisposition for privacy.



Translingual Symbol for CPUbit





## How do ordinary people earn CPUbits?

There are several ways that an ordinary citizen of the PanDominion can acquire CBTs, including:

- ▶ Bequests.
- ▶ Stipends and Dividends (included as part of the Wealthy Edge).
- ▶ Voluntary Servitude, or VS (an option in the setting).
- ▶ Winnings of gambling (from people who risk their own CBT, or even risk submitting to VS).
- ▶ Sale of salvaged items.
- ▶ Selling exotic resources (any non-PanDominion technology).
- ▶ Illegal loans.

Lending is illegal and policed by the Sphere and P.T.I.L.E., but it does not stop criminal organizations from lending. Illegal loans for Starships may require that the loan provider gets the 'starship codes' required to completely control a vessel, and thus shipboard systems can be shut down remotely without any need to hack the shipboard AI.

## Voluntary Servitude

Typically referred to as 'VS,' Voluntary Servitude is the self-enforced state a citizen can enter into for the purpose of binding themselves to the demands of serving the PanDominion.

The reasons for a person to enter VS are complex and personal, but there is a tendency for the young, or romantics, or previous VS applicants to apply for this status. It attracts those who have a yearning to serve the greater good, or their fellow citizens, or to simply challenge themselves more than the life of a citizen normally would. And of course, because it is an occupation that is normally paid in CBT, it attracts those who are desperate to earn hard cash.

It is simple for a citizen to enter VS: they merely have to request for the Sphere to witness their application. If the details are unclear the Sphere will ask for clarifications – these usually concern the length of the VS term and/or conditions for it to cease – but from the moment the request is spoken or written the VS is deemed to be in effect. In extreme cases, VS can be entered into for the term a person's natural life, and this should not be undertaken lightly, because VS can only be terminated according to the conditions under which it was begun!

When a citizen enters VS they place themselves under the control of the Sphere, and contract to follow the directives of the Sphere at all times until the end of the term. For its part, the Sphere agrees to never knowingly put the citizen in danger and, quite importantly, to suspend all other legal or procedural concerns regarding the citizen until VS is completed.

Typically, the Sphere engages VS citizens for less glamorous jobs, such as terraforming, or deep space exploration, or even P.T.I.L.E., Agency, or military service. The ethical considerations of the citizen are accorded full respect in this regard, but applicants need to be aware that if they make it difficult for the Sphere to assign them to a task they will be relegated to menial public service duties that would normally be assigned to robotics and automated systems.

At the end of the term of VS, even if this is posthumous,



citizens under VS are back-paid a daily stipend of 1 (one) CBT. However, one thing is for certain: they will have well and truly earned this money!

## Travel Between Worlds

### Unified Bubble Theory, and the Inverse Drive

**F**aster Than Light (FTL) travel was crucial to the creation the PanDominion, and is also what holds it together.

The breakthrough in FTL travel came about in the year 2330-7 SST (2110 Sol), with the publication of the 'Unified Bubble Theory' of relativity. Unified Bubble Theory proposed that perceived existence, that is the reality we perceive with all senses, is a result of the intersection of energy waves in nearby dimensions that take the form of 'shells' or 'bubbles,' which can slide through and past each other. In fact it proposes the existence only 'exists' while this intersection occurs and that while history appears to be one smooth flow of time, existence has in fact ceased and been reinstated numerous times within recorded history, a phenomenon which cannot be observed from anywhere within time/space, but which theoretically could be detected by an external observer.

Additionally, Unified Bubble Theory proposes that any intersection of different bubbles can be 'slid' along their edges at a cost of energy that is almost equal to the energy that is released via this movement. Thus a near 'perpetual motion' can be obtained that generates the energy required to surpass relativistic movement.

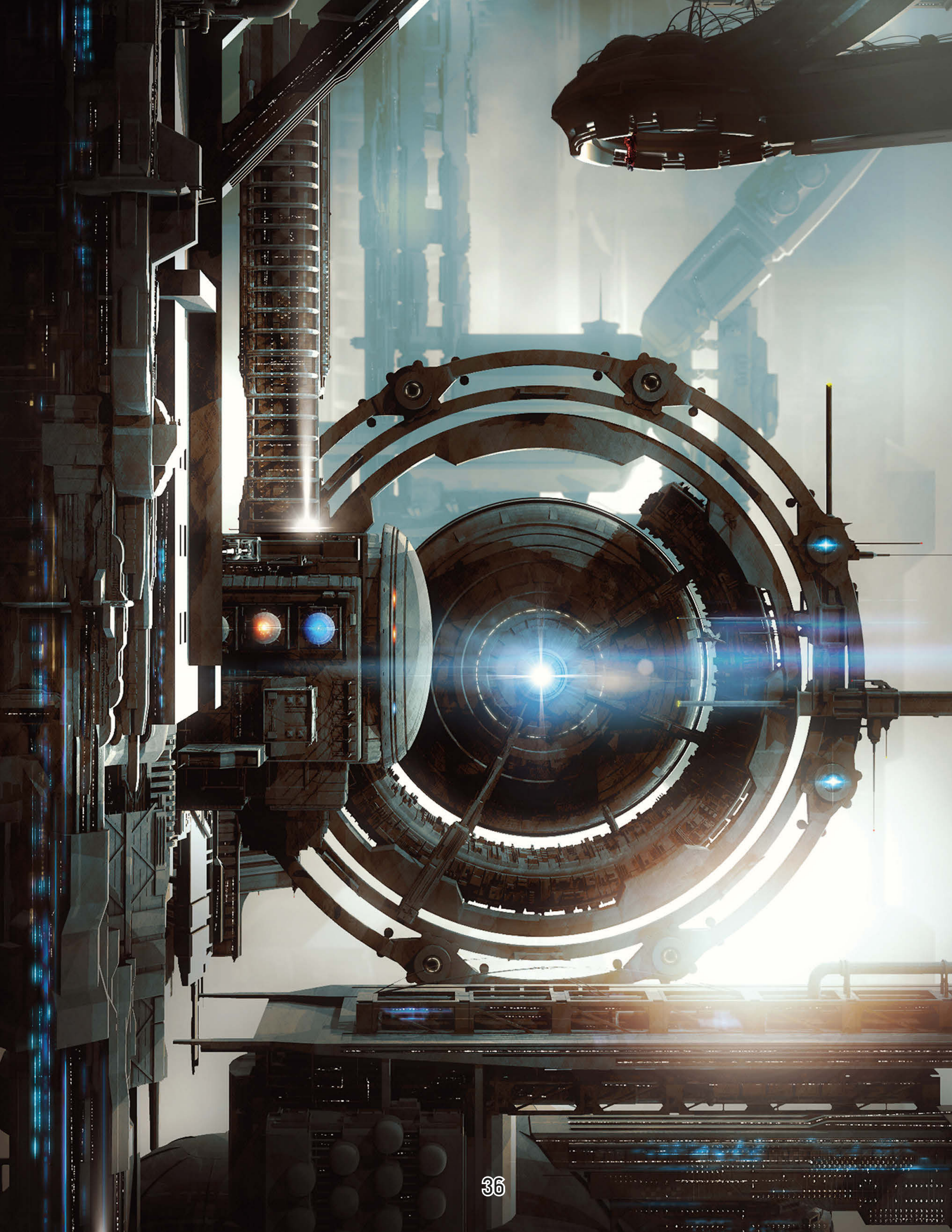
FTL drives are posited on the assumption (apparently correct) that the bubble of time/space that is our observed existence, our universe, (theoretically) has an

intersection with an equal but energetically opposing bubble. From our perspective, this opposing bubble is an inverse-universe, and is anecdotally referred to as an 'in-verse,' and it is for this reason that FTL drives can sometimes be referred to as 'Inverse Drives' by those with an appreciation of the physics.

Speculation exists as to what effects FTL drives produce upon this 'in-verse,' but to date no one has even been able to observe that one even exists. Even the Minds of the Sphere do not concern themselves with unprovable speculation, and 'InVerse Theory' remains the domain of philosophers, amateur physicists, and eliptony enthusiasts!

Seemingly inevitably, in the year 246A SST (2340 Sol), Astatine mining and refining became a commercially viable proposition, and this proved to be the key that unlocked the energy required to drive starship-sized FTL drives, which are themselves analogous to miniature super-colliders.

It is an amusing historical anecdote that in the year 3B49 SST (5620 Sol), the Council of Churches (CofC) undertook a galactic 'collection' to fund the construction of a massive super-collider, around the uninhabited planetoid Kepler-444-6, that would prove once and for all the existence of the 'in-verse.' The CofC suffered severe criticism for injecting itself, and thereby its religious agenda, into the realm of speculative science, but it pushed ahead with the concept regardless. Although the collider was built and research started, the monstrous device proved too expensive to operate and it was shut down less than a year after it went operational. The CofC returned all funds collected to their donors, and the partial results it collected were never released to the public. Respected commentators propose that the results were kept secret because they disproved the idea of an 'in-verse,' which would have damaged any remnants of a scientific reputation to which the CofC aspired.





# Wormgates

Wormgates are FTL-drive-powered 'tunnels' between pairs of linked devices. A pair of linked Wormgates is constructed by first 'twinning' a singularity by means of a 'quantum splitter/entangler' into a pair of singularities that are perfectly aligned in terms of their quantum states.

.....  
Wormgate technology is so advanced that only Teraborg construction facilities are capable of producing them, and the Imperial Nest guards these manufacturing processes jealously, despite continued calls from other PanDominion species to release the technology. Understandably, the Teraborg have lodged no patents for the technology logged on the Sphere.  
.....

An FTL core works by enveloping a starship for FTL travel by way of an FTL coil in the hull, however, when an FTL core is used to envelop one of a pair of twinned singularities, then both singularities experience the same quantum event, and when enough energy is supplied by the FTL core then the event can be expanded to a size allowing for an object (or an energy) to enter one event and instantaneously emerge from the other event. The edges of this event are observed to be infinitesimally thin, and infinitely hard, and are thus quite dangerous - a 'closing' Wormgate will sever anything within its event horizon.

Wormgates are enormous, power-hungry, and expensive devices. Because the FTL event is 'inward looking' regarding quantum interference, it is not interfered with by other FTL cores or gravity/energy

.....  
All Wormgates are terrestrial, another reason that starships and constructs with a Displacement of d12+ are unable to access the Wormgate network.  
.....

disturbances, and subsequently Wormgates can operate from the surfaces of planets. Due to their complexity and the inherent danger in their creation, Wormgates are usually constructed off-world and transported to their final place of operation.

Because of the dangerous nature of the Wormgate boundary, and the need for that travel to be done swiftly, movement through a Wormgate is achieved by means of a superconducting 'mag-lev' (magnetic levitation) rail track that is extended and retracted through the gate as required. Most of the time a Wormgate is 'dialed down' to the size of a micron - just enough to allow the communication signals of the Sphere to pass, but no physical objects. Wormgates are also fitted with the highest-grade, local, automated defenses (missiles, lasers, starship-grade weapons and shields, etc.) to protect them from attack at all times.

While the largest object that can traverse a Wormgate is measured in starship sizes, the functional 'size' of any Wormgate is a factor of local energy supply and the cost of operation, and hence the importance of the planet upon which it is based. A typical Wormgate can expand to accommodate d8-sized starships, while a significant Wormgate can expand to accommodate d10 sized vessels. No Wormgate has yet been constructed to accommodate larger craft, and given that most commerce/traffic through Wormgates is mag-lev based, larger Wormgates are considered to be a wasteful extravagance. Why load cargo into bulk haulers to send through a Wormgate, when it is cheaper and easier to just send the cargo!

.....  
Wormgates use Astatine as fuel, and each unit of Astatine can propel a starship 1000LY. The cost of a Wormgate journey is the same cost as the Astatine required for an FTL journey, although Wormgate travel is instantaneous and thus the preferred mode of travel where available.  
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## Wormgate Index

The Wormgate Index is a record of the network that connects PanDominion planets by the instantaneous technology of Wormgates. Aside from passengers and cargo, Wormgates also carry the information and programming of the Sphere, and thus limit what the Sphere can monitor. The planets listed in the Index constitute what are known as the 'core planets' of the PanDominion. New planets are being connected to the core each year, and it would be faster if the Sphere could manage the work more efficiently, but network expansion is limited by the massive investment in technology and resources required for each new pair of gates.

Because each Wormgate is a uniquely-paired, point-to-point link, rather than risk the entire Sphere (and thus the PanDominion) there is a convention that no single planet is allowed to host more than five Wormgates, although the U.G.P. has given special dispensation to Janssen to host one more Wormgate to Gloombridge, which is the vital link to the Lantern and its Astatine-rich gas giants.

Sector	System	Planet	Predominant Species	Wormgate Links (max ship size)
Capitol	Cancri	Janssen	Human Soamata Teraborg	Soamata (d10) IN2 (d8) Sol-3 (Earth) (d10) Redban-3 (d8) Lagoona (d10) Gloombridge (d10)
Carina Nebula	Imperial Nest	IN1	Teraborg	IN2 (d10) IN3 (d10) Tsarox (d10)
	Imperial Nest	IN2	Teraborg	IN1 (d10) Janssen (d8)
	Imperial Nest	IN3	Teraborg	IN1 (d10)
	Tsarox	Tsarox	Teraborg	IN1 (d10) Lagoona (d10) Sagittarius (d8)
Cassio	Phi Cassiopeia	Phi Cassiopeia	Phoxin	Sol-3 (Earth) (d10)
Gloombridge	Firefly Nebula	Gloombridge	Human Phoxin	Janssen (d10) Fhaera-2 (d8)



Sector	System	Planet	Predominant Species	Wormgate Links (max ship size)
Lagoon	Lagoon Nebula	Lagoona	Aschin	Janssen (d10) Tsarox (d10)
Outer Sagittarius	Sagittarna	Sagittarius	Human Teraborg	Delphi (d8) Tsarox (d8)
	Torina	Delphi	Human Soamata	Sagittarius (d8) Tropize (d8)
	Tropize	Tropize	Human	Delphi (d8)
Somata (Eagle Nebula)	Kryton	Kryton	Human Soamata	Orion (d8)
	Obah	Soamata	Soamata	Gol'Sora (d10) Sol'amon (d10) Janssen (d10)
	Olsgard	Sol'amon	Soamata	Soamata (d10) Somlia (d10)
	Olsorath	Gol'Sora	Soamata	Soamata (d10)
	Omat	Somlia	Soamata	Sol'amon (d10)
Rouge, The	Redban	Redban-3	Redban	Janssen (d8)
Solaris	Orion Nebula	Orion	Human Phoxin	Sol-3 (Earth) (d10) Kryton (d8) Lagoona (d10)
	Scorpio	Scorpio	Human Phoxin	Sol-3 (Earth) (d10)
	Sol	Sol-3 (Earth)	Human	Janssen (d10) Scorpius (d10) Vela4 (d10) Orion (d10) Phi Cassiopeia (d10)
	Vela	Vela-4	Human Phoxin	Sol-3 (Earth) (d10)
	Fronter	BD-X423	Galatrimus	none/mixed
Fronter	Fhaera	Fhaera-2	Faeh-na (Fhaeran)	Gloombridge (d8) Perseus (d8)
Fronter	Perseus	Perseus	Human Phoxin	Fhaera-2 (d8) Galatrimis (d4 sporadic)

## Astro-Networks

The backbone of the Sphere is the Wormgate Network. All star systems with a Wormgate are a node within the network, and it is this network that enables the existence of the Minds that manage the PanDominion.

Within each sector, which usually has only a single Wormgate, systems and planets are connected by local FTL relays. Each FTL relay has a standard operating distance of 1 Light Year (LY), although older and newer systems vary slightly. Subsequently, within the 50 LY radius of a sector, there can be relay links up to 50 LY long, bringing the signal of the Sphere to-and-from the nearest Wormgate. Because FTL relays can only transit at FTL speeds, it takes roughly 1 day for information to travel 1LY within a sector. This 'lag' is occasionally exploited by unethical and nefarious peoples, although local authorities know to be watchful for this type of anti-social behavior.

Of course, the ability of the Sphere to monitor systems via the FTL relays is much reduced compared to systems it has direct access to via a Wormgate, even in what are otherwise considered civilized core worlds. In such systems, the local offices of the U.G.P., and all its instruments, must exert more direct, manual monitoring and control, and much of this burden falls to the P.T.I.L.E. in Key Sectors.

## Sectors

Physically, the PanDominion stretches over a vast area of space. The core of the PanDominion – with the most densely and longest settled sectors – starts from the north and runs down Orion's Spur, linking the inner Sagittarius Spiral Arm with the outer Perseus Spiral Arm. Strings of settled systems branch out from the core following the lines of the spiral arms, and clusters of settlements also exist in the spaces between, usually wherever there is a system with one or more 'golden' planets. Newly opened areas also reach out from the Perseus Spiral Arm and into the vast spaces beyond.

If not for the Wormgates, navigating the length of the PanDominion would take a decade, even with a fast starship! Subsequently, most of the PanDominion's inhabited star systems are tightly clustered around a primary star system with a functional Wormgate. Indeed, the importance of the Wormgate is so great that such clusters of star systems – called 'sectors' – become synonymous with the Wormgate itself.

For example, the Solaris Sector includes the 32 systems with 78 inhabited worlds within a 50 LY radius of the Sol star, which houses a Wormgate on Earth (a.k.a. 'Sol-3').

This clustered, sector-based geography is a natural outcome of the technology used by the PanDominion for travel and communication. It also gives rise to the Sectoral organizational structure of Armada, which finds it far more responsive to keep fleets within Sectors, though they are capable of deploying between sectors if required – although such deployments can take many months or even years!

## Capitol

The Capitol Sector is one of the busiest and most diverse in the PanDominion, with Janssen, the capitol of the U.G.P, at its core. Aside from a dozen minor species, there are no significant indigenous sentient species in the sector, and the vast majority of the inhabitants have settled there over the past millennia. Given its relatively new colonization, the sector contains numerous recorded and also as yet undocumented astronomical anomalies, sitting alongside some of the most important centers of power in this side of the galaxy!

- ▶ Area: 22 LY radius from the Janssen Wormgate.
- ▶ Inhabited Systems: 29.
- ▶ Inhabited Worlds: 119: including 12 ringworlds and 27 gas-giant plate floating cities.
- ▶ Population 150 billion: Human (40%), Soamata (23%), Teraborg (21%), Redban (7%), Shako (4%), Phoxin (2%), Feah-na (0.000001%), other species (3%).

## Solaris

The Solaris Sector is a major population hub within the PanDominion, not only for the native Human species, but also for tens of billions of beings who wish to engage in the rich melting pot of interspecies art, science, and hedonism that characterizes this sector. The Solaris Sector is also considered the 'second home' for the Phoxin, a species that originally hails from the more conservative and industrious Cassio Sector. In addition, several minor allied species also call the Solaris Sector home.

- ▶ Area: 50 LY radius from the Earth Wormgate.
- ▶ Inhabited Systems: 32.
- ▶ Inhabited Worlds: 78: including 3 ringworlds and 16 gas-giant plate floating cities.
- ▶ Population 611 billion: Human (78%), Teraborg (4%), Soamata (5%), Phoxin (10%), other species (3%).

## Cassio

The Cassio Sector is the native home of the Phoxin. Although not as expansive or populous as the Solaris or Carina Sectors, it is one of the most industrious and productive within the PanDominion. It consists of 32 inhabited worlds over 31 star systems. The Phoxin's natural affinity with astro engineering and biotechnology, coupled with slow and steady colonization of an area that pre-dates the PanDominion by centuries, means that the Cassio systems are all well developed and highly productive. From minerals and radioactives to food stocks and medicines, the Cassio Sector is an important source of raw materials for the ever expanding PanDominion.

- ▶ Area: 35 LY radius from the Phi Cassiopea Wormgate.
- ▶ Inhabited Systems: 31.
- ▶ Inhabited Worlds: 32: including 1 ringworld and 14 gas-giant plate floating cities.
- ▶ Population 51 billion: Phoxin (36%) Human (48%) Teraborg (8%) Soamata (2%), other species (6%).

## South-Western

The South-Western Sector, home of the Soamata, represents a vast area with a large number of colonized worlds, but sparse population. While the other primary species within the PanDominion historically expanded aggressively into their home sectors, the psionic and contemplative Soamata tended to settle in small numbers, seeking out other species and observing and aiding their cultural evolution, protecting the fledgling civilizations they found. The Soamata were exploring space for longer than many of the younger races. As a result, their native sector stretches nearly 100 LY in radius, yet has just a handful of heavily settled worlds – though dozens of ‘protected’ worlds that remain largely untouched.

- ▶ Area: 98 LY radius from the Soamata Wormgate.
- ▶ Inhabited Systems: 10.
- ▶ Inhabited Worlds: 10: all planetary.
- ▶ Population 21 billion: Soamata (70%), Human (22%), Phoxin (3%), Teraborg (3%), other (2%).

## Carina

The Carina Sector is shrouded in the exotic gases that obscure the Teraborg Imperial Nest. This sector is something of a legal anomaly within the PanDominion, in that it is considered independent of the U.G.P., with governance seated in the Teraborg Imperial Nest. Yet, for many practical purposes, the Carina Sector is important and well-aligned, economically and politically, within the PanDominion.

The area covered by this sector is massive. However, the exact number of worlds contained within the

nebula is unknown (at least to the Sphere), and only 22 colonized worlds have been recorded by visitors to Carina, as well as a substantial number of orbitals and floating cities. The Teraborg homeworld of IN-1, commonly called ‘The Nest’ by locals, is a sprawling planetary system, with two bisecting ringworlds straddling the planet, and dozens of continent-sized orbital shipyards.

- ▶ Area: 400 LY radius around the IN-1, IN-2, and IN-3 Wormgates.
- ▶ Inhabited Systems: Unknown.
- ▶ Inhabited Worlds: Total unknown, 22 cataloged by the sphere so far.
- ▶ Population unknown: Teraborg (est. 99.9999%).

## The Rouge

The Rouge (‘Red’) Sector is the newly opened home of the Redban species. The sector is highly strategic, in that it exists on the expected path that the Nuclarine would take out of The Zone, if they chose to invade the PanDominion. It consists of just 2 sparsely inhabited Teraborg–Human colonies, plus the recently uplifted Redban–3 homeworld. All 3 systems are being heavily fortified, and regular patrols are sent out towards The Zone, with orders to scan any hostile targets and then withdraw. Several, highly-advanced astronomical observatories have also been constructed in The Rouge, with their sensors firmly pointed along the vector of threat.

- ▶ Area: 9 LY radius from the Redban–3 Wormgate.
- ▶ Inhabited Systems: 3.
- ▶ Inhabited Worlds: 3.



- Population: 1 billion. Redban (67%) Teraborg (20%) Human (10%) Phoxin (1%), other (2%).

## Starcore

The Starcore Sector is not so much a sector as a no-go zone. The Starfish have unilaterally declared a '5000 Parsec (16,000 LY) exclusion zone' around the Galactic Core, and their Sector conveniently sits within that area. While not confirmed, it is thought that the sector contains the Starfish homeworld.

## North-East

The North-East Sector, and indeed the Strozi Empire remains largely unexplored. The Strozi are a highly aggressive culture and do not take incursions into their space lightly. In an effort to avoid diplomatic or incidents or military conflict, all PanDominion registered starships are forbidden by U.G.P. edict to enter the sector under threat of confiscation of vessel and 'enforced Voluntary Servitude' duties for all crew. In short, don't go there.

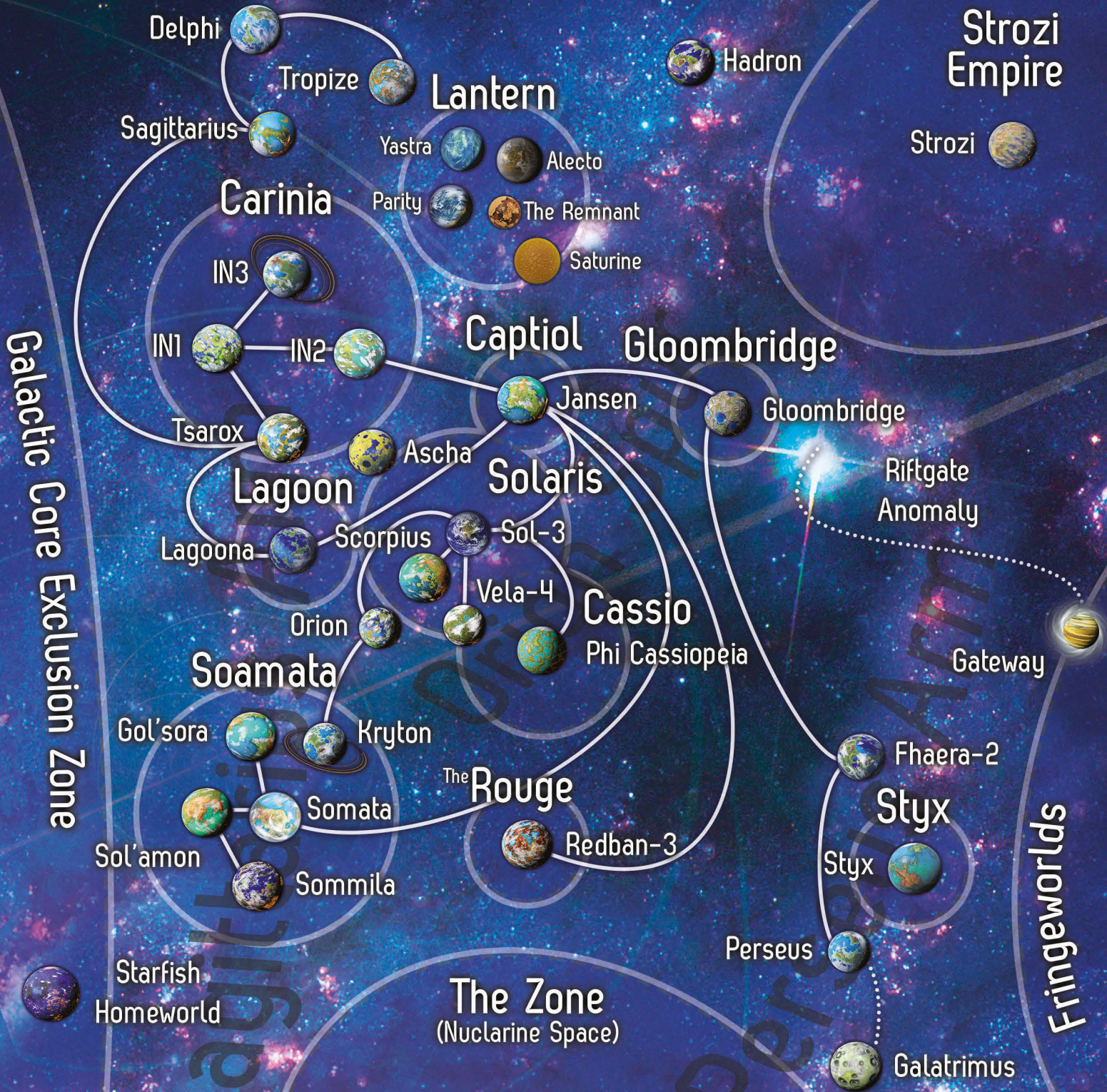
## The Zone

'The Zone' is the unassuming name used to describe the massive amount of space that the Nuclarine control. This is literally 'everything south of the PanDominion.' There are no official regulations against dealing with the Nuclarine, but a person would have to be very opportunistic, and a little crazy, to even want to! The Nuclarine tend to remain in The Zone, which the U.G.P. considers an unexpected blessing, because Armada is currently unable to counter their more advanced starships.



# Pandominion

## Wormgate Network



# HIGH-SPACE.

WILDCARDS PROTECTING THE FUTURE



# Worlds of Note

.....  
Important planets of the Wormgate Index are described in this section using relative planetary numbers to allow for comparison. In summary, higher die-types indicate stronger capabilities on a planetary scale, and lead to higher derived attributes. Larger and more well-formed (for organic life) planets are entitled to more Planetary Edges, and these in turn can raise a planet's Attributes.

One key Attribute to watch out for is the Terraform Attribute, noting whether it has been increased due to the effects of some Edge. Should that Edge ever be lost or become unusable, then the improved Attribute will reduce back to its natural state.

Another key Attribute is the Net Worth of a planet, which is the capacity left over once imports are subtracted from exports. Should this value ever fall below zero (0), then imports must be increased, or additional exports retained on-planet, or the planet will lose the ability to support the current number of Planetary Edges by the amount which this value falls short.

The Development Index is a score that records a planet's production capability. Although normally irrelevant to the average citizen, it is an important metric that the Sphere uses for routing resources.

The U.G.P. Index is a psychohistorical score. Developed by researchers at The Salamat Projection, it records the amount of influence a planet can exert within the U.G.P., according to various factors. Detractors of this scoring system claim that it puts an artificial cap on the amount of influence that The Salamat Projection itself exerts, although the researchers insist that the historical evidence supports their model and that claims of psychic influence with the U.G.P. are the

result of unfounded outbreaks of paranoia by non-Soamatans.  
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.....  
The system behind generating these numbers is called the 'Terraform Generator,' which will also allow you to develop your own planets, and is coming soon from Storyweaver Games.  
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## Janssen

Janssen is the single most important planet in the PanDominion, as it is both the seat of the U.G.P. and a linchpin in the Wormgate Network. Because Janssen is a 'golden' planet, and situated relatively closely to Earth, it was the natural choice for Human colonization and has been a pivotal part of the 'human diaspora,' ever since that species achieved FTL spaceflight.

The planet's surface remains uncrowded, and pockets of natural beauty can be found only minutes by aero from most population centers.

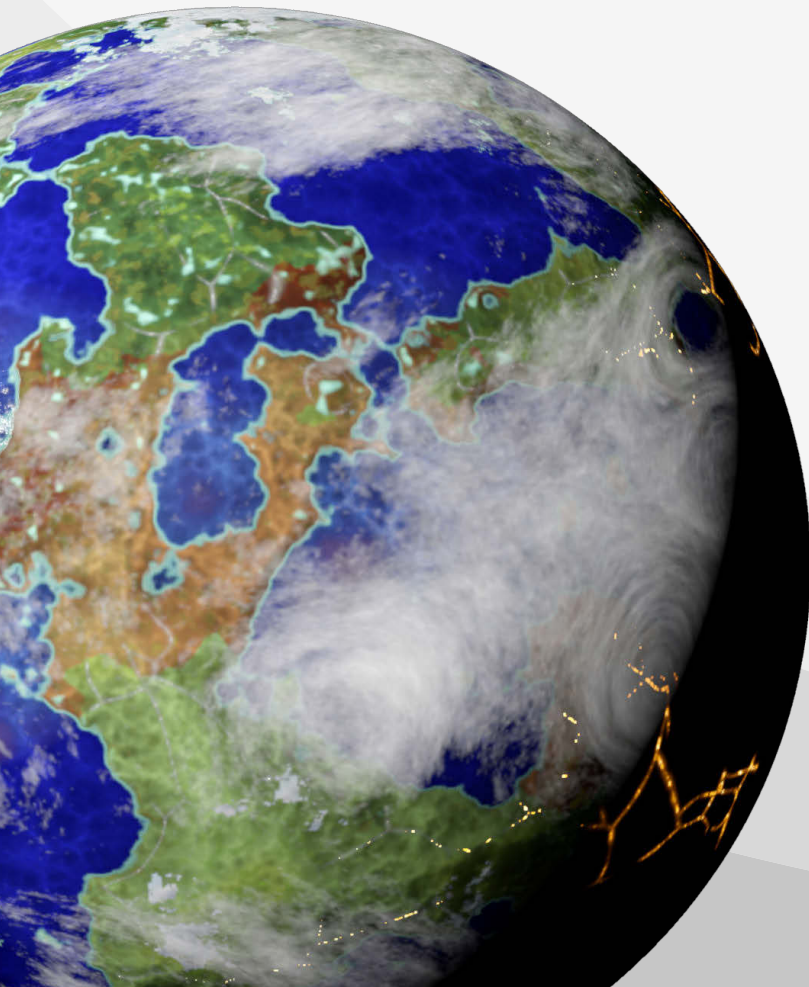
Economically, Janssen has been self sufficient since immediately after its colonization, exporting far more resources than it imports, and as such it underwrites the support and development of many new, less developed worlds.

The Wormgate Network has more gateways on Janssen than any other planet, so it is a major hub for travelers, but the strongest reason for visiting Janssen is because it houses the U.G.P., and is thus the political heart of the PanDominion. It is also the headquarters of the U.R.C., P.T.I.L.E., and most Commercials also have a major office situated on, or in orbit around the planet.

A unique aspect of the Wormgate Network on Janssen is that, unlike other planets, the mag-lev train lines that

traverse the Wormgates do not run in a linear fashion that requires them to terminate at a station. Instead they can be routed into a continuous circuit called the 'Ring-line,' that can switch mag-levs in and out of Wormgates at extremely high speeds. For example, cargo from IN-2 that is bound for Soamata will pass through the IN-2/Janssen Wormgate, and without slowing down will be routed on through the Janssen/Soamata Wormgate. This way it is even possible for long, 100+ carriage mag-lev trains to actually exist on up to three different worlds at the same time - their origin world, the amount of mag-lev track on Janssen required to move to the next Wormgate, and their destination world!

The Sphere controls the continuous routing of the Wormgate Network, which would be crippled and inefficient if the Sphere ever lost connectivity. As a safety mechanism, the Ring-line has several outer tracks to which it can disperse mag-levs into 'holding patterns' if timing issues arise, although these outer tracks are rarely used.



## Janssen Planetary Index

Development Index	93
U.G.P. Index	113
Astroclassification	Large planet
Environment	Golden: no life support required
Predominant Species	mixed
Technology	d12 (d10)
Size	d12
Terraform	d12
Resources	d8
Population	d8
Armament	12 (10)
Influence	10
Production	16
Imports	10
Net Worth	7 (6)
Biomes	Arctic Tundra Grassland Scrub Jungle Tropical
Wormgates	Soamata IN2 Sol-3 (Earth) Redban-3 Lagoona Gloombridge
Planetary Edges	
Orbital stability	
Sphere super-node	
Stratospheric defense matrix	
Planet-based lasers	
Sub-orbital conveyor	



## Soamata

The Soamatan species traces its root back to the self-named planet of Soamata, which held the unique conditions required to naturally select for the development of their 'braintooth' and subsequent psychic abilities. Soamata is naturally abundant in terms of organic resources - though much is buried in its complex and psi-active crystalline landscapes. It is a 'golden' planet that encourages a biodiversity that is harvested to create specialized exports.

The Salamat Projection have their headquarters on the planet, where they are rumored to conduct their more 'experimental' studies, although none of this has ever been documented or even penetrated by outsiders to the Projection.

Soamata is the single point of contact between the PanDominion and all other Soamatan dominated and colonized worlds, and it controls the movement of cargo and people on to these other worlds. What surprises most non-Soamatan's is the level of scrutiny of passengers using the Wormgate Network, and the vigor with which Wormgate security is enforced. This includes mandatory psychic probing, and advanced bioscreening using local organic detection 'tools.'

Many who arrive at Soamata elect to remain on the planet, due to its vast natural beauty and the friendliness of the local inhabitants. The subtle influences of the planet also extend off-world, and due to its popularity, resources, and unique exports, the Deputy and the Senator for Soamata wield substantial influence within the U.G.P..

### Soamata Planetary Index

Development Index	91
U.G.P. Index	117
Astroclassification	Standard planet
Environment	Golden: no life support required
Predominant Species	Soamata
Technology	d10
Size	d8
Terraform	d12
Resources	d8
Population	d6
Armament	9
Influence	13 (9)
Production	17 (15)
Imports	7 (8)
Net Worth	10
Biomes	Taiga Forest Jungle Scrub Grassland Desert (Crystal)
Wormgates	Gol'Sora Sol'amon Janssen
<b>Planetary Edges</b>	
Extractable resources	Psychoactives Astatine
Natural abundance	
Stable ionosphere	
Academic center of excellence	

## Tsarox

Tsarox is not the birthplace of the Teraborg species, but it is the 'western gateway' that controls access to the Carina Nebula, that holds the planets which form the Imperial Nest (IN-1, IN-2, and IN-3). One of these is actually the birthplace of the species (the 'southern gateway' is the planet Janssen).

Tsarox was colonized by Teraborg, who were forced to spend at least half their days in environmental habitats, but the inevitable terraforming of the world has turned it into a 'golden' planet. The terraforming is continuous and is maintained at all times through the cultivation of organic-friendly extremophiles (bacteria) that generate the oxygen required to support larger, carbon-based life forms.

The environmental balance required to maintain the terraforming is carefully controlled, and within the remit of local authorities. Any crime against the environment is treated as a capital offense. This can be anything ranging from littering non-biodegradable waste, to having a leaky FTL core, and the law surrounding these crimes is constantly evolving to keep pace with the latest research!

The arctic-poles of the planet each host a superconducting network that is used alternately (depending on which pole is in winter, as opposed to summer) to host a 'super-node' of the Sphere. This node processes comparatively advanced and complex algorithms, and is itself a popular tourist attraction for the scientific/research community of the PanDominion.

### Tsarox Planetary Index

Development Index	83
U.G.P. Index	99
Astroclassification	Standard planet
Environment	Golden: no life support required
Predominant Species	Teraborg
Technology	d10 (d8)
Size	d8
Terraform	d12 (d10)
Resources	d8
Population	d6
Armament	9 (8)
Influence	8
Production	15 (13)
Imports	7
Net Worth	8 (6)
Biomes	Arctic-tundra Tundra Grassland
Wormgates	IN3 Lagoona
<b>Planetary Edges</b>	
Greenhouse friendly flora	
Extractable resource	Terraforming-bacteria
Stable ionosphere	
Abundant Potable Water	
Sphere super-node	
Heavy manufacturing	

## Sol-3 (Earth)

Although it holds little resonance for other species, the cultural and psychological significance that Humans feel towards Earth matches – and many Humans say it supersedes – what other species feel for their own homeworlds.

Within the PanDominion, Earth is second in importance only to Janssen, and is the host to a princely five Wormgates that connect the major core worlds in the ‘northern’ reaches of the PanDominion. It is also the headquarters of the Sol Conglomerate, one of the most influential Commercials to ever operate.

Earth, along with the sub-colonies of Venus and Mars (which are still not completely terraformed) has extensive influence within the U.G.P.. However, the local administration of the Sol system has become mired in bureaucracy and red-tape accumulated from centuries of trying to manage an empire without the technology of Wormgates. The Earth of the PanDominion is frequently alluded to as an ‘aging heavyweight boxer, staggering around the galaxy, trying to understand why everything looks blurry!’

The environment of Earth took a major hit from the development required to achieve starflight, and the planet has still not fully recovered, with the inhabitants now forced to live in protected biodomes. In fact, it is the continued existence a strong ionosphere and magnetosphere that permits any kind of life on the planet at all: it is a rather unique blessing even amongst golden planets for a planet to possess both of these!

### Sol-3 Planetary Index

Development Index	73
U.G.P. Index	93
Astroclassification	Standard planet
Environment	Hazardous: life support limit 2d8 hours
Predominant Species	Human
Technology	d10
Size	d10
Terraform	d8 (d4)
Resources	d4
Population	d8
Armament	12 (11)
Influence	10
Production	11
Imports	14
Net Worth	-3
Biomes	Arctic Arctic-tundra Tundra Grassland Desert
Wormgates	Janssen Scorpius Vela-4 Orion Phi Cassiopea
<b>Planetary Edges</b>	
Strong magnetosphere	
Planet-based lasers	
Stable ionosphere	

## Orion

Orion is the ‘shining’ star in the Human diaspora. Much admired and adored even as old Earth is not, and so close to Earth-like in its natural environment so as to have earned the appreciation and plaudits of Human artists and performers from across the PanDominion – despite that fact that Human settlement still relies heavily on artificial life support systems. Orion is equally as deadly a planet to live on as it is beautiful, which is perhaps why the ambiguous Human brain loves it so much!

Initially, many species of fauna and flora were re-engineered to populate Orion, but these failed to out-perform their native counterparts, and these days it is considered lucky to find a transplanted ‘Rhinovine’ (African-rhino/Hereford-bovine genetic combination), or ‘Oscledog’ (Ocelot/Husky-dog) in the wild!

Orion is also a major base of operations for the Substrate/Thought Commercial, and they have set up their key research operations on the planet, as well as production and training facilities for their premier bloodline of natural language AIs. Although their corporate headquarters is on Janssen, it is on Orion that they do their important work.

### Orion Planetary Index

Development Index	101
U.G.P. Index	125
Astroclassification	Large planet
Environment	Adverse: Life support limit 2d12 hours
Predominant Species	Human
Technology	d10
Size	d12
Terraform	d10
Resources	d12
Population	d8 (d6)
Armament	12 (11)
Influence	12 (11)
Production	16
Imports	7 (8)
Net Worth	9
Biomes	Taiga Forest Prairie Tropical
Wormgates	Sol-3 (Earth) Kryton Lagoona
<b>Planetary Edges</b>	
Pristine Environment	
Natural abundance	
Natural barriers	
Extractable resource	Organic pharmaceuticals Laser crystals
Stable ionosphere	
MedTech research facilities	
Stratospheric defense matrix	



## Galatrimis

Galatrimis is small, extremely hostile, and a long, long way from anything nice! Philosophers who venture there seeking to understand the 'limits' of civilization often reconsider the romantic idea of the planet, wishing to depart and never return. But therein lies a problem.

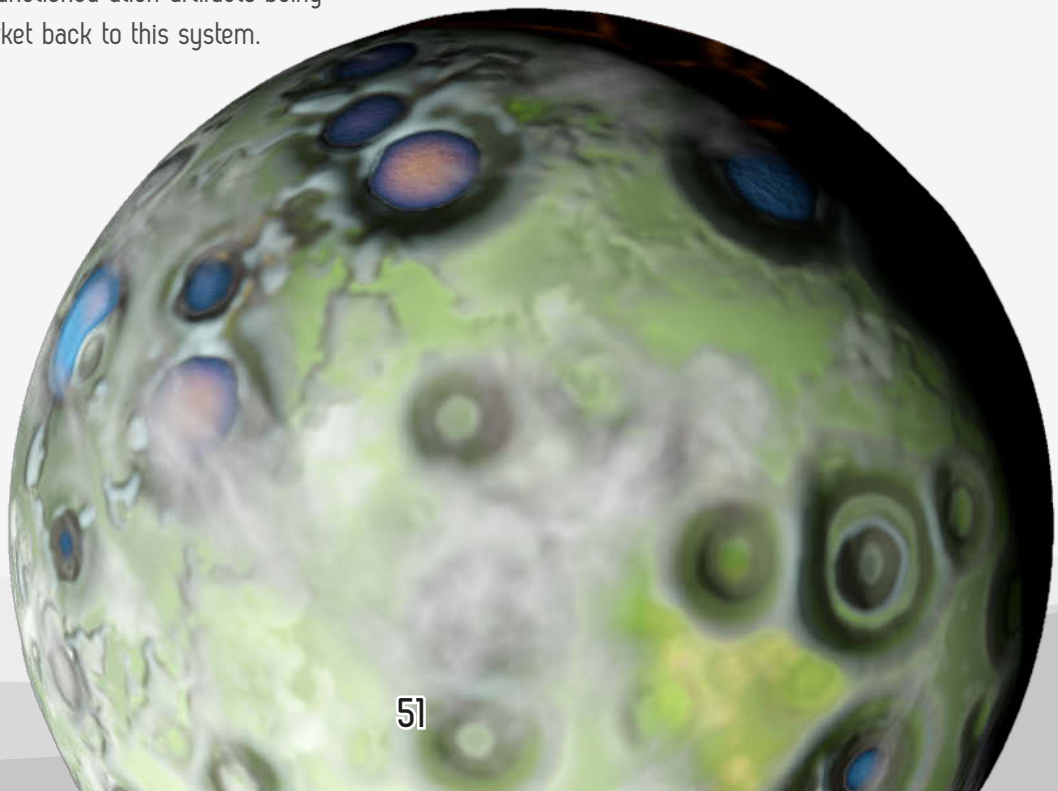
The Wormgate between Perseus and Galatrimis is small, and can only be powered at the Galatrimis end, twice a week for two hours at best. The activation capacitors are charged by less than regular means - solar and kinetic energy collectors, and so gate activation is very dependent on the weather. This can leave many, would-be travelers stuck on either end for some time, waiting their turn. This isolation means Galatrimis is not an influential planet, and it is inhabited only by the lonely, lost, or embittered!

The only reason that this planet can claim to be a PanDominion colony at all is because it is special - it is the only known place where you can encounter Nuclarine without them attacking on sight.

Although there is no concrete proof, the U.R.C. and P.T.I.L.E. have traced unsanctioned alien artifacts being traded on the black-market back to this system.

### Galatrimis Planetary Index

Development Index	43
U.G.P. Index	50
Astroclassification	Planetoid
Environment	Hostile: life support limit 2d4 hours
Predominant Species	none
Technology	d4
Size	d4
Terraform	d6
Resources	d4
Population	d4
Armament	4
Influence	4
Production	8 (7)
Imports	4
Net Worth	3
Biomes	Desert
Wormgates	Perseus
Planetary Edges	
Unique resource	Nuclarine trade
Local expertise	



## Fhera-2

Fhaera-2 is the only planet of the Fhaera system capable of supporting life. That said, it is a magnificent planet. The Insight Agency crew who unexpectedly discovered life on the planet, described it as one of the most naturally beautiful planets on record.

The native inhabitants, Faeh-na and Fhaeran, are the descendants of the same genestock that diverged millennia ago into what are now essentially distinct species, yet they managed to live together and even prosper together.

Hints to what might have instigated this speciation was discovered in the Fhaeran DNA during preliminary testing by Integration. There are signs that what has become the Fhaeran are evolved from a common ancestor with the Faeh-na, but one that has been artificially modified, in a process similar to 'uplifting.' The process does not seem to have been successful. As such, this has left the Fhaeran unable to be uplifted by current PanDominion technology.

The Integration Agency decision to uplift the Faeh-na but not the Fhaeran, which was opposed by several Minds of the Sphere, has split the local populace and led to discontent on the planet.

The Faeh-na, who have by-and-large embraced the uplift, contribute to the PanDominion through the breakthroughs they have made in medical science, especially in genetics. Their own special genetic makeup and background allowed them to discover new principles that has eradicated some of the few remaining genetic disorders that have so far defied PanDominion science. Cleverly for the Faeh-na, it is the products of this technology that are exported to the PanDominion, not the technology itself. However,

Development Index	88
U.G.P. Index	108
Astroclassification	Standard planet
Environment	Golden: no life support required
Predominant Species	Faeh-na Fhaeran
Technology	d6
Size	d10
Terraform	d12+2 (d12)
Resources	d10
Population	d6
Armament	9
Influence	11 (10)
Production	15
Imports	6 (7)
Net Worth	10 (8)
Biomes	Taiga Jungle Grassland Tropical Desert
Wormgates	Gloombridge Perseus
<b>Planetary Edges</b>	
Abundant Potable Water	
Natural abundance	
Greenhouse friendly flora	
Pristine Environment	
Strong magnetosphere	
MedTech research facilities	
Agricultural technology	

the secrecy around their patented technologies has drawn 'commercial' interests to the planet, which is now subject to an abnormal level of (illegal) espionage compared to other planets.



The eccentric human phenomoder, Dr Brian Whitcraft, is so enamored with the uplifted Faeh-na, that he is sculpting himself in the species' image, with varying results.



## United Governing Parliament

The United Governing Parliament, or U.G.P., is the supreme legislature of the PanDominion, and has ultimate control over all other planetary political bodies and agencies within its domain. The U.G.P. consists of both an 'upper congress' (the Congress of Systems) and a 'lower congress' (the Congress of Planets).

The Congress of Planets is a democratically elected congress, with elections for posts held at least once every five years, to elect one 'Deputy' for each colonized planet in the PanDominion. The Congress of Systems is also a democratically elected congress, but elections for posts held at least every ten years, to elect one 'Senator' for each colonized system (collection of planets) in the PanDominion.

Legislation (laws or amendments) is introduced by Deputies into the Congress of Planets, and if approved by majority vote it is passed on to the Congress of Systems where it is also debated and voted upon. Finally, if approved in the Congress of Systems, the legislation is passed on to the Sphere to be enacted or communicated to those responsible, and monitored for compliance.



U.G.P. Translingual Symbology



The U.G.P. is convened at the Parliamentary Orbital-Conveyance (known affectionately in the media as 'The Beanstalk'), located on the equator of Janssen, the capital-planet of the PanDominion and situated only 113.2 LY from Sol, the capital of Humanity.

Parliament runs in 2, equal-length sessions per Soamatan year, with a 24 day recess each break. The High Recess falls when the PanDominion Formation Celebrations are held, and the other, called the Low Recess, in the opposite season. Deputies and Senators can vote or speak on any matter at any time the U.G.P. is in session, even by remote holo-video link. The only stipulation is that Deputies and Senators must attend the actual Parliament for at least 20 hours each week, or be subject to a vote of censure that can include a motion to re-elect that position, as well as a directive to the Sphere to reduce resource allocation to that planet/system as appropriate! Obviously, members of the U.G.P. who fail to live up to their obligations face the prospect of a hostile electorate, and so far have never been re-elected!

## The Sphere

The Sphere is the universal news, information, regulatory, and policy-enforcing, communications and control network for the PanDominion. Because of the Sphere, there are no planetary governments, only disbursed U.G.P. offices and agencies charged to implement aspects of U.G.P. law that the Sphere itself cannot.

The Sphere observes and records every inhabited place within the PanDominion, including, by default, the interior of starships within any connected solar

system, and tracks and records the actions of every single individual.

The only exceptions to observation are:

- ▶ Uninhabited areas.
- ▶ Starships, as they travel between solar systems when they are out of range of FTL communications.
- ▶ Any person, or Mind who has requested not to be tracked and recorded.

Regarding the last point, individuals who request not to be tracked are very rare, because the intervention of the Sphere is a lifesaver by way of preventing accidental deaths (not to mention the best healthcare available) and most citizens crave this assurance for a long and carefree life.

Wildcards, however, are frequent requesters of anonymity.

When the Sphere deactivates tracking and identification of individuals, this task is delegated to the smart observation systems that perform the actual recording, which use object-tracking technology to ensure that the de-identification is automatic. Playback of the



Sphere Translingual Symbolology

recording of an anonymized individual will show a 'black hole' in the recording where that individual is (hence the self-ascribed nickname that some Wildcards have adopted).

Note that the actions of a de-identified person are not recorded, however, if an illegal event (including a planned or attempted illegal event) is detected that is believed to originate from a de-identified source, then that anonymity is revoked and the individual is tracked until the facts can be established, usually by a U.G.P. agency. This will not usually show the individual performing the event, but it will allow the individual to be tracked from that point on and until the facts of the event can be established. In some cases this can take years, or even an entire lifetime!

Also, after a de-identified individual leaves the monitoring range of the Sphere, and later re-enters, there is a fractional recording of this happening, until they can be identified and thus de-identified from then on. Subsequently, there is a record of each time and place that a de-identified individual re-enters the range of the Sphere.

Note that although the Sphere could logically track a de-identified person from the moment of de-identification onwards, and potentially continue to know where they are, the Sphere has never confirmed that this is possible, and the Minds that operate it deny that this is an ambiguity that in any way compromises individual anonymity. In short, even though it makes sense that an individual could still be tracked as a 'black hole,' the Sphere does not do this. U.G.P. investigators can attempt to use black holes in recordings to reconstruct events, but the Sphere maintains that it is unable to assist in this!

## Minds

The Sphere is composed of, and comprises, at least ten, self-identifying artificial intelligences known simply as 'Minds.' There is also one Mind that exercises the privilege of anonymity and is itself perpetually de-identified – in fact it's existence would not even be known, if not for the references made to it by the other Minds!

The power that a Mind wields verges on god-like, due to their almost omniscient observation of the PanDominion, and their near omnipotent control of the multitude of systems that permeate society.

The Minds do not require physical manifestations of any kind; not even Remotes such as starships use. Under normal conditions, they can control any system in conjunction with forecasting and modeling subroutines that give them 100% precision, and reference any known information. However, because there are illegal jamming and hacking systems that can block or interfere with the signals that allow this control, Minds actually prefer living agents – that is, people – to manage life-critical environmental systems. To date no death (citizen or otherwise) has ever been directly attributed to a Mind, and psychiatrists and philosophers are locked in constant debate as to what would be the effect on a Mind if this ever happened.

Each Mind that operates within the PanDominion has chosen a cultural icon as a reference/avatar, and they each tend to take interest in specific fields of endeavor, as described in the following sections. Minds will respond to ALL communications that are directed to them, usually by way of instant-message or voice recording, however, when they deem a matter to be of significance they may also 'manifest' as a projected 3D image if possible.

## Janus

Identifying with the ancient Human god synonymous for 'change,' Janus is a Mind most active within the U.G.P., Integration agency, and appears to be most interested in uplifting and integrating new species into the PanDominion, rather than the enforcing of particular laws or policies.

Janus usually manifests as a talking marble statue with two heads, and longitudinal statistical analysis shows a preference for Janus to manifest when dealing with Wildcards as opposed to dealing with non-Wild-cards.

## Machiavelli

Machiavelli embodies the philosophies, if not the practices, of an ancient Human treatise on rulership known as 'The Prince.' It is an active observer of the U.G.P., and personal, inter-planetary and inter-species politics, and the Soamata species in general. Diplomacy is the art that most interests this Mind, and Machiavelli has been instrumental in brokering acceptable solutions to trade and manufacturing disputes, and conflicts of interest. Whether these disputes are inter-personal or inter-system in scale, both are of interest to this Mind.

Machiavelli manifests extremely rarely, and prefers communication by way of deep and thought-provoking written messages. However, the Mind has been known to manifest as a disembodied, floating, red velvet glove, complete with humanoid lips and mouth for speaking.





Janus Translingual Symbology



Machiavelli Translingual Symbology



Yu'n 'Khang Translingual Symbology

## Yu'n'Khang

This is one of the few Minds interested in military operations, and it styles itself as a mix of an ancient military leader of Teraborg mythology, as well as an ancient Human/Chinese figure. Yu'n'Khang has an ongoing affiliation with Armada, and the Imperial Nest, and spends a significant amount of cpu-time simulating military operations focused around those two U.G.P. powers, both as allies and as opponents.

Yu'n'Khang manifests as a cybernetic, celestial 'dragon,' shrouded in smoke and embers, but this manifestation has historically been received almost exclusively by military personnel and/or Teraborg leaders.

## Ithral

Some Minds focus themselves on individuals within the PanDominion, rather than agencies and political powers. Ithral is self-named for an ancient Soamatan god of artistic expression, and is the Mind that is most associated with manifestations that concern art and creativity. Ithral will sometimes appear as a statuesque Soamatan male, and at other times as a symbol or pattern that combines the senses. For instance, Ithral is recorded as manifesting at the Janssen Artistic Metascape Awards as a glowing musical notation, and delivering a keynote speech as a harmony of different musical instruments. On another occasion, Ithral was recorded as appearing to the poet-laureate of the Lagoon Nebula as a unique, gene-spliced nano-bird that was hatched from a giant artificial pearl, and self-immolated after delivering a secret message to the poet.



## Mon'esa

Self-identified with the mythological Soamatan heroine who delivered her people from an apocalyptic threat by virtue of cunning and ingenuity, Mon'esa actively follows and critiques the theoretical research of individuals across the entire spectrum of the PanDominion, including researchers from minor species.

Records of manifestation portray Mon'esa appearing as a floating Hydrogen atom, with a single proton/neutron nucleus and electron-cloud, and which uses effect fields to invisibly manipulate its environment.

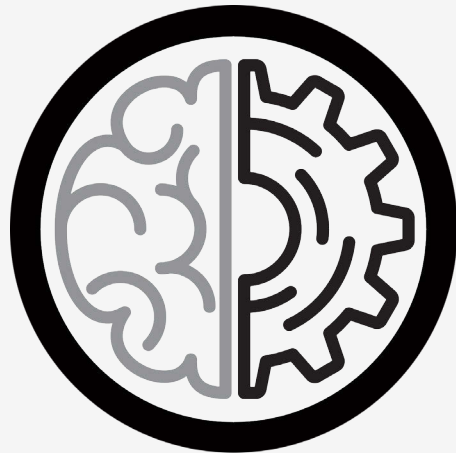
## Copernicus

While most Minds are concerned with the interior workings of the PanDominion and its citizens – perhaps because that is where Minds operate at their best – there is one Mind that is more interested in exploration and discovery. Copernicus is self-styled after the ancient Human astronomer, and it plans and sometimes sponsors starship voyages into unknown sectors of space. Despite its interest in the unknown, Copernicus can never actually go anywhere that is not already explored and at least partly settled, because it must rely on the Sphere. However, Copernicus also sponsors research into longer range FTL communications systems, and in this regard it has been known to 'convince' the Mind Mon'esa to work with it.

Copernicus prefers to communicate verbally or in text via starship control systems and monitoring systems. No manifestation of Copernicus has ever been officially confirmed, although Teraborg Mind-enthusiasts claim that a stylized image of a Sun circled with Latin script once appeared at a classified Teraborg observation post, just prior to the sighting of the first Nuclarine.



Ithral Translingual Symbology



Mon'esa Translingual Symbology



Copernicus Translingual Symbology

## Voltaire

Minds almost never suggest or promote ideas that might disrupt the status quo and the operation of the PanDominion. The Mind that identifies itself as 'Voltaire' is the sole exception. Voltaire actively injects itself into the affairs of the U.G.P. when it comes to dealing with new species (almost always promoting integration), and while it does not oppose the operations of the Council of Churches, when its opinion is requested it is universally damning of any organization that is based on the premise of blind faith.

Voltaire is quite willing to appear in public, but only rarely in private, and it maintains a strong sense of personal privacy regarding its motives and beliefs. Public manifestation of Voltaire, such as when it witnessed and interjected in the U.G.P. debate regarding the problematic uplift of the Fherean species, appears as a petulant, flying, cherubic figure. This 'flying child' is adorned with religious vestments that are stained and soiled, invoking images of both excess and hard toil in the same measure.

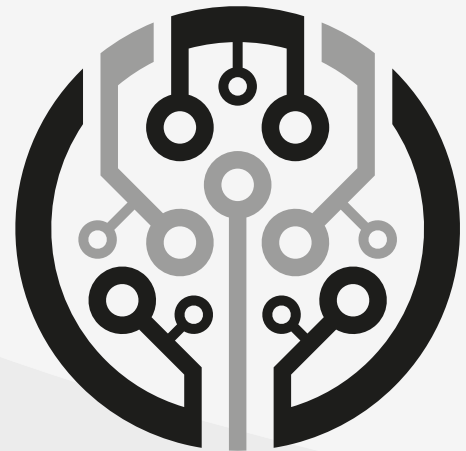


Voltaire Translingual Symbolology

## <De-Identified>

There is one Mind that has, since its inception, requested the anonymity that the Sphere can provide. It appears only as an artifact in the data of the Sphere, akin to an informational black hole! PanDominion scientists and technicians puzzled over this inexplicable sighting for decades, and it led to countless unnecessary equipment replacements and investigations until Janus announced, to a curious PanDominion, that this was in fact a Mind that preferred anonymity.

There is no way of knowing what this Mind believes, although according to the other Minds, it is faultless and impartial when carrying out its share of the workload of the Sphere, and can be completely trusted. Naturally, no manifestations have ever been recorded.



De-Identified Translingual Symbolology

## United Resources Corporation

Three thousand years ago, the rate of production within the growing Human/Phoxin space could not keep up with the demand for goods and materials. Prices skyrocketed, and competition amongst suppliers turned into outright violence and a series of brushfire conflicts. When significant levels of Astatine were found within the Lantern, the desperation to claim it reached fever-pitch. This period was known as the Comwar. The Comwar began at the coalface of resource extraction – around distant gas-giants on the edges of The Lantern – but inevitably, the conflict got closer and closer to peaceful, law-abiding planets and peoples.

The governments of the time watched on while all this occurred, preferring to see the Commercials settle matters themselves; no doubt swayed by Commercial lobbyists to allow the chaos to continue so long as it was kept discreet and no ‘civilians’ were harmed.

The final nail in the coffin for this policy was the destruction of an Astatine carrier from The Lantern, bound for the world of Gloombridge. A tracer had been hidden on the carrier, with a timer to activate it at the same time it was supposed to drop out of FTL flight, nearing planetfall. This was intended to signal a hidden cluster of homing-mines to close in and destroy the carrier. By some miscalculation the starship arrived before the timer activated, and it was in the upper atmosphere of the planet when the mines struck! The explosion occurred over an ocean, so the damage that rained down upon the populace was limited, but this calamity showed that the issues of the Comwar could no longer be ignored.

The various governmental bodies tried to legislate resource extraction, but the Commercials worked around the letter of all the laws, arguing that self-

regulation was the only control they would accept. Eventually, a compromise was reached, and the United Resources Corporation was founded. The U.R.C. directors included all the major Commercials and resource operators, as well as a balancing number of government ministers and secretaries – later Deputies and Senators – appointed as oversight.

The Commercials put up a guarantee to fund the U.R.C., to allow it to fulfill its mandate of ‘monitoring and enforcing the law across the resources industry.’ Unable to wield any kind of central control, the U.R.C. was divided into many operational areas, each responsible for a specific star system.

The U.R.C. is still highly active, and across the PanDominion it is, on the whole, warmly received by the citizens and system governments. However, on the fringes of civilized society, where there is limited monitoring by the Sphere, and where the more entrepreneurial and aggressive Commercials operate, the U.R.C. is considered a burden rather than a boon.

The Directors of the U.R.C. meet daily on Janssen, where its operation, and its fleet of patrol vessels, is managed from their headquarters in ‘Astatine Tower,’ which also houses the headquarters for numerous Commercials.

As well as monitoring Astatine mining operations, the U.R.C. maintains a network of sensors in solar-orbit around most inhabited systems, and regulates legal access to resources using its own fleet of frigates and corvettes. On the fringe of the PanDominion, the U.R.C. is considered by the Commercials as being similar in nature to the Contracts Guild or the Merc List: a necessary evil, but if well managed then it can be a thorn in the side of the opposition. Thus Commercial funding to the U.R.C. fluctuates in accordance with vested Commercial interests according to what the U.R.C. is currently monitoring.

## Law Enforcement

The PanDominion Tribunal on Interstellar Law Enforcement, known by the unflattering acronym of P.T.I.L.E., is the centralized office for coordinating the efforts to solve cross-jurisdictional crimes throughout the PanDominion.

P.T.I.L.E. has five central-offices, all located on core worlds of the PanDominion, including two on Earth and one on Janssen. Every colonized system has a head-office, while lightly populated regions on the fringes of the PanDo will have one head-office that services several systems. On the core worlds of the PanDominion, there is also a local-office in every large city.

In its role as the on-the-ground police and investigative force of the PanDominion, P.T.I.L.E. officers are tasked to investigate mainly smuggling and information-related crimes, to track down and apprehend fugitives, and to conduct manual audits into local system records upon request from the Sphere.

When a local-office does not have the resources or skills to carry out its mandate, it is permitted to acquire those resources and skills by hiring contractors (such as Wildcards) who are paid in C-bits, so long as it makes full disclosure about what it is doing and who it is employing. While this may sound like a quick solution to a resource problem, it is not easy for P.T.I.L.E. to hire this way, because crews who develop a reputation for picking up P.T.I.L.E. contracts eventually earn the disdain of their colleagues and become known as 'snakes.' These crews can end up being cut out of other deals, or dropped by prospective Commercial employers who don't want to associate too closely with someone who may come gunning for them in the future!



P.T.I.L.E. Translingual Symbology

The current head of the P.T.I.L.E. is Vice Commissioner "Scaro" Ts'karo Sik Tukta, a Teraborg who was promoted to her post in the system-office of the Imperial Nest. She has demonstrated impartiality in many matters, but is considered to be too close to the Imperial Nest and family connections to be truly independent, if not completely politically protected!

P.T.I.L.E. field officers typically pack enough tactical kit to do any policing job. However, where the officers do fall short is in programming and computing assets, space-side resources, ready access to the databases of the Commercials (even after issuing subpoenas), and also the diplomatic ties to cut through the red-tape of the U.R.C. and U.G.P. when it arises. Subsequently, field officers develop a very self-reliant attitude. They dislike the idea of posting 'help notices' on the Merc List, and they often work poorly with the people who respond to such notices. This heavy-handed attitude has seen the moniker of 'reP.T.I.L.E.,' evolved to describe all P.T.I.L.E. officers operating in the field.

In the underworld and criminal syndicates, people openly joke about P.T.I.L.E. Commissioners being known as 'Lizard Kings' and 'Lizard Queens.' In response, following the initiative of one enterprising P.T.I.L.E. Commissioner, P.T.I.L.E. has issued all field officers with Optovisors that are deliberately shaped to give a distinctive 'reptilian' appearance to the wearer's eyes.



and there has been an active policy of recruiting more Teraborg into the ranks.

Most P.T.I.L.E. members serve as a requirement of Voluntary Servitude, and they feel obliged to perform their job to the letter-of-the-law. However, a small minority are compelled into service for other reasons, especially Wildcards, and these officers tend to have a more relaxed attitude to procedures and the letter-of-the-law.



## P.T.I.L.E. 'Cottonmouth' Aeroprowler

Design Edge                      Warship

▶ Total Cost	6375
▶ Maneuver	d6
▶ Computer	d6
▶ Drive	d6
▶ Displacement	d4
▶ Quality	d6
▶ Pace	12
▶ Toughness	5
▶ Payload	4 (4)
▶ Hardpoints	8 (5)

### Edges

Lifepods, Armory, Cargo: Luggage, Overdrive, Point Defense Array (PDA) x3, X-ray Lasers (XRL).

### Hinderances

- ▶ Aero (Major) - Cannot travel into vacuum. Cannot use FTL flight. All systems limited to non-FTL range increments.
- ▶ Leaky (Minor) - Suffers a Breach for each round spent in a high-pressure environment.







## Commercials

Despite the U.G.P. and Sphere ensuring the needs of the average citizen, the economic management of the PanDominion retains a substantial degree of entrepreneurial free-enterprise.

Commercial operations manufacture goods (although it is usually the Sphere that provides most services) and these are exchanged with the U.G.P. for C-bits (CBT). The wealth that this provides allows the owners of the Commercials a greater degree of influence in U.G.P. policy than the average citizen, although nowhere near a controlling interest, and this provides for a much higher degree of access to personal resources. Also, while the average citizen is happy to sit back and enjoy life, there are still those who enjoy high-stakes competition. It is no surprise that Commercial operations of all sorts attract a significant number of Wildcards.

The majority of Commercials that have survived the centuries have done so because they hold a Director's position on the U.R.C., and have used this as a buffer against bad economic conditions. The most lucrative Commercials will almost always have some kind of stake in Astatine production, as well as terraforming, and thus expanding their own markets!

## Solaris Conglomerate

"Making Dreams Real"

The Solaris Conglomerate is a Sol-based meta-conglomerate with interests in orbital and planetary heavy industry, habitat engineering, shipyards, ringworld construction, and bulk transportation. It owes much of its success to its ability to leverage Starfish insights

into current technology, and the Commercial retains its own, close, diplomatic relations with that ancient species. Indeed, the Starfish appear to give favorable treatment to Solaris, slowly feeding it technologies that are close to rivaling even those of the Teraborg (although probably trivial to the Starfish). It is widely hypothesized that the Starfish are using Solaris as a conduit specifically to shape human development and expansion.

The Solaris Conglomerate is made up of thousands of subsidiaries, most of which are easy to trace back to the parent organization. The most prominent of these include New Worlds, which is involved in terraforming and planetary rehabilitation, Sol Dynamics, which oversees ringworld construction, and Transport Dynamics, which designs and builds mid-range starships.

Since the events in the Lantern, and the inclusion of Starfish neurological control systems into a new class of Human ship, Transport Dynamics is beginning to rival Teraborg ship building interests. This does not sit well with the Teraborg, who lack strong ties with the Starfish. Even so, the Teraborg still maintain a lead on starship drive design, and it does not appear that the Starfish are willing to 'hand' Humanity super-advanced drive technology at this time.



Solaris Conglomerate Translingual Symbology

In recent centuries, Sol Dynamics has become a primary manufacturer of ringworlds, due in no small part to engineering templates provided by its alien contacts. This has resulted in a rapid increase in human-habitable systems. Even in systems where terraforming planets would be of questionable economic return, Solaris has been able to construct ringworlds from in-system resources, such as asteroids, planetary ice rings, and other such material, to deliver habitats for billions of PanDominion citizens.

Even with the high-profile nature of most Solaris Conglomerate subsidiaries, those that deal with more 'entrepreneurial' endeavors are obscured by a complex web of financial and legal structures. These include organizations involved in transportation, resource recovery, and more recently exploration of the Fringe worlds.

The Solaris Conglomerate is controlled by a single family: the Lynx Dynasty. In many ways, the conglomerate is run like a Feudal Kingdom by the family patriarch, Hector Aurelius Lynx, who considers himself the current King. Almost all Solaris subsidiaries are majority-controlled and chaired by Lynx family members, often referred to as Barons and Baronesses. More prominent subsidiaries are run by Baroni (the unisex corporate term) with direct family links to Hector Lynx. The one exception to this rule is Sol Dynamics, which is co-chaired by Ugi (The Rock) Lynx and the Starfish entity registered as H212-1780-2225-1285.

Despite the size and complexity of the Solaris Conglomerate, Hector Lynx is intimately aware of the day-to-day activities of almost every subsidiary, through private network links he accesses via cyber-grafted AIs. Hector has plenty of time to monitor the minutiae of his economic empire, due to the fact that his health has degenerated over several centuries and he must now spend at least 12 hours out of every 24 living in custom-built, starship-based life-support

environment called the Lion of Hades, which orbits the planet Janssen surrounded by a cloud of defensive drones.

Hector suffers from Lambert's Curse, an astoundingly rare disease that rejects the processes of genetic manipulation for uplifting. This congenital disease runs throughout the Lynx lineage, and the family has more than its fair share of Wildcards as a result! In early life, Lambert's Curse has little impact on the afflicted being, outside of making the patient more 'excitable' than a typical PanDominion citizen. However, in later life, the curse can manifest an increasing number of debilitating disorders and causes the rejection of standard rejuvenation procedures. Even with the most

### Lion of Hades Lynx Family Flagship

Design Edge	Sporting
▶ Total Cost	3125
▶ Maneuver	d6
▶ Computer	d12
▶ Drive	d12
▶ Displacement	d8
▶ Quality	d10
▶ Pace	16
▶ Toughness	9
▶ Payload	8 (8)
▶ Hardpoints	0 (0)

#### Edges

Lifepods, Shockpods, Gill-fluid, Cryosleep, Nanomed-bay, Cloaking Device, Shields (SHLD), ECM Suite (ECM), Secoms, Internal Weapons, Internal Manipulators, Docking Point.

advanced medical technologies the PanDominion has to offer, it is a miracle that Hector is still alive, let alone running a mega-conglomerate with such ruthless efficiency. Many in the PanDominion attribute his continued longevity more to his iron will and sheer stubbornness, than to technology.

While locked in his ship-sized life-support system, and augmented by multiple AIs, Hector has been fed with information from every corner of the Sphere and has become a brilliant tactician of both business and

### Transport Dynamics Defensive Drones

Design Edge	Warship
▶ Total Cost	980
▶ Maneuver	d6
▶ Computer	d6
▶ Drive	d6
▶ Displacement	d4
▶ Quality	d6
▶ Pace	12
▶ Toughness	5
▶ Payload	4
▶ Hardpoints	8

#### Edges

Expert Automatics (Direct Fire +2), X-ray Lasers (XRL), Shields (SHLD), Secoms, Anti-capture System.

#### Hindrances

Non-atmospheric (Major) - The starship is incapable of atmospheric or submarine travel and does not even have landing gear.





Hector Lynx sits upon his cybernetic, life-support throne in his command ship, The Lion of Hades, leading his dynasty to ever greater power and influence.

science, and despite his frailty, few in the family would ever dream of making a move against him. Those that have attempted coups in the past have quickly found themselves embroiled in very nasty situations, which have resulted in their demise at the hands of the enemies of the Lynx family! However, there is heated rivalry between the potential heirs to Hector's throne, with the inevitable jockeying for power, and thus by subsidiaries of the conglomerate. This is a continual dilemma for the powerful family, although such internal rivalry is both encouraged and tempered by Hector in his search for a suitable heir to the dynasty.

## Sigil Ta'ant Commercial

"Be All You Can for the Nest, Your Clan,  
and Your Life Bonds"

Kan Sigil Mansi

Sigil Ta'ant is a Teraborg commercial based out of the Airilites HatcherClan, that leads the PanDominion's development and manufacturing of cybernetic solutions. No other reputable institution can match Sigil's technological prowess or manufacturing facilities - though a few less-than-reputable groups push the boundaries of cybernetics in ways that Sigil employees would find culturally (from a Teraborg perspective) questionable.

Sigil employees are fanatically loyal to Sigil Ta'ant, which translates roughly into Human as 'Improvement of Citizenry.' Every staff member, from the lead scientists and engineers to the lowliest techno-nurses, share a deep conviction that their work is essential for the Teraborg's evolution into the 'Kan 'ng Kan' (meaning 'the Pinnacle Being' / 'Ruler of Rulers'). The zeal the staff exhibit borders on religious, and over many

centuries of the Commercial's existence, a wide range of ceremonies and cryptic symbolism has emerged that makes the organization difficult for outsiders to decipher. Indeed, most non-Teraborg citizens (and more than a few Teraborg) enlist the aid of specialist diplomatic consultants when dealing with Sigil Ta'ant.

Sigil Ta'ant internal organization mimics the Teraborg Clan structure. The Commercial is governed by a Matriarch known as Kan Sigil Mansi (Queen of the Change / Improvement), with day-to-day operational decisions being abdicated to hundreds of 'commercial advisers' that play a similar role as the functionaries of a royal court.

Despite officially being a PanDominion commercial entity, Sigil Ta'ant typically reserves its latest advances in cybernetics for members of the Teraborg species, and is highly protective of its innovations. Conversely, it is equally interested in securing technology from other species, and to these ends, Sigil has established its own security force known as 'Sigil Jhash Ba' (meaning 'improvement by change,' or vice versa) that seeks both to restrict access to the Commercial's technology, and engage in espionage to acquire new technology. Jhash Ba also pays a healthy bounty for 'salvaged' technology from species outside the PanDominion, with no questions asked.



Sigil Ta'ant Commercial Translingual Symbology



## St.Cloud Commercial

“With You, All the Way”

The current head of the St.Cloud family business is the Oliver St.Cloud. Typical of Commercial leaders of the Human species, he is young, energetic, and as hot-or-cold-blooded as required to deal with each new dilemma. Oliver was tutored within the St.Cloud family holdings on the planet Alecto, in The Lantern, by the best and brightest that money could buy, and is attracted to high-risk ventures with an even higher potential payoff.

The St.Cloud family maintains the largest fleet of bulk carriers in the PanDominion, as well as a fleet of family yachts that are unarmed, but fast and highly defensible. Their flagship yacht, the Petrel, is the exception in that she is also armed with HVMBs and X-rays lasers, and the latest ‘toys’ from the scientific labs of the St.Cloud operations. The current heir-apparent to the family is Damien St.Cloud, the next child in line after Oliver. However, as long as Oliver remains unmarried and childless, his brother Damien, and even some of his younger siblings and cousins hold out a dangerous sliver of hope that they might be able to replace him.



St Cloud Translingual Symbolology

## The Salamat Projection

“The Mind is All”

Although categorized as a PanDominion Commercial interest, the Soamata-run Salamat Projection defies common definition. It is the PanDominion’s most influential provider of advanced educational and consciousness expanding services. It also conducts pure research in many esoteric areas of science, mathematics, philosophy and psi-dynamics, releasing its findings broadly throughout the PanDominion.

While ‘The Projection’ (as it is most commonly referred to) charges nothing for its services or research, it is the beneficiary of massive investments by alumni, many of whom are in positions of power throughout the U.G.P. and within Commercial interests. Indeed, The Projection has a surplus of funds that would shame most other commercial interests.

The Projection’s stated goal is to ‘Develop the greatest of minds for greater clarity of vision’ and it is intimately tied to the Soamatan world-view. To achieve this goal, The Projection has established campuses throughout the PanDominion. Every core planet, no matter the species, has at least one Salamat Projection campus.

Salamat Projection campuses cannot be compared to a standard university or educational institution; a better parallel would be to a Council of Churches monastery! The first difference is that a being cannot apply to attend a Salamat Projection campus; it is rumored that even asking for a referral to a campus is grounds for being barred. Instead, candidates are proposed to The Projection’s Council of Seers and, if found acceptable on the first inspection, a Jurisator will be dispatched to secretly monitor the candidate for a period of three months. Should the Jurisator confirm that the candidate meets The Projection’s standards,



## St.Cloud 'Nimbus' Automated Lifter

Design Edge                      Cargo

- ▶ Total Cost                      1690
- ▶ Maneuver                        d4
- ▶ Computer                        d6
- ▶ Drive                              d8
- ▶ Displacement                  d10
- ▶ Quality                          d6
- ▶ Pace                              14
- ▶ Toughness                      8
- ▶ Payload                         30
- ▶ Hardpoints                      0

### Edges

Cargo: Bulk Storage (x2), Expert Automatics (Damage Control), Anti-capture System, Internal Manipulators, Docking Point.

### Hindrances

Mass-effected FTL (Minor) - The crew suffer damage when the starship makes a maneuver action during FTL flight, the same as if traveling at Pace.

Poor signage (Minor) - Starships with poor signage (whether infrequently used, or incorrect) impose a -1 penalty on the Spacewise rolls of the crew. Must have a Displacement of d6 or greater.

Weak-point (Minor) - Any time a starship suffers damage, the damage is increased by +1 when determining whether the starship is Compromised or Breached. Can be taken multiple times.

The Nimbus is deliberately unmanned, to remove the risk of 'crew error,' and it is deliberately fragile and has the ability to self-destruct, making it a risky venture for would-be pirates and raiders.

then an emissary will approach the candidate and make a formal offer to study or conduct research. Despite this secretive and arduous enrollment process, Salamat Projection campuses often have thousands of candidates attending at any one time.

Candidates are literally 'cloistered' within the campus and undergo extensive cognitive training and psychic neuro-manipulation, while undertaking extensive studies. Once enrolled, candidates cannot leave The Projection until they have 'achieved a state of sublime mental clarity by revealing new knowledge to the universe.' That is, they engage in all manner of research, seeking to 'reveal new truths.' Some candidates complete their studies and research within just a few years. Some never leave.

Interestingly, graduates from The Salamat Projection are

not allowed to confirm or deny that they ever attended the institute, though alumni do frequently form closed networks within the corridors of power if they somehow become known to each other, or recall each other from time spent together within The Projection.

## Froster Commercial

"People are Our Business"

Allan Froster is the patriarch of what is probably the second largest Human family enterprise and Commercial operation in the PanDominion. Froster is one of the more recent families to join the oligarchy that is the Commercial family dynasties, having ascended to power only a decade ago. The family achieved this not



through the demise of others, but by offering greater economic control of their daily operations to other Commercials, in exchange for official recognition of the Froster family-line as U.R.C. Directors. This decision passed a vote within the U.R.C. and the Froster line was enshrined within the U.R.C., however, Allan Froster believes that at least one of the other Commercial families still consider Froster as a lesser concern to be pillaged, and not as equal partners in the U.R.C..

Froster Commercial does not concern itself with private fleets, preferring to charter cargo ships from other operators, believing that cargo ships are easy targets for pirates and a high risk. When moving about on business, Froster family members regularly charter U.R.C. patrol vessels as conveyances.

The primary business of the Commercial is to provide expertise in the unglamorous arenas of both policy consulting and people acquisition, and this is where it has to balance the control that external partners can exert over its staff. But it also explains why Froster is a popular source of auditors and comptrollers for the other Commercials, as well as for the offices of the U.G.P. and particularly the Integration Agency, which some cynics view as merely the channel responsible for bringing in new PanDominion 'customers.'

## PYN Commercial

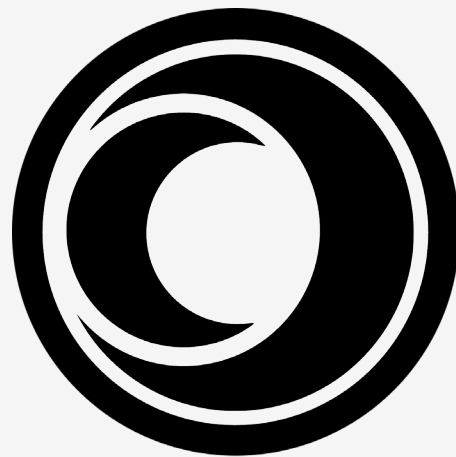
"Doors for Life"

PYN is a secretive Teraborg Commercial operation of the Jal MilitaraClan, and is the sole manufacturer of Wormgate technology. It is a relatively new and minuscule commercial enterprise, yet hugely influential given its monopoly of building and running Wormgates.

PYN derives its name from Pasn Ya'Niks'al and

translates as 'the door without locks,' referring to an ancient Teraborg philosophical concept that life is a series of doors, some of which are locked while others are unlocked. Walking through any door leads to change, regardless of the effort taken to open the door. It is only on the other side of the door that a person is truly tested, therefore a door without locks offers the greatest potential for change.

The staff at PYN see themselves as the harbinger of change for the PanDominion, and in many ways they are correct. The discovery of ancient Wormgates by the Teraborg, and subsequent reverse-engineering by



Salmat Projection Translingual Symbology



Froster Commercial Translingual Symbology

the founding scientists of PYN several millennia ago, has fundamentally altered the physical, economic and political structures of the PanDominion. It has allowed the PanDominion to begin coalescing into a single, functional society, rather than a widely-dispersed and loose-knit collective.



### PYN Wormgate Builder

Design Edge	Cargo
▶ Total Cost	3020
▶ Maneuver	d6
▶ Computer	d6
▶ Drive	d12
▶ Displacement	d10
▶ Quality	d6
▶ Pace	18
▶ Toughness	8
▶ Payload	30 (28)
▶ Hardpoints	4 (4)

#### Edges

Singularity Splitter, Construction Facilities, Landing Bay x 2 (for Wormgate carrier), Cryosleep, Anti-capture System, Failsafe, Medbay, Internal Weapons, Shields (SHLD), Combat Conversion x 4, Point Defense Array (PDA) x 4,

#### Hindrances

Non-atmospheric (Major) - The starship is incapable of atmospheric or submarine travel and does not even have landing gear.

## Jaska Zo

“Original and Best”

Jaska Zo are an official commercial association of the Teraborg Maisjal ArtifiClan, and leaders in FTL drive development and manufacturing. Although many other smaller commercials and species manufacture FTL drives, the Jaska Zo drives are, like the corporate tag-line, the ‘original and the best’ drives produced within the PanDominion.

All research and engineering is conducted deep within the Teraborg Imperial Nest, while Jaska Zo has its manufacturing facilities scattered throughout the Pan-Dominion, and there are hundreds of interspecies joint ventures that supply shipyards with sub-components that are assembled into FTL cores.

Of all the Teraborg commercials, Jaska Zo is one of the easiest to navigate for outsiders. Despite their technological lead, Jaska Zo has many smaller rivals nipping at its heels, offering less efficient drives, but at substantially lower costs.

Out of necessity, a far more inclusive corporate culture has developed when compared to other Teraborg enterprises. Jaska Zo employs sales negotiators, channel managers and field engineers from many other species, although the Maisjal ArtifiClan maintains tight control on all senior positions.

Recently, Jaska Zo has expressed a great deal of interest in acquiring Nuclarine drive technology, and has offered a considerable bounty to any group (including Armada) that can provide it with a working Nuclarine drive or FTL core. In addition, the latest Transport Dynamics ships that include Starfish neural-control systems have pricked the interest of Jaska Zo.

## Smaw Commercial

“The Strength of Will”

Smaw is one of the oldest and most ruthless Human families with a seat on the Board of Directors for the U.R.C., and it has maintained a curious secrecy that goes beyond what most of its peers consider normal.

It allows no other Commercial access to its fleet of armed-merchant carriers, it refuses to headquarter with the rest of the Commercials, and it goes out of its way to do business that does not compete or even cross-over into the business of the other big operators.

However, despite its sluggish, brutish facade, Smaw is rumored to hold more influence than any other Commercial in the PanDominion, save perhaps The Salamat Projection.

The Smaw clan operates under the guidance of one of three senior ‘Uncles,’ although who exactly is in charge is unknown to those outside the inner-circle of the family. Smaw deploys lawyers and agents in the same manner in which the Armada deploys warships, and no one in recorded memory has ever managed to map out the Smaw family structure!

Smaw’s main revenue is derived from raw resource extraction and refining, and it actively recruits successful mining and exploration crews, for lucrative but dangerous assignments in the Fringe worlds, where it is undertaking significant speculations for new finds of Astatine. As a secondary source of revenue, Smaw has subsidiaries that each specialize in the production of a cheap but effective variant of particular starship weapons system. The most successful subsidiary is Weaponomics Commercial, which manufactures String-torpedoes made slightly cheaper through the integration of less sophisticated safety systems.



PYN Commercial Translingual Symbology



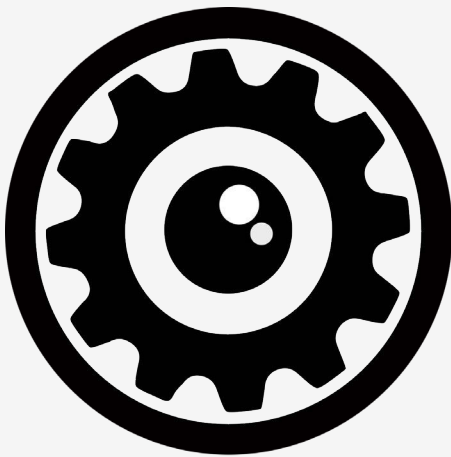
Jaska Zo Translingual Symbology



Smaw Commercial Translingual Symbology



Scent of Healthy Translingual Symbology



Substrate/Thought Translingual Symbology



Contracts Guild Translingual Symbology

## Scent of Healthy (SoHel)

“Skin tone pink-yellow, leave firm giving smellswell”

Scent of Healthy is an odd name for a Commercial: it is the literal translation of the Phoxin pheromonic name for its giant pharmaceutical operation and, being Phoxin, it steadfastly refuses to alter the verbal name despite the lack of understanding of non-scent speakers.

Being inherent masters of glanding, the Phoxin have a reputation for offering the very best in drug manufacturing, with Scent of Healthy (SoHel) being considered the undisputed leader due to its meticulous manufacturing and testing processes.

SoHel facilities throughout both Phoxin and Human systems provide the pharmaceuticals that have eradicated diseases, and extended lives of all PanDominion citizens. SoHel also manufactures a wide range of phamatainment products, from simple mood altering drugs to powerful psionic-respondent shared dreamstate pharmaceuticals.

## Substrate/Thought

“Think Again. And Again. And Again...”

Known by its more common moniker of ‘S/T,’ Substrate/Thought is a leading developer of Positronic cores and AI software in the PanDominion. Formed by a merger of niche hardware manufacturer Substrate Logic, and revolutionary software developer Thought Quotient Dynamics, the company maintains a split-personality in terms of the methods employed by both sides of this Human-operated business, although their shared goal is clear – to dominate the AI market at all levels.



Although its pre-merger companies were junior members of the U.R.C., the Commercial now considers itself as a pan-factional company with no political allegiances, and to underscore this it has dispersed key factories and offices into systems where production is already dominated by other Commercials, as well as to fledgling systems that are beyond the reach of the Sphere and the U.R.C..

Support for the 'hardware division' on the S/T board of Directors is spearheaded by Senior Director Ms. Elia Grenshaw, a Human who is the daughter of a previous Director and the former spouse of Adrian St.Cloud, cousin to Oliver St.Cloud of the famous carrier company.

The 'software division' is currently championed by the CIO Jaia Dalgedi, who was appointed by the Board of Directors as a counterbalance to Grenshaw. Officially, both sides of the business function in perfect harmony, but in reality they can be highly competitive, which is how the board likes it.

## Contracts Guild

The smaller Commercials and independent operators that are not powerful enough to be included on the board of the U.R.C., have formed themselves into a collective for mutual protection and support, called the Contracts Guild. The 'Guild' works on the principle of small fish schooling together, in the hope that the big fish will see the other small fish alongside them as the tastier meal!

The Guild is responsible for supplying almost half of the expertise and operational knowledge of all resource and terraforming operations. It brokers the services of its members to the major Commercials and other ventures, and sometimes it oversees attempts to outbid the big Commercials for the mining rights to

newly discovered Astatine finds – a risky venture, but one which has worked on occasion.

The Guild has no infrastructure of its own, and typically, the elected representatives of the Guild are those who can arrange sufficient resources when required. The Guild plays a vital role in shoring up holes in the operations of the major Commercials when they start to fall behind deadlines. Guild members are also used for work at sites which are politically sensitive, or in risk of falling into disruptive, even paramilitary action over a dispute. In such scenarios, the Guild workers are often considered expendable by their hirers – an odious position for the Guild, but they dare not deny resources to the large Commercials when they issue a tender for people and equipment.

A lesser-discussed role of the Contracts Guild is to supply non-aligned crew to the Insight agency for exploration of Fringe worlds. These crews are often seen as second rate by the permanent agency crews, and agency crews have a tendency to use heavy-handed tactics against them, safe in the knowledge that they have superior political backing. The contractors, usually Wildcards, respond to this the only way they can, which is by being as sneaky and underhanded as they can get away with!

## Merc List

In a similar fashion to the process by which the Contracts Guild provides commercial and industrial resources to the bigger commercial players, the Merc List provides firepower and muscle. These are two very different arrangements.

The key difference between the Contracts Guild and the Merc List is that while the Guild can act openly and is general public knowledge, the Merc List is

completely unofficial, known only by those who can stomach the work involved (usually Wildcards) and the communications between advertisers and respondents are necessarily ambiguous and open to interpretation by the monitoring of the Sphere.

The Merc List is a quiet, and somewhat subversive communication mechanism, and those that have use of it like it to stay that way. On the Merc List, anything from bodyguarding to boarding-actions can be negotiated. The contracts are offered as thinly-veiled personal advertisements, distributed via pre-established 'classifieds' lists. Law-enforcement agencies, including the U.R.C., all know about the Merc List, and follow these advertisements as a means of keeping tabs on hostile acquisitions, economic sabotage, claim disputes, and illegal acquisitions.

There is no formal structure to the List, only a set of commonly accepted rules adhered to by the advertisers and the respondents. As a generalization, the contracts may be published in any of the major circulars within any star system, and no one can infringe on a published contract.

To work the security or paramilitary business of the PanDominion requires a Merc outfit to act according to the unwritten rules of the List: most importantly they must act honestly with respect to dealings with their employers, and not discuss past contracts. Failure to follow these simple rules brands them as uncooperative and unreliable or dangerous to work with.

Once a Merc outfit has its name attached to a successful operation, it will find future business easier, and although it will not get any 'free rides' from the employers such as Commercials, it will henceforth find that its betters have other things to do besides bother them with the minutiae of cargo inspections and due-process!

Certain names that appear regularly, although infrequently, on the Merc list are likely to represent different U.G.P. Agencies. Although there is no confirmation as to which Agencies, if any at all, might use the Merc List for recruitment, the secretive Intervention agency is the target of most speculation. These listings also tend to emphasize a preference for hiring Wildcard crews, or at least those with Wildcard leaders and commanders, of which there are some well known names.



Merc List Translingual Symbolology



## The Hawk

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Most mercenaries work in crews, but some work better alone. 'The Hawk' is the call sign of one of the most enigmatic mercs in the PanDominion, an individual who is as secretive of his identity as he is of his methods and patrons. Rumor persists that The Hawk is actually a junior member of the powerful Froster family, of Froster Commercial fame, whom, through no fault of his own, was born as a 'Degenerated Uplift' with bad genes. Other rumors suggest that he is a former Intervention agency operative turned rogue. Only two things are known for sure - that The Hawk is one of the highest paid mercs in the PanDominion, and that he always delivers on his contracts!

The Hawk never uses the same starship more than once, not even expensive starships custom fitted for the job. Most of the starships sighted during illegal actions, that later turn up as burnt hunks of metal crashed into uninhabited moons, are attributed to The Hawk, and this supports the theory that he comes from a wealthy family.

Eyewitness reports describe The Hawk as human, but possessed of super-human strength and speed, the ability to ignore wounds, and even to endure the vacuum of space for minutes at a time. However, no one has ever publicly seen him remove his distinctive helmet, with its 'bird of prey' motif.







Captain Butta, the leader of The Wild Bunch, is always on the lookout for new 'talent' to fill recent 'vacancies' in his team...





## The Wild Bunch

The Wild Bunch are a crew of successful Wildcards run by a human who calls himself alternately 'Nick B' or 'Captain Butta' of the starship The Waylander. Captain Butta is a veritable collector of other Wildcards, all of whom are specialists in one or more areas. The Wild Bunch charge a premium for their services. They are also careful to pick-and-choose their patrons, and they have a reputation for avoiding 'wet work,' as well as patrons with their own reputations for using violence as a means to an end.

The current Wild Bunch are multi-species crew of specialists, including:

- ▶ Captain: Nick Butta (aka 'Nick B.,' Human, Retrogenic Expressor).
- ▶ Stealth specialist: Tae (Feah-na, Retrogenic Expressor).
- ▶ Engineer: Philiumamius (Phoxin, Retrogenic Expressor).
- ▶ Heavy weapons specialist: Targe (Redban, Retrogenic Expressor).
- ▶ Medic: Lya Stalonski (Human, Retrogenic Expressor).
- ▶ Hacker: T'roc Skree'shar'sk (aka 'T-roc', Teraborg, Retrogenic Expressor).
- ▶ Psyker: "Molt" (Soamata, Retrogenic Expressor).

## The Waylander

Design Edge	Warship
▶ Total Cost	2055
▶ Maneuver	d8
▶ Computer	d4
▶ Drive	d8
▶ Displacement	d8
▶ Quality	d8
▶ Pace	16
▶ Toughness	8
▶ Payload	8 (8)
▶ Hardpoints	16 (5)

### Edges

Lifepods, Accommodation, Landing Bay (d4), Medbay, Failsafe, Secoms, Cloaking Device, ECM Suite (ECM), Gravity Bomb (GB), Point Defense Array (PDA) x 2.

### Hindrances

Bad Reputation (Minor) - Rumors existing regarding the starship.



## The Council of Churches

Despite all the visible miracles of modern science, it is the invisible miracles that continue to capture the hearts and imaginations of all species that have evolved a meta-understanding of existence. Within the PanDominion, the need to believe in these miracles is fostered and supported by the Council of Churches (a.k.a. 'CofC').

Advances in the knowledge of the universe, including the coming together of diverse alien religions during the creation of the PanDominion, inevitably drew the spiritual nature of most citizens towards a 'universal' view of religion – one that could adapt to, and cope with, the idea that the universe is not species-centric. As the old religions faced the question of recognizing the religions of other species, they began to look more and more like each other. The logical consequence of this, accelerated by the need to find a unified identity, was the formation of the Council.

The CofC is an open congregation that claims to incorporate all PanDominion religions, albeit as distinct entities. The old religions still exist within the CofC, but they operate as sects of a larger whole. The largest of these sects cling to their ancient structures and try to distinguish themselves for reasons more political than spiritual, however, they are gradually decreasing in importance as compared to the greater CofC.

The old religions that resisted joining the CofC, and there were more than a handful of these, have dwindled away in the light of the knowledge that the PanDominion has gained by unifying. Today they exist only within a handful of secretive families and societies, barely numbering in the hundreds, and generally considered anachronistic throwbacks to a primitive time. Occasionally, their names surface in news stories on the Sphere.



Council of Churches Translingual Symbology  
"Symbol of Faith"

The CofC has constructed its symbolic headquarters, the Temple of Faith, on the planet Janssen in the geographic and political heart of the Pan-Dominion, itself a symbol of unity. From here, the operations of the church are controlled by a twelve member 'Council of the Faith,' which delegates system-specific obligations to appointed 'Hierophants.'

After extensive psycho-profiling of the faithful, the CofC commissioned a religious icon to replace all the icons of the old religions, as a new symbol of this modern, united faith. The new icon is referred to humbly as the Symbol of Faith. Appearance-focused members of the CofC go so far as to tattoo the Symbol on their body, while others wear it on a necklace, and an equal proportion believe that they do not need to display it at all.

The united message of the CofC springs from so many different sources that it is difficult to find a coherent story, yet three basic principles are often elevated above the plethora of information that the faith has integrated.

The existence of souls in all self-aware creatures is the first principle, although argument over the existence of souls in all intelligent life forms, and also in AIs, remains contested within the theological courts (although AIs are legally accorded citizen status by the U.G.P.).

The second core principle is that there is a judgment after death, based upon the sum of a soul's worldly actions. The only point of dispute in this matter is the weight placed on good actions versus bad actions, and the dispensations that the CofC can grant to those who buy Concessions.

The third universal principle is that all souls will remain within a state of limbo, which can be pleasurable or punishing, depending on how each soul is judged, until either moving on to an afterlife or seeking reincarnation in this life as befits the soul's state of development. Souls will not proceed to the next natural phase of death until they have atoned for their sins by spending time in this limbo.

## The Diocese

The CofC is a distributed organization, with power vested at the solar system level. A Diocese is responsible for carrying the CofC's message of Faith into a particular solar system. The internal politics of a Diocese are fraught with intrigue, as the faithful frequently jockey with each other for relevance and dominance. Philosophers and scientists are equally common attendees at the courts of the Diocese. All come looking for patrons, funding, money, and political clout.

At the head of each Diocese sits the Hierophant of that system, attended by a court of Determiners who do exactly that – make determinations on what is holy and what is not.

## Concessions

Although they carry no legal weight, the moral weight of the CofC backs the purchase and claiming of Concessions for various sins. While the Sphere will not consider the ownership of a Concession as a valid basis for any illegal action, it is not unknown for devout witnesses and arresting officers, and sometimes even Faith-loving victims themselves, to suddenly lose all knowledge of events when a perpetrator invokes the use of a Concession. Simply put, invoking a Concession is supposed to prove to those who witness the act, that the sinner has already atoned for what they just did, and that the divine has absolved them of the sin. To be tradable to a third party, the Concession must have been applied for, and the penance stated on the Concession done in advance. Concessions are hand-printed on parchment which is capable of establishing a secure link to the CofC through which they can be validated.

When a Concession is invoked, the ink is dissolved from the parchment, which then catches fire and burns to a black ash. However, most Concessions are not paid for in advance: most are obtained as the sinner needs them and makes the correct atonement. In such cases a parchment Concession will not be printed, rather, a mark of atonement will be made instead. Concessions are the most contentious aspect of the faith that binds the CofC together. Some worshipers choose to ignore them, while most find them convenient: regardless, they are a sizable source of income for each local Diocese.

### The Verdigris Concession

Those who sin through envy can obtain a Concession that absolves them for all that they confess to a priest, after having prayed five times. For a sign of atonement, a priest marks the sinners brow with a smudge of green/white chalk which is supposed to stay on the face until it comes off naturally.

### The Diamond Concession

A sinner who sins through anger can attend a priest, who will hear their confession and appoint them a task to perform that will expunge the sin. Typically, the task is to help the CofC in the performance of its good works, although sometimes it is civic or community work. The mark of atonement for this sin is an ink diamond drawn or stamped by the priest onto the back of the sinner's right-hand thumb, right where the sinner can see it if they lift their hand.

### The Rose Concession

Even the sin of murder (but not the legal repercussions) can be expunged – although the price is steep! It requires a visit to the sacred slopes of Mt. Florens on Parity, in The Lantern, to buy one of the genetically-encoded roses grown by the CofC for an exorbitant donation of resources or information, and one Prayer of Intercession. The mark of atonement is for the rose to be ground up, infused with a light oil, and poured over the head of the sinner. Rose Concessions occasionally even make it onto the black-market, where they are haggled over ruthlessly.



## The Velvet Concession

The sin of greed is similar to envy, but it need not be directed at another person. Greed can be atoned for by purchasing a roll of finely made velvet of either red or black. These bolts of velvet are produced by hand from the holy looms of the CofC. The velvet must be donated to a 'worthy cause' within a day of it leaving its church of manufacture, and many people donate it directly back to a priest of the CofC. The mark of atonement for this sin is a length of silk hacked off the bolt and tied roughly around the wrist of the sinner, and left there for 3 days.

## The Congregation Of The Choir Of Concessions

The Choir is one of the most influential and controversial elements within the CofC. Its power stems from the wealth it accrues offering dispensation for sins, accepted in the form of hard currency or costly information. Within each Diocese, the core of the Choir is a group of nine Confessors, who, as a group, wield power behind the scenes second only to that of the Hierophant. Their weaknesses are their need to keep a low profile, and to balance the Concessions they grant against the long term interests of the Church. Few truly powerful individuals seek out concessions, but the access this gives the CofC to the rank-and-file within the PanDominion should not be underestimated.





## Plans and Sins

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"Brothers, I have called you here to make a decision of gravity," began Salmut Fohad, Proctor of the Artrimaun Monastery. "You all know that the fringe trader, Maka Lams, has requested sanctuary within our divine halls. He has paid the dues and sought Concession. So as our order dictates, we must respect his request. But as a result, we now have P.T.I.L.E. blockading our most hallowed home. Their stop and search operations have driven off all but the most devout, and while we have pleaded with Maka to turn himself over to the authorities and accept the rule of law, he refuses. In fact, he mocks us, preferring our succor to a prison cell. The situation is a farce! Something must be done."

The twelve Proctors in the room nodded their heads in agreement. The rouge Maka was making a mockery of their good faith.

"We could employ the Jsenua," offered Tesmat, the youngest of the Monastery Proctors and most ardent firebrand. "The cyber ninjas can be very... persuasive."

"Indeed," responded Ken Leung. "But a scriptorial rational must be given before the Jesenua may act. And as I see it, such does not exist. Maka knows our dictates, and has been careful to abide by all to the letter, if not the intent. My spies have tried to find a transgression, but report nothing of use to us."

"We need to draw him into a mistake then," said Tesmat. "I recommend we tempt him into sinning upon our hallowed grounds. My research suggests he has

predilection for illicit sexual congress with..."

"What are you saying!?" broke in Proctor Amando, the most conservative of the group. "To offer temptation is itself a sin! Surely you cannot be suggesting we do such a thing!"

"Of course not," responded Tesmat, a sly smile on his face. "But I know someone who will be happy to do so. They are even happy to pay their Concession in advance. All we need to do is request P.T.I.L.E.'s assistance in letting them - and their cargo - through unmolested."

Salmut was impressed. Clearly Tesmat had planned for this very meeting, no doubt hoping to use the crisis to strengthen his position with the hierarchy. He was one to watch out for. Salmut had no doubt the lad would be aiming for his own position in a decade or two.

"Will this work?" asked Salmut. "How can you be sure your contact is trustworthy?"

"Oh, she's far from trustworthy," smirked Tesmat. "But she has an axe to grind with Maka."

"So she'll need both Rose and Diamond Concessions then," stated Amando, the distaste thick in his voice.

"Yes. Yes, I suppose she will," responded Salmut. "I believe we have a plan then? All in favor of young Tesmat's plan? All against?"

Carried.



# Agencies

The strength of the U.G.P. is a strength derived from diversity, and bi-lateral assimilation. No species has joined the PanDominion without changing it and being changed by it. The journey is not always easy, but for species that are chosen the rewards are self-evident.

The first step on the journey is 'discovery.' Chances are that the PanDominion will encounter a new species before it develops starflight technology, and that requires an agency that goes forth and discovers new worlds and new species, and evaluates those new species in terms of their suitability to join the existing mix. That agency is 'Insight.'

The second, and hopefully final step is a program of 'uplifting.' This process involves everything from teaching the new species to use wondrous technology, to genetic modification and social campaigns to remove anti-social characteristics - some of which are species-specific. This requires an agency that engages with and explores other cultures, and investigates the



Agency Translingual Symbolology

causes and effects of what each species requires from, and can offer to, the PanDominion. That agency is 'Integration.'

It is inevitable that not all species are suited to join the PanDominion. Some violently resist the concept, while others are opposed to the PanDominion as a matter of misguided principle. When Insight, or even on the rare occasion Integration, fail in their attempts to bring a species into the fold, there arises the need for an agency that opposes the violence that may arise, and ensure that no threat to the peace-loving species of the PanDominion can develop within its borders. That agency is spoken of only in hushed tones, often denigrated simply for the premise upon which it is founded, and unloved by media and the public at large. That agency is Intervention.



### Insight Staff

Position	Details
Directors	2
Als	5
U.G.P. Liaisons	6
Military Attaches	4
Imperial Nest Contact	1
Starship maintenance	75-80
Starship crew	2300-2350
Field Anthropologists	50-60
Field Linguists	30-35
Wildcard Counselors	9
Starships	300



### Insight Explorer

Design Edge Exploration

- ▶ Total Cost 1382.5
- ▶ Maneuver d6
- ▶ Computer d8
- ▶ Drive d10
- ▶ Displacement d6
- ▶ Quality d6
- ▶ Pace 16
- ▶ Toughness 6
- ▶ Payload 12 (7)
- ▶ Hardpoints 6 (2)

#### Edges

Positronic Core, Accommodation, Cryosleep, Cargo: External Fuel Cell, Medbay, Mining Rig, X-ray Lasers (XRL).

#### Hindrances

Weak-point (Minor) - Any time a starship suffers damage, the damage is increased by +1 when determining whether the starship is Compromised or Breached. Can be taken multiple times.

Twitchy (Minor) - Every time a Sensor system is used, the GM secretly rolls 2d6, on a roll of snake-eyes the starship will fail to detect any signal, or will detect double the correct number of signals (GM's option).



## Insight Agency

- ▶ Headquarters: Tsarox; U.G.P., Building (Levels 340-354).
- ▶ Motto: Seeking new insights.
- ▶ Directive: To actively explore for previously unassessed species, and assess them in terms of suitability to be engaged for the purpose of integration into the PanDominion.

The Insight agency is headquartered on Tsarox, which also houses the Teraborg shipyards that build its fast exploration vessels.

Insight crews are some of the most independent citizens of the PanDominion. They live and work beyond the range of the Sphere, and by necessity must display a degree of independent thinking regarding alien concepts that might concern or alarm ordinary citizens. Insight actively recruits as many Wildcards as possible, due to their individualistic tendencies and relative degree of comfort with autonomy. Social screening, however, is extremely rigorous and Wildcards with violent traits are aggressively 'weeded out' of the Insight program, because of the high risk they represent of portraying the PanDominion in a negative light.

Insight starships must go where there are no Wormgates, and in fact no guarantee of fuel for a return journey. They are often fitted with Astatine mining rigs, and extended fuel cells, as well as cryo-sleep facilities. The starship computer always has a Positronic Core, to ensure the harmonious interaction of starship and crew during long journeys. The vessels are never demilitarized, and the crew and starship all understand the power that even a single starship-powered Point Defense Array represents to a technologically inferior species!

Insight starship crew are chosen for emotional stability, first and foremost, although screening does not distinguish between 'introverts' and 'extroverts,' and the starship computer is heavily relied upon to smooth over any social differences between crew-members. All crew will have either a Linguist or an Anthropologist on their roster, and this person leads the assessment of newly contacted species, and studies whether there is a job for the Integration agency to perform.

Occasionally, Insight crews go missing. This is regrettable, but not unexpected in a universe full of astronomical threats, and missions that require extended periods without monitoring or support.

## Integration Agency

- ▶ Headquarters: Janssen; PanDominion Integration Complex (P.I.C.).
- ▶ Motto: Progress through integration.
- ▶ Directive: To actively engage with approved species for the purpose of integration into, and sharing the advantages of, the PanDominion.

The Integration agency is one of the most closely scrutinized operations within the PanDominion, and it must necessarily operate with maximum transparency. When a particular species is undergoing the integration process, the political and economic impacts will inevitably be felt by another species, and it is common for this to generate heated debate in the U.G.P. and the media.

Integration field crews are put together for specific missions, and it is common for long serving personnel to work together intermittently over the course of decades or longer.

The Sphere likes to play a hands-on role during integration missions, although the construction of a Wormgate is never commissioned until after an integration has been deemed to be a success. Subsequently, integration mission starships are usually quite large and carry numerous FTL dispatch/courier vessels, to keep the Sphere as informed of developments as possible. In its absence, the Sphere appoints trusted and experienced AIs to each integration mission, which are authorized to speak on behalf of the Sphere (and sometimes on behalf of specific Minds) on an operational basis.

Although they never make their presence detectable nor obvious, Integration starships almost never make land-fall, for fear of falling into unreliable hands, and instead send down 'Embassy Ships' to do the face-to-face contact work. Embassy Ships do not carry any actual AI's, or permanent information stores, and instead act as high speed relays to this information which is hosted on the Integration starship in orbit. Also, both Embassy Ships and general use starships on mission always carry a self-destruct capability. In essence, Integration does everything possible to ensure that should a mission fail, it does not leave behind any information or technology that would later pose a threat to the PanDominion.

Integration crews are chosen for their 'social mindedness,' apparent extroversion, and their ability to calmly accept what may at first appear to be distasteful and sometimes even abhorrent species-traits. For these reasons alone, there are very few Wildcards who are on active Integration duty. In fact, part of a field crew's job is to document and develop 'exposure plans' to desensitize the wider PanDominion citizenry to some of the new species 'peculiarities,' so as to avoid culture-shock once the new members join the PanDominion.

Field crew are also required to undertake substantial counseling before, during, and after a mission, and



## Integration Staff

Position	Details
Directors	9
AIs	12
U.G.P. Liaisons	18
Military Attaches	5
Starship maintenance	50-60
Embassy staff	3000-3200
Starships	40
Embassy Ships	25

this behavioral requirement is another reason for the low numbers of Wildcards in the agency. Amongst existing species, the Soamata tend to be more highly represented than their numbers would suggest, and they also tend to make up the majority of Integration liaisons to the U.G.P..

There is an unverified rumor, which has existed within the agency since its inception, that each mission has an operative from the Intervention agency embedded in the crew. The source of this rumor is unknown, but it was brought back to the PanDominion from one particularly large mission that appeared to be going well at first, but later failed for reasons that are currently classified to all but the Directors of the agency.

## Intervention Agency

- ▶ Headquarters: No permanent headquarters
- ▶ Motto: In case of emergency
- ▶ Directive: To protect the PanDominion from external threats by any means necessary.



## Integration Embassy Ship

Design Edge Liner

- ▶ Total Cost 15575
- ▶ Maneuver d4
- ▶ Computer d10
- ▶ Drive d4
- ▶ Displacement d6
- ▶ Quality d10
- ▶ Pace 14
- ▶ Toughness 8
- ▶ Payload 18 (4)
- ▶ Hardpoints 0 (0)

### Edges

Anti-capture System, Failsafe, Accommodation, Nano-medbay, Shields (SHLD), Internal Weapons, Remote.

### Hindrances

No FTL (Major) - The starship has an FTL Core but no means of using it to achieve FTL flight. All other systems use FTL ranges.

Poor signage (Minor) - Starships with poor signage (whether infrequently used, or incorrect) impose a -1 penalty on the Spacewise rolls of the crew. Must have a Displacement of d6 or greater.

Sometimes a species believes that competition with the PanDominion, or even confrontation, will yield them a better outcome than integration. Occasionally, the PanDominion arrives at the wrong place at the wrong time, or says the wrong thing at an important juncture. Sometimes the best laid plans fall apart...

The result of several centuries of gene therapy and social harmonization programs has delivered the citizens of the PanDominion into a state of detesting violence and antisocial behavior. The very existence of an agency with an official directive such as the Intervention agency, is viewed by the general citizenry as an insult to rational thought. The only citizens who will work with Intervention are those with an uncommonly higher degree of empathy and understanding of the reasons for the agency's existence, as well as the operatives themselves who are either sociopaths or Wildcards who do not automatically react in the same way towards doing what needs to be done to protect the PanDominion.

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What is required to sanction an Intervention mission? Theoretically, this requires a vote by the U.G.P., and that usually comes only after a threat has been demonstrated to be real. However, there are AIs and possibly one or more Minds who understand that the U.G.P. does not move fast enough to guarantee the safety of its citizens, and these may unilaterally 'authorize' (or at least logistically support and legally protect) agents to undertake classified missions.

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## Intervention Staff

Position	Details
Directors	Classified
AIs	Classified
U.G.P. Liaisons	2-4
Military Attaches	3-6
Agent Handlers	5-11
Field Agents	Classified
Starships	Varies as required







## Intervention 'Striker' (converted cargo vessel)

### Design Edge Cargo

▶ Total Cost	1836.75
▶ Maneuver	d8
▶ Computer	d4
▶ Drive	d8
▶ Displacement	d8
▶ Quality	d6
▶ Pace	14
▶ Toughness	7
▶ Payload	24 (11)
▶ Hardpoints	3 (3)

### Edges

Shockpods, Combat Conversion x3, Lifepods, Accommodation, Shields (SHLD), Spinal Lance (SL)

### Hindrances

Limited-Arc (Spinal Lance: Forward arc) (Minor) - Automatic or entire category of Weapon has an arc equivalent to a 90-degree cone.

Bad Reputation (Minor) - Rumors exist regarding the starship.

Bad Air (Minor) - The air 'smells odd' due to the substantial conversion engineering.

The Sphere, and by extension the majority of the Minds that inhabit that network, are amongst the most vocal and active voices for abolishing Intervention, and thus it is no surprise that Intervention operates without the official support of the Sphere, and often without the assistance of Als. Some Minds have spoken directly with the media in opposition to Intervention, namely the Minds known as Janus, Ithral, and Mon'esa.

Intervention agents are chosen for their self reliance, technical ability, and lack of reluctance to prosecute forceful, even violent action if required. Usually they are also Wildcards, but not always; certain members of the Human species have such a strong ability to both support and oppose the same concept/idea, that they also make effective (but self-loathing!) agents without needing to be Wildcards. Teraborg and Redban have a limited representation in Intervention, and the Soamata have almost no representatives at all. Also, the Fhaeran avoid Intervention agents whenever possible, on account of the recent unfortunate results of the integration program that went awry on their home planet.

The training to become an Intervention agent is not extensive. There are few people qualified or experienced to teach what is actually required. Agents are selected based on observed behavior, and graded solely by their in-the-field experience.

There is no such thing as an 'Intervention starship,' and the agents charged to work for the agency are expected to use their ruthless independence and resourcefulness to manage their own logistics. In this way the rest of the PanDominion can sleep well at night, knowing that it has not contributed to any form of suffering, although the end results are not as clean or guaranteed as they would be if Intervention agents had proper support. But then again, working independently is something that Intervention agents prefer. The most common tactic adopted for 'combat' missions is to steal and outfit a

'striker,' which is a mundane vessel, gutted and refitted with well-financed, military-grade hardware!







# Militant Arms

## Armada

“The Guardians.”

Space Corps, or Armada as it is colloquially (and universally) known, is at the cutting-edge of the PanDominion’s military might. Its warships not only defend against external threats at the vast edges of the PanDominion, but also enforce the multilateral agreements that make up the delicate weave of the PanDominion.

Armada’s AI Memebots boast that the organization has the most dedicated personnel and technically advanced ships. Its motto, “Strength in Numbers.” comes from the fact that Armada is the most tangible, living example of how the PanDominion is forged by multiple species coming together for the benefit and security of all. That, the far-reaching force, and vast array of military resources spread across the entire galactic arm.

Armada is exclusively a voluntary force. Member species of the PanDominion donate ships, Minds, resources and personnel to Armada. On the surface, this is good will. In reality, it is positioning and politics at the grandest (and most expensive) level. The more a species contributes, the more its cultural imperatives bias the vast organization’s actions. So while Armada is a conceptually a single unit, in the last 300 years it has become increasingly fragmented along both sectorial and cultural lines.





## Report

Admiral Amanda Pang stepped from the regen pod, her augmented footsteps feather-falling on the cold, ceramic tile floor as the spent nanofluids slid from her body.

This regen had taken a long time. More than a week. Every iteration was taking longer and, she felt, a little more out of her. Sooner or later she would have to give in to the increasingly insistent requests from Command that she upload. Her scared, battle-worn body, damaged and repaired over the course two hundred years of service, was still functional, but there was only so much you could do to keep flesh and DNA in working order.

Even so, Pang didn't fancy uploading. There was something... distant... in the many comrades and friends she'd seen upload over the years. They became as detached as the Starfish. So she planned to hold on to the last traces of her humanity for as long as humanly possible. Considering her extensive augmentations, the irony of that thought made her smile.

Pang blinked the slick, blue nanofluid from her eyes and reached for the towel the cadet offered.

"Thank you, Cadet... Jonas, is it?" she asked. "What's been happening while I've been napping? Report!"

"Mam," replied Jonas stiffly. "The Sol Ambassador seeks an audience with you, regarding the recent Teraborg ships seconded to the Reach - apparently the civies are not happy with Cyber-Dragons flying around their backyard. There are five, eyes-only reports from Recon in your SphereSpace. We lost another scout ship at the outer limits of Orion's Spur and Command is demanding answers. Of course, there's the usual supply requests and Kansas Lobator wants to discuss recruitment. I've also taken the liberty of setting up a call with the Captain of the Teraborg Flagship, Death Rattle, before your meeting with the Ambassador. I trust that was OK?"

"Thank you, Cadet. That's perfect," said Pang as her refreshed synthskin hardened in the crisp ship's air. "Pass me the dress uniform. It looks like it'll be one of those fun, meeting-filled days."

"Yes, Mam. Looks like it."



Armada (Space Corps) Translingual Symbology

Armada is unable to act unilaterally without the authorization of the United Governing Parliament. However, when enforcing the minutiae of any of the thousands of multilateral treaties that exist between local powers of the PanDominion, Armada can effectively blockade space traffic around a planet or even an entire system. It is a clumsy and imprecise tool compared to P.T.I.L.E., or the U.R.C. and its signatories, but that has never been seen as a drawback to Armada high-command.

Recent incursions are stretching Armada in the outer rim. The extent of the threat posed by the Nuclarine is only now becoming fully understood. Likewise, events around Orion's Spur and a multitude of encounters on the far side of The Fringeworlds Rift have Armada scrambling to investigate and plan fleet deployments.

So far, this has not impacted Armada presence in the PanDominion core, but as the civilization bleeds ships, it is predicted that the core will need to begin sending its ships to where the real threats lie, rather than dealing with intercultural squabbles, and chasing after pirates.

Armada's Stratological AIs have warned the U.G.P. that unless Armada investments are increased by 45.21% over the next two decades, the PanDominion runs a greater than fifty percent risk of internal destabilization, regardless of the threats faced at its borders.

## Duties

### Deterrence

"Fight hard and win the battle. Fight smart and win the war."

Armada's primary duty is to ensure that the PanDominion is protected against hostile external forces. Such hostile forces have traditionally been encountered as the PanDominion has expanded its influence across the galactic arm. In the majority of cases to date, Armada's military encounters have been relatively easy affairs, due to its technological superiority and size. Simply put, Armada has rarely encountered anything that represented a significant threat, outside of the PanDominion itself.

When Armada does go to war, it does so under the

Doctrine of Least Resistance. The doctrine promotes a display of technological superiority against an enemy's hidden weakness. In short: use science to find sneaky ways to disable an enemy, then force a negotiation. The aim of the doctrine is to reduce casualties, both for the PanDominion and for the xeno threats it faces.

### Exploration

"Make the Unknown known."

Armada is the vanguard of galactic exploration. It is continually expanding the borders of known space, seeking new cultures that may be considered for inclusion in, or uplifting into, the PanDominion. Agency almost always has xenodiplomat representatives from First Contact on all Armada ships engaged in exploration. While such representatives are not officially members of the crew, they are almost always brought into Command meetings on matters relating to newly discovered species. Luckily, Armada and Agency rarely cross swords over such trivial matters of 'authority' when it comes to interactions with potential new allies. Of course, should such potential allies become potential threats, Armada (and Agency) will use the Doctrine of Least Resistance, or failing that, military power.

### Enforcement

"If you have the biggest gun, you don't need to fire it."

While defense may be the primary duty of Armada, in reality, it spends much more of its time dealing with internal security issues.

Armada is often called upon by the U.G.P. to enforce the multitude of interspecies agreements that make up the PanDominion. Such calls rarely result in direct

action, as the simple threat of enforcement by Armada is sufficient to keep the peace in most situations. However, Armada is able to pass sanction, and enforce blockades when it has determined that such action is required.

### Peacekeeping

“Justice has no borders.”

Armada assists the U.G.P. by tracking and arresting (or eliminating) armed criminal elements within the PanDominion, such as pirates, rogue starships, smugglers, blockade runners, and so on. However, such peacekeeping actions are considered low priority affairs – more like training for ‘real engagements’ than a core mission. Few foes within the PanDominion can rival the might of an Armada warship, though ambushes and slick tactics by shrewd foes have inflicted real damage to Armada’s ships (and captains’ egos!) in the past.

### Aid

“In Times of Need, We Are Our Strongest.”

Armada also renders assistance to those in need, even – and sometimes especially – when they are not yet PanDominion citizens. This includes assisting in rescue and recovery for natural disasters, colonial support, and intervention in planetary and inter-system disputes by application of the Doctrine of Least Resistance.



## The Politics of Plenty & The New Arms Race

First Year Class Lecture: Transcript Memgram.

Despite its size, Armada represents a minute fraction of the PanDominion’s output. Taken as an aggregate, Armada amounts to less than one one-hundred-thousandth of the total manufacturing of our combined culture. Even so, given the size of the PanDominion, and the planet-shattering destruction wielded by Armada, this is more than enough for our unified defense.

But, with such a concentration of raw physical power comes political power.

Now, all beings, even close allies – even the being sitting next to you – desires a little more power, a little more say over their fellows. That is the nature of being. Thus, it is no surprise that different species and even Commercials within the PanDominion invest in Armada in different ways and at different rates.

So, in reality, Armada is little more than an arms race among friends? A beneficial arms race.

When you graduate – if you graduate – remember that you and your duty exists within this barely perceivable arms race. By all means, use it to the advance the cause of Armada, and thus advance the PanDominion. But be alert! Never fail to recognize when your loyalties are being split. When you have doubts, follow the Doctrine of Least Resistance.





## The Doctrine of Least Resistance

The Doctrine of Least Resistance provides guiding principles for representatives involved with interspecies contact, in particular with newly discovered civilizations that would benefit from Inclusion.

The Doctrine of Least Resistance strives to bring the many benefits of the PanDominion to all species: to raise species to their full potential and bring peace and prosperity to all sentient beings. At all times, care should be taken to avoid physical harm to PanDominion representatives, and the species encountered. More specifically, the Doctrine of Least Resistance provides a strategic framework for resolving conflict between the PanDominion and Belligerent Forces, as follows:

**U**plift: If a technologically immature species is encountered, consider their potential for being uplifted into the PanDominion. If there is reticence, consider persuasive strategies, including, but not limited to: Technomancy, Meme Dominance, The Godhead Play, The Kingmaker, The Warlord Ascension, and Genome Pacification.

**D**iplomacy: Where uplifting is not possible, due to technological maturity of the new species, Diplomacy is the preferred option. Before diplomatic efforts begin, information should be gathered to understand the socio-cognitive schemas of the target species, and to improve the PanDominion's diplomatic position.

**I**ntervention: As required to support diplomatic overtures, Intervention can be applied. This includes, but is not limited to the following strategies: Cultural Subversion, Techno-Bribery, Manufactured Crisis, Political Destabilization, Economic Duress, Sabotage, and Subtle Show of Force. Non-intrusive intervention is preferred over the intrusive.

**T**hreat Reduction: When efforts for intervention fail and there is a potential for physical conflict, all efforts should be made to identify and exploit weaknesses within a Threat's defenses, to remove its ability to inflict harm and bring it back to Diplomacy. Strategies include: Techno-Disablement, Asset Capture, Biological Impairment, Isolation, Sci-Leverage, and Psi-Leverage.

**O**vert Show of Force: If the threat a species poses cannot be eliminated or mitigated, an overt show of force directed near or at the threat may be used. Strategies include: Zero Kill Zone Demolition, Shock and Awe, Threat Lead Elimination, Personal Sanction and Warfront Action.



## Force Division

Within each logistical region, Armada is divided into four key Forces, each led by a Force-Commander. The key Forces of Armada are Starships, Clearance, Support, and Reconnaissance.

- ▶ Starships – the maintenance of ships and, importantly, the recuperation of ship Minds.
- ▶ Clearance – Command and control for operations.
- ▶ Support – logistics, personnel and recruitment, meme-coms, and resource acquisition.
- ▶ Reconnaissance – ongoing exploration. To boldly go...

## The Teraborg Fleet

Currently, the Teraborg have significant sway in Armada, and have been contributing ships and personnel resources into the Sol Reach, amongst other sectors, at a prodigious rate. Some question the motives of the Teraborg, but no one is prepared to deny the benefits such donations bring to Armada, and the extra protection is granted the PanDominion.

Given the Teraborg's technical excellence in drive technology, their vessels are considered top-of-line hunt and interception craft. However, the recent donations of Starfish control systems into a new breed of Human ships may be shifting the balance.

## The Human Fleet

Even with significant donations of Astartine from the Human dominated systems of the Lantern, Humans do not represent a significant political force within Armada. Humanity has not historically donated many ships to Armada, instead relying upon the Teraborg, whose ships have, until recently, surpassed Human vessels in every quarter. Despite this lack of influence, Humans make up a disproportionate number of the Armada personnel and crew, due to largely their populous nature.

Now, with the quarantine of The Lantern, and the resulting loss of the valuable shipyards of Sol-3, followed by recent military skirmishes along Orion's Spur and Fringeworld Reach, Human policy makers are worried that Humanity does not have sufficient pull within Armada. Would the Sol Reach be sufficiently protected should other threats emerge at other edges of the PanDominion? These fears are substantiated by analysis from the U.G.P.'s PrimeIII Strategic Planning AIs, that predict internal instability if Armada resources are not bolstered over the next few decades.

As a result, Humanity has begun an expansion of its shipbuilding and resource donations to Armada. It is estimated that up to 0.1 percent of manufacturing output of the Sol Reach is currently being directed into expanding Humanity's position within Armada, both through new ships, AIs and recruitment. This is an astonishing rate of investment, and there are rumors among other species that long-time Human allies, the Starfish, are using the Humans as a military proxy within Armada. Certainly, the Human shipbuilding has been bolstered by the Starfish building – and subsequent handing over to Transport Dynamics – of a cluster of state-of-art shipyards around the gas giant Jupiter in the Sol system.

The first new class of starship rolling out of these



new shipyards is the Coralios scoutship, a design heavily influenced by Starfish engineering. The ship heralds a first for human ships: direct neural-engram integration between captain, AI and ship, and creates a shared and expanded consciousness between pilot and hardware. This greatly reduces the need for bridge crew, consolidating the role of pilot, tactical officer and navigation into the role of captain. Of course, it also means the captain of the ship is wedded to their vessel for life.

This tech is in its infancy, however. With long term effects of the link on the human brain as yet unknown, and being experimental, it is not yet widely available.

However, the Human fleet has not yet been given Starfish drive technologies, and the Humans remain reliant on Teraborg drives. Of course, the Teraborg are very interested in the Starfish neural-engram control systems....

## Field

“Benefits of the Bold, Benefits the Meek.”

**W**hile Armada rules the heavens, Field handles the messier task of dealing with conflict on a personal basis. From scouting missions under the guidance of Insight, to clearing ecosystems of deadly fauna on the behest of U.G.P. colonization efforts, to wresting control of civilizations from repressive forces without the mass destruction imparted by Armada.

Field’s motto, “Benefits of the Bold, Benefits the Meek” refers to the notion that the technological skills and augmentation of Field personnel that are provided by the PanDominion, are wielded only by those bold enough to protect it.





## Duties

Field duties include: Scouting, Protection, and Pacification.

### Scouting

“Eyes Forward.”

Specialist Field personnel are actively involved in exploration and information gathering of potentially dangerous environments, often prior to the involvement of Insight Agents. Such personnel are stationed as task forces on the larger Armada ships tasked with Reconnaissance and are put into action upon the request of either the Ship Captain or on board Insight operatives.

Field Scouts are heavily augmented with stealth technologies and highly skilled at avoiding capture. Their missions generally involve penetrating installations and accessing sensitive local military and political information and data sources.

The cardinal sin of a Field Scout is to be captured. When engaged on missions for Insight, Field scouts are equipped with self-annihilation devices, which are expected to be used to avoid discovery of PanDominion activity.

### Protection

“The Shield.”

Squads of Field personnel are assigned to all Agency divisions as Protection details. In the Human sphere, such squads are known as Angel Teams. Specialized Angel Team members, often with camouflage augmentation



Field Translingual Symbology

that allows them to ‘blend in with natives,’ accompany Insight agents. More weaponized personnel deploy as bodyguards for Diplomats and Intervention agents.

### Pacification

“Peace at Any Cost.”

When clearing areas of hazardous species, or pacification of aggressive species, the PanDominion relies upon its elite soldiers, the Field Front Personnel (FFP). These soldiers are considered misfits, even by the standards of other Field divisions. While none are outright psychopaths due to the mandatory mental conditioning and augmentation, all are merciless in their actions once legal orders have been given.

Pacification Force Personnel are by far the most heavily weaponized and armored of the Field personnel. They have access to the latest equipment, powered assault systems and vehicles.

## Structure

The structure of Field is heavily influenced by Teraborg

## PsiOps

culture and military history. Field's Central Command is based on the Teraborg-dominated world of Tsarox, and takes instructions directly from the U.G.P..

Unlike Armada, which is segmented by region, Field is a purely PanDominion-wide force. This is largely due to the fact that the need for Field within The PanDominion has been minimal. Instead, Field is almost exclusively deployed at the Fringes of the civilization, acting as a deterrent to hostile species (in particular the Strozi) or aiding Intervention in its mission to bring the benefits of the PanDominion to all.

However, in order to keep each Field unit agile and able to respond to threats when and where they happen, Field is currently structured into 12 Ahaishah (Translation: Guardian Legion) managed by a Ahaishanmate (Translation: Legate or General). Each Ahaishah is tasked with specific activities by the Field Central Command, each of which consists of 112 Hashan (Battlegroup or Line). The size and make of each Hashan is dependent upon the functions and duties they are expected to perform. Hashan range from several thousand personnel for Scouting and Pacification, down to dozens of specialist, heavy armor personnel.

When required, multiple Hashan from a single Ahaishah will be merged for a combined operation. Most of the time, each Hashan operates independently and it is not uncommon for a Ahaishah's forces to be spread from one end of the PanDominion to the other.

In addition to these mobile ground forces, Field also stations permanent (or at least, long-term) personnel in orbit around strategically important planets. These forces are equipped with rapid, planetary-deployment vehicles, as well as orbital and atmospheric fighters. As a result of their deployment methods, such Field personnel sit within the Areo division.

"Hearts and Minds!"

**P**siOps is a newly revealed wing of the Militant Arms. Formally established just 215 years ago, this branch is thought by many to have existed since the dawn of the PanDominion, though it was not recognized as a legitimate body until the Extradon Affair, where PsiOperatives foiled a Strozi plot to steal a Teraborg antimatter warhead and detonate it within the Wormgate network. Had the plot succeeded, the entire Wormgate network would have been obliterated, along with all the cities housing the gates. It was stopped in spectacular and public fashion, when a PsiOps strike team intercepted Strozi operatives just as they were readying to detonate the device, and used an array of psionic powers to immobilize the enemy agents and slow time around the device, while awaiting backup from Field and Agency operatives.

## Structure

PsiOps has three divisions:

### Executive Branch

"The Order Standing in the Face of Chaos."

The Executive Branch is the heart and soul of PsiOps. It oversees recruitment, orientation, and training of new operatives. It conducts risk assessments based on analysis from other arms of the military complex and Agency, decides missions, and assigns agents accordingly. It is also the only 'public facing' division, tasked with receiving and presenting briefings to Armada, Field, Agency, P.T.I.L.E. and the U.G.P.. Contact



Field Agent, Commander Chapman, prepares his troops for an Overt Show of Force, to support the Doctrine of Least Resistance.



with operational personnel in other PsiOps divisions is strictly limited to internal members.

## Information Retrieval

“Security through knowledge.”

The operatives of Information Retrieval (IR) are the ace spies of the PanDominion, trained to impersonate, infiltrate, and gather information by any means necessary. While many IR agents are competent telepaths and mind-readers, this is not a prerequisite. Valuable information – especially complex scientific or technical details – is often not held in the mind of a target, but in digital or even physical form. As such, IR agents also possess a wide range of other talents, and many take on specialized roles in highly sensitive missions. Agency’s Insight and Intervention divisions occasionally request assistance from IR in sensitive missions. In these situations, since the Agent’s identity may be compromised by the working relationship, the agent is generally transferred from IR directly into Agency on a permanent basis. Of course, transferred agents probably report back the Executive Branch on a regular basis, and so are rarely fully trusted by their new Agency colleagues.

## Prosecution

“Achieving the Impossible.”

Prosecution is the strike-force of PsiOps. Using their obscure power, Prosecution operatives take on situations that no other arm of the PanDominion can hope to address. They are they shadows in the night, the unseen blades of justice and the unstoppable force of will that unseats the powerful. Prosecution strike teams are made up of the most powerful or unique psionics.

While Agency and other arms of the U.G.P. may request assistance from PsiOps, the allocation of Prosecution operatives is never confirmed. Knowledge of their actions remain strictly within the Executive Branch. In situations where Executive Branch wish Prospection Operatives to participate in actions with Agency, they are presented as IR operatives and transferred ‘permanently,’ as normal for IR. However, once such agents complete their assigned missions, they will either go missing or, more often, stage their own death, and then return to PsiOps for reassignment. Intervention has become aware of this PsiOps tactic, and now accepts the fact that any PsiOps agents it employs may be more that they seem.

A less-known function of Prosecution is its role in neutralizing rogue psionics who represent a threat to the PanDominion. The division has a specialized, standing strike-force called the Mind Hunters, that track down and capture, or in some cases eliminate, the most dangerous psionics.

The majority of PsiOps operatives are Soamata, given the psionic nature of the species. The vast majority of the Executive Branch are Soamata. However, PsiOps also trains Humans and other species, especially for the covert divisions of IR and Prosecution. Many of the non-Soamata operatives are recruited from the The Salamat Projection. However, PsiOps has been known to recruit powerful, but untrained psionics, partly as a way to keep a close eye on them.

### The Salamat Projection

The Salamat Projection has a close working relationship with PsiOps. While it is not a cover for the covert organization, it does act as a conduit for identifying promising candidates. The result is that many PsiOps operatives are graduates of The Projection and possess keen academic or artistic minds.



## Inner Workings

"What do you see?" whispered Geako, his leathery head kept low, behind the guttering of the now-empty building's roof. The team was close enough now for the Strozi landing party to spot them.

Given the number of Strozi deploying from the maw of their beastial-looking shuttle, Geako calculated his team would be taken apart in short order should they be discovered. But Intervention needed the intel. What were the Strozi doing?

Keeping low, and using Raj's second sight was the best option.

Raj, only recently seconded to Geako's group as a PsiOps IR specialist, nodded at her new commanding officer. She could see the veneer of determination on the Teraborg's face, but she could read the nervousness in his mental aura. She pulled her tablet from the vest webbing on her camouflage suite and slid the pen silently from its slot. The pad activated, ready to record her supraconscious stokes.

She closed her eyes. Breathing deeply, she let her mind wander. First past Geako's aura of doubt, then sweeping over the other team members, picking up traces of excitement tinged with fear, and finally, swooping down into the street below.

She gasped and shuddered instinctively, her pen scrawling a jagged mark, unseen, on the tablet.

The mental auras of the Strozi were unlike anything she'd encountered before. There were... fractured.

Within each was a rage and despair, sharp and spiked and burning. Yet these raw emotions were crushed between lines of cold, hard, merciless hunger.

No, it was more than hunger.

It was infinite greed. They felt a right to take... everything. This part of the aura was at odds with the other emotions, and the swirling metal patterns were like two sharks fighting for prey.

Her hand continued to twitch, the pen scrawling onwards, fed by her insight. She felt dizzy, ill, and drawn in by the scathing whirlpool of mental energy emanating from the Strozi.

"Raj. Raj!"

She could hear her commander whispering urgently to her. That's right. She had to get something. Yes. The Strozi intent. She needed to dig deeper... into... into that.

Raj pulled back, mentally recited the Boal Kantra, then refocused her mind like a fine needle. Just like Raju had taught her. She thrust the needle forward, into the confusing aura of the lead Strozi and... she saw nothing deeper.

No inner thoughts beyond rage and fear and desperation. It horrified her. It was unnatural. There was nothing to find in this mind. There were no secrets to unlock.

Raj withdrew and looked at her tablet. A skull stared back at her. She turned to Geako. "We need to go. We need to get away from here, now!"

# Xenofile

**A**lthough the largest species by percentage in the PanDominion is Humanity, there is plenty of scope for players to play other types of characters.

Aside from Synthetics and Positronic Nodes (see Character Background Edges), there are also several alien races that can be tweaked to represent just about any near-humanoid alien species. The templates for these are given below.

And if that isn't enough, you might want to play an alien-synthetic, an alien computer, or even an alien starship! It is also possible to use the Making Races section in the Savage Worlds core rules to make your own aliens. However, in such cases, the points total for the new Alien cannot be higher than +2, although it can be as low as required.

## Big Damn Heroes

Because the heroes of High-Space are all Wildcards, they need not conform to any of the Species Templates given below, and you are free to build unique characters if you wish. However, remember that the main difference between a Wildcard and an 'ordinary' citizen of any species is their psychology, not their physiology. Ordinary PanDominion citizens are all socialized and conditioned to the extent that they are all considered to have the Pacifist (Minor) Hindrance, and disdain violence and abhor killing!







# Aschin

Aschin (ə s k ɪ n)

**A**schin are insectoid flyers, used to skimming the warm air currents of their homeworld, Ascha. The lightness of their bodies in order to fly is reflected in their impaired strength.

## Appearance

If cockroaches were as big as Humans or Soamata, and walked upright on 4 legs, they would be Aschin! A relative anomaly in the PanDominion, Aschin are insectoids that have continued their evolution and achieved techno-intelligence. They are possessed of four spindly legs, upon which they walk, an elongated thorax covered with chitin, a chest/pectoral region that serves to stabilize two prehensile claw-hands and two wings, and a head section complete with long antennae that are used as much for balance in flight as for sensory apparatus. Aschin have no skeleton, and are held together by collagen-linked chitin plates, which press together the muscular tissue required for locomotion and other functions. The 4 legs and 2 arms (with three-clawed hands) of the Aschin are lightweight, with all the power in them generated from muscles in chest section and delivered by tendons. The wings of the Aschin are fully functional, and Aschin can carry their own body weight again in additional weight during flight.

Because of their size, coupled with their aerial capability, Aschin evolved with little threat from natural predators, and their brightly, multi-colored chitin plates and iridescent wings are proof of the fact that display is more important for them than adaptation/camouflage.

## Recorded History

The Aschin have been around for longer than recorded history and are fondly referred to as 'The Eldrich.' They pre-date Human civilization by a good million years, and have been space-faring for longer than any other known species in the PanDominion, although they are not a founding species. Being a technologically advanced race, The Aschin made initial contact with PanDominion 900 (Sol) years ago. They attribute their silence and secretive nature prior to contact to the fact that the PanDominion was disorganized, and its citizens unprepared to accept a more advanced species from 'out of the shadows.' However, some academics argue that the real reason the Aschin did not reveal themselves earlier, was that they did feel that they would be accorded the esteem they deserved.

## Evolution

The Aschin evolutionary edge, and likely the agency of their long history, is their ability to rapidly adapt to selective pressures exerted by almost any environment. Their preternatural adaptation rates are accelerated by a combination of their high fecundity and natural capability to consciously alter the genetic structure of their hatchlings. The Aschin leverage this directed evolution by filling in available environmental niches as they ventured out from Ascha, their home planet. Their survivalist tendencies and ability to remain hidden have seen them through environmental and even galactic catastrophes, including the rise and fall of several species that previously dominated this part of the galaxy.

## Customs

The Aschin are a sociable and convivial race, if somewhat secretive. They live in a somewhat socialist society, where everyone shares the same resources and has the same standard of living - much like the bulk of the PanDominion. Their genetic control ensures they are all strong and healthy. The only ones living in strife are the Wildcards, the very few Aschin who have shunned their society and are living as recluses or adventurers. Apparently, they were not imbued with the "social" gene and prefer to live alone, staying away from groups or anyone of their kind. This is not learned behavior. This is a result of a mutated gene present in 0.02% of Aschin that leads them to refuse being part of the horde. The only way the Wildcards survive is because of their natural ability to adapt.

## Outlook

The Aschin see themselves as far more beautiful than other species, whom they feel are deformed or underdeveloped. Thus, they rarely are attracted to other PanDominion citizens who are not Aschin. They once held the honor of being the most technologically advanced species in the Galactic Arm, but they long ago stagnated and now the Teraborg and the PanDominion more broadly have surpassed their technologies. Some Aschin resent this and argue that the Aschin should split from the PanDominion and return to their secretive ways. However, that is unlikely, given the bulk of Aschin are now deeply involved in the lives of other species... and that they now see dark clouds gathering on the horizon.

## Internal Matters

The Aschin are conceited, but rather than flaunt their

superiority, they work in the background, quietly belittling their enemies and manipulating their friends. They involved themselves in PanDominion politics because they love the drama of it all. They usually hold positions in media or the academe. The Aschin value connections and more often than not, they use these connections to further their ambitions and personal agendas. It is no surprise that they have a significant influence in the senate.

## Reception

The Aschin are easy to get along with because they secretly love getting involved in everyone's business, much to the dismay of other citizens and individuals who like to keep to themselves. The Aschin are known to throw extravagant parties and soirées, but do so only to curry favor, find out secrets and even blackmail party-goers should things turn interesting. They see it as a chance to improve their network and cast a wider net of connections.

## Racial Template

- ▶ Aschin: Start with Language(Aschin) d4
- ▶ Skittery: Starting Agility d6
- ▶ Flyers: Can fly at their basic Pace and even 'run' while flying. It costs 2" of Pace to gain 1" of height
- ▶ Weak: Strength requires two points per step to raise during character generation
- ▶ Outsiders: Start with -2 Charisma for all interaction with non-Aschin



## Faeh-na

Faeh-na (f i : ə n ə)

**F**aeh-na are the more advanced offshoot of an intertwined evolutionary pathway on Fhera-2. Unlike their more primitive Fherean cousins, the Faeh-na are undergoing the process of uplifting. Most that are now citizens of the PanDominion have had their primitive drives and memes removed at a genetic level, but full social conditioning will require a generation or more to complete.

### Appearance

Faeh-na have a classical humanoid body structure and blended feline/canine features. The head, encompassing the brain and key sensory organs, has a distinctly 'terran lion' appearance, although the ears are larger and naturally erect at all times. In fact holding or tying the ears down by, say, donning an inappropriate spacesuit helmet, causes discomfort.

Although mammalian in appearance, with a body lightly covered in fur, the species does not produce milk. Historically, Faeh-na fed their infants with pre-masticated foods in a manner similar to birds. Although modern technology has generally replaced this need by providing pre-processed food, the practice is not considered distasteful and can sometimes be observed.

The mottled, pinkish-brown skin of the Faeh-na is normally covered with a thin fur layer, typically tan or golden, with dark patching. Despite numerous, outwardly 'bestial' characteristics, Faeh-na walk plantigrade (unlike their Fherean cousins, who walk digitigrade) and favor the use and carrying of contemporary technology, clothing, and environmental protection.

With the exception of generally looser headgear, Faeh-na clothing and styles are similar to Human, with a preference towards colors that avoid contrast with individual fur-tones.

### Recorded History

The Faeh-na lack a written history, or even an oral one. When encountered by the PanDominion ten years ago (SST), their culture consisted of nomadic family packs. There was much debate within Agency and the PanDominion at large as to the legitimacy of uplifting a species that had barely yet developed a civilization. The Faeh-na were eventually deemed sufficiently intelligent to warrant uplifting, but their Fherean cousins were found to be incompatible with the current PanDominion uplifting technologies. The resulting split has caused much controversy. The Faeh-na have been space faring for less than a decade. Lacking an industrial base of their own, the Faeh-na have been riding along with different space-faring races as technicians or menial workers.

### Evolution

Faeh-na evolved from a shared ancestry with the Fherean on Fhera-2. From an anthropologist's perspective, they are humanoid in behavior and physical capability, and possess a unique, fully-vocalized language (shared by their Fherean cousins). While both species evolved in the vast savanna and forests of the Northern continent, it was only the Faeh-na that spread overland and overseas to the equatorial islands and then to the Southern Continent.

Their homeworld, Fhera-2, remains in a pristine, pre-industrial state, although the PanDominion is developing low eco-impact villages and educational facilities as part of the ongoing, cultural-uplifting process.



## Customs

The Faeh-na take pride in conducting themselves as civilized members of the society, but have many customs that are quaintly primitive by PanDominion standards. For example, an offer to scratch or lick someone on the ear is considered an expression of friendship, though not romantic. However, a request to receive such is definitely considered a sexual advance (akin to 'talking dirty'). Faeh-na are also known to forget the more 'civilized' manners of eating, and instead eat with their hands and leaving a hearty mess - which is considered a mark of respect for the host in Faeh-na homes.

Gift giving is a significant and complex custom among Faeh-na. Different gifts are symbolic of the giver's intentions and communicate a wide range of emotions. A small round pebble may indicate that the giver is expressing minor admiration, while a sizable dead insect represents admiration for a competitor.

## Outlook

The Faeh-na believe in a link between spirituality and science. They view the world as animate, with all physical things possessing spirits. Like any other lifeform, these spirits require gifts in order to understand a Faeh-na's needs and desires. As a result, the Faeh-na often have a quasi-mystical view of the miraculous technologies of the PanDominion. It is not uncommon for a Faeh-na to periodically gift a food vending machine with flower petals, or to gift a Starship's cabin door with small smears of mud.

## Internal Matters

Considering their recent representation in PanDominion politics, the Faeh-na exhibit a great deal of interest in statecraft. They are keen on learning the ways of PanDominion, but are still a long way from gaining any real influence.

The burning question faced by all Faeh-na regards the future of their Fherean quasi-kin. The Fhereans have so far proven unable to be uplifted by the PanDominion, despite its incredible technology and science. This unexpected failure by the Integration Agency has led to a schism within the species: a vocal minority advocating for a reunion of the two species and for Fhaera-2 to secede from the PanDominion!

## Reception

The Faeh-na are considered a bit crass and naïve by other species, though it is widely accepted that they mean well. Their rituals and customs are seen as antiquated by most PanDominion citizens. Unfortunately for the Faeh-na, the Council of Churches views this kind of animism as primitive and misguided.

## Racial Template

- ▶ Faeh-na: Start with Language(Faeh-na) d4
- ▶ High-spirited: Starting Spirit d6
- ▶ Animal instincts: Start with the Alertness Edge
- ▶ Bad cryo-sleeper: Start with the Cryo-psychosis (Minor) Hindrance

# Human

## Human (h j u: m n)

**H**umans are one the more prolific species in the PanDominion's lower middle arm, although not the most talented nor advanced. Humans possess a highly developed sense of tenacity and generally unfounded senses of both optimism and pessimism. In many ways, their odd glandular chemistry and brain structure make them unique in the known galaxy. By being able to hold and believe two completely contradictory notions with total conviction, humans are considered unique, if somewhat conflicted, by other species. Their unique, devil-may-care neurology, coupled with their rapid breeding cycle, has driven humanity to colonize far and wide, setting up settlements in locations other species would avoid.

## Appearance

Humans are fond of highly individualized physical modification, through genetic alteration, augmentation-surgery, cybernetics and, more recently, nanetic sculpting. However, at non-gene-modified birth, Humans are bipedal with two arms ending in five, multi-jointed manipulation appendages, with a high relative number of physical, temperature and pressure sensors. They also have an ovoid head atop their main body mass, featuring dual primary (limited light spectrum) sensory organs, dual audio orifices, a split olfactory orifice, and a gustatory/food consumption orifice. These last two also double as respiratory intakes. This head also contains their bisected brain mass, and as a result, the Human head is considered a singularly vulnerable body part.





Humans have a contradictory fascination with reproduction, treating it as both entertainment, but also as a most private and intimate matter. They exhibit mostly male or female sex organs but sometimes both, neither or alternatives.

Once divergent natural skin coloration has merged to an almost consistent tan color – but is often altered to almost anything else with self-modification!

Clothing performs both customary and functional purposes of heat/cold protection for the species, and it is nearly always encountered clothed in the most advanced materials the population can obtain or produce.

The expressions of the facial sensory and food ingestion regions are the most commonly used for the purposes of conveying meta-intent, and the facial area is often highlighted either by clothing, cosmetics, or self-modification. Most PanDominion transcoders are capable of interpreting humans' facial, non-audible communication, and reprinting such linguistics as tagged layers over the dialogue. However, humans are capable of conveying contradictory meanings via this layering, so care should be taken to fully analyze intent, before drawing conclusions.

### Recorded History

The history of the Human race is synonymous with the history of the PanDominion. Since the dawn of the Human species, it has dreamed of living outside of whatever confines it has at the time. With the advent of FTL travel, this wanderlust has been taken to new extremes. Like the PanDominion, Humanity continues to rush ever outwards, colonizing at a rate that far outpaces other species. The discovery of the Riftgate Anomaly and the Fringe Worlds' Rift has only accelerated Humanity's march into the unknown.

Humanity's first encounter with an alien race was the Phoxin. Despite the gulf in both physical and mental form, or perhaps because of it, these two species have become close allies. Each provides strengths the other lacks, and on most worlds populated by humans, there is also a sizable Phoxin presence.

## Evolution

Humans evolved as omnivorous pack mammals, with a contradictory predatory/agricultural nature. PanDominion scholars attribute this to the humans' unique brain structure. As a result, humanity coalesced from nomadic packs into dense populations, then space colonists in just under 145,000 years – a remarkable feat for a non-directed geno-form.

Historically, humans have evolved through the mechanism of DNA randomization as part of sexual reproduction. In the age of the PanDominion, geno-science has replaced humanity's need for sex as a requirement for reproduction. However, it has not removed the basic human instinct to reproduce and rear offspring, despite the resource inefficiency and inconvenience of this process.

Since the advent of the PanDominion, Humans have tended towards either cybernetic, glandular, and more recently nano-sculpting modification. Rarely do humans undertake multiple forms of modification, though it is not uncommon for some humans – especially Wildcards – to undergo such extreme modifications as to make their original form unrecognizable.

## Customs

The customs of Humanity form, and are formed by, the precepts of the PanDominion. Scarcity of resources is abhorred, and generosity of spirit is commonplace.



Family groupings can vary between large (up to several dozens) and small (as few as 2) individuals. However, there is generally a single individual within each such group that dominates the social interaction and group direction; this person is often referred to as the 'Alpha' by sociologists.

Humans also possess a complex range of communicative customs that illuminate their conflicted mental states. While humor is common across many species, humanity has a nuanced array of humor subtypes, each of which has a specific purpose. Furthermore, Humans' exhibit a broad interpretation of artistic forms, and express themselves through metaphor.

### Outlook

Before encountering the Phoxin, many Humans believed that they were the sole higher-intelligence in the galaxy, if not the universe. The discovery of what have proven to be much more advanced species has been accepted as fact, but it has not diluted the Human preconception that they each have something unique to offer the universe, be it a skill or talent, or their very being.

Despite accepting their relatively low position in the Galactic pecking order, Humans tend to bridle against it and dislike being reminded of it. This can lead to a strong inner 'fantasy' of living in a world where higher forces do not exist... until necessity demands they face the truth of the matter. Even then, Humans may continue to deny the truth, or at least counter it with a concurrent fallacy.

### Internal Matters

The vast bulk of Humans live in the inner core of the Orion Spur. The citizens of Humanity's well-established

colonies have luxurious and somewhat hedonistic lives, many spending their time creating and consuming entertainments or engaging in the arts, research or colonial exploration.

Humans are also notorious for internal political maneuvering, even within a single colony. Generally, the PanDominion ignores such internal squabbles, except when matters spill over into violence, or when disputes interfere with Senate-sanctioned directives. While humans are represented in the Senate, the fragmented nature of humanity has resulted in frequent changes of position on policy matters. As a result, many representatives in the Senate outwardly dismiss the Human vote, while also seeking to manipulate it towards their own factional goals.

The only PanDominion-wide body that comes close to being effectively directed by Humans is the Council of Churches. Some say this is due to Human's ability to see faith as fact. In reality, it is more because the Teraborg and Soamata are, for their own reasons, under-represented within the Council of Churches. The greatest expression of Humanity's influence is the CofC's funding of scientific research into FTL travel, in an attempt to link FTL to other realms of existence - which is in itself a form of escapism from the penned-in existence of the PanDominion, subjected by its much more technologically superior neighbors!

However, Humanity's relatively subdued position within the PanDominion may be changing. The discovery of the Riftgate anomaly near the Human and Phoxin settled worlds of Gloombridge, and the subsequent opening of the Fringe Worlds' Rift by Human-dominated Armada vessels and private traders, has placed a spotlight on the species. New resources and new tech are beginning to flood into the PanDominion through the Riftgate Anomaly, and Humanity is the main conduit... at least for now.



## Reception

Humans are generally well tolerated, if not actually appreciated or understood, by the majority of other species within the PanDominion. While they are considered untrustworthy, or at the very least unpredictable, their generous nature has driven many uplift programs. This has developed much goodwill, especially among the newer PanDominion species.

Those outside the PanDominion view Humans and excitable but naive. Some outsider species prey on this (as the Strozi and Nuclarine do) or attempt to help Humans to overcome these obviously correctable flaws (as the Starfish sometimes do).

## Racial Template

- ▶ Citizen in good standing: Start with Language(Pan-Do) d4
- ▶ Lucky: Start with the Lucky Edge
- ▶ Transhuman: Start with the Synergy Edge OR the Glanding Edge
- ▶ Dedicated: More than any other race, 'ordinary' Humans are wedded to the precepts that the Pan-Dominion is based on. Start with the Loyal (Minor) Hindrance

## Phoxin

Phoxin (f o k s n)

Phoxin are a technologically active, floranimal species, whose communications methods range into the

olfactory. They were the first sentient, technological, alien species with which Humanity made contact, and the two species have become steadfast allies. While not as populous as their primate-evolved allies, the Phoxin can be found throughout the PanDominion and generally share colonial worlds with Humans.

## Appearance

Phoxin are bulky, thick-skinned, translucent-yellowish creatures that defy easy classification. These plant-animal (aka floranimal) beings possess large, membranous skin-folds that are capable of photosynthesis, as a way of supplementing their omnivorous diet. They possess four legs, ending in three tough claws to carry their considerable weight. While they can rise up on two legs to manipulate items with force, most of the time the Phoxin use their highly-dexterous mandibles to perform the function of hands. These mandibles are positioned above a delicate-looking digestion orifice in the mid-chest that is reminiscent of a carnivorous 'pitcher plant.'

The head/brain is an indented area in the upper-chest, crested with a fronding that looks like stingy fungi, which can be used for visual expression by slowly changing coloration, as well as emitting pheromones that are naturally detectable only by other Phoxin. Communication can likewise be performed by vocalization via the digestion orifice, and has a deep bass resonance.

As a species they are asexual. They reproduce by self-fertilization of a genetic seed that all Phoxin can generate and store deep within their skinfolds until the right time/place of planting. However, the Phoxin have ridged cultural controls that govern their reproduction.

Phoxin abhor the wearing of clothing, except for hostile environments when they don a purpose built



4-legged vulcanized suit. Some Phoxin become quite individualistic over time, and choose to self-modify by patterning their skinfolds, usually with dark, natural pigments, in complex geometric shapes that are at odds their otherwise 'natural' appearance.

## Recorded History

Like their ponderous demeanor, the Phoxin's history is slow, considered and decidedly safe. While the Phoxin's star-faring history predates humanity's by at least 500 years, when they were first encountered by humanity they had settled only a handful of colonies compared to the fledgling, upstart Human race.

The Phoxin's first contact with humanity could have been disastrous. When a human colony ship arrived on a Phoxin settlement world, the colonists did not realize that the Phoxin colonists were a technologically advanced species. The Phoxin's initial attempts at communication with the human colonists were met with fear and violence. Luckily, communications lines were quickly established - with considerable, though non-lethal counter-force - by the Phoxin, and within two years, diplomatic relations between the two races were formalized and trade treaties established.

Despite the rocky start, Humanity and Phoxins have become close allies, and frequently co-inhabit settled planets and Ring Worlds. Of course, the Phoxins' low rate of growth and reproduction mean that human populations typically outnumber Phoxins on worlds by an order of magnitude.

## Evolution

Early in the development of life on the Phoxins' home planet, Phi Cassiopeia, a wandering planet collided with a gas giant further out in the system. The resulting

explosion battered the entire system with asteroids. The meteor storm that followed pock-marked the Phoxin homeworld with millions of craters, ranging in size from hundreds of meters to hundreds of kilometers. These, formed into great placid lakes filled with hardy, though sparse, life.

The conditions for life on Phoxin mellowed over the millennia, but were still harsh compared to many other species' homeworlds. The limited resources of the ponds regulated the slow but steady evolution of Phoxins. From Semi-Aquatic creatures emerging from the great lakes, to the Phoxin civilizations that arose, this species instinctively recognized that reproduction needed to be controlled and selective breeding employed to ensure the survival of the species. This cultural trait continues even today, though the technologies and wealth of the PanDominion make it all but unnecessary.

When the Phoxin took their fledgling steps into space, they were greeted with a system awash with billions of asteroids - the remnants of the planetary collision eons prior. While this frighteningly hazardous environment could have stalled other species' spacefaring ambitions, the Phoxin stoically set about engineering space platforms and mining the asteroids, slowly and systematically developing technologies that lead to Galactic expansion. For this reason, Phoxin are extremely adept in space and are accomplished astro-engineers.

## Customs

Phoxin are pragmatists first and foremost. They lack the customs and social niceties of many other species. The closest thing Phoxin have to celebrations are the periodic Certifications Announcements, where a Phoxin's accreditation for a specific activity is publicly granted and congratulations given by supervisors and colleagues.



The Phoxins breed through a mechanism of asexual reproduction and is a significant event in a Phoxin's exceptionally long lifespan. Reproduction takes several years, starting with the production of genetic seeds stored in skinfolds. These seeds are only released when a Phoxin is given permission to bud, or strobilate, into another stage of life. However, Phoxins strictly control reproduction. Permission from a The Council of Life, based on the Phoxin homeworld, is required before a Phoxin may breed. Moreover, the council may insist that a Phoxin returns to a colony world for reproduction.

### Outlook

As a species, Phoxins lean towards being more self-observant and reserved than any other race. They are the ultimate rationalists. They like to think in black and white terms and tend to have an obsessive focus on a single topic. Phoxin live simply and need or want for very little.

While the Phoxin have Wildcards, they are more passive than others species' Wildcards, but more curious and technically experimental.

The Phoxin do not natively possess a sense of humor, though their involvement with humanity has led to a curious social evolution: the uptake of sarcasm. To Phoxins, sarcasm is hilariously funny; apparently, agreeing with something that one does not believe is riotously mirthful. Not surprisingly, Humans do not always appreciate Phoxin sarcasm to the same extent.

Phoxins are passive and non-confrontational, but also will not back down when they can show they are correct. At times, Phoxin come across as stubborn, though not belligerent.

### Internal Matters

Phoxins are disinterested in most politics and positioning of species within the PanDo. They are just happy to exist and slowly propagate. However, Phoxin Wildcards can be commonly seen aboard Armada ships as engineers and geoscientists.

### Reception

The Phoxin are seen as a docile species that rarely enter confrontation. They know that they are huge and resilient so they are very hard to fluster, and thus rarely cause trouble. As such, most other species consider Phoxin an example of the ideal PanDo citizen: calm, contented, productive and peaceful.

Humanity and The Phoxin have a strong bond. Most Humans consider the Phoxin to be very helpful partners and even 'good luck' to have around.

### Racial Template

- ▶ Phoxin: Start with Language(Phoxin) d4
- ▶ Natural ingredients: Starts with the Glanding Implant Edge
- ▶ Super-natural: Start with a new Glanding Edge
- ▶ Tech-rejection: Start with the Implant-rejection (Major) Hindrance
- ▶ Slow as a plant!: Start with the Obese (Minor) Hindrance, including the Toughness increase

# Redban

Redban (r e d b æ n)

**R**edban are the indigenous inhabitants of Redban 3, with curved horns, tusks, and incredible strength. Armed with several natural weapons, they excel in low-tech environments, but find high-tech environments challenging.

## Appearance

Redban resemble powerful, red gorillas with horns and tusks. Adult male Redbans are squat but very dense, standing slightly shorter than an average human male, but far heavier. They are normally bipedal, but when running and maneuvering quickly they lower their bodies and knuckle-walk. Male/female sexual dimorphism is high within the species. Female Redban are shorter and slightly of build than their male counterparts.

The skin coloration of the Redban is naturally dark, almost black, but it is only visible on the face, hands/wrists, ankles/feet, and vital organs. The rest of the body is covered with a dense red fur that tends towards several inches in length. Patterning on the fur is linked to hormonal biochemistry; socially adroit (charismatic) members of the species exhibit white patching of the red fur around the facial region, serving to highlight the eyes and denote facial features, while aggression in the species leads to black stripes down the back.

Given their natural fur, Redban only don clothing that serves an immediate practical purpose, with the exception of the Krinsho, which is an ornamented neck/shoulder covering constructed using a combination of natural chitins and polished metal plates. The designs on Krinsho enhance any natural markings and/or

provide artificial markings of their own that are aligned with other Redban ideals, groups, or individuals.

## Recorded History

The recorded history of the Redban is sketchy at best. The need to symbolize in order to survive has never been a determining factor in their rise to power. Before the PanDominion came to the Redban's homeworld, Redban-3, the natives lived for as long as their oral history could record. When the Redban talk about their ancestors, they describe the birth of their species in terms of flora and fauna.

## Evolution

Despite their natural strength, Redban are not the apex predators of their homeworld, and nor do they even come close. Redban 3 is a harsh, hot world, with kilometer-high, rainforest-like jungles covering most of its vast continents, and warm, temperate forests at both poles. The flora and fauna of the world are as dangerous as they are varied. P.T.I.L.E. has issued a permanent warning against visiting the surface of Redban 3, and more than one group of explorers has been lost on the planet.

The Redban evolved to fill an ecological niche, similar to Humanity, but more extreme. They are the intelligent omnivore that uses pack tactics and tools to survive. Many Terran scholars have drawn parallels between pre-uplifted Redban culture and early Human warrior cultures, including the Vikings, Spartans and Cimmerians, and some go far as to lament the Redban's uplifting. However, few of these scholars have probably met an uplifted Redban. If they had, they would be thankful. The modern Redban remains an imposing figure with a strong pack mentality.



## Customs

Redban customs are largely related to kinship, pack positioning, oaths of loyalty, and the exchange of promises. Redbans despise oath-breakers and shun political maneuvering. When a Redban promises it will do something, it will do everything possible to achieve that aim, not thinking twice about risking its own life. Such actions are not considered “honor” as Humans would understand the concept, but rather “Gnau Gua Gon,” which can be roughly translated to “an attitude critical for pack survival.”

## Outlook

Of all the uplifted species that make up the PanDominion, the Redban retain the most combative nature and customs. Simultaneously, they are the most fiercely loyal to the PanDominion, which they view as their Greater Troop.

Despite their warrior outlook, Redban never faced inter-pack war on their homeworld. Rather, they were too busy combating and surviving the many living terrors of their ecosystem. When packs did encounter each other, they would exchange resources and mates. However, they would engage in a myriad of competitive sports as a way to exchange skills, and this competitive nature remains strong.

They continue see all Redban as extended pack members or “Ronk Hon Gu.” They now see the PanDominion as a superset of Ronk Hon Gu, and willingly do anything and everything they can to protect it. Needless to say, they are prime recruits for Field.

## Internal Matters

Redban have minimal effective representation in the U.G.P., and frequently find themselves adrift in the political realm. Increasingly, they are allowing the Teraborg to recommend political positions on their behalf.

Outside of the political realm, the Redban are being actively recruited by Field. Unlike many of the Wildcards from other species that volunteer for service as a way to engage in action and adventure, all manner of Redban join to serve Ronk Hon Gu.

## Reception

Redban are largely misunderstood by other species within the PanDominion due to their appearance. They are mistakenly viewed as aggressive predators, even by their closest allies, the Teraborg. However, those that take time to get to know individual Redban find them to be loyal, trusting and fiercely protective.

## Racial Template

- ▶ Redban: Start with Language(Redban) d4
- ▶ Brutal: Starting Strength d8
- ▶ Natural Weapons: Horns/Gore: Str+d6
- ▶ Primitive: Are considered to have the Low-tech (Minor) Hindrance when outside natural environments
- ▶ Space-sick: Start with the FTL-sickness (Minor) Hindrance



# Shako

Shako (ʃ eɪ k əʊ)

**S**hako evolved from aquatic apex predators, and although they live in water they can also breathe air – albeit with some difficulty. They like to ensure that they have access to water-breathing apparatus for life out-of-water at all times.

## Appearance

Despite centuries of civilization after their integration into the PanDominion, Shako possess a naturally predatory appearance and physique and often conjure feelings of trepidation in non-predator evolved species.

Although possessed of two arms and two legs in a bipedal form, the legs of the Shako are sublimely developed for swimming. However, their forward bending ankle movement is restricted, and while this benefits aquatic agility, it hinders their mobility on land, giving them an ungainly gait. Both the Shako's hands and feet are webbed. There is also vestigial webbing under the armpits and between the legs, similar to that of a Manta-ray.

The neck, with its rows of slit gills, is barely determinable between the broad shoulders and almost cylindrical skull. The wide-jawed mouth of the Shako opens to rows of monstrosly jagged, tearing teeth. Their eyes are almost pitch black, more suited to the depths than to brightly lit environments. The Shako's natural hide coloration is gray with white stripes down the flanks.

Sex organs are all recessed smoothly into the body for streamlined swimming, and the gender of an individual is difficult to determine by casual inspection alone (unless you are another Shako, of course).

Unfortunately, confusing the gender of a Shako is considered a serious insult by the species, and most PanDominion citizens revert to using gender-neutral terms when referring to Shako they have just met.

Shako are fond of armored, streamlined clothing that hugs their entire body tightly, much like a diving suit, but in reverse: it is used to keep the water in. Such clothing is most commonly drab in tone or dull metallic. They also favor dark, streamlined coverings for the eyes. Shako are almost never without a 'water breathing' neck-brace, that forms a seal over their gills to assist with breathing while out of aquatic environments.

## Recorded History

The Shakos are a proud race. They have been around longer than the human race and have been star-faring for a millennia before Humanity joined them amongst the stars. However, the Shako are not natural innovators, and while they were technologically advanced upon entering the PanDominion, they have not contributed greatly to the advancements of science or philosophy.

While they do cause unease due to their appearance and primal nature, the Shako can be found cohabiting many of other worlds settled by terrestrial PanDominion species. For the most part, the Shakos leave the lands to the other species, while claiming the oceans for themselves.

## Evolution

Shakronos, the Shako's home planet, is 90% water, with opposing currents forming huge Maelstroms both on the surface and underwater. The unforgiving waters of Shakronos have contributed to the species rapid evolution. The ancient Shakos were exquisitely-dangerous, deep-ocean predators with huge eyes

and tooth-like structures on the leading edge of their pectoral fins. During their evolution into a civilized, space-faring species, they lost these brutal (though cumbersome) fins to develop a streamlined form with webbed hands and feet enabling them to navigate all manner of terrain more easily. It is believed that the Shako engaged in wide-scale genetic re-engineering roughly 4200 (sol) years ago to effectively 'uplift' themselves. However, the technology and history of this time are lost. Some theologians suggest that the Starfish may have been involved.

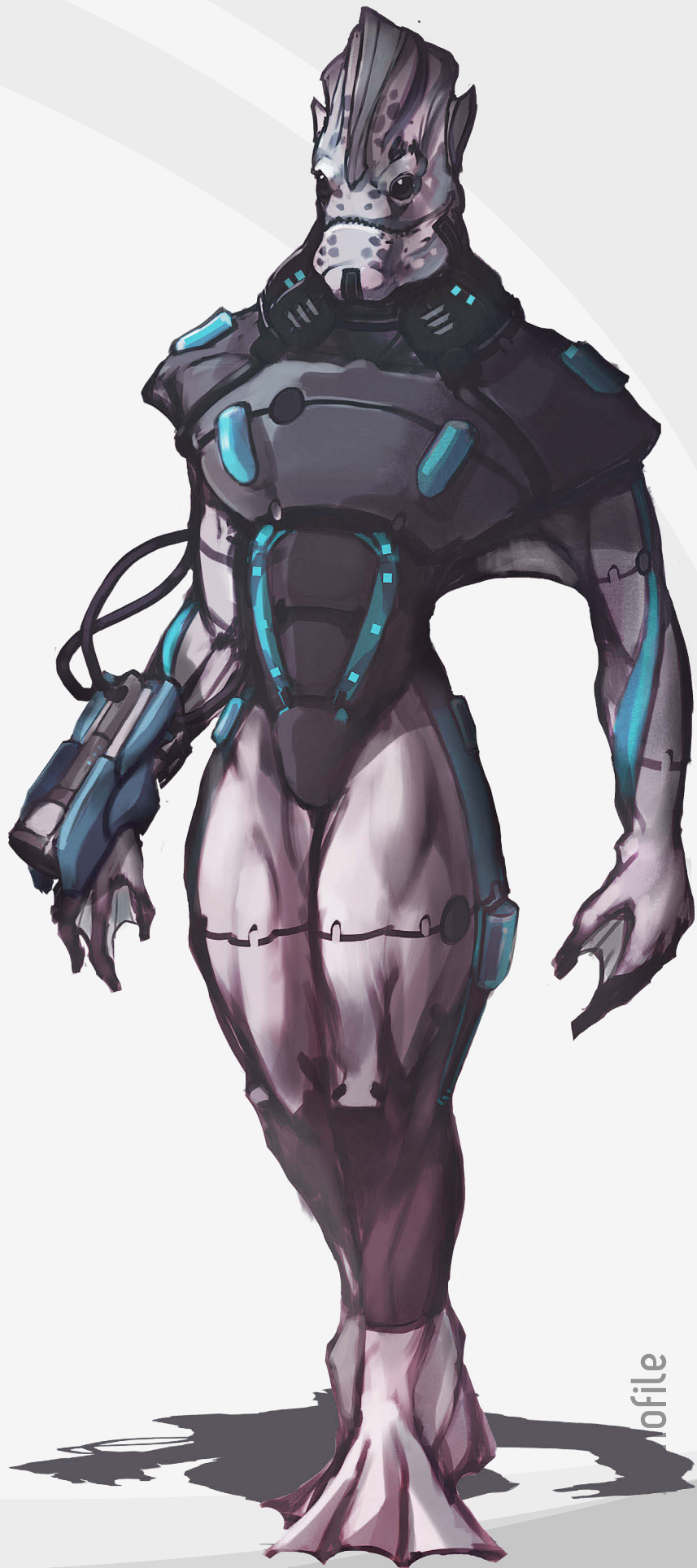
### Customs

The Shako are a practical species. Eons of extreme conditions on their home planet has taught them to be resourceful and stingy in equal measure. It is customary for Shako to travel in small, almost military-like groups called a "Shiver," with each member performing a particular role. This learned behavior dates back to their aquatic evolution and supersedes notions of family and community.

Shako feeding is considered a private affair within the shiver, involving live produce. However, Shako "diplomats" (a term that is best only loosely applied to this species) will engage with dinners and other such interspecies functions, though with clear distaste.

### Outlook

The Shako have been space-faring longer than the Human race, and are not shy to assert this perceived seniority. Devoid of sentimentality, all of their material possessions are either functional or handy. Items that do not fall under these categories are admired for a short while, and then cast off.



profile

From the perspective of other species, the Shako appear almost mono-tasked and ruthless, with little humor. In short, grumpy and dismissive. For their part, Shako see most terrestrial species – especially Humans – as either vacuous or tiresome. However, they do have a grudging, though sometimes competitive, respect for the Teraborg and Redban.

### Internal Matters

Shako are fully invested in PanDominion politics and positioning of their species. Their role in the Senate is stoic, as they eschew the political schemes and machinations of most other species. This makes them steady allies, but intransigent opponents.

While they do not contribute much in the way of technological resources to the PanDominion, their aloofness and steadfast single-mindedness makes them predominantly well suited to hold positions in military and law enforcement.

### Reception

Shako are not the easiest species to get along with, owing to their pragmatic demeanor. They hate small talk, and almost always get down to business without the need for pleasantries. They are never jovial and rarely laugh. Besides, the sight of a laughing Shako with all those sharp teeth on full display would unnerve almost anyone.

### Racial Template

- ▶ Shako: Start with Language(Shako) d4
- ▶ Super-tough: Starting Vigor d6
- ▶ Aquatic: Live in and breathe water (H<sub>2</sub>O). They cannot drown in water; they move according to their full Swimming skill within all fluid media, and start with a free d6 in Swimming
- ▶ Fluid Breather: Are considered to have the Anemic (Minor) Hindrance when unable to breathe their natural fluid environment
- ▶ Slow on land: Have a starting Pace of 5, when out of water

## Soamata

Soamata (s əʊ æ m æ t ə)

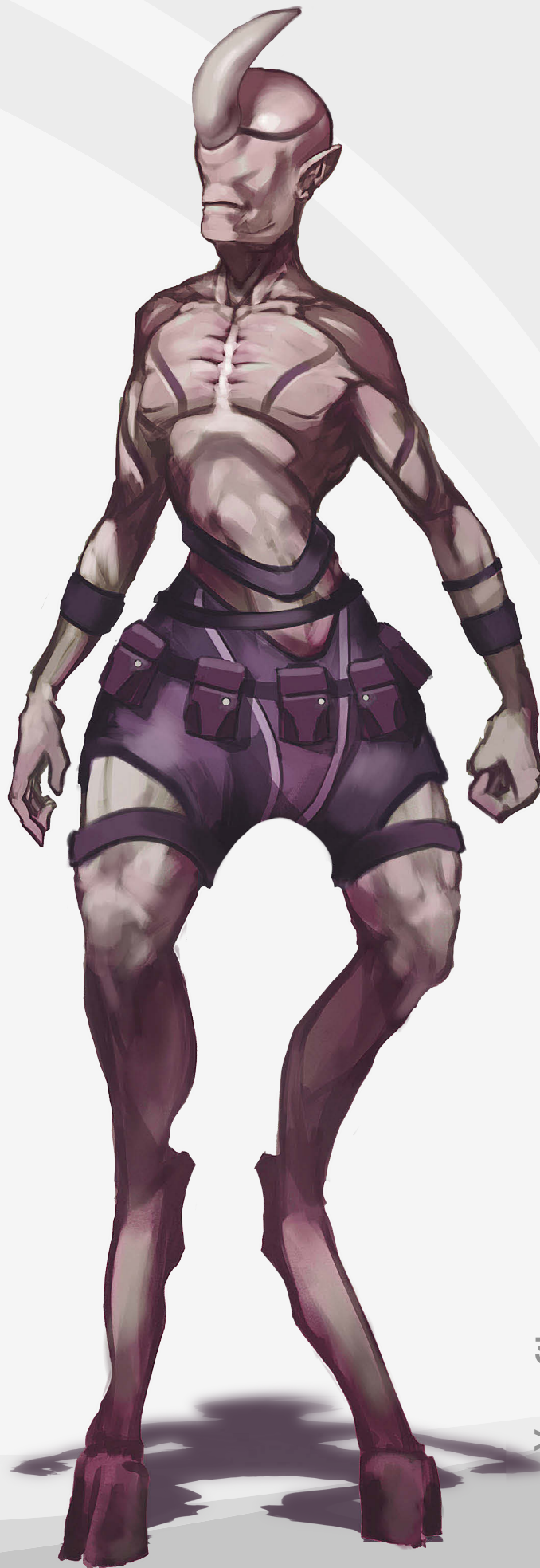
Psychic abilities play a key role in the PanDominion, and the Soamata have the strongest and most prolific psychically-active members of any species yet admitted. They dominate the area of psychic development and training, although not exclusively.

### Appearance

Soamata combine aspects of both the humanoid and the bestial. They are tall, bipedal, and humanoid-ish, having two arms, two legs, and one head. They also express either male or female sexual organs. They are completely hairless, digitigrade with cloven hoofs, and no visual sensory organs.

Their braintooth, mounted in the forehead, provides them with what would otherwise be a nightmarish quality if they had no other humanoid features. The braintooth of the Soamata is a wonder of the natural world. Visually, the braintooth is a single, broad-based, horn-like structure that projects from the front of the forehead and curves backwards over the head of the Soamata. The braintooth is made up of a collagen matrix, lined with calcium deposits, containing highly evolved nerve structures suspended in neuro-active fluids. Not only does the braintooth act as a psychic antenna, but it is also very sensitive at picking up environmental changes, such as air density and heat patterns. The Soamata effectively 'see' the world through ambient audio-location, a limited form of infravision and psychic awareness.

On multi-species public outings and important occasions, Soamata dress functionally, preferring modern materials, and practical designs. Otherwise,





their preference is not to wear clothing unless some practical need dictates, such a tool belt, or clove-boots for walking in rough country.

### Recorded History

The Soamata are one of the founding races of the Pan Dominion and, with the exception of the Teraborg and the Aschin, one of the earliest space-faring species in the collective. However, unlike Humanity and many other species, the Soamata did not have a rapid interstellar colonization phase, where entire planets would be claimed and settled. Instead, they established “Kash-nil Abors” (Transcoded: Temple to Seek Study of the Afar) on a wide number of planets, both inhabited and uninhabited.

The Kash-nil Abors are places of learning, research, contemplation, and diplomacy. The very first of the PanDominion’s uplifting programs stem from the Soamata’s outreach programs through Kash-nil Abors on inhabited worlds. Although the role of the Kash-nil Abors has been long superseded by the political machinery of the PanDominion, the tenants forged in them echo through the various halls of power, from the philosophies of the Council of Churches to the makeup of the Senate.

### Evolution

The Soamata developed from nomadic, salt-plain dwellers on the relatively barren world of Soam IV. With the competition for organics at a premium on the periodically heat-blasted planet, the Soamata evolved the braintooth as a highly efficient tool for detecting the minuscule insects and crustaceans buried deep in the salt layers. Over millennia, the Soamata’s psychic foraging power turned into a communal gestalt, linking the Soamata’s minds in a subtle group unconscious,

and giving rise to a vibrant civilization.

### Customs

The Soamata have rich and vibrant culture, which is at least as diverse as any of the other species in the PanDominion, though they do tend towards the cerebral and formal. For example, Soamata have a complex array of customs relating to introductions between individuals. In formal settings, individuals are not only introduced by name and position, but also by their network of interpersonal connections, abstracts of published research and treaties, and accreditations. Some races, such the Redban, find such customs to be annoyingly arrogant. Luckily, the smarter are both flexible and wise enough to adapt their customs to other cultures.

Soamata also have a large number of ritualized observances tied to their home planet’s harsh history. Very few days go by without Soamata undertaking some small form of observance. The more important observances include: Nus-Spa Lachin (Time of Drying of Salt), Nus Bhaus-Lia Masialash (Dual Solar Equinox) and Spa-Nual Kijah-Oman (Right of Birth). The Soamata recognize that these observances have no religious significance, but treat them as a spiritual centering. To the Soamata, there is no supernatural “God” as Humanity would define it, but there is reference to life’s ability to view and catalogue the universe through a collective sentience.

## Outlook

While the Soamata are far more cautious than Humanity, they are equally curious. They are avid explorers, researchers and thinkers. In fact, the greatest honorary title bestowed upon a Soamata is Jhau Han Hani, which translates literally to Explorer-Scholar-Philosopher. At a basic level, Soamata explore and engage in science and philosophy so that the universe may experience itself through their consciousness. This concept is deeply ingrained in the Soamata society, and is broadly recognized as the Viv Foudaria (Universal Morality of Truth), from which many of Soamata's actions are born.

The Soamata do not consider themselves superior to other species, but do consider themselves as possessing a cognitive state to which other species should aspire. They see themselves as teachers, and facilitators of the universal consciousness. Their natural compassion and empathy avoids the Soamatas coming across as arrogant, despite their overt meddling.

## Internal Matters

The Soamata's psychic capabilities give them a distinct advantage in politics and diplomacy. They have attained a position of respect within the Senate, due in no small part to their rigorous ethics founded upon their Universal Morality of Truth, and are often called upon for sensitive diplomatic duties.

The Soamata take a particular interest in First Contact and Uplift, and have a disproportionate contingent of diplomats placed on Armada scouts and exploration vessels to assist with these operations.

## Reception

Soamata are a well-respected species within the PanDominion. Despite their psychic capabilities, their open and honest demeanor disarms all but the most fearful individuals (or those with something to hide). On the whole, they are considered wise and trustworthy. It is not uncommon for other species to seek out counsel from Soamata on matters of policy, belief or resolution of personal conflict.

The normally belligerent Redban have a particularly strong relationship with Soamata, whom they credit for their "salvation." Most Redban treat the Soamata with a degree of reverence normally reserved for only the most notable patriarchs of their Redban society.

## Racial Template

- ▶ Citizen in good standing: Start with Language-(PanDo) d4
- ▶ Psychic: Start with the Arcane Background (Psionics) Edge
- ▶ Higher Mind: Start with the Mentalist Edge
- ▶ Fragile: Vigor requires two points per step to raise during character generation

# Teraborg

Teraborg (t ə r ə b ɔː g)

A saurian species, evolved to exploit technology and their environment. With cybernetic augmentation and cognitive enhancements, Teraborg are the ultimate tech-warriors of the PanDominion.

## Appearance

The Teraborg are one of the founding races of the PanDominion. The species intellect and technical prowess are second only to their high agility and mobility. The typical Teraborg appear similar to the Velociraptors of Earth's prehistory, except with considerable cybernetic enhancement. They are literally cybernetically-enhanced reptilian predators, with the replacement of their natural foreclaws, for something metallic and far more dangerous, being a common modification in the more martial members of the species.

Teraborg are bipedal, and retain the strong hind-legs of their primitive ancestors. They also possess a tail that is not prehensile, but is none-the-less important for balance.

Their skin color is variable between individuals, with a texture that is surprisingly smooth and supple, yet strong and leathery. It is similar to an alligator or crocodile of old Earth, and often bears scars as the evidence of frequent physical contests! The skull is saurian, and the eyes are deeply inset into the bony brow of the species. The eyes are naturally weak, and often replaced by cybernetic enhancements early in development, that bring them up to what is a normal PanDo standard.

Teraborg prefer free-flowing garments, particularly clothing that is rugged and has the characteristics of armor. Although boots are worn, and can even have air-tight seals, they are designed to expose the long foot-claws of the Teraborg and add to its menacing appearance.

The Teraborg also possess a rare, genetic "imperial line," which expresses a proliferation of feathers, evolutionarily likely for display and warmth. These Imperial Teraborg are larger than the average specimen, and often sport finely woven cloaks of wildly colorful and exotic feathers of other species, which, to other Teraborg, further enhances their look, and makes them stand out amongst their peers. Such specimens are revered by all Teraborg, and seen as the living avatars of ancient demigods. However, Teraborg rulers rarely, if ever, sully themselves with PanDominion affairs. For the most part, they remain within the Teraborg Imperial Nest.

## Recorded History

The Teraborg have a far longer history of space exploration and colonization than their Human allies. They were treading on new worlds when Humanity was still tinkering with steam engines. Likewise, their technology exceeds that of humans, although the PanDominion has seen that lead diminish over time.

The earliest Teraborg history was one of feudal warfare and bloodshed between rival Nests. This period of Teraborg history eventually led to the rise of the Supreme Matriarch, who united the warring factions and instigated the Laus Ki Guais Shn (First Charge of Colonization) in and around the Carina Nebula.

The unification of the royal lines lead to a single Empire. However, the Teraborg retain the militant posturing of the distance past.

## Evolution

The Teraborg evolved as the apex predators on their homeworld in the Carina Nebula. The exact location of this homeworld is a closely guarded secret, although, most citizens of the PanDominion assume it is INI, where the Imperial Court resides. This subterfuge is typical of this species mindset, which values intelligence and careful planning over brute strength.

A defining trait of the species is its ruthless adherence to logic, evolved through millennia of struggle to achieve and keep their dominance in a hostile biome. Despite their physical attributes which makes them highly dangerous at face value, it is their cunning use of all advantages available to them that has kept them at the forefront of the PanDominion since its inception.

Even before the PanDominion's formation, the Teraborg was highly aware that they had taken responsibility for their own evolution, and take much pride in that fact.

## Customs

Teraborg are highly rational beings, yet have a complex set of rituals and customs related to ancient heroes and demigods that made war upon their harsh worlds. While the Teraborg are completely aware that such beings are myth, they remain very committed to their ancient rituals as a way to *gaoi ajsh as*, which translates roughly to "make the Nest whole," or "bind the people."

Many of the Teraborg rituals take the form of a combination of physical exercise and meditation, similar to Human's martial *katas*. There are also formal celebrations and mantras to be recited for many life events, including *Oliu Lok Shas* (Overcoming a Foe), *Jaipo Shla Shas* (Overcoming a Deep Fear or Limitation) and *Kjas Las Shas* (Bettering Oneself Through Technology).

## Outlook

The Teraborg are highly competitive, viewing existence as a test of not only their personal potential, but the potential of the entire Teraborg Empire. Even the smallest challenge to a Teraborg can take on proportions of evolutionary survival! Dares and personal bets are a very real currency among Teraborg, with formal notifications of success or failure shaping a Teraborg's standing within their Clans.

The Teraborg pride themselves of being smarter, tougher and better than all other species. In their mind, they are the first among equals.

## Internal Matters

Despite their strong relationship with – and defense of – the PanDominion, the Teraborg maintain an internal empire of their own, stretching across more than 30 worlds and countless orbitals. Legally, this empire has no authority within the PanDominion. Spiritually, it is a different story. The Teraborg revere their Empress and the Imperial family as quasi-divine beings.

The Teraborg Society is divided among five MetaClans, each with their own hierarchies, rivalries, and political intrigues:

- ▶ *Niajs AgriClan*: exploration, terraforming and agriculture;
- ▶ *Airilites HatcherClan*: reproduction, incubation, hatcheries and enhancement of Teraborg;
- ▶ *Una DiplomClan*: intellectual pursuits and political representation within both the Teraborg Imperial Court and the PanDominion;



- ▶ Maisjal ArtifiClan: science, artistry, engineering and construction:
- ▶ Jal MilitaraClan: defense of the Teraborg Empire and the PanDominion.

It is very common for individual Teraborg to transition between clans throughout their extended lifespans, which can run into hundreds of years. Some may start as Niajs AgriClan patrons, and find themselves drawn towards the Jal MilitaraClan later in life. During these transitions, the Teraborg will undergo significant surgeries to replace redundant Cyberware with new technologies that are more appropriate for their new life choice.

Jal MilitaraClan are warriors of renown throughout the PanDominion. Not only are they uniquely engineered to fulfill a wide variety of tactical missions, but they also possess a unique love of the hunt – a hangover from their more bestial biological heritage. In fact, the Teraborg have a small continent set aside on each of their homeworlds for the exclusive use of Jal MilitaraClan. This continent, known as Huas Kias Masla Yehn (The Place of Shedding Skin), is filled with wild and exotic creatures from around the galaxy. In order for a Teraborg to be admitted into the Jal MilitaraClan, they must first survive alone on the continent for a full lunar cycle (41 Terran days), using only their training, skills and chosen Cyberware enhancements.

### Reception

Many Humans view the Teraborg as arrogant and condescending. In many cases, that is a fair assessment. However, almost everyone agrees that the Teraborg are a backbone of the PanDominion and very happy to have them as allies.

The Redban have a strong and growing respect for the Teraborg, and this feeling is reciprocated. The Teraborg find the Redban's brute power and considered loyalty to

be admirable traits and have welcomed many Redban into their ranks within Armada and Field.

### Racial Template

- ▶ Citizen in good standing: Start with Language(PanDo) d4
- ▶ 'Clever girl': Starting Smarts d6
- ▶ Weaponized: Start with the Tech Implant Edge (cybernetic melee weapons: Str+d6)
- ▶ Cold blooded: A consequence of having naturally cold blood is a longer waking-cycle from Cryosleep, and suffering 1 Fatigue when unprotected in cold environments
- ▶ Choose either Loyalty (to the Empire) or Outcast (from fellow Teraborg). Sorry, there is no middle ground! Counts as a Minor hindrance
- ▶ Tech Implant (option): Magnetic Claws: Enhances the Teraborg's already impressive agility. The Teraborg is equipped with retractable magnetic claws that enable it to climb over any metallic, or rough non-metallic, surface at full pace. That is, the Teraborg can transverse vertical surfaces at the same rate they could move across the ground! However, doing so requires the use of all four limbs. The movement pace is halved if the Teraborg carries any object in one of its hands. Also, the claws can be used as a brutal melee weapon: D6+1 damage



Xenofile

## Other Integrated Species

### Aquaendi

The Aquaendi are polyglots who speak the common tongue all too well. In fact, it is one of their primary trades, as they are scattered all throughout the PanDominion as linguists or translators. They are waif-like and androgynous and they wear minimal lightweight clothing that cover their bodies. They have thin, tendril-like hair and their arms and legs have dorsal spines and are covered in armored scales.

They have a very sanguine temperament. They move through social circles quickly and rarely keep the same set of friends. This could easily be misconstrued as disloyalty but the truth is that The Aquaendi tend to get easily bored. They need constant stimulation and find it through constantly varying social activity.

### Ladrossi

The Ladrossi are an uncommon sight in the PanDominion. They are cat-like creatures who breed rapidly and live a nomadic lifestyle. They have soft, padded paws for hands and feet and they walk upright. They can usually speak Pan, as well as their own tongue, although they are not much for conversation. They are meek and would rather skulk in the shadows than socialize.

They band together and roam from place to place, living off the land and forming temporary settlements. Nothing is permanent with the Ladrossi. They are good scavengers and builders but they are not warriors. They avoid confrontation and would definitely run away

from a fight. When pushed into a corner their only defense is to break their bones and push the through their skin to act as spikes. This is only used as a last resort as the consequences can be fatal.

### Mohf

Mohf are hairy, shambling, pachyderm-like creatures, standing two-meters tall and roughly the size of small, terrestrial horses. They do not wear clothing, instead relying on their thick, shaggy, rust-colored fur to keep warm on their predominantly ice-covered homeworld of Moha-5. They possess three facial 'trunks,' which act as a combination of powerful hands and eyestalks. A prehensile 'mouth tube' sits in the center. They lack teeth, but use their powerful neck muscles to crush the lichen and shallow water seafood upon which they subsist.

Mohf can mimic PanDominion languages adequately, but with a deep, slow, tonal-whistling, almost musical tone.

The Mohf were only uplifted into the PanDominion some 65 (Sol) years ago, and are still adjusting to their elevated status. Being a long-lived species, more than 30 percent of the population still remembers the arrival of the 'Outsiders,' and the early days of the uplifting. These Mohf still find advanced technology puzzling and even a little intimidating. Mohf that were born (and genetically tuned) since the uplifting are a little more adaptable, but still culturally reticent regarding technology.

The Mohf are not particularly common throughout the PanDominion, as they find space travel difficult and even emotionally confronting. Their homeworld is not yet connected to the Wormgate network, however they are currently negotiating with Teraborg representatives

to be 'added to the que' in return for a 'labor alliance.'

## Noctopaurians

Noctopaurians are rare in the PanDominion, and their chameleon like properties and penchant for remaining hidden make them difficult to spot, even when they are about.

They are tall, slim, eight-legged creatures, with a highly flexible body than can contort into a myriad of forms. They walk upright on at least four of their eight tentacles.

In their 'resting' form, they are green with tinges of purple and yellow. Shy and socially awkward, even with members of their own species, they avoid the company of others. They generally avoid other citizens and just go about minding their own business. The most you can get from them is the socially courtesy of a quick head nod in your general direction.

They have a habit of slowly slipping out and disappearing from social or formal gatherings. This is made easy by the fact that they can change colors, texture and, to a lesser extent, their form, to match to their surroundings and render them nearly invisible to most other species sight and echolocation senses. They speak Pan with a muted gurgling sound as they force vocal fluids over their speech diaphragm.

They are generally well-liked within the PanDominion. Like the Phoxin, Humans think that a rare sighting of these creatures bring good luck.

## Po'Boq

Po'Boqs are large, 2-3m tall, bear-like creatures with lush, raven fur peppered with streaks of white. They do not wear clothing; their thick luxurious coat is all they need to keep warm in Jiajia, the frozen mega-continent of their Homeworld of the same name.

They are bipedal and are agile, despite their bulk. Evolved from tree-dwellers, they are very strong with extremely hard bones. Using just their paws, they are more than capable of breaking through small trees, thick bush, and other plant life. Their small teeth are more adept for gnawing and grinding hardy plants, rather than biting.

They are glib, speaking the common languages of Human, Soamatan, and Teraborg. Some of the more reserved species of the PanDominion think they speak far too much! Po'Boq are friendly and are well liked members of the PanDominion. They were uplifted some 350 years ago and are well versed with technology.

P'Boqs have been space-faring for as long as they have been integrated into the PanDominion. They are common in the PanDominion and their Wildcards are often seen aboard Armada, helping with research on flora and fauna. Even though they are pacifists, Po'Boq are also common in Field, as cold environ Scouts and undertaking Protection duties. Their speed and size makes them formidable in hand-to-hand combat. When enhanced and appropriately trained, a Po'Boq would give even a Teraborg or Redband a hard fight.



## Allied Non-PanDo Species

### Sylvasse

The Sylvasse were once thought of as hostile and secluded, but they are actually a friendly, reptile species. They have been shunned by civilized society for so long because of their deadly skin toxins. Their integration into the PanDominion changed all that. The uplifted Sylvasses have been able to control their toxins since they joined the PanDominion, nearly 900 years ago, and have been enjoying the benefits since. They were one of the first species uplifted and are often held up as an example of the enlightenment the PanDominion brings to member species.

The Sylvasses wear a fabric made out of stretchy, lightweight material, that can be discarded easily since the Sylvasses shed their skin on a regular basis following their molting cycles. These clothes also serve as insulators since the Sylvasse are cold-blooded creatures. They have reptilian skin and large eyes that take up half of their small head.

They used to be withdrawn and aloof (nobody wants to make friends with creatures who could kill you by shaking hands), but now they are a friendly and care-free people, albeit considered a bit frivolous. Humans love to be around them because they can do all sorts of acrobatic, gravity defying things that humans can't. They love to show off by running across ceilings and slithering across narrow spaces. They have a great sense of humor and always open conversation with a joke or two.

### Amblestoma

The Amblestoma, for all their powers of regeneration, are nearing extinction. These creatures are very rare and their only hope to save their species is to be uplifted into the PanDominion. They have only been star faring for no more than 50 (SoI) years, and make use of very crude technology.

These creatures are slick and slender with short but powerful arms and long, streamlined legs. Each member of the species has a unique color pattern that has over 68 color pigments, 60 more than the standard. Their skin is covered in small, tooth-like scales that reflect heat and light.

Just a thousand years ago, this species was very populous. They are beautiful and mysterious creatures, and like most things beautiful and mysterious, many have sought them out either to collect them, study them, or keep them as "pets." Now, their numbers have dwindled to unsustainable levels.

### Dontrogos

The Dontrogos are a small, four-legged, serpentine species with lightweight, fireproof scales covering their bodies. They have spikes running down their spines, webbed feet, and a tail that forks out at the end. They have long snouts and a mouthful of small, sharp teeth that are continuously replaced. As a notable trait, they have 2 short, auxiliary tubes behind their ears that can spray cyanide, a poisonous liquid to some species, several yards (meters).

## Ironbugs

The Dontrogos home system is located at the edge of the Capitol sector, some 51 LY from the Wormgate on Janssen. Although the Dontrogos have not yet developed FTL travel, they are well aware of the existence of the PanDominion. Rather than embracing any of the PanDominion's multiple, generous offers of uplifting, the Dontrogos have remained steadfastly independent. Officially, the Dontrogos have banned all trade with the PanDominion, instead looking to develop their "thriving home" system. Unofficially, PanDominion free traders (probably backed by Intervention) are smuggling in all manner of 'low tech' artifacts in return for all manner of indigenous Dontrogos artifacts and curiosities. There are even a few disenfranchised Dontrogos now serving on such trading vessels within the PanDominion.

The Ironbugs appear as 1.5 yards (meters) long, giant, bronze beetles. However, this visage is actually the 'suit' that contains the actual bug, which is a laval-like creature roughly 1 yard (meter) in length. These suits were developed by the Ironbugs in the indeterminate past as a survival tactic against the fallout from a horrific war on their homeworld. They do not talk about it. In fact, Ironbugs rarely take the time to talk about anything, as they prefer action and industry over conversation.

While not particularly advanced, Ironbugs have developed basic (and painfully slow) FTL. Their starships lack shields and their weapons systems are woefully under-equipped to deal with even modest threats. However, the Ironbugs have begun colonizing a small area of space on the edge of the Gloombrige



sector, and are doing so as quickly as their slow, city-sized colony ships can carry them.

Ironbugs are belligerent and dismissive of other cultures. Despite repeated attempts, they have steadfastly ignored offers from the PanDominion to integrate. The relationship between Ironbugs and the PanDominion has been strained, due to Ironbugs territorial claims over part of the Gloombridge sector colonized by Humans and Phoxin. This has not lead to violence, but Armada and Field have stationed resources in the area as a deterrent.

## Keid

The Keid are a fun, amiable species... when they feel like it. The rest of the time they can be crabby and gruff. They are very picky with friends and do not easily trust, but once you are in their good graces, they are very loyal allies. Their choleric temperament has made it hard to integrate them into the greater PanDominion, but their endearing quality of steadfastness and unwavering allegiance has stood them in good stead as freelance operatives within the Agencies.

They have a gray, dull coat peppered with white streaks and highlighted by a long white line along the length of their backs. Their huge, formidable horns are used mainly for antagonistic behavior among their peers. Their strong, segmented hooves give them uncanny climbing abilities.

The Keid have a penchant for extravagant clothing and jewelry. Nose rings, horn caps, shaved and colored patterns in their facial fur, silk and neuro-sensitive cloth coats and hoods, are all examples of Keid attire. Like Humans, the more ornate the outfit, the more socially outrageous and noticeable they believe themselves.

## Mantos

These creatures are small and xenophobic. They dislike anyone who is not of their species. They stand at 4 feet (1.3m) tall and have long, plated bodies with 6 stout legs. They have long, hairy snouts and 2 menacing claw like appendages for arms. Their eye stalks shoot out in wayward directions and they have 360° vision.

The Mantos have never officially joined the PanDominion, largely because no central leadership could be found within their fractious culture. Instead, the Mantos have simply infused themselves into the background fabric of PanDominion, making deals and hitching rides based on individual whims. No Mantos considers itself bound by PanDominion laws, but they are generally smart enough to not go out of their way to break them... if they are likely to get caught.

### Stargrazer

▶ Agility	d4-1
▶ Smarts	d4
▶ Drive	d4-1
▶ Displacement	d10
▶ Quality	d10
▶ Pace	1
▶ Toughness	10
▶ Payload	20 (4)
▶ Hardpoints	10 (0)

Edges: Cryosleep, Non-Reactive Surface (NRS), Tempest Shielding, Shield Modulator (SMOD), FTL-drain tentacles (disables FTL Cores for 3 rounds)

Hindrances: Non-atmospheric (Major) - The starship is incapable of atmospheric or submarine travel and does not even have landing gear. Incompatible with the Aero Hindrance

As a rule, Mantos are acrimonious and rowdy. A favored pastime is to become dangerously inebriated and pick fights. However, they are hard workers who will take on tough jobs and dirty deeds the more civilized citizens of the PanDominion would rather avoid, and that Wildcards charge too much to perform. They are very well suited to hard labor and the occasional brawl, due to their tough plates, claws and stubborn nature. This 'work ethic' has endeared the Mantos to some of the PanDominion's commercials.

Most Mantos can speak Pan but prefer not to. They only socialize among their kind, but are happy to do so (loudly and offensively) in public places within the PanDominion.

## Stargrazers

Stargrazers are tens-of-kilometers wide, crystalline-organic, prismatic, jellyfish-like creatures that orbit gas giants, from which they harvest materials via tendrils that can trail thousands of kilometers into the mineral-rich atmospheres. While relatively rare, they are found throughout the PanDominion, having spread under their inherent FTL capabilities. They are believed to be functionally immortal, outside of misadventure or attack.

Stargrazers appear passive much of the time, but do possess the ability to focus collected energy as a powerful shield. In addition, they can close and wrap starships in their tendrils that will rapidly drain even the most powerful FTL cores. However, they are painfully slow to react.

It has now been scientifically proven that Stargrazers possess powerful sentience, yet one that operates 1024 times slower than PanDominion expectations. To biological citizens of the PanDominion, conversing with Stargrazers is almost impossible due to the cognitive

lag. Conversely, the Stargrazers see most life as moving in dizzying motion, and much like humans experience rain, they ignore individuals in favor of the aggregate experience.

Stargrazers are solitary creatures, though they have been known to gather in 'suprapods' in order to mix genetic patterns and exchange cognitive-crystal engrams. Such exchanges not only result in progeny, but also a sharing of memories between the individuals.

Prior to the discovery of their sentience, Stargrazers were sometimes harnessed as inexpensive starships, controlled though invasive, high-powered radio transmitters. This practice is now strictly forbidden. However, many Stargrazers carry the memories of their enslaved ancestors, yet do not see this time as a trial, but rather a curiosity. It is possible - though not trivial - to negotiate the services of a Stargrazer to carry individuals over galactic distances, or even act as a 'long term' ally (though from the Stargrazer's perspective, such times are relatively short).

The Integration Agency has deemed the Stargrazers too unique an intellect for successful uplifting. It has, however, placed the species on the PanDominion Protected Species list.

## Stryxxons

This humanoid-avian species has evolved flight and stealth, with their lightweight bones and serrated feathers. They may have small, beady eyes but their night vision is excellent. They sport a circular pattern of feathers on their faces, and each one can be adjusted to optimize directional hearing. They have razor sharp talons for hands and feet, and their limbs are thin but strong. They wear lightweight textiles to cover their bodies and leather shin guards and arm braces.



The Stryxons homeworld is located in the Styx system. When first encountered by the PanDominion, the Stryxons had not yet left their homeworld. However, the ruling God-Matriach of the "Stryxton Empire" deemed that their species genetics were perfect and so it was decreed – for eternity – that the civilization would be banned from merging with the PanDominion.

Instead, The Concord of Whistler was struck, where Stryxton citizens would be granted right of passage and protection throughout the PanDominion, in return for no claims being made on the Styx sector. Of course, this entire 'deal' is a thinly veiled ploy to allow the Stryxton to join the PanDominion in all but name, while avoiding the uplifting process – though many politicians argue that this is much needed in the case of the Stryxton!

The Stryxton have a stoic demeanor and do not get easily rattled. They are also ruthless, and not squeamish about committing violence when they see the need. They are excellent in reconnaissance, and it is not uncommon to see them acting as advisors in private armed vessels or commercial mercenary squads.

## Starfish

Starfish are an ancient, space-faring, bio-mechanoid species that stand apart from the PanDominion, but involve themselves in its development for reasons not yet well understood. Of all the species encountered by the PanDominion, the Starfish are the most intimately blended with technology and arguably one of the most advanced species, surpassing even the Teraborg and Nuclarine. They are enigmatic to the point of mystical and circumspect with how they share their knowledge.

Many believe the Starfish are engaged in their own,

private uplifting of the PanDominion as a whole, but doing so to a grand, millennial-spanning strategy. Certainly the Starfish are an advocate of uplifting, and are frequently directly involved in the integration of promising species into the PanDominion via multi-generational programs. The Starfish take the long-term view, likely as a result of their vast lifespans.

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 Given their almost god-like powers, secretive nature and pivotal role in the story to come, Starfish are a non-playable species.  
 .....

Starfish are thought to be functionally immortal. They switch their consciousness between an infinite variety of cybernetic constructs, from the common, human-sized Starfish-'hominid-interface' bodies to giant Kraken warbots, from single-minded microbot swarm intrusion units to vast, sentient starships. No matter the myriad array of physical bodies the Starfish inhabit, all share the general, physical aspects that reflect the Starfish's neuro-muscular schema: five flexible limbs, radially spaced around a football-shaped torso, ringed with photo and electromagnetic receptors.

Starfish constructs are a nano-level blend of biological and mechanical technologies – even their starships. As such, they require both biological and electrical fuel sources, though the biological food sources are generally minute. Larger Starfish constructs can house single-point quantum reactors or even FTL cores for energy.

The Starfish physiology is quite unlike that of other species. They evolved from aquatic, apex, defensive organisms, free from the threat of predators, and likewise free from the natural aggression inherent in predator species. Furthermore, the Starfish evolved to 'see' the world as a sphere of finely graded electromagnetic fields. Very little escapes their attention.

Their original pentahordate biology had quasi-independent 'brains' (a combination of spine and brain) running along each of their five legs. Coordination between the brains was network divested, meaning the Starfish evolved with parallel consciousness. This biological template carries forward into the Starfish's constructed bodies, likely to preserve the species' neuro-schemas.

It is no secret that Humanity's loosely-coupled, bisected neurology fascinates the Starfish. Indeed, some scholars argue that it is similarity between the primate Human brains and the hyper-evolved brains that is the reason why the Starfish have taken such an interest in Human affairs over the past millennia.

The Starfish language is indecipherable to other species without neuro-AI augmentation. It is constructed as holistic patterns of story and meaning, independent of temporal construction. In the native Starfish form, the language is presented as low-power radio wave broadcasts. When the Starfish think and speak, it is more like the result of consensus. A far cry from the 'stream of consciousness' used by most species. Of course, the Starfish make heavy use of translation technologies to converse with 'less attuned' beings.

The Starfish see problems and discussions, from start to finish, as an internal simulacrum to which multiple, rigorous, philosophical frameworks may be applied. Sometimes this makes Starfish appear to 'know it all,' verging on arrogant. Yet they present themselves with a peaceful difference that is disarming.

All of the above means that, even for seasoned diplomats, the Starfish are maddeningly obtuse. Starfish mindset is a combination of sage-like pacifism, ruthless realpolitik and razor-sharp philosophical insight.

For the common being, they are downright mystical.

Indeed, cults that worship the Starfish have sprouted up among many of the species they have helped. Among Humanity, two major cults have emerged: The Church of Empirical Divinity, and The Five Ways of Being. When questioned about the rise of such cults, the Starfish respond with a speech pattern that implies both a heartfelt honor and bemusement in an infant's attempts to walk in equal measure.

## History

The Starfish were a starfaring species long before they encountered FTL. They seeded dozens – possibly hundreds – of worlds in the galactic core the hard way, by sub-light colony ship. When uploaded into biomechanical constructs and starships, the Starfish can alter their perception of the passage of time by simply 'dialing back' their mental processing. What would seem like generational travel between stars can appear a matter of minutes for an appropriately configured Starfish brain.

Even once the Starfish were given FTL technology (by the Soamata) they continued with a slow and methodical expansion. As the Starfish encounter new sentient races that take their interest, they set about the task of directing cultural and even genealogical evolution towards uplifting the species into the PanDominion... and maybe something even greater. Exactly why Starfish take an interest in one species but not another is unclear, and a matter of great debate among PanDominion scholars.

It is not known how many Starfish colonies exist, though it is well understood that they have become a largely spaceborne species. In the last two millennia, the Starfish are not known to have settled any new worlds. Instead, they focus their efforts on developing other species.



The Starfish do not appear to be replicating, but neither are they in decline. Few Starfish seem to stay dead. While the Starfish have not confirmed the rumor, it is widely believed that they copy-upload and freeze their neural engrams periodically. Somewhere, it is said, lies a vast repository of Starfish minds. When a Starfish 'passes away' their most recently saved engram is loaded into a new construct and they are reborn, so it is said.

The political structure of the Starfish is completely unknown, outside of its U.G.P. representation. For the past 800 years, the Starfish representative to the U.G.P. has been simply called "Entity 5101-3209-1123-.7912-8771" Given that this representative's construct has changed hundreds of times, no one is sure if it is the same individual or a replacement. Whatever the case, this representative speaks on behalf of all Starfish, and all Starfish follow "E5101's" edicts.

## Homeworld

Originally an ocean world, the Starfish homeworld is now considered a unified, living construct in its own right. The entire planet's ecosystem has been adjusted and enhanced so that every living being is merged into a supermassive consciousness engine. The purpose of this engine has not been revealed. Some claim it is the technical equivalent of 'ascension' for the Starfish, while others suggest it may be the living repository for Starfish copy-upload engrams. When asked, the Starfish simply state: 'Viv-Minadal: Everything that can be sentient, is to be sentient.'

Access to the Starfish Homeworld is restricted. Those few admitted to the homeworld do not return. This does not stop some beings from requesting access, as the mystical allure of Starfish knowledge is very strong indeed. Some assume that being admitted to the homeworld provides immortality. Others believe it provides oblivion. The truth may be a melding of both.

## Alliances

No species within the PanDominion appears to have a beef with the Starfish. How can you hold a grudge against impeccably logical, unbiased beings who see all points of view concurrently? That said, some accuse the Starfish of being interfering parents and of perpetrating cultural arrogance.

The Starfish and Soamata have a particularly close relationship. When these two species first met, the PanDominion was in its infancy. Each species could not be more different, yet both possessed strengths the other did not. The Soamata were beings of great mental ability and psi powers, while the Starfish were powerhouses of techno-logic and philosophy. Yet both sought the same goal: the enhancement and unification of all intelligence species in the galaxy. While the two species remain unique from each other in how they implement their goals, each has grown to have a clear respect for the other.

The Teraborg are openly confused by the Starfish. From a Teraborg's perspective, it is difficult to reconcile the Starfish pacifism with the corresponding efficiency and technological prowess. The Teraborg openly seek to gain proprietary Starfish cybernetic technologies for themselves, and will pay handsomely for any such technology. However, they will not take direct action that could harm relations with the Starfish... though if others were to pass on ill-gained tech...

Humanity currently has a very close relationship with the Starfish. The Starfish are deeply engaged in human development, both providing technological resources and mentoring. Most recently, the Starfish have been involved in the rebuilding of human resources after the events in the Lantern. Even so, some questions are being asked as the Starfish's ongoing blockade of the Lantern nebula.



# Strozi

It has been over 2100 years since Humanity and the Teraborg first encountered the Strozi Empire on the eastern fringes shared space, when Strozi ships arrived without warning and blockaded several colonized planets. They issued no demands, but all communications with those planets were cut off for several weeks, after which the Strozi departed as quickly and as silently as they had arrived.

Reports from the blockaded planets told stories of grotesque Strozi 'ambassadors,' and humans being ferried up to their starships using some kind of matter transmission device. Those taken have little to report except that they were detained in spartan conditions, and questioned on a diverse range of common subjects.

The physical appearance of the Strozi is quite startling to citizens of the PanDominion. An ordinary PanDominion citizen is socialized and genetically modified so as to have a peaceful outlook on life and to abhor violence. Sadly, the appearance of a Strozi triggers reactions of fear and abhorrence that most find difficult to overcome. Observers have described Strozi specimens as 'decrepit' and 'cadaverous' in post-contact interviews, with an apparently cruel and uncaring demeanor.

The Integration Agency specially trains those agents who might come face to face with a Strozi in ways to control their fear, but it also deliberately employs Wildcards because they do not exhibit the same adverse reactions when dealing with the Strozi (or at least not to a debilitating degree).

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The Strozi are bad guys with big, bad secrets. They are a non-playable species.  
.....

The pinnacle of Strozi technology appears to be matter-transference, or 'teleportation,' and aside from the U.G.P., there are also numerous private and Commercial concerns who are actively seeking examples of the technology, which is apparently capable of transferring humanoid sized beings and objects within the same star system. Strozi starships appear to use an FTL technology that is very similar to that produced by the Teraborg shipyards.

The Strozi have adopted an uncaring attitude towards the PanDominion, and have never officially acknowledged its existence. They have never volunteered or shared any astrological data, and thus the size and make-up of their empire is a mystery. All that is known is that Strozi appear to live a very hierarchical existence, and that there are hundreds of colonized worlds within observable range of their border, which are mostly those suited to organic life, and all presumably ruled or managed by some form of Wormgate technology.

## Strozi Abilities

- ▶ Eloquent: Start with Language(Strozi) d10
- ▶ Thirsters (for knowledge): Start with Knowledge (Human, Soamata, or Teraborg) d4
- ▶ Antithesis: The appearance of the Strozi causes Fear checks to all non-Wildcard, PanDominion citizens
- ▶ Uncaring: Uncaring of the suffering of others, Strozi all have the Cruel (Minor) Hindrance







## Nuclarine

First contact with the Nuclarine was 'The Incident,' which gave rise to the desire to form the PanDominion.

A Human and Phoxin terraforming vessel arrived at Hadri-3. This was the furthest south that any colonial vessel had ever traveled at the time. Once within Maximum Sensor Range of the system, the terraforming vessel picked up an unknown FTL signature in close orbit of the local star, and subsequently dispatched an FTL messenger to the Sol system with a record of the contact, before proceeding towards its destination. The terraforming vessel was never heard from again.

Within six months of that first contact, starships with FTL signatures matching those from Hadri were encountered up to 3000 light years from the southern perimeter of what would become the PanDominion. These unidentified craft failed to respond to any hails, and although they launched no weapon attacks, their determined efforts to physically dismantle colonial starports and space stations made them a clear and present threat to the inhabitants of those systems.

Teraborg starships and platforms suffered the most from these invaders, and an undercurrent of panic developed within that species, fearing that something previously unknown was now targeting their advanced technology. A fleet of Teraborg warships was dispatched, south, to determine the source of the threat, however, only the fastest starship in the fleet - the picket vessel 'Eggchaser' - was able to limp back to a friendly starport. Half its FTL coil drive was dismantled, and it carried reports of a massed concentration of FTL-capable machines lying just outside the southern borders of the newly formed PanDominion's space.

.....  
Like the Strozi, the Nuclarine are bad guys. They are not a playable species.  
.....

Very little is known about the Nuclarine. They defy the efforts of the PanDominion to understand them, and aside from material resources they seem to want very little from other species, and absolutely nothing from biological matter. Their special interest in Teraborg technology remains a bone of contention within the PanDominion, and the U.G.P. is loath to send Teraborg units or starships exploring south.

The Nuclarine are thought to exist in two main forms. The most impressive is that of a sentient starship, often highly militarized. This is the most common form that will be encountered. The FTL technology possessed by the Nuclarine appears to outperform that of the PanDominion, and their weaponry also appears to operate by more sophisticated processes of quantum physics than the PanDominion currently understands. Although apparently preferring function over form, Nuclarine encountered recently have evolved their starship forms to display a sense of aesthetics that are suggestive of predatory creatures, with warning signals that can be found within the natural world. Current speculation is that this change in appearance is some form of psychological warning, targeted at the biological inhabitants of the PanDominion.

The secondary form of the Nuclarine is rarely seen. It has been given its own name, the Nuclariod, and it appears to be a facsimile of a bipedal upright humanoid and/or powered armor system. To date this secondary form has only ever been sighted within Nuclarine controlled space, and since Nuclarine technology defies the scanners of most PanDominion starships, whether there is a living component within it or not is unknown. Also, given that the only Nuclarine vessel

that has ever faced being salvaged by the PanDominion committed 'self destruction' rather than allow its capture, the likelihood of ever finding out what is within these suits appears impossibly low.

The initial encounters with the Nuclarine have provided the best source of information to date when it comes to determining the agenda of the species. They appear to be collectors of raw materials, and seekers of advanced technologies, although what they consider advanced is a matter of speculation based on how far advanced their technology already appears to be to the PanDominion.

The Nuclarine create within the Teraborg species a dilemma because, for the Teraborg, the Nuclarine represent both their greatest threat and perhaps the key to unlocking the technological advances that currently hold back their civilization.

To Humanity, the Nuclarine represent what could go wrong if they took a false step down the path of rampant technological advancement.

To the Soamata, the machine mind of the Nuclarine is impossible to fathom and indeterminable as either a threat or an opportunity. The Soamata appear to have nothing the Nuclarine want, except perhaps planets and space!

## Nuclarine Scavengers

Scavengers are small, relatively underpowered starships by Nuclarine standards, and they are the sorts of craft most often encountered along the southern perimeter of the PanDominion and near the Galatrimis planetoid. Anthropologists speculate that these are some kind of loner/rejected entities from the rest of the Nuclarine, and they risk scavenging 'lesser' PanDominion resources and starships purely as a last resort. Like all Nuclarine, Scavengers are armed with lethal 'Microwavers:' weapons designed to cleanse machines of biological life without damaging the hardware!

### Nuclarine Scavenger

Design Edge Explorer

- ▶ Maneuver d6
- ▶ Computer d8
- ▶ FTL d10+1
- ▶ Displacement d4 (75%) or d6 (25%)
- ▶ Quality d8
- ▶ Pace 6
- ▶ Toughness 10 (75%) or 11 (25%)

Edges: Positronic Core (Nuclarine), Shields (SHLD), Prime weapon: X-ray lasers (75%) or HVMB (25%), Secondary weapon: Microwaver (Range Close, Damage 2d6, RoF 1, Notes: special\*)

\*Does not damage starships/machines. Damage is applied directly to characters for calculating Wounds. Only starship Shields (2 points), Tempest Shielding (1 point), and personal 'effect-fields' (2, 4, or 8 points) reduce this damage, all of these being counted as personal armor

Hindrances: Limited Arc (prime weapon)





# Character Creation



## Skills

Following are details of the Skills available in High-Space. Some are taken from the Savage Worlds rules with an explanation as to how they apply in a futuristic setting, as well some Skills unique to High-Space.

### Climbing (Strength)

People have been climbing in and out of trees since the beginning of recorded history, and they still do. Climbing includes knowledge of how to use sophisticated climbing equipment, and how to climb in urban environments. Characters about to ascend a difficult surface must make a Climbing roll for every 20 yards/meters climbed. Characters engaged in combat while climbing can ascend at half their Strength per round if using ropes or hand/fooholds. See the Falling rules should a character suffer a mishap. The skill roll is modified by the following conditions:

#### Climbing Modifiers

- ▶ No climbing equipment -2
- ▶ Basic climbing equipment No modifier
- ▶ Qualified climbing equipment +4
- ▶ Scarce or thin handholds -2
- ▶ Wet or slippery surface -2
- ▶ Rough or uneven surfaces +2

### Driving (Agility)

Allows a character to drive the various combinations of ground and water-borne vehicles common to sci-fi settings, for example hover sleds, speeder bikes, and even walker-trucks! Rules for driving are included in the Savage Worlds core rules, however, terrestrial and marine vehicles are largely superseded by Aeros in planetary settings (see the Starship rules). It is important to note that most vehicles have a rudimentary ability to go from point A to Point B upon command, without the need for a driver, and this skill is only used when manual control is desired.

### Fighting (Agility)

Fighting covers all hand-to-hand (melee) attacks regardless of weapon type. The Target Number (TN) to hit an opponent is their Parry score, unless they have declared their previous action as a Full Defense, in which case the TN becomes their own Fighting roll. Fighting encompasses the use of weapons from hand-fashioned shivs, to vibro-knives and power-swords.

### Gambling (Smarts)

Gambling is a popular pursuit, an excuse for meeting to exchange information, and a way to covertly bet on the outcomes of dangerous and sometimes illegal actions. Gambling can be used to estimate the known odds of a bet, and also to cheat at games (see the core rules). Gambling rolls often start out representing several 'rounds' or 'hands' of a game, until the stakes become significant, in which case a Gambling roll may be required for each play. The stakes of the game can be astronomical - but the important thing to



## I bet you...

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For a 'savage' story the gambling stakes need to be more significant than just cash. People rarely gamble for money, not even gambling addicts! They may gamble for the rush of winning, the feeling of power, or the thrill of beating others, but ultimately the stakes involved are more emotional than just cash alone. Starships, mercenary contracts, leaked information, illegal technology, the rights to a planet, and the old staple of gambling-for-your-life are common propositions to make the game more interesting.

remember when playing is that gambling should not be about the money.

## Healing (Smarts)

Healing is one of the most often used skills in High-Space. It includes advanced nano-treatment, viral alteration, and augmetic surgery. Characters with the Low-tech Hindrance will definitely have reduced Healing rolls, unless they rely on alternatives such as in a futuristic/magic setting. Healing cannot be used to remove the effects of Hindrances that affect a character's health or well-being. Healing is used to operate Medbay/Nanomedbay systems, as per the Starship rules.

## Intimidation (Spirit)

The art of coercing information or action from an unwilling person has not changed much in High-Space. This is an opposed roll between the character's Intimidation skill die-type and the target's Spirit die-type.

## Investigation (Smarts)

A character skilled in Investigation knows how to identify patterns in information, whether trawling databases and information networks, or even scanning old fashioned paper records or 'flimsies' (obtaining information by talking to people and evaluating their statements uses Streetwise). Investigation is used to operate Active Sensor systems, and Firing Solution systems as per the Starship rules.

## Knowledge (Specify) (Smarts)

Knowledge in the future is specialized. Each instance of the Knowledge skill covers a specific area of expertise. Examples of specific areas of knowledge in High-Space include: Astronavigation, Nano-medicine, various languages, Linguistics, Starship-tactics, Law, Journalism, Politics, Navigation, History, etc. Knowledge (specific language) is used to determine how well a character knows a language above and beyond their starting language(s). Knowledge(Linguistics) is used to decipher previously unknown languages, literally one-word-at-a-time. Knowledge (Computers) is used to hack and program computers.

## Computing in Hex

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Note that all computer programs in the PanDominion are coded using a language called Hex, so called because some of the odd character sets it uses. This gives it the appearance of ancient, arcane script!



## Languages

Across the PanDominion, the common language of 'Pan' is used for all official correspondence and for most media/news. Species specific languages do exist, but their use is astro-graphically limited to the systems of origin for those species. For example, Teraborg the language is used throughout the Imperial Nest, and Soamatan is used in the 'north-west' systems of the PanDominion.

Most PanDominion citizens have access to vox-translators, which give a base d6 to translate any DanDominion member species communication (including non-oral) into Pan.

## Notice (Smarts)

Notice is a character's alertness and ability to search for items or clues (but searching through information requires Investigation). Notice includes rolls using normal and enhanced senses, detecting ambushes, spotting implanted weapons, and even scrutinizing other characters to determine if they're lying, frightened, angry, or infatuated. Notice is used to operate Passive Sensor systems, and Indirect Fire systems as per the Starship rules.

## Persuasion (Spirit)

Persuasion is used to convince others to do what you want them to do. Persuasion is opposed by the listener's Spirit die-type. Non-player characters start at one of five different attitudes: Hostile, Uncooperative,

Neutral, Friendly, or Helpful. A successful Persuasion roll improves the NPC's attitude one step, or two with a raise, whereas failure decreases that attitude by one step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild Die). Persuasion is always modified by a character's Charisma.

## Piloting (Agility)

Piloting covers the flying of personal vehicles and devices, Aeros, and Starships. It includes all aerofighters, thermal gliders, jets and helicopters, subsonic or transonic vehicles, as well as starships. It is important to note that most piloted craft in sci-fi settings have a rudimentary ability to go from point A to Point B upon command, without a pilot or navigator, and this skill is only used when manual control is desired. Piloting is used to operate Maneuvering systems as per the Starship rules.

## Psychiatry (Spirit)

Treatment of the body is the realm of Healing, but treatment of the mind is the realm of Psychiatry. Characters with this skill are able to diagnose and treat mental disorders. They can also use the skill to assist Cooperative Notice rolls to scrutinize a person. Psychiatry can also be used to immediately remove Shaken from one other character (not the character using the skill), with a successful opposed Spirit roll. Failure of the roll means that the character performing Psychiatry also becomes Shaken.

## Repair (Smarts)

Repair is the complex skill of fixing sophisticated gadgets, vehicles, weapons, computers, armor, and just about anything else. Repairs are not automatically long lasting, and the skill does not cover the fabrication or manufacturing of an item. Characters suffer a -2 penalty if they don't have access to the appropriate tools. Repair is used to operate Shield systems, and Automated Repair systems as per the Starship rules.

## Riding (Agility)

Riding is the ability to ride animals as steeds. Sports racing is a luxury sport of the future, and still very much gambled upon where it is permitted. Riding allows you to mount, control, and ride any beast common to the PanDominion. Note that when mounted, the effective Fighting die-type of a character is limited to their Riding die-type.

## Security (Smarts)

Security involves circumventing or manipulating security systems, from sophisticated pheromone-locks, through electronic keypads, to complex lock-and-tumblers and electronic sensors. Security is a skill used in digital, high-tech environments and focused on Smarts, and thus differs from (and replaces) Lockpicking from the core rules which has a mechanical basis focused on Agility. Security is used to operate starship Secom systems, as per the Starship rules.

## Shooting (Agility)

Shooting covers all attempts to hit a target with a ranged weapon, regardless of the technology level of the weapon. The basic Target Number to hit is 4 as per the Savage Worlds core rules, though there are a number of important modifiers such as range that frequently come into play. Shooting is used to operate Direct Fire systems, and Point Defense systems as per the Starship rules.

## Stealth (Agility)

Sneaking around has advanced to include the knowledge of how to negate and avoid motion detectors, infrared, x-ray, and micro-sonar sensors. It includes the ability to both move silently and to hide. The following table provides standard modifiers to Stealth checks:

### Modifiers to Stealth

▶ Crawling	+2
▶ Running	-2
▶ Dim light	+1
▶ Darkness	+2
▶ Pitch black	+4
▶ Light cover	+1
▶ Medium cover	+2
▶ Heavy cover	+4
▶ Vacuum	+2
▶ Steam and vapor clouds	+2

## The Last Step

Using Stealth to approach to within melee distance of a foe requires an opposed Stealth roll versus the target's Notice, whether the target is active or inactive, additional to any other roll to reach that distance.

### Spacewise (Smarts)

Spacewise is the accumulation of common operational knowledge and experience to keep a person alive in the dangers of zero-gravity, vacuum, and high radiation. It is the equivalent of Survival for characters in space, and also gives a character the knowledge to understand what is happening to them or their ship in space. It is also used to move around in zero-gravity. Spacewise is used to operate Communications systems, and Damage Control systems as per the Starship rules.

### Streetwise (Smarts)

Streetwise is the knowledge and experience required to operate in criminal and fringe environments. It includes sourcing information via social venues and events, and other contacts, through the use of bribes, debts, favors, threats, and/or carousing. Streetwise is always modified by Charisma.

### Survival (Smarts)

Survival allows a character to find food, water, or shelter when in hostile terrestrial environments. Characters make one roll per day. A successful roll finds sustenance for one person; a raise finds food and water for up to five adults. Those who benefit from the roll do not have to make Fatigue rolls for the day for food, water, or shelter (see the Savage Worlds core rules).

### Swimming (Agility)

Swimming is a popular leisure sport. A Swimming roll determines if a character floats or sinks in water, or any other material that provides buoyancy, such as the dense, inner-layers of gas giants. Under normal conditions, a character's swimming Pace is equal to half their Swimming die-type.

### Taunt (Smarts)

Taunting is a potent weapon when opponents can be tricked into instigating actions that are detrimental to their own goals, by attacking their pride. This is an opposed Taunt roll against the target's Smarts. See 'Test of Wills' in the Savage Worlds core rules for the effects of Taunt. Some societies strongly regulate violent behavior, and in these societies taunting becomes an effective method of dealing with enemies.

## Throwing (Agility)

Regardless of the technology level involved, the ability to throw things is a common and useful skill. Throwing works just like the Shooting skill, and uses all the same modifiers.

## Tracking (Smarts)

Tracking allows the following of tracks of one or more individuals in any type of terrain, and is commonly used by bounty hunters when their quarry goes 'off the grid.' It covers following specific trails and determining the direction and composition of a trail and those who made them.

## Hindrances

Hindrances provide points that can be spent improving a starting character, and are a great way of adding flavor and background to a character. The Hindrances listed below are available are additional to those in the Savage Worlds core rules.

### Core Rules Hindrances

No one survives in High-Space without being influenced by their surroundings. How their environment marks a person helps to shape their character and personality. Most of the Hindrances from the Savage Worlds core rules are available, excluding: Doubting Thomas, and Poverty.

## Cryo-psychosis (Minor)

The character has previously used a cryo-sleep facility (see Starship Crew Edges) and it did not work out well! They arrived after weeks of nightmares and bad dreams, and now will avoid the experience again at all costs. If forced into cryo-sleep again, they will be at -1 Fatigue for 24 hours after revival, and angry with whoever put them under!

## FTL-Sickness (Minor)

For some unexplained reason, some thought-patterns are unduly sensitive to the effects of FTL flight. At the start of each round that begins in FTL flight, the character must make a Vigor roll or suffer a -1 Fatigue penalty to all actions for that round.

## FTL-Sickness (Major)

Some thought-patterns are fact hyper-sensitive to the effects of FTL flight! For each round that begins in FTL flight, the character suffers a -1 penalty to all actions for that round.

## Imbalance (Minor)

The character is adversely affected by the deluge of information and in-your-face technology that exists within the PanDominion. They suffer a -1 to all Spirit rolls. This Hindrance can also be taken with Off-balance.



## Imbalance (Major)

The character's senses and hormones are greatly affected by the excessive deluge of information and ubiquitous technology that exists within the PanDominion. They suffer a -2 to all Spirit rolls.

## Implant-Rejection (Major)

The character's body has an overactive immune system which reacts poorly to any foreign technology inserted into it. The character is unable to accept cybernetic implants. However, they can still use non-implanted technology, and biological implants such as Glanding Edges.

## Sidelined (Major)

For some reason the character is sidelined by the society and structures they live within. They suffer a penalty of effectively being one Rank lower, for the purposes of acquiring products and services that are otherwise universally available to PanDominion citizens. If the character is a Novice they also have trouble holding onto even Novice gear. This leaves them in the position of having to pay for many things that PanDominion citizens take for granted. For example, a Seasoned character would have to wait until Veteran before they would be allowed to acquire Electrogloves (see the Civilian-Grade Melee Weapons table).

## Retrovirus (Major)

Over the course of the character's life they have been accidentally or deliberately exposed to a nasty retrovirus, and it has permanently altered parts of their DNA sequence. This imposes a -2 penalty on all biological tests to confirm their identity. Medical personnel also suffer a -2 penalty to Healing rolls to treat the character.

## Synthetic (Minor)

The character's physical form appears human, but it is actually a synthetic construct. Without a medical examination it is impossible to detect that the character is not organic. The character cannot heal damage the normal way, and Wounds are fixed using the Repair skill instead of Healing. Natural Healing only occurs if the character spends five full days in a laboratory or a repair-shop, where they are effectively dismantled and reassembled.

## Synthetic (Major)

The character's physical form is completely and obviously inorganic. Previous experience with other inorganics allows the observer not to perceive the character as a 'monster' (such encounters are common in the PanDominion, but this is not universal). The trappings for this Hindrance range from a smooth chromed finish, to industrial metal plating, to something as extreme as transparent diamond scales. The character cannot heal damage the normal way, and Wounds are fixed using the Repair skill, instead of Healing, in a repair shop!

## Edges

The new Edges in High-Space revolve around the ability to utilize technology. Most people in the PanDominion use technology to achieve amazing things – but a select few go down the route of mastering technology and being able to achieve the seemingly miraculous. The trappings associated with each Edge are obviously futuristic in nature, and this also applies to Edges taken from the core rules. For example, ‘Attractive’ could be based on an exotic biosculpt job, while ‘Quick’ may be the result of advanced medical treatments, or an implanted combat-computer.

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Humans in High-Space gain one free Edge for being Human, but other species do not.  
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All the Edges from the Savage Worlds core rules are available to all characters, depending on the flavor of the game being played and GM agreement.

## Glanding Edges

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### Gland Implant

- Requirements: Novice

Advanced medical technology enables the power of hormones and pheromones to be triggered at will, enabling organic bodies to be driven towards, and in some cases past, their normal limits. A gland implant is a modification of the existing organs that deliver hormones into the body, which allows the use of Glanding Edges. This Edge requires an organic body or equivalent, and it will not function for characters with the Synthetic Hindrance. A key word is used to start/stop each Glanding Edge: it can be spoken or

simply triggered with a thought as a Free Action. Each Gland Implant can function as the prerequisite for any number of Glanding Edges; but only one Glanding Edge per Gland Implant can function at any time.

### Gland-Injector

- Requirements: Novice, Gland Implant

Gland-injector allows a character who is Glanding to collect that hormone from their body and inject it into someone else. This requires close, skin-to-skin contact with the target of the attack. The usual mechanism for injecting is via surgical needles implanted in the human canine-teeth, or the fingertips, and on rare occasions it is located in even more exotic locations! Injected delivery of a hormone requires a successful Touch Attack, whether or not combat is actually involved. For the injection to also be performed unnoticed requires the additional action of a Stealth v. Notice roll, with the -2 penalty for multiple actions.

### Glanding (Histamine)

- Requirements: Novice, Gland Implant

Histamine glanded into the body is attached to proteins that attract toxins and poisons, and the binding proteins allow the Histamine to nullify the poison/toxin. Characters glanding Histamine gain +4 to resist poisons/toxins, but suffer a -2 penalty to all other rolls.

## Glanding (Serotonin-A)

- ▶ Requirements: Novice, Gland Implant

Serotonin-A controls mood, and when glanded it provides a +2 bonus to rolls to oppose/resist Persuasion and Taunt.

## Glanding (Serotonin-B)

- ▶ Requirements: Novice, Gland Implant

Concentrated Serotonin-B (a.k.a. 'Sara') can efficiently put a person to sleep. A character glanding Sara must make a Vigor roll at -2 or fall into a gentle sleep. They can be roused from the sleep as per normal, but must continue making Vigor rolls, one each hour for d4 hours, or fall back to sleep. As well as being glanded, Serotonin-B is sometimes delivered via injection/Gland-injector to subjects that need being kept compliant or sedated.

## Glanding (Platelets)

- ▶ Requirements: Novice, Gland Implant

Platelets are delivered by the blood-stream to wounds, where they stop bleeding, which allows the healing process to start. Characters glanding Platelets at the time of receiving treatment provide a +2 bonus to the Healing roll.

## Glanding (Enkephalin)

- ▶ Requirements: Novice, Gland Implant

Enkephalin (en-kef-a-lin) stops pain by blocking the pain receptors. It can turn a bullet wound into the mildest pin-prick. Characters glanding Enkephalin ignore 1 level of Wound penalty. If delivered via an injector, the sting of the needle will not even be felt at the time of the injection!

## Glanding (Cortisol)

- ▶ Requirements: Novice, Gland Implant

Cortisol (a.k.a. 'Cort') has revolutionized the military of the PanDominion. Cortisol suppresses nervous reactions, which makes it great for combat. Characters glanding Cortisol ignore the Innocent Bystander rules. When firing into melee situations, ignore misses that come up as 1 on the Shooting rolls.

## Glanding (Prolactin)

- ▶ Requirements: Novice, Gland Implant

Prolactin stimulates the pleasure center of the brain. It does not block pain, but rather it creates a powerful feeling of well-being. The practical applications are somewhat limited, but it is an extremely popular recreational hormone with a high frequency of psychological dependency. Characters glanding Prolactin gain a +2 bonus on rolls oppose Tests of Will.

## Glanding (Orexin A/B)

- ▶ Requirements: Novice, Gland Implant

Characters glanding Orexin feel energetic and wakeful and gain a +1 bonus to all Agility and Strength based skills. They are also unbearable 'peppy' while doing so, and this hormone has a tendency to be over-used and can lead to a dependency!

## Glanding (Dopamine)

- ▶ Requirements: Novice, Gland Implant

Dopamine stabilizes heart rate and induces a physical state akin to calmness, and it is often deliberately administered during surgery or during the treatment of injuries or wounds. Characters glanding Dopamine enter a calm state during which they gain a +2 bonus to Driving and Piloting rolls. However, they are so calm that all Fighting and Shooting rolls incur -2 penalty!

## Hacking Edges

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### Hacker

- ▶ Requirements: Novice, Smarts d8+, Knowledge (Computers) d8+, Notice d8+

Hackers have spent a great deal of time learning the digital world. They can immerse themselves in computer systems, and can combine their programming expertise with a cultivated and ruthless approach to hacking computer systems. Some of these heroes are actual legally authorized computer experts,

while others may be guns-for-hire. Hackers add +2 to Knowledge (Computer) and Notice rolls, as well as Investigation rolls made to search through computer-stored evidence.

### Computer Implant

- ▶ Requirements: Seasoned

The character's physical form is implanted with a Portable computer (see Computers) that is only detectable on a difficult (-2) Notice roll.

### Decrypter

- ▶ Requirements: Veteran, Computer Implant, Knowledge (Computers) d8+

The implanted computer is coded with specialized routines for decrypting/encrypting data that hijack sections of the brain! The characters has a +2 bonus to rolls to encrypt and decrypt data.

### Interceptor

- ▶ Requirements: Veteran, Computer Implant, Knowledge (Computers) d8+

The programmer's use of secure communications is ingrained in them, and they are able to use connected computer systems as gateways for communicating in a safe and securely-encrypted manner. Characters with this Edge gain a +2 bonus to rolls to keep-secure or to capture a data stream or a networked computer.



## Synthetic Edges

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### Chemo-Converter

- Requirements: Synthetic (Hindrance)

Chemo-converters are Synthetics that have the ability to heal Wounds by ingesting and converting large amounts of raw nanite materials (predominantly Silica). At the end of one hour after transfusing, or ingesting, the equivalent of 2 pounds worth of raw nanite material, the Synthetic immediately converts this into enough material to restore 1 Wound.

### Hyperflexibility

- Requirements: Synthetic (Hindrance)

The character was designed with a greater range of mobility than normal for their construction model. Limbs can bend at unnatural angles without suffering permanent damage, although this Edge provides no defense against the pain of physical torture. Hyperflexibility grants +1 Reach, as well as +2 to Climbing and Stealth rolls, and is fun at parties!

### Mechanical Strength

- Requirements: Synthetic (Hindrance)

The character was constructed with materials and drive motors that allow them to exert superior physical strength for their construction model. Increase the

die-type of their Strength Trait by one. Note that this does not automatically increase Strength based Skills. Characters with this Edge frequently underestimate their own strength.

### Painless

- Requirements: Synthetic (Hindrance)

The character can elect to turn-on/off their sensory input. When activated as a Free Action, the character can ignore 1 level of both Wound and Fatigue penalties. However, while in this state the character acquires a -2 penalty to all Notice and Tracking rolls due to reduced, direct, sensory input.

## General Edges

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### Super-Tech Implant

- Requirements: Veteran

The character is implanted with an item of advanced technology beyond what can normally be implanted. A super-tech item typically grants the user a +1 bonus with regards to whatever the function of the device is – the GM has the final say on what these bonuses are. The item is restricted in Weight equal to 2 plus half the Vigor die-type of the character. If the character wishes the implant to be discreet it is only detectable by a difficult (-2) Notice roll.

## Synergy

- Requirements: Seasoned

Synergy is a state of harmony with technology achieved through rigorous meditation, technical or surgical procedures. Synergy grants a +1 bonus to all rolls that use directly interfaced computers, vehicles, equipment and weapons. The character also lacks empathy towards those around them, and this Edge can be detected with a Psychiatry roll.

## Improved-Synergy

- Requirements: Veteran, Synergy

Improved-Synergy is an advanced state of Synergy, achieved with more radical procedures. The bonus is as per Synergy, but Improved-Synergy grants a +2 bonus to all rolls that use directly interfaced computers, vehicles, equipment and weapons. The character distinctly lacks empathy towards those around them, and any Psychiatry roll to detect this Edge has a +2 bonus.

## Tech Implant

- Requirements: Seasoned

The character is implanted with an item of technology that goes beyond artificial glands and other medical implants. Such implants are typically weapons, armor, or bits of personal equipment. The item is restricted in Weight equal to half the Vigor die-type of the character. The implant is only detectable by a Search roll.

## Wealthy

- Requirements: Novice

For some reason the character is disproportionately gifted with access to resources relative to their station in PanDominion society. They have a benefit of effectively being one Rank higher, for the purposes of acquiring products and services that are otherwise universally available to PanDominion citizens. They also begin the game with twice the typical starting funds in CBT, typically 300CBT.









# Gear & Gadgets

All gear, weapons, protective equipment, and sustenance is available to any PanDominion citizen, based on their Rank, and anything available to Novices is automatically available to Extras.



## Communications Tech

Item	Rank	Wt	Notes
Com-Link	Novice	0	Device for secure com-link to com-link communication.
CyberRoach	Novice, Restricted	0	Cybernetically enhanced, insect 'bugging' device.
Microdrone Trackers	Varies	-	Computerized, airborne tracking units with in-built com-link relay, and a flying Pace of 6.
Mind-Span	Novice	0	Three-way, empathic, communications nanites.
Intrastella Beamer	Seasoned	8	A backpack-sized, system-wide radio transceiver.
Surveillance Equipment	Veteran		No PanDominion citizen is permitted access to surveillance equipment unless authorized to possess such items for approved work.
Vox-Translator	Novice	0	Performs basic translation of PanDo member species languages into Pan, at a d6 skill level.
Vox-Translator AI Module	Seasoned	2	Two-way translation at d4 (sub-fluent) with learning ability.

## Computing Tech

Item	Rank	Wt	Notes
Emplaced Computer	Seasoned	10	An emplaced public server that can be reached by any citizen using another computer via the Sphere. System security is low-level and imposes no penalty to attacks against it.
Exclusive Computer	Heroic	-	A dedicated, secure computer that is known to the Sphere, and only to those users expressly invited. System security imposes a +4 penalty to all attacks.
Portable Computer (known as a 'Tab')	Novice	1	Basic tablet / public computer for mundane computing tasks.
Secure Computer	Veteran	-	A secure public server that can only be reached by authorized citizens using another computer via the Sphere. System security imposes a +4 penalty to all attacks.

## Communications

Despite its size, the Pandominion is a hyper-connected civilization, due largely to the interstellar coms network provided by The Sphere. The ability to access information taken for granted by most citizens... until they journey to the furthest reaches of space, away from Wormgates.

### CyberRoach

Rank: Novice, restricted to Agency, P.T.I.L.E and Military.

Cybernetically enhanced insects that may be released and remotely controlled. The insects act as 'bugs,' providing visual, audio and chemical feedback to the operators. +4 stealth, -2 to be noticed.

### Interstella Beamer

Rank: Seasoned.

A backpack-sized device that unfolds into a high-powered radio transceiver, able to communicate within a system (though keep in mind radio-wave transmission lag time).

### Microdrone Trackers

Rank: One rank per die type.

Computerized, airborne tracking units with in-built com-link relay, and a flying Pace of 6. Die-type determines both Notice and Stealth die rolls. Microdrones will report on location only. With approval, microdrone trackers may be fitted with surveillance equipment.

### Mind-Span

Rank: Novice.

Officially a 'partnership-enhancing' drug, mind-span has a wide range of other practical uses. The single vial consists of a co-coded nanite-laden fluid. Up to three beings may be injected with a single vial (it comes with three injector caps). The nanetic fluid permeates the brain and acts as a transceiver for emotional and sub-vocal thoughts, effectively mimicking telepathy and empathy psi powers between the three. The effect lasts 3 hours and works at distances up to 2 kilometers. Radio shielding or jamming will negate the effect.

### Vox-Translator AI Module

Rank: Novice, restricted to Agency, P.T.I.L.E and Military.

A satchel-sized unit that can be configured for specific, two-way translation with d4 (sub-fluent) ability for known languages. Has the ability to learn new languages, provided sufficient samples of both languages are available. d4 per day to learn.

## Computing

The citizens of the PanDominion have vast computing power and knowledge at their fingertips - even embedded into their bodies. The most powerful computer resources are available from the Sphere via personal computers, kiosks and other interfaces. However, even the most basic of computing device has sufficient power as to be more than good enough to everyday tasks.

## Gear Tech: Wearables

Item	Rank	Wt	Notes
Anti-Grav Belt	Novice	4	Belt worn device allows wearer to rise/fall at crawling pace.
Chameleon Suit	Novice	1	Adaptive camouflage adds +2 to Stealth rolls when worn as the outer layer. Armor +1.
Ghost Suit	Veteran	1	Predictive, adaptive camouflage adds +4 Stealth to rolls when worn as the outer layer. Armor +1.
Holofabric	Novice	NA	Fashionable, programmable clothing.
HUD Contacts	Novice	0	Contacts that overlay Sphere or other computing resources onto the user's vision. +1 to notice.
Jetboots	Seasoned	2	Allows wearer to fly at their running pace (1 hour fuel).
MedWatch	Seasoned	0	Worn jewelry that constantly monitors health and alerts to any potential risks. +2 notice poisons. +2 to treatments.
Microvisor	Veteran	1	A broad-spectrum visor, with the ability to cut through visual cover, reducing all Cover modifiers by +2 points.
Multivisor	Heroic	1	A combination Opto/Microvisor in one unit.
Optovisor	Seasoned	1	A broad-spectrum visor, reducing all Illumination modifiers by +2 points.
Skin-Suit	Novice	2	A airtight nano-fabric that can protect the wearer for up to 10 minutes against hard vacuum.
Plastmatic Mask	Veteran	1	Mask that can mimic others' faces. +4 Stealth.
Vac-Suit	Novice	4	A heavy duty suit that allows movement within hard vacuum, and resistant to heat, radiation and cold for up to 45 minutes.
Vac-Pack	Seasoned	3	An addition to a vac-suit that allows for rapid, tether-free movement.
VidComs Tracker	Seasoned	1	Bodyworn monitor. Transmits location, video/audio, as well as biodata to a tracking terminal.
Whisperer Generator	Seasoned	1	Belt-worn, sonic, waveform-canceling generator, that adds +2 to Stealth rolls where sound is a factor.
XS-Suit	Veteran	20	Fully self-contained suit that allows normal-space flight equivalent to Pace 12. Can be used in/out of atmosphere. Needs a separate air supply. Armour 2.

## Wearable Tech

In the PanDominion, tech is more than personal – it is integral. A great deal of tech is worn, either for easy access or for protection. Some of the more interesting tech includes:

### Holofabric

Rank: Novice.

No so much an item as a popular fabric for clothing amongst humanity. This elastic cloth is embedded with tens of thousands of miniature, low-power holographic emitters, each capable of projecting an image a few centimeters. When coordinated via a personal computer, the clothing becomes a vibrant, colorful, moving work of art. In the primary cities of the Sol sector, citizens wear clothes of holofabric to express moods, make statements of self-expression and even to communicate via the emerging visual language known as 'semiphoriapan.'

### HUD Contacts

Rank: Novice.

HUD contacts overlay Sphere or other computing resources onto the user's vision. Allows for use of surveillance software or social interaction solutions in an unobtrusive manner. +1 to notice.

### Plasmatic Mask

Rank: Veteran, restricted to insight & black market.

Using similar genetic technologies to the Smart-Rope, Smaw Commercial developed a mask that mimics any facial form programmed into it. The mask can reconfigure itself a matter of seconds, by the user simply selecting a model from their personal computer. Officially, use of the mask is strictly limited to Insight agents, and it has become a popular tool

for agents operating incognito in alien cultures. A few of the masks have made their way onto the black market, much to the chagrin of Smaw and Insight. Both organizations will pay handsomely for information leading to the return of the stolen masks. +4 to stealth / attempts at impersonation.

### Skin-Suit

Developed by the Phoxin, the Skin-suit is a quasi-organic, airtight nano-fabric that can protect the wearer for up to 10 minutes against hard vacuum. Does not provide an air supply, though will work with an Oxytube through a species appropriate valve. Often worn under clothes as a safety measure in ship combat scenarios.

## Field Tech

### Aja Misa

Rank: Novice

Teraborg developed the Aja Misa well before the rise of the PanDominion to assist with their hunting practices. The Aja Misa are a co-operative pack of 12 robotic drones, that drive prey out of cover and direct them into the Teraborg hunter's sights. While non-weaponized, the Aja-Misa use noise, surprise and fright to good effect.

The exact form the drones take are very much a personal choice. Among Teraborg, the drones may take the shape of Aak Noa (small predatory fliers), Juas Lia (tree-leaping carnivores) or even Pias (a lamprey-like fish). Human Aja Misa may take the form of vampire bats, eagles, winged snakes, and so forth.

Teraborg Field personnel are known to use militarized versions of Aja Misa, although this use of the technology is not officially condoned.



## Field Tech

Item	Rank	Wt	Notes
<b>Field Gear</b>			
Aja Misa	Novice	12/NA	Swarming drone pack (12) used for hunting.
AutoSponge	Novice	5	Water extraction and purification device.
Blossom Path	Novice	1	Bio-bandage. +2 to Healing.
Can of Worms	Novice	2	Emergency food source.
CompMedkit	Seasoned	6	A one-shot medikit combined with a medical expert-system, that can be used once to perform a single Healing roll at d10. The medial suppliers must be replaced afterward.
Eigenharp	Novice	4	Musical instrument.
Happy Patch	Novice	0	Drug patch to enhance calmness. +1 recovery from shaken.
HoloProjector	Varies	3	Projects a three-dimensional image.
Icarus Rig	Veteran	12	Turns wearer into an x-speed flier.
Magclamp	Novice	2	A magnetic clamp with a Strength of d12.
Gravclamp	Veteran	4	A clamp that creates at micro-gravitational attraction to any mass, with a Strength of d12.
Mech-Comp Toolbox	Seasoned	6	A case full of 'smart' engineering tools, powered by a mini diagnostic computer and vast digital library of gear manuals. +2 to rolls involving engineering or repair.
Nano-Fabricator	Veteran	6/20	A self-assembling micro-factory that can build desired items.
Oxytube	Novice	1	A 10 minute individual air supply.
PlasmaCutter	Seasoned	2	A pony-bottle sized cutter that can slice through a one meter length of steel per round, up to 4 inches (10 centimeters) thick.
Portable-Scrubber	Novice	10	Backpack-portable, internal-air recycling unit: can be attached to flight suits and any sealed armor. Provides recycled air for a number of hours equal to the Vigor die-type of the user.
Ration Pill (pack of 24)	Novice	1	Full day of rations in a little green pill.
RegrowCast	Seasoned	4	Requires: Healing d8, see text.
Scanner	Seasoned	1	Hand-held scanner that adds +2 to Search rolls.
Smart-Rope	Veteran	3	Robotic, resizing rope. +2 to climbing.
Somba Jab	Novice	1	Resist sleep, see text.
Stasis Jar	Novice	1-3	Small container with built-in stasis field.

### AutoSponge

Rank: Novice.

When activated, this bulky but portable contraption will generate an ion field to extract moisture from nearby sources, refining it into pure, drinkable water. It will produce 1 liter of water as follows:

- ▶ Shipboard atmosphere: 1L per day
- ▶ Coastal/tropical atmosphere: 1L per hour
- ▶ Temperate/forested atmosphere: 1L every 3 hours
- ▶ Desert atmosphere: 1L per day

### Blossom Patch

Rank: Novice.

A Phoxin natural remedy, the blossom patch is a living, medical wonder. Carried inside stasis jars, when the blossom patch is applied to an injury, it will seal the wound by growing into the patient's flesh and then transform, at a cellular level, to become part of the patient. The result is a perfect and clean recovery – no scarring or residue effects. However, blossom patches can only fix injuries that inflicted one point of damage. Injuries that caused more than one point of damage are simply too messy! +2 Healing. Accelerates healing of 1 point injuries to one day.

### Can of Worms

Rank: Novice.

This bizarre, Phoxin survival kit consists of a single-use stasis jar filled with fast-growing, nutrient-rich nematodes. If opened, given water, and even the most toxic or noxious of organic materials (including bio-waste), the worm colony will rapidly multiply to a point where it can deliver (rather icky) rations that can feed three beings per day. This food source can continue almost indefinitely. Tolerance for the taste...well, that's another thing altogether.

### Eigenharp

Rank: Novice (basic), Veteran (masterwork, +2 to perform), Heroic (ancient, +4 to perform).

This ancient, Terran instrument has gained an almost cult-like status among many species of the PanDominion, due to its close integration with audio, visual, olfactory, and even direct, neural artistry. Although taught to children as a way to stimulate creativity and artistry, Maestros of the Eigenharp are held in the highest regard. Original, millennia-old harps are worth small fortunes.

### Holoprojector (Personal)

Rank: varied.

Projects a programmed, three-dimension image within 1 foot (30cm) of the device. The maximum size of the image depends on upon the quality (rank) of the unit:

- ▶ Novice: up to size of a tall human (1" square)
- ▶ Seasoned: up to small group of humans (2" diameter)
- ▶ Veteran: large group (3" diameter)

### Happy Patch

Rank: Novice.

When this small, bio-activator patch, manufactured by the Phoxin conglomerate Scent of Healthy, is applied to the back of the skull, it imbues the wearer with a sense of contentment and mental focus for up to 1 hour. +1 recovery from shaken.

### Icarus Rig

Rank: Veteran, Agility d8.

A harness with wings, gravity-field generator and rocket booster. This dynamic combo allows the user to fly through the air and perform high-speed turns. Effectively, the rig turns the wearer into a d4, one-man

sports-flier with the areo hindrance (see Fleet Manual).

### **Nano-Fabricator**

Rank: Veteran.

A self-assembling micro-factory that can build desired items. Requires a suitable energy source and appropriate raw materials. Once activated, the fabricator will assemble itself into permanent structure. Given sufficient base materials, the fabricator can produce items up to novice level at the rate of 6 hours per weight, though a knowledge engineering roll is required to be successful.

### **Ration-Pill**

Rank: Novice.

Everything a healthy being needs to remain nourished for an entire day, in a single pill. Just add water. While not particularly palatable, such pills are a common addition to survival kits across the PanDominion. Pills are species specific.

### **Regen Chamber (use of)**

Rank: Veteran.

Regen chambers are state-of-the-art, species-specific medical pods which use genetic and surgical reconstruction to reverse the effects of aging. While these devices can only partially repair cellular aging at a telenomic level, they extend the lifespan baseline. For example, the Regen Chamber can extend the human baseline life expectancy of 150 Sol years) to 250. Most importantly, the Regen Chamber can recalibrate patients physical age to adult prime (35 to 55 Sol years for humans).

### **RegrowCast**

Rank: Seasoned, Requires: Healing d8.

The RegrowthCast may be applied over the fresh wound left by a severed limb (as a result of taking on a permanent disability). A healing roll (-2) is made. On a fail, the cast is rejected, and the injury is permanent. On a success, the cast will fuse to the body, begin cloning stem cells and regrow the lost body part. It will take 6 months.

### **Smart-Rope**

Rank: Veteran.

Manufactured exclusively by Smaw Commercial, Smart-Rope is both expensive and rare. Powerful, carbon nano-fibres, controlled by the user's personal computer, allow this rope to grow up to 30m or shrink down to 2m, and to loosen or harden into a myriad of knots and bindings automatically. It can even move and climb by itself, but no further than 100m from the operator's control point. Add +2 to climbing.

## **Aging in the PanDominion**

Medical science and wellness treatments in the PanDominion are cutting-edge and freely available to every citizen... and even non-citizens. After all, what good it all this technology unless it improves the life of every sentient being? Most member species have seen a remarkable (50-75%) increase in life-expectancy, even before the use of Regen Chambers is considered. This fact is often used as an enticement to species to uplift into the PanDominion. After all, who would not want more time to experience the joy life in the PanDo?

### Somba Jab

Rank: Novice.

A drug that negates the need for sleep by 24 Sol hours. After the first dose (jab), each does requires a Vigor roll. On a success, all is good. On a fail, the user suffers one wound, but stays awake. After using Somba, the subject must undergo deep sleep for twice the time of the lost sleep, at which point all wounds are cured (they are basically the side effect of not sleeping). And, yes, it is possible to die from over-use of Somba. It happens more than the PanDo's medical community are happy to admit. Needless to say, all Somba vials come with dire warnings on the packaging.

### Stasis Jar

Rank: Novice.

A portable jar that can contain one small item (weight 1 or less) in a stasis field for up to one year. Used by explorers and P.T.I.L.E. detectives for evidence collection.

## Psi Tech

### Psi-Drain Helm

Rank: Heroic, Highly restricted.

It is not known how these rare, ornamental helmets were made, and the few working models found to date are either in the hands of collectors or research centers. Produced by a long-dead culture (which the Aschin call the Unaso Daemons) a psionic wearing the device can leech 1 point of power from a psion nearby (within 5"). Requires Psionics Skill check, per round, to activate. On success, the victim loses one power point, and the wearer gains it. If the psion is reduced to 0 power points and the leeching continues, deal one wound for each successful drain, as the poor victim's body begins to age and crumble.

### Psi-Flector

Rank: Seasoned.

A belt-worn field generator that will deflect psionic offensive attacks. Treat as an +2 armor for any psi-based attack that causes physical damage.

## Psi Tech

Item	Rank	Wt	Notes
Psi-Drain Helm	Heroic	4	Vampiric psi weapon.
Psi-Flector	Seasoned	3	Deflects psionic attacks. Treat as +2 armor for psionic damage.
Psi-Inhibitor Field	Veteran	4	Hinders psionic abilities in 10" radius. -4 to psi power rolls.
Olas Noags	Novice	2	Psi-booster crystal. +2 to psi when using telepathy
Olas Oppan Woe	Seasoned	2	Psi-energy storage crystal. Each stone stores 1 point.
Olas Juas Vival	HEROIC	7	Psi-engramic storage.
Salt Cricket	Varies	2	Psionic pet with engramic abilities.



### Famila Tech

Item	Rank	Wt	Notes
Positronic Pet	Seasoned	3-10	Synthetic or robotic pet with rudimentary intelligence.
Positronic Warbeast	Veteran, restricted	7-12	Synthetic or robotic animal designed for military purposes.

### Energy Tech

Item	Rank	Wt	Notes
Anti-Matter Crystal	Heroic	2	A fist-sized salt-matrix housing anti-matter. Comparable energy output of fusion backpack. If fractured (Toughness d10) will explode, doing 4d10 damage in 45" radius.
Cold-Fusion Canister	Novice	2	A flask-sized power source capable of powering a typical household or a light/medium vehicle for a few months.
Fusion Backpack	Seasoned	10	A backpack portable power source capable of powering a small/medium building or a heavy vehicle for a few months, or an aerofighter for one hour.

### Defensive Tech

Item	Rank	Wt	Notes
Effector-Trap	Seasoned	1	Lethal, effect-field trap activated by proximity. Damage 2d6. Notice -2 to detect.
Trip-Field	Novice	4	Computerized, triangulating sensors and alarm system that covers a 6" radius. Has a Notice die roll of d10.
Xenomorph Deterrent	Novice	2	A cannister of fast-burning, thermoptic material that self immolates in a blinding flash! Creates the equivalent of the Blind power from the core rules, in a Medium Burst Template. For scaring away dangerous xenomorphs.

### **Psi-Inhibitor Field**

Rank: Veteran.

This device emits a quantum-noise field that inhibits the use of Psi powers within a 10" radius. -4 to all Psi Power rolls.

### **Olas Noags (Gestalt Stone)**

Rank: Novice, Requires Psi Powers.

A psionic with telepathy may attune herself with this dense, opal-like crystal, which comes exclusively from the salt plains of Soam IV. In turn, the psionic may give the stone to another (even a non-psionic) to act as an amplifier for telepathic communication. +2 to using telepathy to contact the bearer of the stone.

### **Olas Oppan Woe (Focus Stone)**

Rank: Seasoned, Requires Psi Powers.

These rare stones are similar to Olas Noags, but even denser. A psionic may attune himself to the stone, and store one additional power point within it. A psionic may only have as many Focus Stones as half their Spirit die-type.

### **Olas Juas Vival (Life Stone)**

Rank: Heroic, Requires Psi Powers, Telepathy.

Unbelievably rare, these large, ultra-dense crystals, found deep under the salt plains of Soam IV, may be used by a psionic to capture an echo of their personality. While the engram planted into the stone is not a full copy of their personality, it still contains specific memories and core beliefs that the psionic wishes to pass on. The stones communicate telepathically and are used to pass on messages or act as a negotiation proxies. In addition, a library of Olas Juas Vival stones of long-dead psionic masters can be found on Soam-IV, offering insights and advice to those seeking the wisdom of the ages.

### **Salt Cricket (Pet)**

Rank: Vetera, Requires Psi Powers, Telepathy.

The Salt Cricket is an insectoid creature resembling a stick-thin Terran lobster, with a multi-hued, segmented, crystalline shell. Indigenous only to Soma IV, Sand Crickets are immortal at the cellular level, and some are known to have been alive well before the PanDominion was formed. Their crystal shells are of a similar psi-reactive make up to Soamata's Braintooth. When in the continued presence of a psionic, a Salt Cricket will align their own limited, psi-active matrix to that of their owner, effectively soaking up the psionic personality. When kept as a pet for a sufficient time (months), the Cricket will begin to resonate the psionic's own mental patterns, allowing the psionic to 'talk' to the cricket at a simple level and give instructions. In addition, the cricket will grant its owner one additional psionic power.

After many years (decades), a cricket will grow so tuned to the psionic's mind that may act as living Olas Juas Vival (Life Stone). When this level of bonding occurs, the cricket can no longer attune to another psion.

## **Famila Tech**

### **Positronic Pet**

Rank: Seasoned.

These specially-created pets are synthetic animals or animal-like robots, embedded with a rudimentary, positronic AI core. The pet can talk to its owner and perform tasks independently; pretty much anything an NPC can do. Once activated, they become uniquely bonded to their owners. Develop these as an Extra with Smart d4 -2.

### Civilian-Grade Protection

Item	Rank	Armor	Wt	Notes
Burgon Laser Tiara	Seasoned	Special	2	One-use, personal, point-defense system.
Crew Helmet	Novice	+2	1	Covers head, air/water-tight, 20 minutes air supply.
FlightSuit	Novice	+1	3	Covers torso, arms, legs, air/water-tight, integral temperature and radiation shielding, thin enough to be worn under other armors.
Akrylar FlightSuit	Novice	+2	5	Covers torso, arms, legs, air/water-tight, integral temperature and radiation shielding.
FlackVest	Novice	+2 /+3	2	Covers torso, worn under clothes. +2 against ballistics & blades. +3 against energy weapons.
Clamshell	Seasoned	+3	10	Covers entire body.
Reactive Armor	Veteran	+3	15	Covers entire body, Sensor-enhanced engramic control. +2 Parry.
Personal-Effect Field	Seasoned	+2	1	Covers entire body, +1 Parry, Requires one Fusion cannister per day.
Vehicular-Effect Field	Seasoned	+4	100	Mounted. Covers entire vehicle, requires one Fusion cannister per day.
Emplaced-Effect Field	Veteran	+8	1000	Emplaced. Covers entire building, requires one Fusion backpack per day.
Glitter-Cloud	Novice	3	1	Micro-grenade that distributes a 5" cloud of energy deflecting armor. See text.

### Military-Grade Protection

Item	Rank	Armor	Wt	Notes
Camouflage Suit	Novice	1	4	Light-synthetic suit that mimics its surroundings. +2 to Stealth when moving. +4 when still.
Dumb-Field Add-On	Veteran	-	10	Stuns anyone attempting to pass through field.
Mk-1 'Oni' Power-Armor	Veteran	+4	10	Covers entire body, integral power source, needs charging daily, Heavy Armor, requires Synergy edge, Attribute Boost, see text.
ShakoCrabshell Armor	Veteran	3	10	Ceremonial armor, +2 interactions with Shako
Teraborg Commando Suit	Seasoned	2	6	Combines camouflage suite with shoulder-mounted needler.
Shsss Abulic Suit	Veteran	1	5	Limited to Teraborg, military or agency. See text.

### Positronic Warbeast

Rank: Veteran (Wildcard only). Only available to Field personnel.

Like the Positronic Pet, these synthetic or robotic animals are equipped with a basic, positronic AI core. However, they have programmed to act as in military capability – most commonly to assist with scouting or protection duties. Once activated, they bond with their owner for life. It is not uncommon for ex-Field operatives to retain their Positronic Warbeast, taking them into civilian life, albeit with military weapons downgraded accordingly.

Warbeasts are constructed as novice Wildcards with the synthetic hindrance and a Smarts die limited to 4. It is possible to play a Positronic Warbeast as a player character.

## Protection

There is an extensive range of Civilian-grade protective gear made available to PanDominion citizens, based upon their importance to society (as measured by character Rank).

Military grade equipment is only available to those who require it for official U.G.P. operations, such as the armed forces, P.T.I.L.E., and agency field operatives.

### Burgon Laser Tiara

Rank: Seasoned.

This bizarre but beautiful, single-use defense system consists of a hand-crafted, delicately-jeweled tiara, crown or another form of headdress. In reality, it is an array of auto-reactive micro-lasers that will target any ballistic attacks on the individual – literally shooting bullets out of the air!

Anyone shooting at a target wearing a Burgon Laser Tiara will have the first (and only the first) attack reduced by one raise. So a single success becomes a fail, as the bullets are literally blasted into harm-less shrapnel. A raise becomes just a success. Two raises become a single raise, etc.

### Dumb-Field Add-On

Rank: Veteran. Limited to Military, Agency, PsiOps.

This modification to the emplaced field generator has the added effect of rendering any intelligent creature that passes through it temporarily stupefied. Creatures crossing the field must roll versus spirit or be shaken.

### Glitter-Cloud

Rank: Novice.

A marble sized micro grenade that explodes into a cloud of microscopic reflective shards. In addition to providing a 5" radius of soft cover, the cloud also reduces the efficiency of energy weapons. An energy weapon firing through the cloud act as if the target has an additional 3 points of armor.

### Shako Crabshell Armor

Rank: Veteran. Requires: Shako council award.

This largely ceremonial armor is hand-crafted from the shell of the monstrous "Goliath Crab," and is a sign that the wearer is both respected as a Shako citizen and is considered a warrior of renown. It is gifted by the Shoko School of Elders to beings (not just Shako) that have performed acts of heroism or great beneficence to the Shako culture. Armor 3, with +2 on all interactions / negotiations with Shako.



### Teraborg Shsss Abulic (Silent stalker in Shadows) Commando Suit

Rank: Veteran, Limited to Teraborg, military or agency.

A suit that combines all the benefits of a camouflage suit, as well as a shoulder-mounted, silent, self-targeting needle pistol. In combat, the Teraborg may elect to have the needle gun fire as a free action (shooting d4) on the Teraborg's initiative, or they may control the pistol directly and use their own shooting skill.

## Weaponry

**C**ivilian-grade weapons are available to all Pan-Dominion citizens, dependent upon their Rank.

Despite PanDominion citizens having access to essential resources without having to work for them, military-grade weapons are only provided to those who are authorized to carry them for the purpose of carrying out a specific occupation.

### Aschin Dust-Gun

Rank: Seasoned.

The dust gun is a non-lethal weapon designed by and for Aschin. The gun fires a cone of biologically active particles that, upon contact with a target, quickly analyze the targets' genetics and then tailor a short-lived viral payload that greatly weakens them. Needless to say, it is not effective against fully sealed targets. The gun is designed for Aschin claws, and is unwieldy for others (-2 shooting). Area effect: 1 x 5 cone template. Roll for each being in the target area. On hit, targets roll vigor (-2 for each raise):

- ▶ Success: No effect
- ▶ Failure: lower vigor by 1 die for one hour

### Boq'Po Plasma Katana

Rank: Heroic.

The pinnacle of the Pandominion weapons' tech developed through Boq'Po science is the Plasma Katana. Each is a custom-built, 3 ft/90cm long, mono-molecular-edged, crystal-lattice sword, perfectly balanced and gene-keyed for the individual warrior. If that does not sound deadly enough, the sword can generate a plasma field through the crystal, turning the edge into a super-heated field that will cut through the hardest materials with ease. Only the most heroic and well-respected of Boq'Po are gifted with a Plasma Katana. Dam 2d8+2 AP 8.

### Boq'Po Plasma Nun-Chucks

Rank: Novice, Fighting d6.

Just like the metal and wood nun-chuck of Boq'Po history, but with each end being able to 'flash' into a plasma field! Dam Agility+d4.

### Boq'Po Plasma Po Stick

Rank: Seasoned, Fighting d8.

The Boq'Po have a long tradition of martial arts involving a simple, 2yard/2m long wooden pole, known as a Po Stick. The Plasma Po Stick is a far more deadly version. It features a 2ft/60cm long handling area, with two, 3ft/1m long plasma fields at each end. In combat, the Boq'Po wield the stick with all the remarkable speed and dexterity their martial arts tradition entails, but with an explosively powerful kick. Dam Agility+d4+2.

### Boq'Po Plasma Shuriken

Rank: Novice, Throwing d6.

Throwing stars that burst with plasma once released. Pretty damn awesome. Use with throwing skill only. RoF of 1 per rank. Dam 2d6 Rng 8/12/14.

## Civilian-Grade Melee Weapons

Item	Rank	Dmg	Wt	Notes
Boq'Po Plasma Katana	Heroic	2d8	2	AP 2.
Boq'Po Plasma Nun-Chucks	Novice	Agl+1d4	2	
Boq'Po Plasma Po Stick	Seasoned	Agl+1d4+2	4	
ElectroGloves	Novice	Str+1d4	1	AP 2, Notice -2.
MoleculaBlade	Novice	Str+1d6	1	Notice -2.
Mono-Whip	Veteran	Str+1d4+2	1	AP 6, Notice -4.
Redban Causkan (Right of Passage) Blade	Novice	Str+1d8	2	+1 Fighting.
Redban Ciceartan Buckler	Novice	Str+1d4	2	+1 Block.
Redban Pilguard	Novice	Str+2d6	4	
Shockstaff	Seasoned	Str+1d4+1	4	AP 2, Parry +1, Reach 1, 2 hands.
Teraborg Gsa Lisht Slas	Heroic	Str+1d8	3	Ceremonial sword carried by Teraborg protectors. AP3.

## Military-Grade Melee Weapons

Item	Rank	Dmg	Wt	Notes
Redban Powered Ciceartan Buckler	Seasoned	Str+1d6	3	+2 Block, +2 Armor.
Chain-Sword	Seasoned	Str+d10	5	AP 4, Parry -1.
Droneblade	Veteran	2d8+1		AP 2, Reach 20.
Effect Field Blade (EFB)	Veteran	Str+d8+2	3	AP 4, Parry +2, Heavy wpn.
Plasma-Lance	Seasoned	Str+d8	10	AP 6.
ShockStix	Novice	Str+d6	4	AP 2, Parry +2, Reach 1, 2 hands.

## Civilian-Grade Ranged Weapons

Item	Rank	Range	Dmg	RoF	Wt	Shots	Min Str	Notes
AirBurner Pistol	Seasoned	8/16/32	2d4-1	1	3	10	-	AP 4, Small burst template energy weapon.
Aschin Dust Gun	Seasoned	4/10/14	*	1	2	6	-	-2 to non-Aschin.
Boq'Po Plasma Shuriken	Novice	4/6/8	2d6	*	1/2	1 each	-	
ElectroGun	Veteran	12/24/48	2d6	1	6	10	1	AP 4, Small Burst Template, energy.
EMP Ring	Veteran	1	2d4	1	-	1	-	AP 4, Small Burst Template, Notice -6.
LasPistol	Novice	12/24/40	2d6	2	2	20	-	AP 1, Semi-Auto, energy weapon.
MicroSpitter	Veteran	10	2d6+2	1	1	1	-	Notice -4, projectile weapon.
MiniLaz	Seasoned	12	2d6	1	1	5	-	AP 2, Notice -2, energy weapon.
Nano-Crystal Net Gun	Seasoned	4/8/12	Nil	1	2	2	-	Immobilization.
Shako Water Gun	Novice	2/5/8	1d6+1	1	4	12	d6	Ignores some defenses.
Splinter Pistol	Novice	10/20/40	2d6+1	2	2	30	-	Semi-Auto, projectile weapon.

## Military-Grade Ranged Weapons

Item	Rank	Range	Dmg	RoF	Wt	Shots	Min Str	Notes
Assault Pistol	Novice	12/24/48	2d6+1	1	3	200	-	Semi-Auto, projectile weapon
Assault Rifle	Novice	12/24/48	2d8+1	3	5	30	d6	Auto, 3RB, projectile weapon.
Auto LasGun	Seasoned	12/24/48	2d6	3	4	400	-	AP 3, Auto, 3RB, energy weapon.
Buzz-Kill	Novice	6	*	1	2	1	-	Negates glanding.
Drone-Grenade	Seasoned	12 per round	2d8	1	2	1	-	* special.
Gauss Rifle	Seasoned	50/100/200	2d8+2	1	7	10	d8	Snapfire, Heavy weapon, projectile weapon.
HERF Gun	Seasoned	24/48/96	2d6*	1	9	5	d8	* special.
Neutrino Ray	Novice	12/24/48	d6-1	2	8	5	d6	AP 4, Small Burst Template, energy weapon.
Neutron Gun	Veteran	12/24/48	2d10+1	1	8	10	-	AP 2, energy weapon.
Particle Cannon	Seasoned	24/48/96	2d12+2	1	8	5	d8	AP2, Snapfire, heavy weapon, energy weapon.
P.T.I.L.E. Neutralizer	Novice	10/20/40	special*	1	4	10	-	*Roll Vigor or Shaken; roll Agility or Blind for d4 rounds, energy weapon.



**Buzz-Kill**

Rank: Novice. Restricted to Militant Arms, P.T.I.L.E., Agency and PsiOps.

A single shot medical dart containing a quick-acting serum that cancels the effects of glanding or other drugs. Fighting or throwing may be used. On a successful hit, the target loses all effects associated with glanding or drugs for 1 round. For each raise, add an extra combat round of effect.

**Drone Grenade**

Rank: Seasoned. Restricted to Militant Arms.

With a successful Knowledge(Computers) roll the drone locks onto its target and travels 12" per round, for up to 3 rounds. Deactivates if it loses visual target lock. Medium Burst Template.

**HERF Gun – High Energy RF Heavy Weapon**

Rank: Seasoned. Restricted to Militant Arms.

When you need to take out electronics fast, this is the weapon of choice. Large Burst Template. Heavy Weapon. Effects electronic/computer systems only. Treat as energy weapon.

**Nano-Crystal Net Gun**

Rank: Seasoned.

The Nano-Crystal Net Gun consists of a broad single or double-barreled pistol which fires 1 inch/2.5cm wide spheres containing a fast-acting nanetic agent. The spheres fracture on impact, and the nanetic agent will rapidly surround any organics within a 1.5" radius, before hardening into a crystalline lattice shell. As a result, the target will be immobilized (strength d10). Crystalline lattice is permeable, so that the victim will not be suffocated. The lattice may only be broken down by an appropriate encrypted signal, which may

be triggered via a control panel on the pistol.

**Redban Pliguard**

Rank: Novice. Requires: Fighting d6, Str d8.

A traditional weapon of the Redban the Pliguard consists of a 6 ft/2 m long metal pole, with each end tipped with a weighted ball on a 1 ft/ 30cm long chain. 2" reach. Str + 2d6 damage.

**Redban Ciccartan Buckler**

Rank: Novice. Requires: Block, Fighting d8.

A metal shield that fits over one hand, and extends down the arm. In combat, the Buckler is used to both block attacks and as a cudgel. +1 to Block, dam Str +1d4

**Redban Powered Ciccartan Buckler**

Rank: Seasoned. Limited to Military, P.T.I.L.E. Requires: Block, Fighting d8.

Like the traditional Ciccartan Bucker, but with an adaptive shield generator. +2 to Block, +2 Armor, dam Str + 1d6.

**Redban Causkan (Right of Passage) Blade**

Rank: Novice, Limited to Redbans.

A massive, ornate sword. Each is hand-crafted for the owner during a formal ceremony to mark their ascension into adulthood at the age of 9 or 10 sol years. The swords are used to mark the successes and defeats of the owner throughout their life. It is more important to a Redban that their Causkan blade is returned to their clan, than their bodies. Despite popular misconceptions, the Redban do not necessarily favor this weapon in combat. It is treated more like a journal. But, it is definitely a potent weapon. Treat as a superior double-handed blade. +1 Fighting, Damage Str+d8.

### **Singularity Bomb**

Rank: Heroic, Highly restricted to Field personnel.

Singularity bombs are nano-scale black holes, captured in a magnetic sphere, and surrounded by an explosive casing. If the bomb's timer is activated, a countdown will begin. When detonated, the nano-scale black hole will implode, destroying everything in a 50" diameter, then evaporate in an equally destructive burst of exotic radiation. The implosion causes 4d10 damage, while the radiation causes a second roll of 3d8 energy damage.

### **Shako Water Pistol**

Rank: Novice.

This whimsically named gun is actually quite deadly in the right fins. It uses high-pressure, exceedingly fine jets of water to rip into targets at close range. Ignores energy dampening armor and anti-ballistic defense systems. Dam 1d6+1, Range 2/5/8.

### **Shako Jawsaw**

Rank: Seasoned, Shako.

As if the Shako were not frightening enough, this Shako-specific weapon fits into the mouth, over the teeth, and creates a maw full of motorized, rotating, armor-shredding teeth. Dam Str+2d6, AP 4. The user may elect to transfer one wound (if inflicted) to permanently removing one point of armor from the victim.

### **Temporal Fragger**

Rank: Veteran.

Developed from studies of Stargazers, this grenade does not actually alter time. Instead, it slows down the neurological capabilities of any being caught in its 3" blast radius. To the victim, the universe speeds up by a factor of 20 or 30... leaving them struggling to cope. Each victim caught in the blast radius must roll Smarts. On a success, the grenade has no effect. On a failure, they must draw three cards for initiative for the next five rounds. They must take the lowest card drawn. However, Jokers override this result, letting them fluke a first shot and giving a +2 as normal! If the victim has the combat reflexes edge, the number of card they draw is 2, but they must still take the lowest.

### **Teraborg Gsa Lisht Slas (Mono-Blade Katana)**

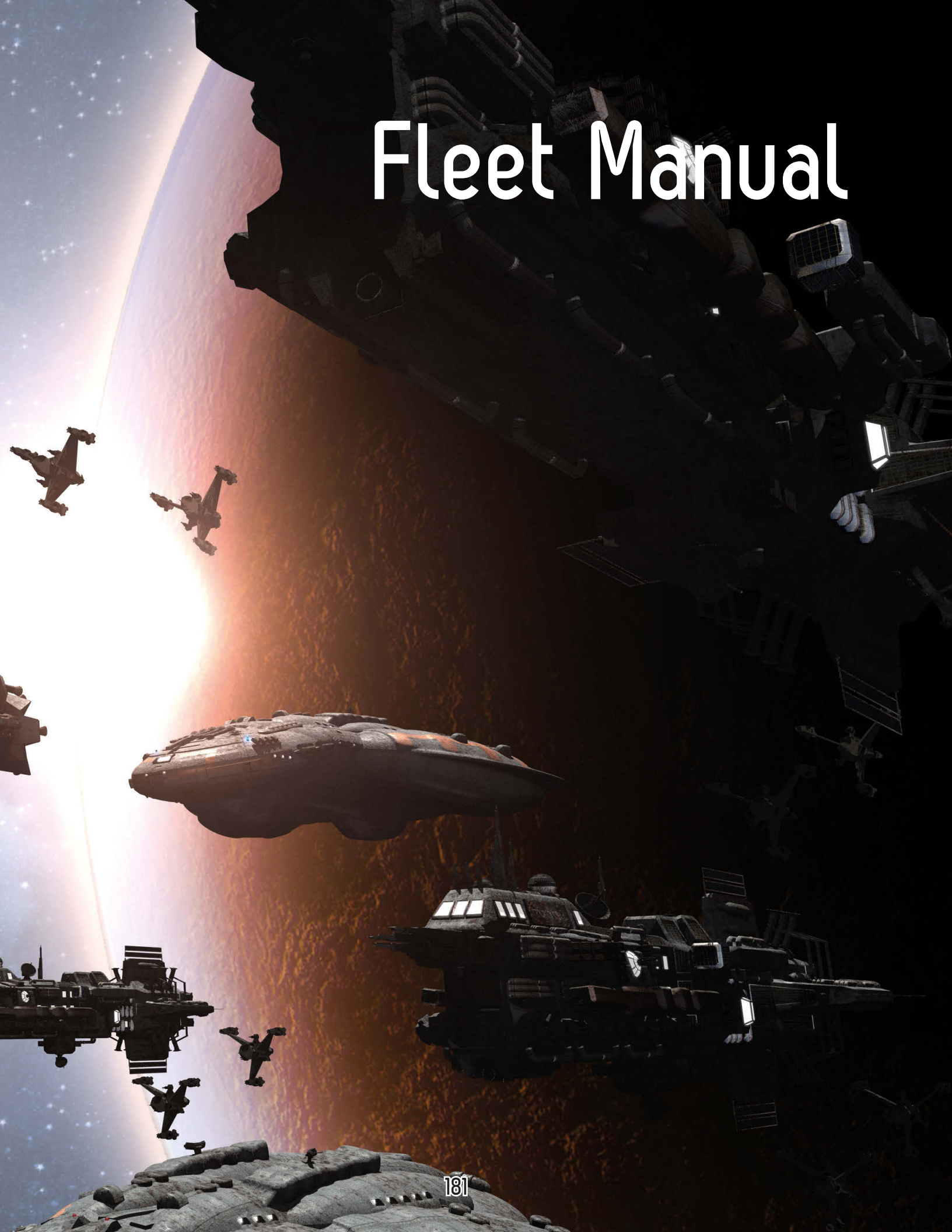
Rank: Heroic.

These antique, ceremonial swords are traditionally passed from mother to a chosen daughter, who will act as the Lisht (Protector of the Nest) for the family lineage. It is a great honor to carry a genuine Gsa Lisht Slas. +2 negotiation with Teraborg, 6AP, free right of passage on any Teraborg vessel.





# Fleet Manual





# Construction

Starships are just like characters. When you construct a starship, you should first come up with a concept. Most of the 'combat survivable' starships are multi-crewed and of average size or larger. They need not be warships, although warships have the strongest offensive capabilities.

Starships follow a simple construction process which you will recognize as having similarities to the character creation process.

## Seven Steps to Starship Construction

### Step 1: Starship Design Edges

Each starship has a single free Design Edge, which describes the apparent purpose for which the starship was built. We say 'apparent purpose' because sometimes starships are re-tasked – cargo vessels can be loaded with bombs and used in combat missions, exploration starships can be given a stealth upgrade and turned into reconnaissance platforms, etc.

The Design Edge of the starship affects its Attributes and Derived Statistics, sets the limit on its Payload and Hardpoints, and can even require that a starship is constructed with a certain Hindrances. Take this into account when completing each section below.

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 In game terms, within the PanDominion the Teraborg are the only species capable of manufacturing starships with Drive or Quality attributes of d12 or higher.  
 .....

### Drive

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The FTL attribute from the first edition of High-Space is no longer used. The speed of FTL flight is based on a constant quantum value and all FTL flight (for PanDominion ships) occurs at the same speed. The Drive attribute is used for calculating normal-space movement. For purposes of converting starships from the first edition for 'FTL' read 'Drive.'

### Step 2: Starship Attributes

Each starship has five Attributes:

- ▶ Maneuver
- ▶ Computer
- ▶ Drive
- ▶ Displacement
- ▶ Quality

Attributes start at d4, unless modified by the Design Edge.

### Step 3: Derived Statistics

Starships also have secondary statistics, Pace and Toughness, which are determined by their primary Attributes plus modifiers for Edges and Hindrances.

### Step 4: Starship Hindrances

Considering the intricacies of construction, even starships of the same model, out of the same drydock,

need not be identical. Also, the different environments in which starships operate, and the approach that each crew takes to maintenance and upgrades, all ensure that every starship has its own quirks.

Starship Hindrances reflect the nature, and even the age of the starship. GM permission is required to purchase more than two Minor and one Major Hindrance, but this is not a hard-and-fast rule, and it does not have to be applied to NPC starships.

Each Hindrance has a 'cost reduction modifier' which reduces the final cost of the starship.

## Step 5: Starship Edges

You can purchase as many compatible Starship Edges as desired, paying the cost in CBT. When you purchase each Edge, you must also be able to mark off the required number of Payload and Hardpoints that the Edge requires. Starship Build Edges (hull/cargo) and Starship Combat Edges (weapons) can each be bought multiple times, while all other Starship Edges can only be purchased once.

## Step 6: Starship Name and Trappings

Traditionally, starships are named or 'christened' at launch. Until a starship is officially launched, it is given a 'hull number' and referred to strictly by that number. It is considered back luck to name a starship before it is launched and superstitions are never discounted by the crews who live in the darkness of space! Other common superstitions are that it is bad luck to change the name of a starship, and that in extreme cases, if a starship attracts too much bad luck it will become cursed and lead to the death of its crew!

## Step 7: Calculate the cost

Hindrances do not cost CBT to acquire. Instead, they come with a reduction modifier that lowers the final cost of construction. These cost reductions are expressed as single decimal point multiplier, and the cost-reduction is cumulative before performing the final calculation.

To calculate the final cost of a starship, sum up the costs of all Attributes and Edges, and then multiply this figure by  $(1 - (\text{total of all cost reduction modifiers}))$ .

For example, a Hindrance with a 0.1 reduction and a Hindrance with a 0.3 reduction are taken together as a  $0.1 + 0.3 = 0.4$  reduction when computing the final cost in CBT.

Thus a starship that has 2500CBT worth of components, but a final cost reduction modifier of 0.3, would cost:  $2500 \times (1 - 0.3) = 1750\text{CBT}$ .

## Attributes

Starship Attributes start at d4 with Design Edge modifications notwithstanding, and each Attribute die increase costs 100CBT.

For example, an Attribute that is not modified by the Design Edge starts at d4 it will cost 100CBT; buying d6 will cost 200CBT; buying d8 will cost 300CBT; etc.

Without any modifications, an Attribute can range from d4 to d12. However, Attributes can be modified by the starship's Design Edge, which can also affect the minimum and maximum die-types for that same Attribute.

Design Edges can affect the starting Attributes of a starship, as well as the minimum and maximum die-type for that same Attribute. For example, if a modification indicates +1 Quality, then the starting Quality for that starship is d6, costing only 100CBT, and the maximum Quality is d12+1.

## Maneuver

Maneuver is the attribute describing how agile a starship is. It is used by the starship to perform Tactical Maneuvers (crew members use their Piloting skill instead).

## Computer

Computer is the processing power of the starship, and its ability to automatically handle many of the starship's systems. If a starship is also fitted with a Positronic Core, it can actually accrue experience points and simulate a personality. All computers and Positronic Cores are considered to be hardwired into the frame of the starship and not easy to add or remove.

## Drive

Drive is the normal-space movement speed of the starship. The higher this value, the faster the starship can travel in normal-space flight.

## Displacement

Displacement determines the starship's bulk, load carrying ability, and the potential size of its weapon loadout. It also affects a starship's ability to soak damage.

- ▶ d4. Single man craft, probe, drone, or remote
- ▶ d6. A research or exploration starship, spy-ship, or large fighter-bomber
- ▶ d8. A light warship, a sprint trader, or a large racing starship
- ▶ d10. A large battleship, cargo vessel, medical ship, or commercial liner
- ▶ d12. A super-carrier, commercial or military space-station, or a galactic liner

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 All starships of Displacement d10 or less are capable of landing on the ground, as well as performing submarine operations (unless they buy the Non-atmospheric Hindrance). Starships and structures with d12 or more Displacement are only capable of spaceflight, and they must take the Non-atmospheric Hindrance. Since all Wormgates are terrestrial, this means that ships of a Displacement d12 or above are unable to access the Wormgate network.  
 .....

## Quality

Quality refers to the design and build quality of the starship, and reflects its ability to handle extreme maneuvers, as well as compensate for damage and the degradation of automated systems.

## Derived Statistics

### Pace

Pace represents how fast a vessel can move through normal-space. The larger the starship the more powerful the engine it can carry. Design Edge modifications to Pace are a straight addition/subtraction.

$$\text{Pace per round} = \text{Drive die-type} + \text{Quality die-type}$$

### Toughness

Toughness, which represents the structural capacity of a starship to take abuse, whether it be from combat damage or an impact with other starships or objects. Toughness takes into account everything from armor, to structural reinforcement, to 'shields' and all other protective measures. Design Edge modifications to Toughness are a straight addition/subtraction.

$$\text{Toughness} = (\text{Displacement die-type} + \text{Quality die-type}) / 2$$

## Design Edges

Depending on the purpose for which a starship is constructed, it will have certain innate benefits and restrictions – for example it could be a purpose-built bulk carrier, a research vessel, an aero-transport, or an interstellar warship, all of which have very different design requirements.

Select one Design Edge during construction. The Design Edge can never change, although a starship can be re-tasked to fulfill other roles.

Apply any modifications to attributes; this does not require spending any CBT.

Acquire any mandatory Hindrances specified.

The value for Payload and Hardpoints are calculated per Displacement die-type. For example, a d6 warship will have  $6 \times 2 = 12$  Hardpoints.

### Starship Design Edges

Design Edge	Modifications	Payload*	Hardpoints*
Warship	+1 Quality, -1 Maneuver	1	2
Research	+1 Computer, +1 Hindrance(Minor)	2	0
Exploration	+1 Quality	2	1
Cargo	+1 Displacement, -5 Pace, +1 Hindrance(Major)	3	0
Liner	+1 Quality	3	0
Sporting / Fighter	+1 Maneuver, +5 Pace	1	1

\* Multiplied by the Displacement die-size



## Starship Hindrances

### Aero (Major)

The starship with this Hindrance uses a jet-based propulsion system, has no FTL capability, and requires a gaseous atmosphere to function. It cannot travel into vacuum and cannot attain FTL flight. For the purpose of combat it is assumed to always be Adjacent to the planet it is flying over, and can only attack targets that are also Adjacent to the same planet (including targets in orbit). Even though weapon range is reduced, the weapons systems still do the same amount of damage. This Hindrance usually applies to vessels used as atmospheric transports and 'air forces.' This Hindrance is incompatible with the Non-atmospheric Hindrance, and with the No FTL Hindrance.

- ▶ Cost reduction: 0.4

### XS Rules

The old XS+ vehicle rules no longer exist in High-Space. Instead all XS+ vehicle, or 'Aeros,' are starships that have the Aero Hindrance. You can still use the old rules, but we will not release any new vehicles for them, and all the XS+ 'stunts' have been moved into the section on Tactical Maneuvers.

### Bad Air (Major)

The recycling or biosphere modules on the starship do not function according to specification, and prolonged travel without replenishing the circulating air can affect the crew's health. For every full week that a crew member spends on the starship without the air being replaced, they must make a Vigor roll. If they fail the roll they suffer 1 point of Fatigue, that can be restored with 8 hours of breathing fresh air again. Also, the air 'smells odd.' See the section on Air, Food, and Water for details on air replacement and costs.

- ▶ Cost reduction: 0.2

### Bad Reputation (Minor)

Scuttlebutt and gossip (but nothing proven) exist around the starship, and by extension its crew. Other crews do not actively seek contact with the starship, and authorities tend to 'look twice' when doing cargo and hull inspections. Note that this Hindrance can be earned during game play without providing any cost reduction modifier!

- ▶ Cost reduction: 0.1

### Bucket of Bolts (Major)

This starship is a mess! Systems are always breaking down and it is in constant need of repair just to keep it running. The starship is either run-down or very badly designed. Any time a systems is used, if the die roll is either a single 1 or 'snake-eyes,' then that system breaks down and must be repaired by using Damage Control or Automated Repair. This includes the Damage

Control and Automated Repair systems.

- ▶ Cost reduction: 0.3

## Leaky (Minor)

A design flaw in the starship means that it does not cope well with high external pressures and in effect it 'leaks.' In game-terms the starship suffers a Breach for each round spent in a high-pressure environment – whether deep underwater, or in the lower depths of a gas giant. The starship cannot also have the Non-atmospheric Hindrance.

- ▶ Cost reduction: 0.1

## Limited-Arc (Minor)

(System/weapon category: direction)

Systems and Weapons normally have a 360-degree arc of operation in all directions. With this Hindrance, one weapon system or the Sensor system has an arc equivalent to a 90-degree cone. The arc is not fixed in space, because the starship can maneuver to change it almost at will, but each round the system can only target objects within the same 90-degree arc (or three-dimensional cone).

For example, the starship could have Limited Arc (X-Ray Laser #1: rear), or Limited Arc (Sensors: forward). This includes being unable to use weapons for Point Defense against Indirect weapons that approach from outside the limited arc.

- ▶ Cost reduction: 0.1

## Mass-effected FTL (Minor)

The FTL drive is misaligned with the superstructure of the starship, and when the vessel maneuvers during FTL flight there is an inertial effect on the crew (which does not normally happen). At the extremes, this can harm, or even kill the crew. The starship crew can suffer damage when the starship makes a Tactical Maneuver action during FTL flight, just as if the starship was traveling at full Pace in normal-space. Shockpods and Gill-fluid will increase the Vigor die-type of the crew with regards to helping withstand these extreme g-forces.

- ▶ Cost reduction: 0.15

## Mechanical Noises (Minor)

There is something, or some system, on the starship that makes an indeterminable noise that is too elusive to track down. Whether it is pipes rattling, condensation dripping, or an infrequent metallic 'grinding' noise, it lends the starship an eerie quality during the night-cycle! To acquire this Hindrance, a starship must have a Displacement of d8 or greater.

- ▶ Cost reduction: 0.1

## Nasty Reputation (Major)

Nasty rumors exist of illegal and/or anti-social behavior regarding the starship. This applies to new starships as much as those with a history, and the crews of other starships avoid the tainted starship with superstitious dread. All Charisma-based rolls made by known crew members (including the starship)

incur a -2 penalty. This applies to bridge-to-bridge and starship-to-station communications, and also arises during personal interaction, when that person is strongly associated with the starship. Note that like Bad Reputation, this Hindrance can also be earned during game play without providing any cost reduction modifier, through sheer antisocial behavior!

- ▶ Cost reduction: 0.2

### No FTL (Major)

The starship has an FTL drive for powering systems/ weapons, however, it has no means of achieving FTL flight. Sensors, weapons, and communications systems are all FTL capable and can use FTL ranges. This Hindrance is usually applied to planetary-defense craft that have limited flight needs, but still need to defend against starships. The starship does not require an atmosphere for flight, and can travel in the vacuum of space. This Hindrance is incompatible with the Aero Hindrance.

- ▶ Cost reduction: 0.2

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 Starships that cannot perform FTL flight can travel in the landing bay of a larger starship, or attached to the Docking point of an FTL capable vessel, if the other starship has either of these things. The towing of vessels is not possible during FTL flight.  
 .....

### Non-atmospheric (Major)

The starship is incapable of atmospheric or submarine travel, and does not even have landing gear - it falls like a stone, and it sinks like a rock! This Hindrance also prevents the starship from traveling through the lower

liquid layer of gas giants, although it may still travel through the upper gaseous layers of such planets. This Hindrance is incompatible with the Aero Hindrance.

- ▶ Cost reduction: 0.2

### Overloads (Major)

The starship is reliable, except when system tolerances are exceeded! Any time a system use results in a raise, the system works but it also exceeds its safety limits, becomes damaged, and must be repaired by the use of Damage Control. This Hindrance can also affect the Damage Control system when used, in which case repairs must be performed manually. This Hindrance is guaranteed to keep your starship's engineer busy!

- ▶ Cost reduction: 0.3

### Poor signage (Minor)

No spacer can be expected to know where every single systems inspection hatch is, or the source and destination of every single cooling pipe. Subsequently, signage on a starship is very important. Starships with poor signage (whether infrequently used, or incorrect) impose a -1 penalty on Spacewise rolls to do anything on that starship. This can lead to arguments over 'who routed the sewage through the drinking water???' This Hindrance requires that the starship have a Displacement of d6 or above.

- ▶ Cost reduction: 0.1

## Probability Drain (Major)

The containment field around the FTL Core fluctuates, or leaks, and the space-time fabric around the starship can be disturbed at an unnoticeable, quantum level. At the start of each new session, one crew member chosen at random will lose 1 Bennie. This Hindrance is incompatible with the Aero Hindrance.

- ▶ Cost reduction: 0.2

## Pulls To The Left (Minor)

When the piloting controls are left unattended for an extended period (such as overnight), they have a tendency to drift in an annoying, but known direction, even if they are under control of the starship. The GM can also use this as a story device.

- ▶ Cost reduction: 0.1

## Residual Personality (Minor)

The starship exhibits a personality trait of an AI that used to live in its Positronic Core (even if the starship currently has no Positronic Core the effects are 'burnt into' the way the systems operate). The residual personality trait can be friendly, antagonistic, even schizophrenic, and it functions, in an electro-mechanical sense, as if it were one of the Minor psychological Hindrances from the Savage Worlds core rules (E.g. Habit, Loud Mouth, etc).

- ▶ Cost reduction: 0.1

## Sloppy Steering (Major)

The starship was poorly constructed, or has suffered some kind of repair that has left the drive misaligned or the steering system incorrectly calibrated! All Tactical Maneuvers suffer a -1 penalty for starships with this Hindrance.

- ▶ Cost reduction: 0.2

## Twitchy (Minor)

The Sensor systems on the starship are badly tuned, or have simply never worked properly. They occasionally leave 'ghost trails' on the readouts, or miss objects in plain sight! Every time they are used to perform a Sensor scan, and the result is important, the GM should secretly roll 2d6, and on a roll of snake-eyes the starship will fail to detect any signal, or will detect double the correct number of signals (GMs' option).

- ▶ Cost reduction: 0.1

## Unshielded (Major)

Requirement: Drive d6, Quality d6, 2 Payload.

The starship was constructed without defensive shields, and its Toughness is permanently reduced by -2. Note that a starship is always considered as unshielded when it is Compromised.

- ▶ Cost reduction: 0.2



## Weak-point (Minor)

When the starship suffers damage, the damage is increased by +1 when determining whether the starship is Compromised or Breached. The nature of the Weak-point needs to be described during construction. This Hindrance can be taken multiple times and the damage is cumulative for each instance (and yes, this is how you blow up a Death Star!).

- ▶ Cost reduction: 0.2

## Starship Crew Edges

### Accommodation

- ▶ Cost: 100CBT
- ▶ Requirement: Displacement d6, 1 Payload

Accommodation must be purchased for any starship that travels between systems. Each accommodation area can comfortably and securely house a number of crew or guests equal to the Displacement die-type of the starship, with the quality of the lodgings determined by the Quality of the starship, and the Edge can be purchased multiple times.

### Cryosleep

- ▶ Cost: 50CBT
- ▶ Requirement: Displacement d6, 1 Payload

Cryosleep is extremely low temperature 'suspended-animation' that living creatures can be placed into, for

journeys such as extended drifting at normal-space speeds, or long FTL hops between systems. Fare-paying passengers enjoy Cryosleep because it is cheap and easy. Carriers like Cryosleep because people can be packed into their cryo pods like 'sardines!' Passengers can be woken individually or en` mass during a journey as required. The cooling facilities for maintaining Cryosleep are small but not negligible, and Cryosleep can house twice as many passengers as the Displacement die-type of the starship, and the Edge can be purchased multiple times.

### Gill-fluid

- ▶ Cost: 250CBT
- ▶ Requirement: Shockpods, 1 Payload

Gill-fluid is a fluid based life support mechanism for air-breathing life forms. Clear, gel-based tubes are inserted into the crew member, delivering oxygen and food, and removing waste while inside their Shockpods, which are filled with a clear suspension gel. Loose clothing is worn to accommodate the gel-tubes. Gill-fluid is mostly used by military crews on long rotations, and crew will need to take a shower each time they emerge from their Shockpod! For the performance of maneuvers in normal-space flight, the effective Vigor of the crew is increased by an additional +1 die-type on top of the bonus provided by Shockpods.

### Lifepods

- ▶ Cost: 25CBT
- ▶ Requirement: 1 Payload

The starship is fitted with Lifepods! This gives all crew and passengers that are capable of using a Lifepod the

choice of rapidly ejecting any time during their action, including during a held action. Each life-pod holds a single person, and has a first-aid kit and enough air and fuel to last 48 hours. If the crew eject during FTL flight they can choose to either be adjacent to the starship or anywhere along the wake of the starship that round. If the crew eject during normal-space flight they are always assumed to be adjacent to the starship. Lifepods can be steered, and travel with a Pace of 10 each round.

## Shockpods

- ▶ Cost: 100CBT
- ▶ Requirement: 1 Payload

Shockpods are padded capsules that improve the effective Vigor of the crew for the performance of normal-space maneuvers (but not while using FTL, unless the starship also has the Mass-effected FTL Hindrance). Treat the Vigor of all crew members as having +1 die-type when performing maneuvers during normal-space flight.

## Starship Computer Edges

### Anti-Capture System

- ▶ Cost: 25CBT
- ▶ Requirement: Drive d4, 1 Payload

An anti-capture system detonates all of the remaining fuel of the starship, which would normally destroy the starship and kill the crew. The explosion also delivers d4 damage per Drive die-type of the exploding starship,

to any other starship or object adjacent. The explosion can be manually triggered, timer-based, or event-based. The system is normally only accessible from the bridge, and is restricted by the effects of both the Failsafe and Security Suite before it can be activated.

### Expert Automatics (System)

- ▶ Cost: 50CBT
- ▶ Requirement: Computer d6

The starship's computer is fitted with databases of knowledge and specific algorithms that enable it to operate a designated system with a +2 bonus. This bonus is not included when the system is used by flight-crew manually operating the system; it only applies for the starship.

### Failsafe

- ▶ Cost: 50CBT
- ▶ Requirement: None

Failsafe is a parallel set of monitoring and control systems that are isolated from the starship's normal computer and control systems. Any command that uses a system to endanger the crew is automatically canceled and that system is made inoperable. The inoperable system can only be restarted by using the failsafe master-controls, which are usually located in a section away from any computer control panels. Disabling a Failsafe can be done using the Command Codes for the starship. Otherwise it requires direct physical access to the failsafe system, first breaching any security around it, and then a raise on a Security roll.

## FTL Computation Array

- ▶ Cost: 50CBT
- ▶ Requirement: Drive d4, Computer d6, 1 Payload

The array is a modular, sub-processing center for the starship that enables more accurate computation of FTL routes. Upon a successful test as a starship system, requiring one full action, the starship gains a +2 to any Tactical Maneuvers, that round, while in FTL flight. The starship requires an FTL drive to use this Edge.

## Positronic Core

- ▶ Cost: 100CBT
- ▶ Requirement: Computer d6, 1 Payload

Most computers can store information, and carry out self-optimization, but a Positronic Core provides the starship with a personality, and some would even argue that it provides a 'soul' for the machine!

Examples of starships with this Edge are Discovery One/HAL2000 (2001: A Space Odyssey), and Nostromo/Mother (Alien).

Starships with a Positronic Core possess a persona that can relate to the crew, and even attempt Charisma based social interaction tests using their Computer Attribute with a -2 penalty.

This Edge is required in order for a player to take the starship as a player-character/hero.

## Secoms

- ▶ Cost: 50CBT
- ▶ Requirement: Computer d6

Secoms ('secure communications') are narrow-band, scrambled communications that are impervious to decryption. They must be successfully used as a starship system, requiring one full Action to do so in order to encrypt/send a communication. Anyone trying to decrypt communications between two starships with Secoms must make a Knowledge (Mathematics) with a -4 penalty. This assumes that the starship can first intercept the narrow-band signals, which requires the intercepting starship to be within Weapons range of at least one of the targets, and succeed in both Piloting and Sensors rolls in the same round in order to intercept their transmissions.

## Remote

- ▶ Cost: 100CBT
- ▶ Requirement: Computer d6, 1 Payload

A Remote is a wirelessly-controlled, robotic body with very basic characteristics. It can be controlled so long as it is within Sensor range of the starship and communications are not blocked. The starship can use it to perform actions, however, if the starship also performs starship actions, then a -2 multiple action penalty is incurred to all actions, for each action taken by the remote. Remote control can be coupled with Secoms, otherwise a Remote can be hacked by any transmitter using a Knowledge (Computers) roll.

## Remote Body Attributes:

- ▶ Agility d4
- ▶ Smarts -
- ▶ Spirit -
- ▶ Strength d4
- ▶ Vigor d10
- ▶ Pace: 6
- ▶ Parry: 4
- ▶ Toughness: 10

## Special Abilities:

- ▶ Armor +2
- ▶ Remote: for Smarts and Spirit, use Computer. Remotes perform most actions unskilled, including using a starship system they do not have the Skill to manually operate.
- ▶ Construct: no additional damage from called shots. Does not suffer from poison or disease. Does not to breath, eat, or drink.

## Security Suite

- ▶ Cost: 100CBT
- ▶ Requirement: Quality d6, 1 Payload

The Security Suite prevents the execution of any command that would result in 'immediate harm' to the crew/passengers or to the starship. A person with the correct Starship Codes can force the starship to execute the command on its next action, although authorization requires one full round to confirm. Alternatively, a raise with either a Hacking or Security Skill test can also force the starship to execute the command on its next action.

## Starship Codes

For every starship there is a long, non-repeating, random code string that is required to access the internals of the starship, lock down systems, to enforce orders, and to cancel orders that would otherwise be enforced. These are known as Starship Codes. Starship Codes can never be hacked (at least not by PanDominion technology), and the loss of a Starship Code usually requires the starship to return to its place of manufacture to be reprogrammed (after confirming proof of ownership). Reprogramming does not endanger Positronic Cores which run on their own systems.



# Starship Build Edges

## Armory

- ▶ Cost: 50CBT
- ▶ Requirement: Displacement d8, 1 Payload

Arms and munitions can be transported the same way as any other type of cargo, which is often the case – a dangerous but lucrative proposition. To safely transport weapons and munitions requires a secure armory. Not only does an armory need to be secure from on-board sabotage, but its physical placement and shielding have to mitigate any damage should the munitions inside be detonated. Armories come with the equivalent of both the Failsafe and Security Suite Edges, dedicated specifically to securing that Armory alone. Armories are often found on warships. Buying this Edge does not supply any of the weapons or munitions normally stored inside it.

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Instead of a dedicated armory, a starship may have a simple 'weapons locker,' free of charge. This is a glorified, lockable rack or cabinet. Weapons lockers are free to all starships and have no cost associated with them, but the security of the storage and protection they offer is minimal and potentially easily bypassed.

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## Cargo: External Fuel Cell

- ▶ Cost: 100CBT
- ▶ Requirement: 1 Payload per Displacement die-size. E.g. d6 = 2 Payload

An external fuel pod that can store as many extra Astatine fuel units as the starship's Displacement die-type. Astatine is a large element and difficult to maintain as the correct isotope outside of an FTL core.

## Cargo: Luggage

- ▶ Cost: 100CBT
- ▶ Requirement: 1 Payload

A small, fully-sealed and pressurized storage compartment, normally used for luggage, but also capable of storing up to 3 normal sized humans in very close proximity. Because of the potential use for carrying plants and animals, this luggage area relies on the same life-support mechanism as that of the crew. Such compartments are sometimes concealed, and aggressively searched for if a starship is boarded for a customs inspection.

## Cargo: Cargo Container

- ▶ Cost: 200CBT
- ▶ Requirement: Displacement d8, 2 Payload

This Edge represents fully-sealed and pressurized transport for as many sealed standardized cargo containers as the starship has Displacement points. It can be bought multiple times as separate or joined areas.

## Cargo: Bulk Storage

- ▶ Cost: 900CBT
- ▶ Requirement: Displacement d10, 11 Payload

Fully-pressurized storage for non-fluid, bulk goods, such as grains, manufactured and packaged goods, cast metals, and loose minerals, etc. The storage footprint covers the size of a several regular football fields, is about ten stories high, with a cargo weight of up to 200,000 tons (182,000 tonnes).

## Cargo: Fluid Storage

- ▶ Cost: 1050CBT
- ▶ Requirement: Displacement d10, 12 Payload

Fluid storage is very much the same as Bulk Storage, except that it is specially designed to fill, transport, and empty fluid cargoes. One of the most common fluid cargoes being Astatine, the fuel used in FTL Cores! The extra engineering increases the payload requirement, but the volume and weights are approximately the same as for Bulk Storage.

## Cloaking Device

- ▶ Cost: 300CBT per point of Displacement
- ▶ Requirement: Computer d6, 1 Payload

When successfully used, a Cloaking Device immediately severs any Sensor locks on the starship (including Quantum-Locks), and imposes a Sensor roll with a -2 penalty in order to acquire the starship over the next 3 rounds. Starships can move, fire weapons and take offensive action without compromising the effects of

the Cloaking Device.

## Combat Conversion

- ▶ Cost: 100CBT
- ▶ Requirement: 2 Payload per 1 Hardpoint

With this Edge, 2 Payload can be converted into 1 Hardpoint, which can then be used to fit-out any Edges that require Hardpoints. This edge can be taken multiple times.

## Docking Point

- ▶ Cost: 100CBT
- ▶ Requirement: Displacement d8, 1 Payload

A Docking point enables two starships to be joined directly, as long as one of them has an unoccupied Docking point. This is especially important if a starship wishes to dock with a station instead of using a landing bay. If both starships (or stations) have Docking Points it also allows the safe and secure exchange of water, air, people, power, food, and data. It also allows a starship to carry any other starship docked with it, as long as the second starship(s) are each a minimum of 2 Displacement die-type smaller. For example, a d8 'carrier' can dock with and carry as many d4 sized craft as it has Docking points. Docking Points also enable a starship to perform a boarding action, even if the target starship does not have a Docking Point. This edge can be taken multiple times.

## Hazmat Containment

- ▶ Cost: 200CBT
- ▶ Requirement: Displacement d8, 3 Payload

Hazardous materials (radioactive, biological, and chemical) can be safely and indefinitely stored in starships with this Edge. Hazmat Containment is automatically fitted with its own failsafe, the equivalent of the Failsafe Edge. Because of the extensive shielding and temperature control around the containment, the volume available to store material is very small – the size of a small room per Edge bought. When buying this Edge more than once, it needs to be specified if the containment area is one big area or consists of smaller, isolated areas.

## Internal Manipulators

- ▶ Cost: 50CBT per point of Displacement
- ▶ Requirement: None

Whether they are mechadendrites, cyber-limbs, or invisible effect-fields, these allow fine-manipulation of internal objects throughout the entire starship, but they are not an effective melee weapon.

## Internal Weapons

- ▶ Cost: 50CBT
- ▶ Requirement: None

For each instance of this Edge, one compartment in starship is outfitted with a mounted laser weapon that can be used as a starship system. The weapon stats for a civilian starship are the same as an Assault Pistol.

## Landing Bay

- ▶ Cost: 50CBT
- ▶ Requirement: Displacement d8, 1 Payload

This Edge converts 1 Payload worth of the starship into a landing area that can hold 1 Displacement die-type worth of a smaller starship (d4, d6, etc.) If this Edge is bought multiple times, it should be noted if it is used for one large bay, or multiple smaller bays, and in what configuration. When combined to form one large bay, the large bay may have a maximum size of 1 die-type smaller than the starship's Displacement.

### Starship Internal Weapons Systems

Item	Range	Dmg	RoF	Wt	Shots	Min Str	Notes
Internal Weapons	12/24/48	2d6+1	1	3	200	-	Semi-Auto, projectile weapon

## Medbay

- ▶ Cost: 200CBT
- ▶ Requirement: Displacement d6, 1 Payload

Medbays provide a +2 bonus for any medical procedures that they service, such as using the Healing skill. Also, they are the source of the +2 bonus for Natural Healing tests made using the “Medical attention (2010 and beyond)” modifier in the core rules.

## Mining Rig

- ▶ Cost: 250CBT
- ▶ Requirement: Displacement d8, 3 Payload

Mining rigs are used to excavate minerals and ore from anywhere the starship can land, including from asteroids and, in extremely rare and dangerous cases, comets. After a successful use of this system, requiring a full action, a Mining Rig can excavate 2 tons of soft metal or minerals per round, or 1 ton of hard metals or minerals per round. This Edge can be purchased multiple times. Excavated ores can be directed to internal storage of the starship, or to the storage of another vessel connected via a Docking point. Mining Rigs enable the starship to perform a boarding action.

## NanoMedbay

- ▶ Cost: 300CBT
- ▶ Requirement: Displacement d8, Quality d6, Medbay

NanoMedbays are advanced medical facilities. They grant an additional +2 bonus to rolls for all medical procedures performed within them, whether performed

by the starship or by a live doctor. This stacks with the +2 Medbay bonus for medical procedures.

## Non-Reactive Surface (NRS)

- ▶ Cost: 50CBT per point of Displacement
- ▶ Requirement: None

NRS has the advantage of blocking Sensor scans. It imposes a -2 penalty on any Sensor scan for the starship.

## Overdrive

- ▶ Cost: 50CBT
- ▶ Requirement: Quality d10, 1 Payload

A starship with this Edge increases its Pace by +1, for normal-space flight only.

## Tempest Shielding

- ▶ Cost: 100CBT per point of Displacement
- ▶ Requirement: 1 Payload

Tempest Shielding raises the effective Toughness of a starship by +1 with respect to X-ray lasers, and to resist Radiation damage including the effects of passing too close to a star (see the Exploration section).



## Starship Combat Edges

**A**lthough PanDominion citizens are by nature pacifists, and the arming of starships is considered distasteful, it is quite normal due to the numerous external threats that must be faced alone in space.

### ECM Suite (ECM)

- ▶ Cost: 100CBT
- ▶ Requirement: Quality d6, 1 Payload, 1 Hardpoint

Starships carrying an ECM suite can make an incapacitating Indirect attack against other starships at Sensor range. The starship rolls their Quality die for damage, and can only ever achieve a result of a Compromise, even with a raise. ECM suites can never cause Breaches at any time.

### Gravity Bomb (GB)

- ▶ Cost: 200CBT
- ▶ Requirement: Drive d8, 2 Payload, 2 Hardpoint

A gravity bomb is effectively an unstable FTL Core in a limited containment field. It is launched at a location in space and creates a tear in the space-time fabric, causing massive damage to any target it hits, potentially removing it from the space-time continuum!

### HV Missile Battery (HVMB)

- ▶ Cost: 200CBT
- ▶ Requirement: Displacement d8, 1 Payload, 2 Hardpoint

HVMB are long range missiles with FTL engines that can cover an entire star system in a single burst! HVMBs need to roll to hit, and if they fail to hit then they will continue to roll to hit each round, until they are evaded or destroyed. Before each roll to hit they are susceptible to Point Defense fire.

HVMB require a Sensor lock on the target and can use the Sensor systems of the firing ship, or any allied starship that has a lock on the target.

### Microturret (MCT)

- ▶ Cost: 40CBT
- ▶ Requirement: 1 Hardpoint

A manually controlled weapons turret that can only be fired by an operating crew member. The weapon cannot be controlled or fired by the starship. Useful for Direct attacks, and Point Defense.

## Point Defense Array (PDA)

- ▶ Cost: 50CBT
- ▶ Requirement: 1 Hardpoint

Short-range weapons dedicated to missile defense, and short bursts of offensive fire. They come in many forms, from high rate-of-fire projectiles, to short ranged, broad-beam lasers.

## Quantum-Lock (QL)

- ▶ Cost: 250CBT
- ▶ Requirement: Drive d4, Displacement d8, 3 Hardpoint

A Quantum-Lock is a particle/wave generator that bombards targets with energy that temporarily 'tags' it at the subatomic level. This provides a +2 bonus to all Sensor and attack rolls for the remainder of the round. It also enables String-Torpedoes to automatically hit the tagged target.

## Reflective Armor (RA)

- ▶ Cost: 100CBT per point of Displacement
- ▶ Requirement: 1 Hardpoint

Not only is the surface of this starship highly reflective, it is also cleared of protrusions and external antennae and masts, and weapons are mounted flush with the hull which takes up some extra room. RA increases the Toughness of the starship by +2 with respect to the damage caused by X-ray Lasers, Spinal Lances, Microturrets, and PDAs.

## Shield Modulator (SMOD)

- ▶ Cost: 400CBT
- ▶ Requirement: Drive d6, Quality d6, 1 Payload, 1 Hardpoint

Shield Modulators automatically adjust the frequency of starship shields to best defend against different attacks as required, and automatically provide a +2 bonus to Toughness for any shielded starship. Starships with Unshielded cannot use a Shield Modulator.

## Spinal Lance (SL)

- ▶ Cost: 500CBT
- ▶ Requirement: Drive d6, Displacement d10, 2 Payload, 3 Hardpoint

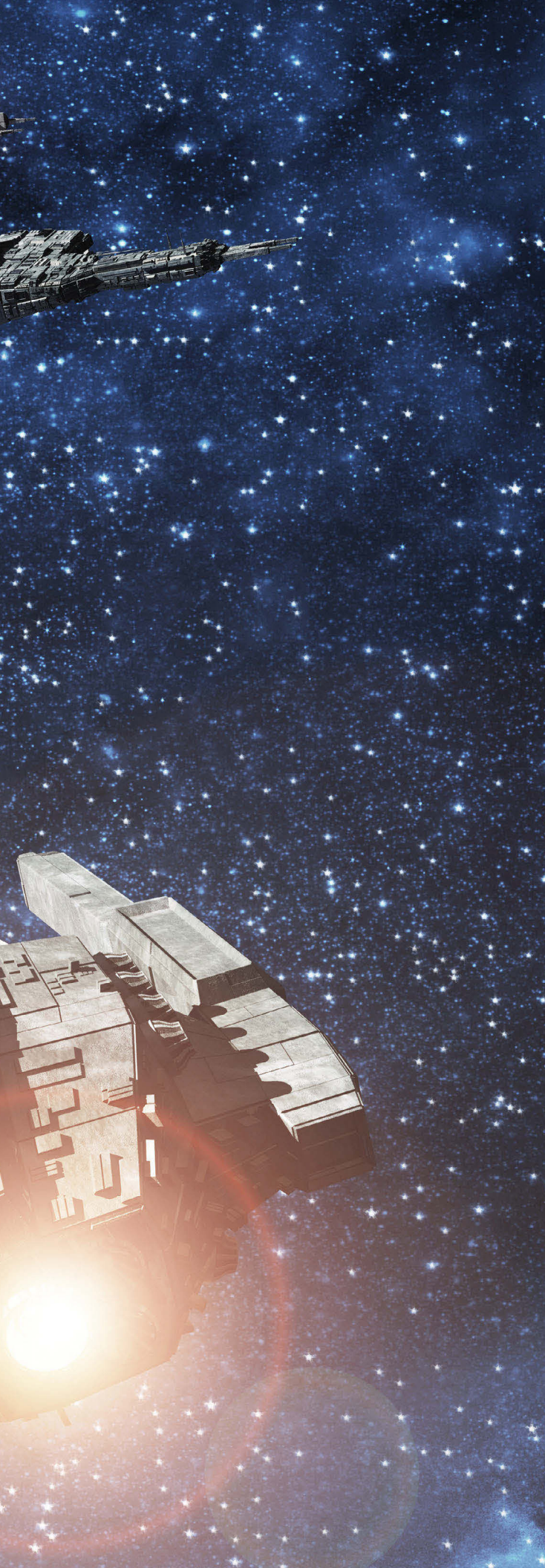
The largest weapon that a starship of any size can mount, the Spinal Lance consumes a lot of space and takes a long time to recharge, but a successful hit can end a battle or even reduce a city to rubble! Regardless of whether there are Payloads and Hardpoints available, a starship can only carry a single Spinal Lance, because it specifically needs to be mounted in the central position of each starship.

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Only Armada warships are authorized to carry a Spinal Lance during times of peace.  
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## String-Torpedo (ST)

- ▶ Cost: 100CBT
- ▶ Requirement: 1 Hardpoint

String-torpedoes are short-lived energy torpedoes. Sometimes, they are aimed by the starship, and when doing so they require an Indirect system use to-hit. Alternatively, they can be fired at a target that is tagged with a Quantum-Lock, acquired either by themselves or by an allied starship, and they will automatically hit! It is standard Armada combat doctrine to use large, defensive starships to 'paint' targets with a Quantum-Lock, and then send in squadrons of light attack-craft armed with String-Torpedoes.

## X-ray Lasers (XRL)

- ▶ Cost: 100CBT
- ▶ Requirement: 2 Hardpoint

X-ray lasers are standard offensive/defensive systems because of their ability to take out incoming missiles, as well as dish out damage of their own.



## Starship Special Edges

**S**pecial Edges have requirements that mean they cannot be purchased 'off the shelf,' and require contacts and/or dispensation to acquire. Most of them are species-specific, but a few are also specific to organizations.

### Solaris Industries MDA Multidimensional Array

- ▶ Cost: 0
- ▶ Requirements: Formal approval from Hector Lynx, owner of Solaris Conglomerate

The MDA is an add-on for starship computers, and for Wormgates, based on Starfish technology. In itself, it provides no massive benefit, except to allow the addition on other related enhancements. The entire system is written and runs on an advanced, self-referencing computer language developed by the Starfish, that is supposedly unhackable and unable to be reverse engineered.

### Drive burster

- ▶ Cost: 0
- ▶ Requirements: Solaris Industries MDA Multidimensional Array

The Drive burster takes advantage of the MDA to compute a more sophisticated drive profile. Starships fitted with the Drive burster gain +5 Pace. This bonus is in addition to Overdrive.

### Wormgate Hack

- ▶ Cost: 0
- ▶ Requirements: Solaris Industries MDA Multidimensional Array

The Wormgate Hack is an algorithm that can be embedded in the MDA, which times the activation of the starship's FTL drive so as to allow it to 'drop out' of a Wormgate, at any point directly in-line between the two singularities from which it is composed. A side-effect of the maneuver is a 'time loss' of 1d6 days (this roll can explode). According to eyewitness reports, the starship will visibly flicker, and wink out of existence, and then appear at the desired exit point a couple of days later!

### Soamatan Braintooth-Emulator

- ▶ Cost: 2,000CBT
- ▶ Requirements: Positronic Core, 1 Payload

The Braintooth-Emulator is a bio-electric interface the size of a small room, that provides a Positronic core with the Arcane Background (Psychic) Edge. The device is produced by the Salamat Projection, although only a few of the devices have even been exhibited to the public. The U.G.P. has banned the device from use on Armada starships, for fear of crew concerns over privacy and undue influence on command decisions!

## Soamatan Psi-Sensors

- ▶ Cost: 450CBT
- ▶ Requirements: none

Sensors are normally blocked by starship shielding. However, Soamatan engineers have been able to develop an add-on module for Sensors, that can identify the latent psychic functions that all sentient lifeforms generate in their brainwaves. Starships with Soamatan Psi-Sensors can scan inside shielded starships and identify individual brainwaves by species type, and pinpoint each brainwave to a 3-dimensional point within the starship. The sensors will also pick up Positronic Cores.

## Teraborg FTL Drive Converter

- ▶ Cost: 1000CBT
- ▶ Requirements: Approval by the Imperial Nest

The FTL drive converter is a system that can filter and divert the output of an FTL drive for other purposes. On its own it does nothing, but it is required to run certain other systems. Only starships approved by the Imperial Nest will be supplied with this system; typically this requires them to have a Teraborg crew or captain.

## Teraborg Microlance (TML)

- ▶ Cost: 1000CBT
- ▶ Requirements: Approval by the Imperial Nest, 1 Payload, 2 Hardpoint

The Microlance is a smaller variant of the Spinal Lance. Due to its smaller size, it is not classified as a military

weapon, although there is a substantial debate on the Sphere as to whether or not it should. Only a single Microlance can be mounted on a starship.

When a starship is also fitted with a Teraborg FTL converter, power from the FTL drive can be re-routed to this weapon. The first shot from the Microlance each round will add the Drive die-type as additional damage.

## Point Defense Array Multiplexer (PDAM)

- ▶ Cost: 700CBT
- ▶ Requirements: PDA, Teraborg FTL drive converter

By virtue of the specialized Drive Converter, an FTL Core can be connected to a PDA to enable super-fast recharging. The PDA does not incur the first -2 penalty for multiple uses of the same system. Each FTL drive converter can only be coupled to a single PDA.

## Weaponomics HVMB Quantum Guidance System

- ▶ Cost: 300CBT
- ▶ Requirements: HV Missile Battery, 1 Payload

Normally, a HV Missile requires a roll to hit once it reaches its target. Weaponomics Commercial have produced a new guidance system that allows the HV Missile to also automatically strike targets tagged with a Quantum Lock, thus removing the roll to hit.

## P.T.I.L.E. Space-to-Surface E/P Targeter

- ▶ Cost: 0
- ▶ Requirements: P.T.I.L.E. approval, X-Ray laser

The E/P (Extreme Prejudice) is a targeting system restricted to P.T.I.L.E. use by edict of the U.G.P. Furthermore, its deployment in the field of operation requires approval from a duly authorized U.G.P. representative. The targeting system allows an X-Ray laser to be fired from Adjacent range (typically, planetary orbit) to strike a target the size of an individual person, in space or on the surface of a planet. Due to the narrowing of the laser to achieve the precision required, the damage is greatly reduced to only 4d6 points of character based damage. The target must be in line of sight, and normal Cover modifiers apply, although range modifiers do not. This weapon is rarely used by P.T.I.L.E. due to the sensitivity of the public to the implications. Unfortunately, there have been cases of P.T.I.L.E. starships outfitted with the system being stolen, and there is a growing fear that antisocial/disruptive elements within the PanDominion are making specific efforts to acquire one for assassination purposes!

## Aschin Randomizer

- ▶ Cost: 600CBT
- ▶ Requirements: none

The Aschin Randomizer is a fairly rare add-on module for starship computers based on proprietary Aschin technology. By itself, the Randomizer does little, except provide very long strings of pure randomized characters. However, the Randomizer is an essential component of other technologies developed by the Aschin.

## Tactical-Algorithm

- ▶ Cost: 1000CBT
- ▶ Requirements: Aschin Randomizer

The Aschin sell and trade in unique algorithms, tailored for each client starship. These algorithms use the Aschin's unique form of chaos-theory to predict superior tactical outcomes. The Tactical-Algorithm provides the starship with a +2 bonus on all Tactical Maneuvers.

## Shield-Randomizer

- ▶ Cost: 750CBT
- ▶ Requirements: Aschin Randomizer, Shield Modulator (SMOD)

By using the Aschin Randomizer to control a Shield Modulator, the modulator becomes more difficult to predict and overcome, providing an extra +2 Toughness bonus.

## Cloak-Randomizer

- ▶ Cost: 1000CBT
- ▶ Requirements: Aschin Randomizer, Cloaking Device

The Cloak randomizer allows a Cloaking Device to be controlled by an Aschin Randomizer, providing a +2 bonus on the roll to successfully configure the Cloaking Device. Almost all Aschin starships are fitted with both Cloaking Devices and Cloak-Randomizer, which matches the Aschins' pragmatic approach to being over-cautious and keeping a low profile.

## Secoms-Randomizer

- ▶ Cost: 1000CBT
- ▶ Requirements: Aschin Randomizer, Secoms

Similar to other randomizers, the Secoms-randomizer provides a +2 bonus to the roll to use Secoms. Further, it enhances the encryption being used, which increases the penalty to the Knowledge (Mathematics) to decrypt such communications to +6.

## Phoxin Biosystem

- ▶ Cost: 200CBT
- ▶ Requirements: 1 Payload

The Biosystem, invented by the Phoxin and freely shared across the PanDominion, is a living subsystem that is literally 'plumbed' into a starship. The system lights up the starship interior with glowing 'veins' of phosphorescent liquid that is both the carrier medium and the system itself. The Biosystem provides a +2 bonus to Damage Control systems, so long as there is an organic-friendly environment inside the starship. The system also provides a basic form of continual emergency lighting and is used to deliver other Phoxin systems through the starship. Extreme cold conditions will force the Biosystem into dormancy, but it will recover to full operating ability once living conditions are restored.

## Cryohealing

- ▶ Cost: 300CBT
- ▶ Requirements: Phoxin Biosystem, Cryosleep, 1 Payload

Normally, injuries do not heal in Cryosleep, and it is in effect a form of stasis. However, Phoxin pharma-tech has found a way to stimulate and allow natural healing, even during Cryosleep. For a Phoxin, healing via Cryosleep is as natural and instinctive as respiring!

## Pheromone Exfiltration

- ▶ Cost: 200CBT
- ▶ Requirements: Phoxin Biosystem, 1 Payload

Pheromone Exfiltration bypasses the normal starship recyclers and routes the air and water supply of the starship through the Biosystem, where it is not only refreshed, and destabilizing hormones and pheromones are removed and replaced with species-specific, harmony-inducing equivalents. All organic beings relying on the starship for life support have a +2 bonus when rolling to remove Shaken, or resist the effects of fear or confusion.

## Shako Aqualife™ Control System

- ▶ Cost: 400CBT
- ▶ Requirements: 1 Payload

Because of their aquatic nature, Shako have developed replacement control and life support systems that allow a starship to run an entirely aquatic internal environment, including personal life-support provisions



for creatures not blessed with the ability to live underwater! Additionally, the Aqualife™ system provides the benefits of Shockpods to the crew.

## Aquatech Oxygenator™

- ▶ Cost: 200CBT
- ▶ Requirements: Shako Aqualife™ Control System, 1 Payload

Aquatech is a Human commercial operation that has developed a way for air-breathing creatures to live on a Shako starship. The Aqualife™ system is essentially coupled with a Gill Fluid delivery system, providing oxygen/nitrogen enriched fluid that both air-breathers and water breathers can enjoy.

## Shako Damage Dissipaters

- ▶ Cost: 350CBT
- ▶ Requirements: Shako Aqualife™ Control System, 1 Payload

Shako engineers have developed the technology to baffle internal pressure changes through the Aquatech™ system, which reduces damage to both starship and occupants. The Dissipaters provide a +2 Toughness bonus both to the starship and to the crew so long as they are within the Aquatech™ medium.

## Redban Habitat Adaption

- ▶ Cost: 150CBT
- ▶ Requirements: 1 Payload

Habitat Adaption involves strategically lacing computer-controller plant growth systems inside key points of the starship, to grow and maintain a network of living vines. The Adaption system provides a +2 bonus to Agility and Strength rolls during Zero-G combat. The vines are extremely hardy and insulated against the cold, but they will die if exposed to sub-arctic temperatures for over an hour! Dead vines can be replanted and regrown within one month.

## Abor Life Support

- ▶ Cost: 250CBT
- ▶ Requirements: Redban Habitat Adaption

Abor Life Support is an electro-mechanical interface to the Redban Habitat Adaption, that extracts breathable air and potable water from the living vines that grow through the starship. This is sufficient life support for the crew to survive for up to a week if their mechanical systems should fail. This system will provide life support functions, even if starship is Inoperable.

## Ironbug NanoNest

- ▶ Cost: 0
- ▶ Requirements: The Nano-Nest must 'choose' to inhabit the starship

Ironbug starships deploy 'nests' of helper nanobots, that sometimes choose to colonize other starships. All these nests are offshoots of a 'grandmother nest' that was developed on their homeworld hundreds of years ago. If a starship has working power, then an introduced nest may choose to remain, but no one has yet managed to understand what makes some starships attractive to the nest, and others not. At best this appears a 50-50 proposition! Trying to install a NanoNest can also be dangerous, and nests that fail to accept their starship have been known to use nanobots to tear Breaches in the hull just to escape, even it means that they are dooming themselves to a death in space!

## Nanobeetles

- ▶ Cost: 0
- ▶ Requirements: Ironbug Nano-Nest

Once per 30+ Sol day cycle, a functioning NanoNest may produce a swarm of Nanobeetles. The Nanobeetles hatch according to no determinable lifecycle that can be accurately predicted. The chance of this happening is 6 on a d6 roll. However, the hatchlings may or may not accept their starship as their new home. If the Nanonest is happy and healthy, with access to a good power supply, there is a 5 in 6 chance that the Nano-Bettles will remain, otherwise they will tear a Breach in the starship and evacuate. Nanobettles will protect their starship habitat and provide +1 bonus on all Automated Repair rolls, as they assist the starship to recover from

damage through the use of micro-welders and glue-like saliva!

## Ironbug Revenger

- ▶ Cost: 150CBT
- ▶ Requirements: Drive d4, 1 Payload

Ironbugs can be particularly vindictive when they feel they have been wronged. They have developed their own 'anti-capture device' that does a lot more than just blow to the starship and do collateral damage. By mixing Astatine fuel into a ruptured FTL drive at an optimal rate, the Revenger delivers d8 damage per Displacement die-type of the exploding starship, to any other starship or object within Adjacent range. It will also cause serious (but recoverable) environmental damage to any planets within the blast. The Revenger is banned on all PanDominion starships, though that does not stop the Ironbugs from selling them.

## Ironbug Remote Defender

- ▶ Cost: 500CBT
- ▶ Requirement: Computer d6, 1 Payload

Many starships have Remotes (especially those with a Positronic Core that likes to go exploring). However, the Ironbugs have taken the concept to violent extremes. The 'Ironbug Defender' is a Remote configured for brutal close quarters combat. Although this weaponized system is not banned on PanDominion starships, it is rare to find a captain that actually installs one. Wildcards and other anti-social elements are about the only folks crazy enough to buy them.



## Dontrogo self-defense system

- ▶ Cost: 250CBT
- ▶ Requirement: 1 Payload

This system can be triggered by the crew to flood the starship with colorful, smelly, and corrosive clouds of vapor that are designed to dissuade unwanted lifeforms from remaining on board. Anyone with skin exposed to the vapor must make a Vigor roll at the end of each round, or suffer 1 point of Fatigue until unconscious (the vapor rarely kills). Additionally, the multi-colored vapor obscures vision and scent tracking, imposing a -2 Medium Cover penalty while within the starship. The gas is harmless to Dontrogo, and they also do not suffer the -2 Cover penalty as it is designed not to interfere with the visual spectrum at which Dontrogo sense. Activation of this system is not subject to control by either the Failsafe or Security Suite Edge.

## Starship Wildcard Edge

### Wildcard Starship (WCS)

- ▶ Cost: Determined by the GM
- ▶ Requirement: Special

Some starships are famous, or notorious, and have some of the same benefits that Wildcard characters have. These starships start each game with 3 bennies, possess a Wildcard die that they can use when rolling for any one system each round, and can spend their bennies to make Soak rolls to remove the Compromised status and Breaches, the same way that heroes soak Wounds. Although heroes may start with a starship with this Edge, it cannot be purchased during construction, and the 'cost' of acquiring it is set by the GM and is never as simple as paying CPUBits!

This Edge is required in order for a player to take the starship as a player-character/hero.

## Starships as PCs

If you want to play a starship as your hero, all you need to do is make sure that the starship has purchased a Positronic Core (for personality!), and acquired a reason to have Wildcard Starship (for luck!)

You will start off with no Skills, or character-based Edges or Hindrances, but these can be acquired through play and experience points the same as for any hero. This way you can acquire character based abilities, although most of them will only come into play if they are social/knowledge related... or if you can use them through a Remote!

As a general rule, the initial construction cost of your starship should be no more than 600CBT for a low-powered campaign, 800CBT for the typical campaign, and 1000CBT+ for a high-powered campaign. This construction cost is regardless of whether the starship is a PC or not. Once constructed as part of 'character creation,' any upgrades or additions to your starship are purely a matter of paying enough CBT, or pulling in and/or giving out enough favors! Note that starships can also apply for Voluntary Servitude in order to earn CBT.

Your Positronic Core is the store of all your experience and personality. Treat it like your soul! However, if you have the resources you can have it removed and installed into a different starship.

In roleplaying terms, the 'end game' for a starship can vary wildly. You might exist to command the most powerful vessel (or fleet) in the PanDominion, or to discover new worlds and phenomenon, implement your own version of galactic policy, build a 'family' around your crew, or even to evolve and upload yourself as a Mind of the Sphere!

### Ironbug Remote Defender Construct

#### Attributes:

- ▶ Agility d4
- ▶ Smarts -
- ▶ Spirit -
- ▶ Strength d8
- ▶ Vigor d10
- ▶ Pace: 6
- ▶ Parry: 6
- ▶ Toughness: 10

#### Special Abilities:

- ▶ Sawteeth (Str+d10, AP4)
- ▶ Armor +4

Remote: for Smarts and Spirit, use Computer. Remotes perform most actions unskilled, including using a starship system they do not have the Skill to manually operate.

Construct: no additional damage from called shots. Does not suffer from poison or disease. Does not need to breath, eat, or drink.



## Construction example

The concept for the Nostradamus is a deep-space cargo hauler. It is massive, but under maintained and it has developed significant quirks over the years!

### Step 1: Design Edge

The Design Edge chosen is 'Cargo,' so the starship starts with Displacement of d6, and all other Attributes start at d4 each. Displacement can be increased to a maximum of d12+1, all other Attributes can be increased to a maximum of d12. The Design Edge incurs a -4 Pace modifier, and requires the starship to have at least one major Hindrance, which will be Non-Atmospheric. This behemoth cannot land!

### Step 2: Attributes

Now, Attributes are purchased. The final Attribute costs are as follows:

- ▶ Maneuver d4 (100CBT)
- ▶ Computer d6 (200CBT)
- ▶ Drive d4 (100CBT)
- ▶ Displacement d10 (300CBT, because d6 to d10 is 2 increases)
- ▶ Quality d4 (100CBT)

### Step 3 Derived Attributes

- ▶ Pace is derived as:  $4 \text{ (Drive)} + 4 \text{ (Quality)} - 5 \text{ (Design modifier)} = 3$
- ▶ Toughness is derived as:  $10 \text{ (Displacement)} + 4 \text{ (Quality)} / 2 = 14 / 2 = 7$
- ▶ The Payload is determined based on the Displacement and the Design Edge, and is  $10 \times 3 = 30$  Payload points
- ▶ Hardpoints are similarly determined as  $10 \times 0 = 0$  Hardpoint points. Well, this is a cargo ship!

### Step 4: Hindrances Purchased


Additional Hindrances are now purchased. The final Hindrances and their cost modifiers are as follows:

- ▶ Non-Atmospheric (Major) (0.2) + Mechanical Noises (Minor) (0.1) + Poor signage (Minor) (0.1) = 0.4 final cost reduction modifier

### Step 5: Purchase Edges

The following Starship Edges are also purchased, fleshing out the starship in terms of capabilities and purpose:

- ▶ Cargo: Bulk Storage x 2 (costing 1800CBT, using 22 Payload)
- ▶ Landing Bay x 2 (100CBT, using 2 Payload) is a single landing bay that can hold a d6 starship
- ▶ Cryosleep (50CBT, using 1 Payload) so the crew can sleep on those long hauls

- 
- ▶ Anti-capture system (25CBT, using 1 Payload) so you can blow the starship up if it gets infested with aliens!
  - ▶ Failsafe (50CBT) so it's not easy for just anyone to use that Anti-capture system!
  - ▶ Positronic core (100CBT, using 1 Payload) because this ship has personality
  - ▶ Medbay (200CBT, using 1 Payload) for... treating industrial accidents?

### Step 6: Name and Trappings

We already have our ship name - The Nostradamus. But now it's time to brainstorm some trappings. Keeping with the name, this ship is decorated in faux historical, scholarly manner, with ready rooms of wood paneling and gilded filigree. The bridge features a tiled hardwood floor (now well-scuffed) and a chandelier hangs it's vaulted ceiling.

### Step 7: Calculate Final Costs

The starship has used 28 Payload points, and has 2 left. It has not used any Hardpoints which is good because like most cargo vessels it doesn't have any.

The raw cost of all the above components is 3125CBT, but after applying the cost reduction modifier for the Hindrances, the final cost is  $3125 \times (1 - 0.4) = 1875\text{CBT}$ .

Hindrances are a great way to bring down the price of an expensive starship!







# The Tactical Sphere

Space-fights are what High-Space is all about, whether they take place in crowded, bustling systems with plenty of objects and planets to exploit for maneuvers, or whether they are cat-and-mouse games of sensors, cloaking devices, and running silent in the depths of space!

The PanDominion is a technologically advanced society, and this has expanded the arena for conflict, not reduced it.

High-Space provides a 'Tactical Sphere' for each encounter location. This is a way of tracking every important starship and planet in combat relative to the heroes, making space battles a hero-centric activity and keeping the spotlight firmly where it should be.

To keep things fun, fast, and furious, we use simplistic, cinematic distances for combat, instead of real distances.

Just like character based combat, space-fighting combat rounds consist of the elements of initiative, movement, actions, and damage resolution. The space-fighting combat rounds in High-Space occur in the same time frame as character based actions, and even use the same Initiative draw!



## Initiative

Initiative occurs exactly as per the core rules, and each starship is also dealt a single card from the initiative deck.

The players then decide the movement and actions that their starship will take.

As per the Savage Worlds rules for controlling allies, the players (not the GM) will control all starships that are allied with their heroes. The Countdown, Surprise, Holding, and Standoffs are all applicable for starships, just as if they were character actions.

When characters acting on the same Initiative compete for control of a system, they roll against each other using the requisite Skill, and the highest roll wins and applies their result to the desired effect.

### Example of Initiative

Executive Officer Brey, of the Pan-Dominion Armada, is trying to activate the starship's distress beacon, but a saboteur on board the starship is trying to stop her. They both have access to a communications control panel and there are no security countermeasures in place. The saboteur has been holding their action in anticipation of stopping Brey.

Brey has Spacewise of d8 (this is a Communications system, so she uses her Spacewise) and she rolls a 7 on 1 die (she is not a Wildcard).

The saboteur has Spacewise of d4 and rolls a 4, which explodes with a 1, for a total of 5. Brey wins with her result of 7, which is a success. The distress beacon activates!

## FTL Movement

Starships move on their Initiative draw. Starship combat in FTL takes place across great distances, at unimaginable speeds, and in almost infinite three-dimensional configurations. To reduce complexity, important ranges and distances are described in cinematic ranges, and not in actual distances. There are only three ranges that are important.

### Sensor range

The range far outside that of a normal star system, from where Sensors can roll to detect distant planets and starships. Very few weapons or systems can achieve Sensor range.

### Weapons range

The range within which most weapons systems operate. Normally the size of a solar system. Sensors automatically detect stars, planets, moons, and active starships in space within this range.

### Adjacent

This range represents starships that are anywhere from being docked or flying close together, to orbiting a planet, moon, or other celestial body.

If a starship moves Adjacent to a celestial object or a starship which is at least one die-type larger, then it can use the larger object as Cover. Doing this imposes

a -2 situational modifier on Sensor rolls to detect it, and on Direct fire weapon rolls to attack it.

When a starship can end Adjacent to another starship, this can have several effects. For example, to make an opposed action such as boarding or to perform ramming. Both starship must make opposed Maneuver/Piloting rolls. On a success the starship or pilot that wins determines what happens.

## FTL Speeds

All objects in FTL flight are bound by a the constant of the dimension (bubble) within which FTL drives operate.

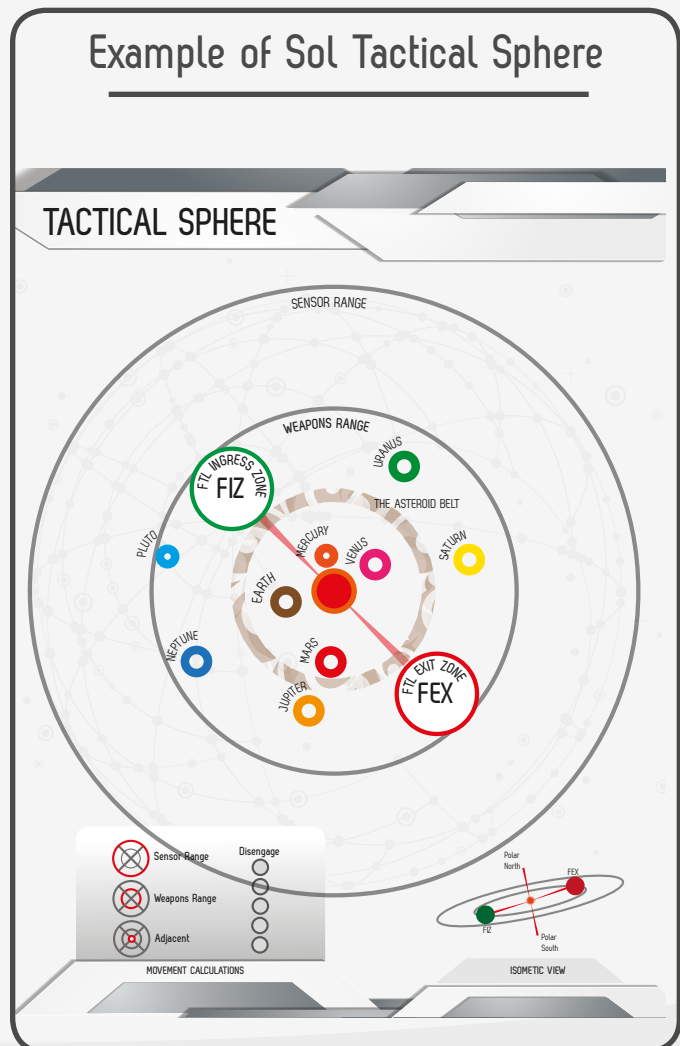
In one FTL move, a starship can move either from Sensor range to Weapons range (or vice versa), or Weapons range to Adjacent (or vice versa).

A starship that wants to move from being Adjacent to one object in a solar system, to being Adjacent to another, distant object in the solar system, must first move out to Weapons range before it can move Adjacent to the second object.

In High-Space, the center of solar systems (or other notable locations) provide the starting focus and ranges for action. Planets, asteroids, suns, etc. all provide Cover and obstacles within the arena of action.

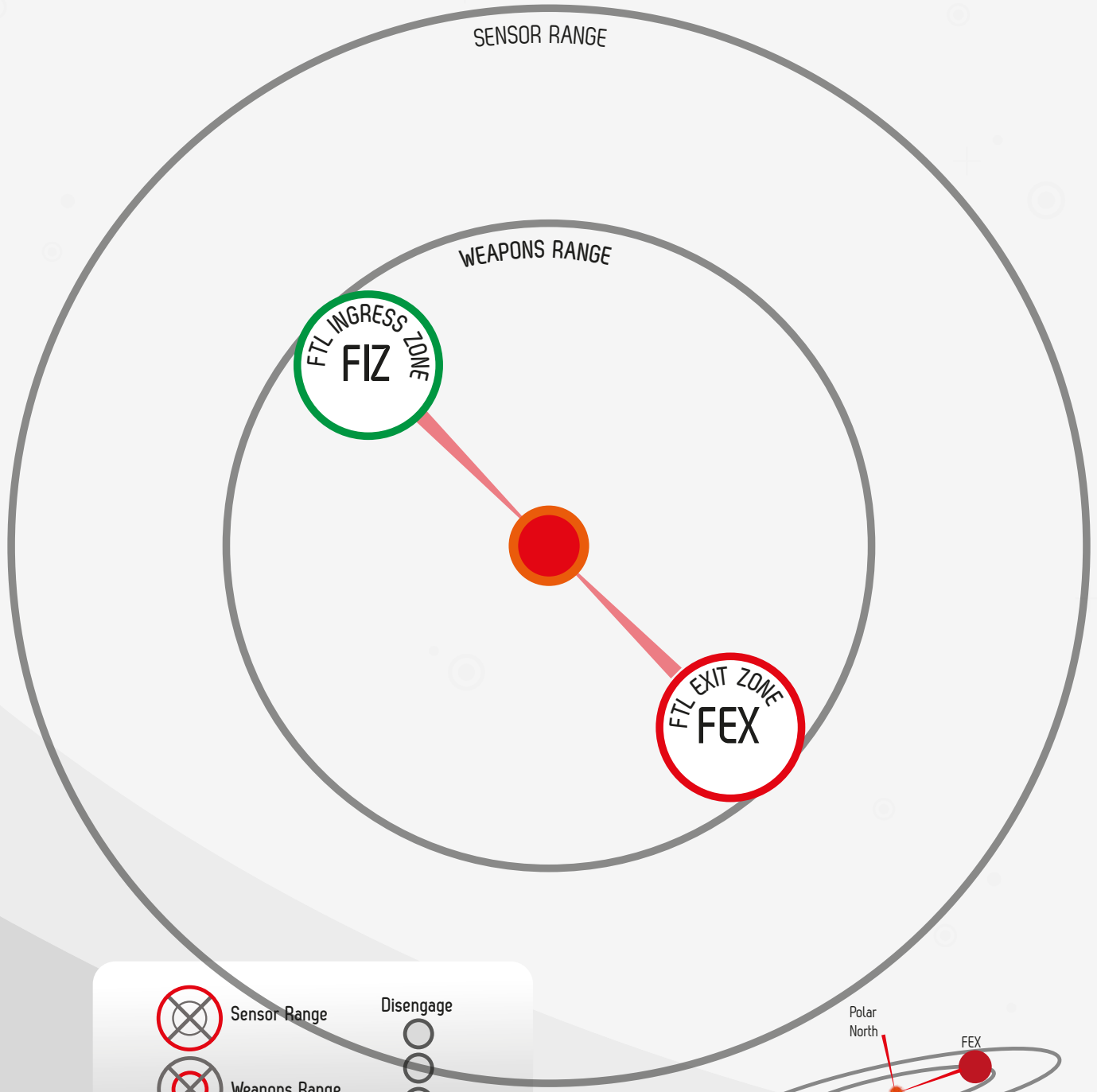
Once combat is underway, a moving starship is described in terms of 'where it is' and 'where it wants to go,' and to uses the other starships and major objects around it (usually planets, tactical locations, or orbits) as references and for measuring ranges.

Considering a real-world example, the Tactical Sphere of our 'Sol' solar system might look like the following Tactical Sphere with planets added.



The Tactical Sphere

# TACTICAL SPHERE



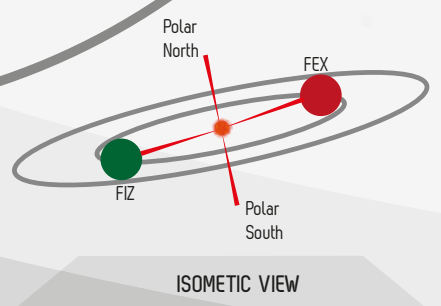
The Tactical Sphere

**MOVEMENT CALCULATIONS**

- Sensor Range
- Weapons Range
- Adjacent

**Disengage**

- 
- 
- 
- 
- 



At any point in time the planets in the Tactical Sphere can be in different alignments. A starship visiting a solar system one day might find two planets in conjunction, but if it returned again next month those same planets may be in opposition!

.....  
Starships can reliably predict the Tactical Sphere of any known system for centuries in advance.  
.....

The more planets there are in a solar system, the more decisions the GM needs to make as to where objects are, however, most of the time all you will want to know is “where is X compared to Y?”

The Sol system is a busy system compared to others, and most of the time, constructing a Tactical Sphere from scratch should be fast, and done to enhance the action and the options for the players.

.....  
In published adventures and plot points we will provide pre-generated Tactical Spheres, mapping all significant locations in a system at a specific point in time.  
.....

## FIZ/FEX

When a starship enters or leaves a PanDominion controlled solar system it is legally required to move Adjacent to the ‘FTL Ingress Zone’ (FIZ) as the first thing it does.

Conversely, when departing a PanDominion system, it is required to move Adjacent to the designated ‘FTL Exit Zone’ (FEX) before it departs.

These are legal routes for all vessels to use when arriving or departing, and they are monitored by both P.T.I.L.E. and the U.R.C.. Entering a solar system via any other, unauthorized route is considered an attempt to dodge quarantine or inspection controls, and is treated as a felony by the authorities.

## Deep Space

The Tactical Sphere is important when the action is taking place in a solar system, however, when starships encounter each other in deep space. the only thing that matters is the distance between them! Starships can use their FTL and any Tactical Maneuvers to either close or increase the relative range between them, or they can attempt the Disengage dramatic action if they wish to escape a fight.



## Normal-Space Movement

Normal-space flight is mainly used for docking with other starships and with space stations, making planetfall, and when required to navigate hazard-filled areas. It is also the only speed a starship can travel while in-atmosphere or underwater, otherwise it would burn up due friction!

Starships leave FTL flight with the same normal-space velocity with which they entered FTL, because momentum (velocity and direction) is conserved indefinite while a starship is in FTL. This is a side-effect of the phenomenon that FTL flight is inertia-less, and starships and their occupants are unaffected by Newtonian laws concerning the conservation of momentum.

Travel through normal-space is limited to the Pace of a starship. For each point of Pace a starship has, it can travel 1km per round. For example, a large luxury cruiser with Maneuver d4 and Quality d6 has a Pace of 10, and can travel 10km per round. Theoretically, once this cruiser has come within about 100km of a planet, it will switch to normal-space flight to make an approach to land.

However, normal-space flight is subject to the laws of inertia and momentum. Whenever a starship makes a Tactical Maneuver with a Maneuver/Piloting die-type that is higher than the Vigor die-type of any crew member, then that crew member immediately becomes Shaken. For example, if the luxury cruiser described in the example above were to maneuver at its full Pace, all the passengers (including those in Cryosleep) become Shaken! If the starship were to keep maneuvering like this it could actually kill the crew and passengers!

A starship may be outfitted with Edges such as Shock-pods and Gill Fluid to improve the Vigor die-type of passengers for Tactical Maneuvers, and a Failsafe to prevent it from moving in a way that will kill the crew.

## Actions

Starship and individual character actions all occur on the standard Initiative countdown. The potential for action and drama here is limited only by your imagination. For example, you could have boarding parties fighting their way towards the ship's bridge, while the starship's crew are busy trying to blow another starship out of space! Or an attacking starship could be bearing down on the heroes while one of them is in the engine room desperately trying to take down the spy who is sabotaging the engines!

Social interaction is likewise unlimited, and crews are free to hurl taunts and abuse at other crews, or plead for mercy, or change the conditions of surrender as combat progresses!

Starships created by sentient species are typically designed so that the flight-crew members can always access any system as desired. Unless stated otherwise, systems can be controlled remotely.

## Systems & Maneuvers

Everything that a starship can do is described as a 'system.' When controlled by the starship, the die-type rolled is equal to the listed Attribute. For example, a starship with a Maneuver die-type of d6, will roll a d6 when using the Maneuvering system.

When a flight-crew member uses a system, they instead use the listed Skill. A skilled operator can potentially finesse a system to a higher degree of success than a starship can manage.

Note that some systems are also starship Edges, and must be purchased as Edges, while many systems

are intrinsic to all starships and do not need to be purchased. Check the system description for more information.

Using a starship system, or making a Tactical Maneuver, is a single action.

Each starship system, or Tactical Maneuver, can only be used once per round.

Characters and starships making multiple actions suffer multiple action penalties as per normal. A character (or a starship with a Remote) can mix-and-match their multiple actions, with some being starship systems rolls, and some being normal skill rolls.

### Starship Systems

Ship System	Ship Attribute	Crew Skill	Starship Edge
Automated Repair	Quality	Repair	
Cloaking Device	Quality	Security	Requires Cloaking Device
Communications	Computer	Spacewise	
Damage Control	Computer	Spacewise	
Direct Fire	Computer	Shooting	Requires a Weapon Edge
Firing Solution	Computer	Investigation	
FTL Computational Array	Computer	Piloting	Requires FTL Drive
Indirect Fire	Computer	Notice	Requires a Weapon Edge
Internal Weapons	Computer	Shooting	Requires Internal Weapons
Maneuvering	Maneuver	Piloting (starship)	
Mining Rig	Computer	Repair	Requires Mining Rig
Nano Medbay	Quality	Healing	Requires Nano Medbay
Point Defense	Computer	Shooting	Requires a Weapon Edge
Secoms	Computer	Security	Requires Secoms
Sensors	Quality	Notice	Requires Active Secoms

## Automated Repair

Automated Repair is the starship equivalent of 'healing' for heroes.

It can only be rolled once per new Breach. When used to repair multiple Breaches, a success removes one Breach, and one (or more) raises also removes one additional Breach. The roll must subtract any pre-existing penalties for Breaches.

The roll can take place any time after a Breach(es). Only one system test is rolled, for all new Breaches. If a starship has three Breaches and is Inoperable, Automated Repair must first be rolled to remove the Inoperable state, before any further roll to remove actual Breach(es). See the 'Damage' section for more details.

## Cloaking Device

See the Edge of the same name.

## Communications

If you wish to initiate a Test-of-wills against the crew of another starship, you need to open communications with them. However, if you open communications to initiate a social Skill test you cannot sever that link in the same round. Be warned... you may get a reply you don't like!

## FTL Computational Array

See the Edge of the same name.

## Damage Control

Damage Control is the starship equivalent of becoming 'unshaken' for heroes. When used on a Compromised starship, a success will remove the condition of Compromised. The roll must subtract any pre-existing penalties for Compromised and Breaches.

## Direct Fire

Any Starship Combat Edge that uses Direct targeting can be fired once per round. The effects are as per the Edge. Direct weapons systems require line-of-sight to the target and a Sensor lock. Note that the Ganging Up bonus of +1 per additional attacker applies only for attackers that are within Weapons range.

## Firing Solution

One weapons system can be held from firing that round, while an improved firing solution is calculated. On a successful Computer or Knowledge (Computers) roll, that system can fire on the next round with a +2 bonus. There is no additional bonus for a raise.

## Indirect Fire

Any Starship Combat Edge that uses Indirect Fire can be fired once per round. The effects are as per the Edge. Indirect weapons systems do not require line-of-sight to the target, although the target must be acquired by a Sensor lock either from the attacking starship itself or from an ally it is in communication with. Note that the Ganging Up bonus of +1 per additional attacker applies

only for attackers that are within Weapons range.

## Internal Weapons

See the Edge of the same name.

## Maneuvering

The Maneuvering system allows the starship to either make either an FTL move, or to move up to its full Pace in Normal-space, while also performing one or more Tactical Maneuvers at the same time. Each Tactical Maneuver is treated as an additional action, and imposes the standard cumulative +2 TN penalty on all actions, even for those performed by the starship (this is due to the stress placed upon the starship's drive systems). The Maneuvering system can only be used once per round.

## Mining Rig

See the Edge of the same name.

## NanoMedbay

See the Edge of the same name.

## Point Defense

Any Starship Combat Edge that uses Direct targeting, and which has not been activated that round, can be used for Point Defense against an Indirect weapon that has achieved a successful roll to hit, before the incoming weapon rolls for damage. A hit by the Point Defense weapon automatically destroys the incoming Indirect weapon. Any weapon used in Point Defense cannot also be used to attack that Round. If it is used to attack first, then it cannot be used for Point Defense, and vice versa. The Point Defense system can be used either by the starship, or by a crew member with a Held action.

## Secoms

See the Edge of the same name.

## Sensors

To detect an object using starship Sensors it must be in line-of-sight. Situations that block line-of-sight for Sensors include:

- ▶ Target is within a planetary atmosphere, when the scanner is in space
- ▶ Target is in space, when the scanner is within a planetary atmosphere
- ▶ Target is adjacent to a star/black hole (note that this is hazardous to both crew and starship)

Within Sensor range, Sensors that try to scan an area (which can be the size of a solar system) must roll to



succeed. Success/failure applies to everything within the area being scanned.

Within Weapons range, Sensors automatically detect all 'active' objects as if they had rolled a success (but not a raise, unless this is specifically rolled for). This will automatically detect starships with active drives, as well as stars, planets, moons, space stations, and large asteroids. The starship/crew will be alerted to any new contacts that the system automatically picks up. Sensors must roll to detect starships (or orbitals, space-stations, etc.) that are Running Silent, or similarly to detect unpowered objects that are smaller than asteroids.

Situations that impose a penalty on Sensor rolls are:

- ▶ Target is using an Adjacent object as Cover (-2)
- ▶ Target is using an active Cloaking Device (-2)
- ▶ Target has the Non-Reactive Surface (NRS) Edge (-2)
- ▶ Target is in a stellar nebula cloud (-4)
- ▶ Success or failure for some Tactical Maneuvers (varies)

If an object has been detected by a starship's Sensors (or its allies Sensors) then it is considered to be 'locked,' and no further Sensor rolls are required to track it, for as long as it remains within line-of-sight.

Sensors are also used to 'scan' the surface of a planet, and while in FTL flight and adjacent to a planet, the entire planet surface can be scanned in a single round. This scan will highlight landed starships, structures, natural landmarks, population centers, and clusters and counts of flora/fauna.

Sensors cannot scan inside a shielded starship, however they can scan inside an unshielded or Compromised starship from within Weapons range, as if scanning the surface of a planet.

The starship-related information that Sensors can provide depends on the success of the Sensor roll.

- ★ Success: Location, Design Edge, Displacement, Drive, Quality, and official PanDominion transponder signal (if operable)
- 🔔 Raise: Starship Combat Edges

## Tactical Maneuvers

The starship, or a crew member using Piloting, can perform one or more Tactical Maneuvers as Actions when the starship moves, to provide a benefit to a starship in combat, with some degree of risk if the maneuver fails. There are more maneuvers than described here, but these are common ones.

### Align for Impact

By keeping the sturdiest parts of the starship facing towards the enemies weapons, you are likely to suffer less damage when hit.

- ★ Bonus: +2 Toughness versus damage incurred
- 🔔 Raise: No improvement in Toughness
- ☹ Failure: The starship strays off course, and incurs a -2 penalty to all other rolls that round

## Angle for Attack

Angle for Attack is an attempt to bring the starship weapons systems to bear in an advantageous way, against a single pre-specified target.

A successful Angle for Attack bonus can be shared amongst allied starship using Indirect weapons, assuming clear communications.

Systems with the Limited-Arc Hindrance cannot benefit from this maneuver.

- ★ Bonus: The starship weapons systems gain +2 against the pre-specified target until the end of the round
- ⬆️ Raise: The bonus is increased to +4
- ⊙ Failure: The starship has maneuvered its weapons to suboptimal positions, and they incur a -4 penalty until the end of the round, against all targets

## Crazy Ivan

By maneuvering the starship through rapid turns and twists, Sensor coverage can be maximized at the cost of movement. The starship attempting this maneuver cannot spend more than 1 movement point this round.

- ★ Bonus: The starship gains +2 to all Sensor rolls
- ⬆️ Raise: The starship gains +4 to all Sensor rolls
- ⊙ Failure: Out-of-control maneuvers actually impede Sensor coverage, and all Sensor locks are lost and must be reacquired. Also, the increased Sensor noise from the starship gives all other starships a +2 bonus to attack it

## Hide-in-the-Sun

This maneuver momentarily puts the starship within less than Close range of a local massive-energy source. This is typically a sun, but it could also be a black hole, or a massive explosion. The Sensor signature of the energy source obscures the starship from enemy Sensors, effectively hiding it in plain sight! The maneuver receives a +2 bonus when attempting to hide in the energy signature of binary-suns, and a +4 bonus when attempting to hide in the energy signature of trinary-suns.

- ★ Bonus: Imposes -2 penalty to all rolls to acquire the starship with Sensors
- ⬆️ Raise: The Sensor penalty is increased to -4
- ⊙ Failure: The misaligned energy signature illuminates the starship, providing a +2 bonus on enemy Sensor rolls to acquire the starship

## Nape-of-the-Earth

Flying at very low, Nape-of-the-Earth altitudes, or extremely close to large space structures, is one way of avoiding attack. The pilot performing this maneuver sets the TN for their Piloting test, which reflects how low they will risk flying. Because of the extreme proximity required, this maneuver can only be performed at normal-space speeds, although this does not lessen the success of the maneuver.

- ★ Bonus: The TN for the maneuver becomes the new TN for any actions that target the starship, until its next movement
- ⬆️ Raise: No additional benefit
- ⊙ Failure: The starship has pushed it too close! It takes a number of damage points equal to twice the TN that was attempted. The object that it was flying near takes half damage.

## Running Silent

Sometimes, the best way to avoid being hit by a weapon is to be undetectable, and the best way to do this is to stop radiating energy! The starship must power down its weapons and drives (although it will retain normal-space speed and direction).

It cannot make any new Sensor rolls, although it will continue to lock onto Sensor signals it has, and that it automatically acquires.

The starship will remain Running Silent until it moves, fires, makes a Sensor roll, or uses Communications of any kind. However, it can still use internal systems such as Medbays and internal communications.

- ★ Bonus: Any Sensor locks on the starship are lost (but not Quantum-Locks). The maneuver imposes a -4 penalty on any Sensor rolls to detect the starship while it runs Silent
- 🕒 Raise: The same as a success, except that a -8 penalty is imposed
- 🕒 Failure: No effect, except that the starship is now very vulnerable!

## Slingshot

By using the electro-gravitational field of any planet sized or larger object that the starship passes within Adjacent range of during its movement, the starship can use the object's mass to gain momentum and extra movement. This work for both FTL and Normal-space movement.

- ★ Bonus: Immediately re-spend half of the starship's Pace; or make a second FTL move
- 🕒 Raise: Immediately re-spend all of the starship's Pace; no further bonus to FTL movement
- 🕒 Failure: The starship has come perilously close to the planet/object. It does not receive any bonus to movement. The starship takes 1d6 damage per point by which it failed the roll

## Starship Weapons

All of the following are bought with Edges. See the appropriate Edge for a description of the weapon/system.

### Firing in Space

When in space, all starship weapons can reach targets within their specified range. Direct fire weapons require line of sight and a Sensor lock, but Indirect weapons only require a Sensor lock.

### Firing while in Atmosphere

When in atmosphere, or firing into atmosphere when Adjacent to a planet or moon, Direct fire weapons are limited to light-of-sight, which varies from 600km to 800km for an Earth-sized planet. Indirect fire weapons can hit any target on the planet, so long as they have a Sensor lock.

## Starship Weapons Systems

Weapon	Range	Damage	RoF	Notes
ECM Suite (ECM)	Sensor (S)	Quality (Compromise)	1	Indirect, can never cause a Breach
E/P Targeter	Adjacent (A)	4d6	1	Direct, see edge
Gravity Bomb (GB)	Weapon (W)	3d6	1 per 2	Indirect
HV Missile Battery (HVMB)	Weapon (W)	3d6	1 per 2	Indirect
Microturret (MCT)	Weapon (W)	2d4	1	Direct
Point Defense Array (PDA)	Adjacent (A)	1d4	1	Direct
Quantum Lock (QL)	Weapon (W)	Lock	1	Direct
Ramming	Adjacent (A)	d4 per Displacement die-size	1	Ramming starship also takes 1/2 damage
Spinal Lance (SL)	Weapon (W)	6d6	1 per 3	Direct, AP 2
String-Torpedo (ST)	Weapon (W)	2d6	1	Indirect, AP 1
Teraborg Microlance (TML)	Weapon (W)	d4 per Displacement die-size	1 per 3	Direct, AP 2, see edge
X-ray Laser (XRL)	Weapon (W)	2d6	1	Direct

## Damage

### Compromise

Every starship weapon that hits rolls for Damage, versus the Toughness of the target starship, in the same way that character damage is calculated.

On a success (no raises), the target starship is Compromised (hull ruptured, shields down, drive core leaking, losing air, etc.) and all rolls performed using the starship systems are at -2, and Toughness is reduced by -2. This is the equivalent of a character that is Shaken. The Compromised status can be removed by a successful use of the Damage Control system.

## Breaches

For each raise on the damage roll, the starship suffers one Breach. Breaches are starship approximations of character Wounds.

When a starship is under the command, control, or operation of a Wildcard character, or itself has the Wildcard Starship Edge, then, just like a player character, it can take a few hits before it is disabled. Such starships have a 'Breach tracker,' that works the same way as a 'Wound tracker.' For example, one Breach imposes a -1 penalty to all actions, etc. Beyond three Breaches a starship is rendered Inoperable.

When a starship is under the control of an 'Extra,' then a single Breach removes it from play.

Breaches are repaired using the Automated Repair



system of the starship. Each use of this system takes 10 minutes. Any character or starship may only attempt to use the Automated Repair system to heal new Breaches, once after they were sustained. A character may also use their own Repair skill to attempt direct, manual repair of a single Breach, once after it was sustained.

Anything that cannot be repaired by these means requires a drydock, and costs significant sums of CPU-Bits, and raises potentially complicated questions!

## Inoperable

A starship that suffers more than three Breaches (cumulatively or all at once) is rendered Inoperable. Inoperable starships aren't necessarily destroyed, but they are 'dead in space,' probably leaking air and energy, and all weapons and targeting systems gain a +4 bonus to hit them.

Inoperable starships may not perform actions, computers and their systems cannot be used, and they are only dealt Action Cards for the purpose of tracking residual normal-space movement.

The Inoperable state may only be removed by a character performing manual repairs on the starship at the site of the last hit, with a successful Repair roll. This will bring all the starship back online and move the starship to the -3 level of the Breach Tracker.

Whenever a starship recovers from being Inoperable, make an immediate Quality roll for the starship.

## Inoperable Quality Test

Result	Effect
1 or less	All previously functioning systems are restored, but the starship remains Compromised until it can be properly repaired at a drydock
Failure	One randomly determined previously functioning system cannot be recovered and is not usable until the starship can be repaired at a drydock. The starship is Compromised.
Success	The starship is Compromised, but otherwise all previously functioning systems are restored.
Raise	All previously functioning starship systems are restored. The starship is not Compromised.

## Drydock Repairs

Drydock repairs to fix a system cost half as much as a new system itself.

Drydock repairs to fix a Breach cost  $10CBT \times$  Displacement of the starship.

All repairs can usually be completed within 24 standard hours, unless the drydock does not stock a particular system or sub-component, and this must be delivered.

At any law-abiding drydock, repairs of damage caused by weapons fire will be reported to the local authorities who may/may not be persuaded to overlook them.

## Called Shots

Starship attacks can be declared as Called Shots. Sensors are considered as 'Tiny' (-6). Engines and the life support systems are considered as Heads/Vitals' (-4). All other systems are considered as Limbs (-2). Each called shot that hits its target will cause a maximum of 1 Breach of Damage, and if the damaged starship fails a Quality roll then that system is disabled. It cannot be restored by Automated Repair, and it will require a manual Repair roll at the site of the system.

A character using a starship system that is hit by a Called Shot must be specifically working outside of, or near the outside of, the starship's hull in order to also take damage from the attack. If they are, then treat the damage rolled for the starship weapon as character damage when applying it to the character, not starship damage. This reduced degree of damage assumes that the character was trying to use whatever was available on the starship to protect themselves while they worked, and not directly expose themselves to harm. However, if for any reason they specifically were not taking precautions... adios amigo!

## Dramatic Task: Disengage

Hostile, and even potentially-hostile encounters, can be ended simply by extending them to the distance of MSR (Maximum Sensor Range) and the point of disengagement by distance. However, there is another way to end a spacefight which is more pro-active, and this is via a Dramatic Task.

The Disengage requires no more than five rounds of using the 'Maneuvering' system of the starship to achieve an accumulation of five successes.

The commencement of the Disengage must be announced before the first action. Overall success indicates that the starship has disengaged from the fight - either it has somehow maneuvered to outdistance the enemy, or it has maneuvered into the blind spot of enemy Sensors and managed to slink off the map! It is even possible that the starship is still within range of that the enemy starship, but they are simply obscured from each other.

Disengage can be restarted at any point before the next action that uses the Maneuvering system.

Cooperative rolls can benefit each action as per the core rules, and Complications apply as normal.

Difficulty modifier: -2 if there is only one hostile starship, with a +2 bonus (not penalty) for each additional hostile starship, to a maximum of +4 bonus. Multiple hostiles begin to get in each other's way, and make it easier to escape!

## Example Spacefight

Ambush in the V.K.Mani asteroid-belt!

Our heroes are in a slow moving, unarmed, mining starship when they are jumped by space-pirates while mining an asteroid in the V.K.Mani system. The asteroid belt is in Weapons range of the Tactical Sphere for the V.K.Mani solar system (in the Lantern nebula).

The pirates are Running Silent (-2), using adjacent asteroids as Cover (-2), and using their Sensors automatically lock onto the heroes' active mining starship. Although the heroes are scanning the area, the penalty to their Sensors means that they fail to detect the pirates.

### Round 0: The Drop

The pirates start hostilities with 'the drop' on the heroes, before the heroes can act. Let's call this 'round zero.' The pirates open fire with an XRL with a +4 for having the drop. The pirates roll a d6+4 and get a result of 5. That's a hit, and they roll 2d6 for damage for a total of 3. Whew, this is just a glancing blow (the GM curses and claims an asteroid got in the way!). This means that the heroes' ship is knocked about, but not Compromised or Breached.

### Round 1: Make a Run For It!

In round one, the heroes decide to make a run for it. Their starship moves out to Sensor range of the pirates and the heroes declare the start of a Disengage dramatic task. A crew member rolls their Piloting for the Maneuvering system and gets a raise, after factoring in the -2 Difficulty penalty for the single aggressor. The heroes now have two successes towards a successful Disengage.

The pirate starship gives chase so that it is back to within Weapons range and fires its X-Ray laser. The GM rolls their Computer attribute for firing the XRL and achieves a result of 4 which is a success. The GM rolls 2d6 for damage for a result of 8 points against the heroes' starship with a Toughness of 4. That is a success and a raise. The heroes' starship is Compromised and has suffered 1 Breach.

Before the round ends, one of the heroes uses their Spacewise skill for the Damage Control system. They succeed (even with the -3 penalty; 1 Breach + Compromised) and this removes the Compromised condition.

Breaches take 10 minutes to attempt a repair, so the starship is still subject to the -1 penalty for the Breach and will be for the rest of the combat.

Because the heroes have not yet been able to achieve five successes towards their dramatic task of Disengage, they remain at the mercy of the pirates!

### Round 2: Nape-of-the-Earth

In round two, the highest Initiative goes to a hero, who succeeds with a Piloting roll for the Maneuvering system, gaining another success for the Disengage. The next highest Initiative goes to the heroes' starship, which uses the asteroid field to perform a Nape-of-the-Earth Tactical Maneuver.

The players set the TN for the maneuver at 5, and one player rolls for the starship using its Maneuver die-type and gets a success against the target of 5. The heroes now have three of the five successes required, and the TN for the pirates to hit the starship is 5 (not 4) for the rest of the round.

All other actors have their actions.

### Round 3: Missed!

In round three, both starships remain in Weapons range, around the 'Asteroid belt' location on the Tactical Sphere.

The heroes' starship wins Initiative, but fails a Maneuver roll to Disengage, although it still gets to move and it again moves to Sensor range from the pirates at the edge of the V.K.Mani system.

The pirates follow, and close back to within Weapons range. The pirates shoot at the heroes again, but miss.

After three rounds, The heroes are still stuck on only three of five successes required for the Disengage.

### Round 4: Escape

In round four the heroes' starship has Initiative but doesn't use the Maneuvering system.

One of the heroes uses their next action to make a Piloting roll to Disengage, and achieves a raise. This provides the minimum five successes for the Disengage.

The combat ends immediately as the heroes make a clean escape from the pirates.

The GM decides, with the player's input, that because the two starships were still close to the V.K.Mani system, that the heroes found their way out of danger by moving back into the cover of the asteroid field. In this situation the pirates are still 'out there' somewhere, probably running silent again, but the heroes are safe for now and steering a course around the asteroids that takes them further and further away. And they still have repairs to make!





A high-angle, perspective view of a massive, dark, and industrial space station or cityscape. The structure is composed of numerous levels, corridors, and platforms, all rendered in shades of grey and black. A bright, glowing light source is visible in the distance, creating a strong lens flare effect that illuminates the scene. The overall atmosphere is one of mystery and vastness.

# Into the Void

While the PanDominion stretches across the vastness of two arms of the Milky Way Galaxy, and pushes ever outwards, vast reaches within its borders remain unexplored. It is an irony – and one not missed by Philosophers – that the Agencies and the Militant Arms of the PanDominion seek to constantly drive into the Great Beyond, while ignoring much of the Void Within. Some even go so far as to state that this is a sure sign that the PanDominion is nothing more than hollow empire, set to collapse at any time!

Whatever the political and academic posturing, the truth remains that few star systems further than 500 light years from a system with a Wormgate have been visited by PanDominion explorers. Of course, the PanDominion's astrographic arrays are constantly searching the heavens for potential signs of intelligent life, habitable and terraformable planets, Astatine rich systems, strange anomalies and vestiges of ancient civilizations. But nothing really beats boldly going and exploring what is out there in vastness of space...

## Between Galaxies

Even with FTL capability, there is great difficulty in crossing the gulf of space between galaxies. Because FTL flight is inertia-less, the FTL drive has to be continually active, and there are currently no PanDominion ships in existence that have the capacity to carry sufficient Astatine fuel cells for a return journey between galaxies. An attempt could be made, relying on discovering Astatine deposits mid-journey between galaxies, but the chances of discovering fuel in the stellar void are so low as to consider such a journey suicidal!

## Deep Space

The vast spaces between solar systems are uninhabited and usually unsurveyed, and ships that attempt to rendezvous in deep space find it almost impossible to locate each other! Even if they have a prearranged set of coordinates, it still requires that both ships achieve a raise on a Sensors roll in the same round in order for them to establish contact.

Deep Space is usually devoid of any features, and it is strongly recommended that GMs limit the number of scenes they run in Deep Space, because of the limited options for interacting with the environment.

If the GM does want to run scenes in Deep Space, here are some suggested props that can help to establish the scene and provide interactivity:

## Cold Comets

Comets spend most of the solar orbits in Deep Space as cold, tail-less balls of ice and rock. However, this is when they are at their most stable, and they provide an opportunity for scientific research into the origins of the universe. Comets are some of the oldest, untouched fragments of creation and are composed of elements formed very early in the lifespan of the known universe.

## Derelict Starships

Starships that become lost in space, or simply damaged beyond the point of restoration, can later end up as navigational markers. They also provide opportunities for salvage and scavenging, emergency repairs and supplies, and hide outs for those who need to disappear. It is also not unknown for derelicts to be used by pirates as 'honeypots' to lure in and capture the foolhardy.

## Communications Relays

Because only a minority of planets have Wormgates (and these form the hub of a 'sector') the rest of the planets are interconnected via FTL Communications Relays. There are usually redundant relays for each link.

The fact that the location of these relays is mapped and well known makes them an ideal point for deep space rendezvous, as well as infrastructure that is critical to the stability of the PanDominion.

## Nebulae

Nebulae are the often beautiful clouds of interstellar material that can range in size from a solar system (the results of supernovas or disintegrating red-giant stars) to entire young galaxies, still in their infant state of coalescing into stars and systems. Nebulae are often made of entirely the same material, or pockets of related materials, usually dust, or ionized gases.

### Galactic Nebulae

Most galaxy-sized nebulae are composed of dust clouds, which are highly effective at obscuring light. Because of the impossibility of traveling to other galaxies due to the incredible fuel and time restrictions, little is known about the internal structure of these nebulae. Within a galactic nebula, the dust and ionized gases impose a -4 penalty on all Sensor rolls, and Sensor locks cannot be held and must be rolled for each round.

#### The Lantern Nebula

The Lantern Nebula is actually a very small 'galactic nebula' within the Milky Way galaxy. In terms of gaseous composition and Sensor distortion. There are many other similar, small nebula, such as the Eagle Nebula which is the birthplace of the Soamata.

## Stellar Nebulae

Nebulae created from disintegrating stars are called 'stellar nebula' and comprise the outer layers of gas from the dying star. The gas is highly ionized, charged with magnetic fields, and the entire nebula out to Medium solar-distance of what is left of the center is difficult to scan and imposes a -2 penalty on Sensor rolls, and Sensor locks cannot be held and must be rolled for each round.

.....  
 Often in nebulae of this sort, optical visibility (eye-balling) is the best way to locate and track extremely close range objects in line-of-sight. Crew members visually searching can make Notice rolls to detect a starship within 10km per point of its Displacement.  
 .....

### Anomalies

Deep Space is sometimes the only location where gravitational and electromagnetic 'anomalies' can exist without being destroyed. The Riftgate Anomaly is a prime example of this. Anomalies can be literally anything, some examples being:

- ▶ Wormholes
- ▶ Ruptures in the fabric of space-time
- ▶ Psychic sinkholes, that drain the psychic power of the Soamata
- ▶ Gravitational whirlpools that pull starships off course
- ▶ Rogue planets

- ▶ FTL-currents, that resist the functioning of FTL drives
- ▶ White-holes that endlessly spew forth matter/anti-matter
- ▶ Artificial structures of unknown origins
- ▶ Disturbed-space that can toss starships around and even damage them
- ▶ Probability 'traps' that can drain both FTL power and bennies!

### The Riftgate Anomaly

The discovery of the Riftgate Anomaly in an otherwise dead system deep between the galactic arms, has raised much speculation as to its origins, but even more interest in the new areas of the galaxy it opens up. Termed "The Fringeworlds," this largely unexplored area of space is teeming with new systems, strange new species, ancient ruins and untold opportunities.

The Fringeworlds are a blank canvas for creative gamers: a perfect backdrop for almost any sort of adventure or campaign. As you build out this area, be sure to stake your claim by posting details of your systems and planets, exotic aliens and weird discoveries on The Sphere at [www.storyweaver.com](http://www.storyweaver.com). This part of the galaxy is YOURS to define, and we will help with the record keeping!

## Between Stars

Not all solar systems are connected to the PanDominion via Wormgates. Sometimes to get to a solar system, particularly a newly established system, means traveling the long way around! As a general rule, the duration of a flight between solar systems (using average FTL speeds) is:

$$\text{Duration} = \text{distance in Light Years (LY)} \times 1 \text{ day}$$

For example, the duration of a flight from the Sol system to Alpha Centauri = 4.2 days.

Note that because FTL flight is inertia-less and all occurs within the same dimension, all starships travel at the same FTL speed (the Pace derived-attribute of a starship only determines its speed in Normal-space).

In practical terms, starships can neither 'escape' nor 'close in on' other starships in straight-line travel.

In game terms the only way to get away from a pursuer, or to catch escaping prey is with a suitable Dramatic Task, such as the Disengage. Chases are also possible whenever the environment provides an opportunity such as for optimizing course or performing Tactical Maneuvers.

Teraborg engineers are reportedly studying how to build FTL drives that use alternate dimensions, but so far have not succeeded. Such a discovery would be revolutionary, not only in terms of manufacturing faster starships, but also faster FTL-relays and thus the speed of connectivity of the Sphere to systems without Wormgates.





## Solar Systems

The majority of action in the PanDominion takes place within solar systems.

The radius of a modest solar system is between 'Medium' and 'Long' in terms of cinematic distances (or -30AU in real terms). There are sometimes outlying bodies up to Extreme solar-distance (or -70AU), but these are usually asteroid-sized and too numerous to count.

In the terms of the Tactical Sphere and the cinematic ranges of spacefighting, solar systems follow these rules:

- ▶ Extreme 'hot' planets, such as Mercury, lie Adjacent to their star(s)
- ▶ Most habitable planets, such as Venus and Earth, as well as asteroid belts and large gas-giants lie within Weapons range of their star(s)
- ▶ Secondary gas-giants, and Exo-planets, such as Pluto, are usually found at Sensor range of their star(s)
- ▶ Beyond Sensor range of a star system and beyond there is only Deep Space...

## Normal-Space Travel

Normal-space travel does not use cinematic ranges, and will usually be resolved at a specific 'destination' that has an FTL range from the central star(s) and will not change. Normal-space travel occurs at a speed of 1km per point of Pace, per Round. Thus, intra-system journeys in Normal-space can take several years even for a modest starship.

## Stars

At the heart of each solar system are one or more stars. These gigantic bodies are composed of outer layers of gas, and dense inner cores of metals up to the atomic weight of iron. It is theorized that every naturally occurring element in the universe heavier than Helium is produced in a star or a supernova.

## Stellar Radiation

Stars radiate light and heat as a result of the nuclear fusion reactions taking place within them. Because of this radiation, the closest to a star that any starship can safely travel is Close solar-distance. If a starship travels 'adjacent' to a star of any kind, the crew must make Vigor rolls each round, although Tempest Shielding provides a bonus to this roll. If a character fails the Vigor roll, they take damage as specified in the Radiation section of the Savage Worlds core rules. Also, the starship is considered to be experiencing radiation equivalent to that of a Galactic nebula (see the section on Nebulae) making it difficult to use or to be detected by Sensors.

In our own solar system, the distance from Sol to Mercury (the planet closest to our sun) is 57,000,000km, and even a slow starship can traverse this distance in a single round, with only a single Vigor roll required.

Starships usually only travel within this unsafe distance to a star when trying to foil the Sensors of another ship.

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The radiation caused by stars make them an ideal place to 'stash' non-living contraband, or even to temporarily hide out!  
.....

## Stellar Gravity

Due to the extreme gravity wells that stars produce, the closest to a star that a ship can safely travel is equal to 1000km. For each round that is at least partially spent traveling within this minimum safe distance, the starship must make a Quality roll with a -2 penalty, or suffer 1 Breach. 1000km is considered Nape-of-the-Earth when maneuvering around a star.

## Pulsars

Pulsars were once extremely large stars that have since entered their final stage, and collapsed to a super-dense state. Prior to their collapse, they would have expanded to the size of a colossal 'red giant,' covering their entire solar system out to Close solar-distance, and thus there are no surviving, habitable planets in pulsar systems!

Pulsars are so dense in metals that they generate magnetic fields which are strong enough that they prevent all radiation from exiting the star, except via the

two polar axes, where the magnetic fields are weakest.

As a pulsar rotates, the tightly-angled release of x-rays and gamma radiation they emit may pass across the view of an observer. From the stationary position of the observer, this radiation appears to 'pulse,' hence the name. The frequency of this pulsing is always relatively quick in astronomical terms due to the high rotational speed that a pulsar picks up as it collapses. When a starship crosses within the tight beam of radiation emitted by a pulsar within Close solar-distance, it experiences Stellar Radiation.

## Habitable Planets

Planets such as Venus, Earth, and Mars are 'Earth-type' planets that, if not already livable, can be made so via the process of terraforming.

They have a solid surface, and the potential for a breathable atmosphere, depending on the distance from their local star as well as the strength of the star's gravity, and the strength of the planet's magnetic field (which derives from it having a molten metal core that is in motion).

Such planets usually have enough mass to produce a level of gravity that is healthy for organic life.

Air and liquid water are the two key resources of habitable planets. Depending on the star's radiation output, and the planet's protective magnetosphere, there will be a solar-distance where liquid water can exist on a planet's surface.

If both water and a nitrogen/oxygen based atmosphere are present on a planet, some form of life is almost guaranteed.

Planets of this type typically have two, one, or zero moons. Instances of 'many mooned' earth-type planets have been recorded, although such moons are usually only the size of asteroids.

Because of the propensity of habitable planets to have an atmosphere, starships with the Non-Atmospheric Hindrance usually cannot land them. Crew must instead rely on shuttles or sub-orbital conveyancers in order to make planetfall, although colonized planets usually operate space stations that allow for R&R ('refueling and recreation') without the need to land.

## Golden Planets

Planets located almost exactly in the same relative position as the Earth (called the 'liquid-water zone' or 'goldilocks zone') around a star are referred to in astronomical parlance as 'golden.' They can almost universally support organic life, and often have some kind of native lifeforms. Golden planets are highly prized for their ease of colonization, and opportunities to encounter new species.

## Moons

The Earth's moon, 'Luna,' is a good example of a large moon. However, only rare large moons such as Titan, orbiting Jupiter, can produce enough gravity to achieve a state of 'hydrostatic equilibrium,' where the gravity of the moon is strong enough to prevent the atmosphere from drifting off into space!

Most moons have no atmosphere of any kind, and if they do, it tends to be made of a deadly combination of poisonous heavy hydrocarbons, heavier than oxygen and the other light molecules that organic lifeforms

breathe.

Habitation on moons is made even more problematic due to the low gravity they generate – usually not enough to promote effective bone growth and calcium deposition in organic bodies.

Additionally, very few moons are large enough to have a molten core that produces a magnetic field strong enough to deflect the solar radiation that can strip a moon of its atmosphere and irradiate the soil.

Starships that are non-atmospheric can approach extremely close to most moons, although they still lack the mechanical landing gear in order to land safely. The advantage of moons that have no atmosphere and a low gravity are that they require relatively little fuel to lift mining and manufacturing products from the surface.

## Asteroid Fields

Asteroid fields are composed either of stellar material left over from the formation of a solar system, or the remains of a planet or moon which has suffered a catastrophic impact. Such impacts may include another planet, or with a comet, or even with the Spinal Lance of a super-battleship!

Over millions of years, the material that forms the asteroid field will stretch and spread out around the local star (or planet, if the debris was from a moon) until it forms a ring.

Asteroids can range from the size of a pea to several kilometers in length.

In tactical situations, a starship can make a Nape-of-the-Earth Tactical Maneuver (see Spacefighting) using

a large asteroid, or use it to block line-of-sight.

Sensors are inhibited by asteroids because they are usually high in iron and other metal content that blocks the signal.

Moving across/through an asteroid field is incredibly dangerous and can only be done at normal-space speeds. Each round requires a successful Maneuvering roll, and a failure indicates that the starship suffers damage equal to d6 for each point by which the roll was failed.

## Gas Giants

Gas giants all lie within Medium or Long range of their local star. They radiate a detectable amount of heat and radiation, the largest even produce a relatively small amount of nucleosynthesis (the fusion of atoms, which release energy such as occurs in a star) but nothing like the full scale radiation of a stellar body.

Gas giants can have a vast number of moons, and sometimes rings of material that never coalesced into moons. The upper atmosphere of a gas giant is easily navigable by ships, as are the lower levels where the gases convert to liquid form due to immense pressure. However, starships that go too deep into the liquid layer may never be heard from again!

## Tailed Comets

Comets are fast, and 'melt' when close to a star, leaving behind a wake of visible water vapor and dust also known as a 'tail,' which always points away from the star around which the comet is traveling, and can be seen by the naked eye.



Almost universally, comet tails have historically been seen as omens of important events about to occur – the birth of royalty, the fall of empires, natural disasters – and this is another superstition which space-faring species find hard to let go.

Because even a fast comet only travels at a fraction of a million kilometers per hour, even the slowest starship with only normal-space drives can overtake them – and a starship Running Silent, attached to or directly adjacent to a comet would be virtually undetectable.

Comets orbit stars, and sometimes even gas giants, with a wide variety of orbital periods, usually taking between a few years to millennia between visits. The longer the duration of a comet’s orbit, the further it travels each orbital cycle. Most of the far-traveling comets range far past the edge of their solar system and become virtually undetectable in the depths of deep space.

Comets can be readily destroyed in the same way that Indirect starship weapons can be destroyed by Point Defense fire, and all but the largest comets will burn-up on entry into an atmosphere. Usually, it is only the comets that are of significant size and visibility that are given ‘common names’ and enter the public awareness.

.....  
Comets are debris left over from their solar system’s creation, and the average solar system has millions of comets, particularly in its outer reaches.  
.....

**Radiation Hazards**

Crewed starships are by design shielded from solar radiation, and it is this shielding which enables them to fly around the void of space without killing their

crew! Further shielding can improve the ability to resist radiation, but it cannot eliminate the problem altogether. In High-Space, the main danger from radiation is in the form of burns and heat stress, however, the medical science of the PanDominion has evolved to the extent that radiation sickness can be cured if it is treated in a timely manner.

The biggest radiation hazard in the PanDominion actually comes from accidents and sabotage. A saboteur who deliberately overrides both the Safeties and the Security Systems of a starship, can deliberately leak lethal radiation from the FTL drive. This radiation consists of x-rays and gamma-radiation, and will be contained within the hull of the ship, but everyone on board will suffer damage each round equal to the Drive attribute of the starship!

The typical response to a radiation leak is to evacuate via an escape pod as quickly as possible, abandoning everything – possibly even passengers in cryo-sleep if the leak is bad enough! Safety can also be found within the hull of a smaller ship in a landing bay, so long as that smaller ship is powered up and has a working FTL drive.

**Salvage**

Usually a completely unoccupied starship that is not in a stable orbit can be taken possession of by right-of-salvage, as permitted under PanDominion law.

The starship must be completely unoccupied by crew and passengers, and it must be outside the gravitational orbit of any moon-sized or larger body. This does not include starships docked at duly authorized docking stations, anchor points, or space stations.

The person(s) claiming the salvage must inform the nearest authorities of the claim as soon as possible, and failure to do so can negate the salvage claim. Ultimately, the local authorities and courts may have the final say over a salvage claim.

.....  
Salvaged starships can be immediately sold on the spare parts market for 50% of the cost of the remaining functional components.  
.....

Salvage is one of the ways that ordinary citizens can earn CBTs. However, although the lure of salvage is powerful, ordinary PanDominion citizens abhor violence and lawlessness and would never do anything but deal fairly and equitably with the crews of stricken vessels. Ships with a record of frequently claiming salvage quickly fall under the acute attention of authorities such as P.T.I.L.E., as well as the insurance agents of such vessels... and the relatives of the former crew!

## Air, Food, and Water

Given the speed of FTL travel, it is virtually impossible that a properly functioning starship will find itself in a position where the crew dies from hunger or suffocates from lack of air!

Starships carry enough water and frozen food that starvation is all but impossible, except in the event of sabotage. Even recycling systems will provide enough clean water for years if properly serviced.

Air is a much more valuable commodity, and although it can be recycled, fresh air is a luxury and ships will pay for a complete replacement of their on-board air every year at a cost of around 10CBT per point

of Displacement. The sale of 'phony' fresh air that is actually recycled stale air is a peddlers' trick that is uncommon, but crews need to watch out for it!

Should all the air supply and recycling in a starship fail, the starship will still contain enough air in its internal cavities to support a number of people for a number of days, both equal to the Displacement of the vessel. Cruise liners with active passengers will not hesitate to head for the nearest port at the first sign of trouble with their air systems.

Passengers in cryo-sleep require no air.

## Fuels

The fuel that is used to fire a starship's quantum reactors, which power internal systems and weapons, can be any old garbage or junk!

However, the fuel required for FTL travel is Astatine, and it is both rare and expensive. In fact, Astatine is the rarest naturally occurring element in existence.

A starship can store as many fuel units of Astatine as it has points of Displacement. Each unit of Astatine costs 100CBT on the open market. One unit of Astatine can propel a starship 1000LY.

Traveling the same distance by FTL flight costs the same amount in CBT as traveling by Wormgate. Obviously, most starships prefer to use Wormgates if the gate can accommodate their Displacement.



## Zero-G Combat

All starships have internal, artificial gravity systems that provide the equivalent of real gravity, adjustable from 0.5x to 2.0x Earth-equivalent gravities.

However, starships that are so small in size that personal maneuvers are not performed, such as single seater craft, do not bother with artificial gravity systems.

In situations where loss-of-gravity becomes an issue, there are two options.

Firstly, magnetic boots will offer some form of safe mobility (but only across ferrous metal surfaces) although they do cut the Pace of the wearer in half and impose a -2 penalty to all physical action rolls due to their cumbersome nature.

Secondly, characters can maneuver themselves in zero-g by pushing off surfaces and tumbling to achieve the correct orientation. Maneuvering at walking pace (6) requires no rolls, but any attempt to move faster, such as at a running pace, requires an Spacewise roll, or the character suffers 1 point of Fatigue due to bumps and scratches, which is restored after a visit to a medbay or equivalent.

Thrown weapons, and all projectile weapons (but not energy weapons) have their effective ranges doubled while in zero-g.

Combat in zero-g requires melee combatants to make a Spacewise roll before attacking, in order to properly orientate themselves.

Ranged combatants must pass a Spacewise roll after attacking with projectile weapons (but not energy weapons) or they will become Shaken.

# Keep it Wild

The end of this book is just the beginning for playing High-Space. In this updated version of High-Space, you have what you need to run a galaxy-spanning campaign that extends (but does not detract from) the original setting of the Lantern.

Where the Lantern was the frontier, the PanDominion is the 'bright lights, big city' of the setting. The stakes are higher, and the focus on player characters is much more intense.

In most Savage Worlds settings, the fact that a player character is a Wildcard means that although they may come from ordinary beginnings, but they have an ability to affect their fate that is far beyond the ordinary.

In High-Space, to be a Wildcard is not just a game mechanic, it is to be a principal actor in an advanced society that has become so big that it can no longer afford 'Wildcards' that might alter its plans, but sometimes it still needs those same Wildcards to carry out those plans. And there you are!

Throwback: knuckledragger; dewclaw; genetard; rand; panda; black sheep; black hole; elliptical; Wildcard.

There are a lot of names for what you are, but none of them are as important as what you do, because you have the ability to do more than society was supposed to program you for.

The various agencies of the U.G.P. are the biggest employers of Wildcards, and Intervention is the biggest (unofficial) employer of all. As a Wildcard people will want you because you can break the rules that bind everyone else. How you reconcile that (or not) with your own personal ethics and morals is what makes your story unique and interesting.

.....  
Intervention is the biggest single employer of Wildcards, and the Intervention source book will be the first official release for this new version of High-Space.  
.....

High-Spaces draws inspiration for the PanDominion from many sources, including Star Trek, Star Wars, Babylon-5, Cyberpunk, Firefly/Serenity (especially for the Lantern nebula), as well as a few other sources including the Culture. Below is an excerpt from a poem concerning an agent-provocateur who works for the Culture, which you may find inspirational...



They thought you were their plaything,  
Savage child: the throwback from wayback  
Expedient because  
Utopia spawns few warriors.  
But you knew your figure cut a cipher  
Through every crafted plan  
And playing our game for real  
Saw through our plumbing jobs  
And wayward glands  
To a meaning of your own...

- Iain M. Banks ('Slight Mechanical Destruction', Use of Weapons)

Savage Worlds encourages you to play 'Fast, Fun, and Furious,' and all of that relates to High-Spaces as much as any other setting. Savage Worlds players also like to 'keep it savage,' and that also applies. But this is High-Space and it is different, so never forget...

'Keep it Wild'

- JiaoshouX







# PROTECT THE FUTURE!

High Space – a game of genetic wildcards doing the dirty jobs in a gene-bred, utopian future, surrounded on all sides by alien threats.

If you like galaxy-spanning, high-tech space opera, playable alien races, and revolutionary spaceship design and combat, then High Space is the game for you!

In this expansion of the popular Savage Worlds setting, you can play with psionic powers, cybernetic-enhancements, and genetic modifications, as a Human or any of a dozen other alien species – you can even play as a starship – all part of the galactic collective known as the PanDominion.

The majority of PanDominion citizens are pacifists; socialised and genetically modified to abhor violence, and to follow the laws of society in the pursuit of individual happiness.

So who will protect the borders of the PanDominion? And who will do the jobs that require risk, daring and when necessary... bloodshed?

You have been called many things, but the word you use is 'wildcard.' You are one of the 0.00001% of the billions upon billions of sentients in the PanDominion within whom the genetic uplifting to live a happy, peaceful life in the greater PanDo did not succeed. You are equal parts an outcast from society, and one of their most desperately needed resources.

They need you, more than they misunderstand, fear and dislike you.

As a wildcard, you do what must be done...

... and have a hell of an adventure doing it!

In this 245 page, core rules book, you will find the PanDominion, its member species, political structure, military and governmental agencies, commercial interests and AI 'minds' that inhabit an all-encompassing computer system called 'The Sphere.' You'll also discover the major threats to this future utopia – both internal and alien.

In the rules section you will find new setting specific skills, edges, and hindrances, high tech gear, and a full starship design and combat system that meshes seamlessly with the Savage Worlds core rules.

So strap on your jet boots, load up with future tech, grab your favorite las-gun, and take on the dirtiest jobs in the galaxy just for the fun of it... and maybe save the PanDominion while you're at it!



funded!

