

GALAXY BLACK

*Space fantasy adventure
in the Collapsing Universe*



*Galaxy Black VI Judges' Guide
to the Collapsing Universe*

Dreaming Gynoid studio

COMPATIBLE WITH
**DCC
RPG**

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black VI Judges Guide to the Collapsing Universe

This is the final volume of Galaxy Black. It is not a complete game in itself, and requires the DCC RPG rulebook to play.

Galaxy Black

Galaxy Black I Characters and Classes

Galaxy Black II Metaphysics, Magic, and Psi powers

Galaxy Black III Star travel and the secrets of the Sub-ether

Galaxy Black IV Space Trader Nick's Coreworld Consultant and Frontier Survival Supply Catalog

Galaxy Black V Imperial Book of Common Prayer

Forthcoming in 2022

Galaxy Black VII The Space Girl's Guide to the Galaxy: a Galaxy Black companion

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

*Galaxy Black VI the Judges Guide to the
Collapsing Universe*



This product is compatible with the Dungeon Crawl Classics Role Playing Game

Galaxy Black VI the Judges Guide to the Collapsing Universe copyright 2021 Dreaming Gynoid studio. **Galaxy black** and **Galaxy Black VI the Judges Guide to the Collapsing Universe** are trademarks of Dreaming Gynoid studio and Gwendolyn Harper. This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodmangames.com or contact info@goodman-games.com. Please send any feedback, questions, thoughts, or inquiries to Dreaminggynoid@gmail.com. Visit Dreaming Gynoid at <https://dreaminggynoid.blogspot.com>

ATTENTION: INFOSEC – Look sentient you make your own choices. If you can't handle this book or its contents, please put it down. Thank you for being a responsible imperial subject. You are free to go.

Galaxy Black contains what a 21st century nascent info-democracy would consider mature themes. It has psychic powers, drugs, needle guns, gods, demons, and lots of extremely cruel, well dressed people. The universe is lethal but there are lots of work arounds. In short, exactly what you would expect from fantasy SF inspired by reading LOTS of Lovecraft, Moorcock, Vance, Brackett, Burroughs (both Edgar Rice and William S.), Carter, Leiber, Ellison, Le Guin, Varley, Blish, Spinrad, Kafka, and Zelazny.

In short, this is appendix N as all hell. **PLAY IT LOUD**

This is a galaxy of either/or options. Use what you like and discard the rest, as always. But also, always add whatever you like. At the minimum I would grab your copies of Crawljammer and MCC (you have those right?) and the nearest pile of old comics, the old EC's, a stack of Epic Illustrated, Heavy Metal, or Metal Hurlant, or the underground commix of the early 70s, put on some prog rock, settle in, and let your imagination take you where you wish to go.

Words & Ideas: Gwendolyn Harper

Editing Gwendolyn Harper

Layout & design Gwendolyn Harper

Much needed

Proofreading

& advice Aaron Johnson

Invaluable

Consultation Chris Dunlap

Add'l Ideas Chris Dunlap, Osiris White, Wayland Phoenix

Art Design Gwendolyn Harper

Art mac'l

Jeshields

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved

Maciej Zagorski The Forge Studios,

Some art by J.M. Woiaak and Heather Shinn of the S

TINKYGOBLIN

Louis S. Glanzman

Louis S. Glanzman images taken from the Public Domain;

Danger in Deep Space, the Revolt on Venus, the Space Pioneers (a Tom Corbett book).

Gwendolyn Harper and her fabulous public image stock art

Review

MC of Hype &

Promotion

T.R. Williams

Quantum Engineer James Velez

All the Blame

Gwendolyn Harper

Acknowledgement, thanks, and warnings

Special thanks

The Empress List – **Imperial Patrons** James Velez, Beckett Warren, Pilamod, Daniel, Tore Nielsen, Joshua Blackletter, and Duerte Pereira, Mamading Ceesay, Jodi Breeden, Corey Brin, and Victor Garrison.

The Sirens of Space-time

The members of the Noble's Retinue

The valiant lunatics of V-Squad

The grunts of the Empress' 513th alien legion

And of course, to the Renegades of the Phoenix Foundation, their bastard spiritual grandchildren hanging out at the Haze, and their successors, who ultimately set this mess in motion all those many years ago.

Some of this material originally appeared, albeit in a different form, on the blog *Lens of Unrectified Night* If you have access to those and prefer the original versions, more power to you!

Much respect and acknowledgement to the following creators without whom this book would not exist

Professor M.A.R. Barker

Dave Arneson

E. Gary Gygax

Jack Herman

Jeff Dee

Joe Goodman

Tom Moldcay

the Drune

And none of this would be possible without the gang from the old neighborhood - Aaron Johnson, T.R. Williams, Samuel Henshaw, Scott Marshall (all of whom have played and/or run games in this continuity) and every other person who has played in one my games over the last 35+ years! It's been fun let's do it again.

With bloody breasts I made this
With bloody fingers I made this
With knuckles, fingers, lips bloody I made this
With broken toes I made this
With broken doors and broken walls, I made this
With torn fabric and lost hopes, I made this
With desperation and sweat I made this
With dreams and nightmares, I made this
With peace irrelevant and justice impossible I made this
You have been warned, I made this
 - Declaration of galaxy black, 12.13.19 2339 hours

Praise be to Exterre Ashtereth, Tamarah Pandoramicum and Sweet Sweet Eris for guiding our hands, letting us finish this book.

“MAN HAS CONQUERED Space before. You may be sure of that. Somewhere beyond the Egyptians, in that dimness out of which come echoes of half-mythical names -- Atlantis, Mu -- somewhere back of history's first beginnings there must have been an age when mankind, like us today, built cities of steel to house its star-roving ships and knew the names of the planets in their own native tongue”

- C.L. Moore, *Shambleau*

“What really moves the profoundest springs of human fear and unholy fascination is something which suggests black infinite vistas of cryptic, brooding, half-inscrutable monstrosities for ever lurking behind nature and as capable of being manifested again as in the case treated. The supreme principle of this sort of horror is any suggestion of the major violation of some, basic law of nature—the breaking down of the line betwixt life and death, man and the other animals, etc.—or the annihilation of the principle of time and space, bringing vastly remote age or localities into juxtaposition”

- H.P. Lovecraft, letter to J. C. Henneberger

“It is the business of the future to be dangerous”

• *Hawkwind*

“Ships and ansibles cut across the Sub-ether, both reserved for Imperial Citizens; citizens make up less than 1/12th of the overall imperial population, dispersed across tens of thousands of planets, asteroids, space stations, habitats, and so on,

Immense starships ply the space ways, crewed by cultists of one of the million little gods, resident upon the vessel itself to protect the vessel and its cargo, passengers, and crew from the dangers of the ether-spaces. “The ship is the God, and the God is the ship”. The worlds of the Imperium are ancient and individualistic; the Empire controls the void between the worlds, and exacts tithes from its member worlds, but the worlds are as old, as varied, as time itself. Interstellar travel and communication are reserved for the elite and the military, in a dystopian multispecies empire where everyone Gets Along OR Else.

“This Empire is the Final Phase of Civilization. Civilization must prevail. Civilization will go on.” Away from the Imperial frontier, the Imperial cult holds sway, doing its part to keep out the unwanted horrors (and anything benevolent out of Imperial control is by definition a threat) offering broad Imperial Civilization archetypes to the countless mutants, psychics, robots, legionnaires, navigators, nobles, gynoids, and alien magicians.(for example) that make up the empire and its culture - a multispectral dense glob of polycultural influences from across tens of thousands of years in space and in time.

Behind the scenes, innumerable quasi to immortal aliens, demons, divinities, and machine Gods play a game of civilizations with the galaxy, which alongside the Empire itself, are each attempting to direct the universe according to their own “infallible” moral guidance.” These machine gods operate somewhat in secret even as they may pursue a given task in “public.” The Imperium on the other hand is gross in ways they are subtle, and subtle in the fashion of ants below giants. The Imperium is concerned with continuity and survival, not ultimately, morality. In both theory and practice the Empire controls the space between the worlds and all traffic thereinto; and this means the Sub-ether. In the Sub-ether these subtle wars are played out more openly. The sub-ether is wrapped around (or contained within, depending on your viewpoint) material reality in discreet layers, like shed onion skins of old, dead and dying realities and overrun by what is metaphysically, the dead.

Space, time, and dimension – all the Little lies

The gravitational engineers of the imperium have called superspace, the Navigator families say it is the precosmic quasi spiritual underpinnings of the whole material universe, and the Little Gods of the Sub-ether are many and if you pact with them they will lead you safely through the underworld, for the land of the dead is the nature of the void through which you travel.

Throughout the galaxy, the Sub-ether swirls and ebbs, the strongest beliefs, faiths, and philosophies, coalescing into terrifying god sentience. The ancient and incarnate ideas, notions, terrors, and idea-wonders of humanity and millions of dead species before it, all swim in the sub ether, seeking to increase their power in the material universe. The Idea Gods are infinite and patient. Many of them have existed for millennia and the eldest may have inhabited tremendous deep Sub-ether Hyperspace Kingdoms for billions of years. The lilmbo winds descend from the higher worlds and the outer dooms creating clashing eddies which scatter possibilities and warp fate. In this psychedelic realm, thoughts are closer to reality, and many planes intersect and overlap in areas of time and space as one proceeds along a voyage. To the star faring civilizations of the galaxy, living and gone, the Sub-ether has had many names – the Endless Nether Skies, superspace, the rainbow sea, and many others besides. The navigators say it is the precosmic spiritual underpinnings of the material universe with many layers, each deeper and capable casting a vessel further and faster.

The Little Gods and the Spacer Cults that follow them do not trust the Navigator families, instead trusting to their spacer traditions and lore. Many know secret pathways, bending through strange and terrifying planes known to their sub-light ancestors, all are familiar with the local Sub-ether of their well traversed routes through space, and all are ready to provide weregild when called upon by the guardians of the paths of the dead to their dooms, for such is surely the nature of the realm through which these vessels both technological elder and eldritch repeatedly dive and yet return again and again.

Others, perhaps more sophisticated, regard these “prevailing spacer attitudes” as clearly somewhat questionable. The many tribes of space do not care; for in this age, Spacers are a breed unto themselves. Regardless of species, world or descent, to ship crew, the ship is home, and it is the safest place. Those who do not fit into Imperial society often find, so myth says, a home in the stars.

The human race is largely extinct but humanity remains. Fragments of human culture and a thousand others live on past their originating species

Nothing is ever forgotten

Even in a Collapsing Universe, the struggle of Law and Chaos goes on.

In movement there is freedom

Make this future your own

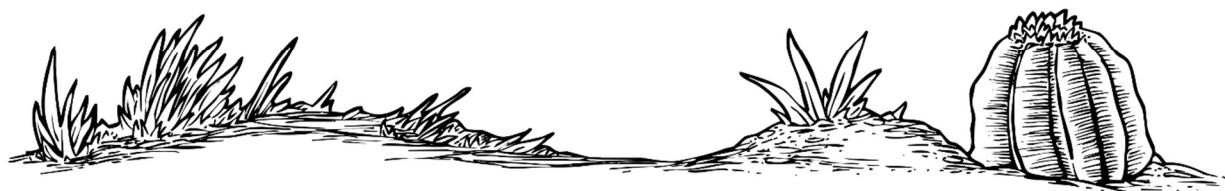


Table of Contents

The Judges Guide to the Collapsing Universe

Introduction

Appendix G

0. BESTIARY section

- a. Spacers and other Imperial Subjects
- b. Production Mechanicals
- c. Hostile Imperial Life
- d. Extra imperial life forms
- e. Para, ex, and pre Sapient
- f. Sapient Animals
- g. Etheric Threats
- h. Vacuum Life
- i. Illness of the star lanes

1. ALIEN MAKER section

2. WORLD MAKER section _First part Worlds of the Impeirum world gen
- a. First survey tables

3. ADVENTURE MAKERS

- a. tables, tables tables
- b. Beyond the imperium encounter tables and stuff

4. JDGING GALAXY BLACK section

- _styles of play
- Imperial Aesthetics
- _welcome to the collapsing universe
 - campaigning imperial events
- _the Empress Imperium
- _class
- _regions
- _noble lines

5. IMPERIAL ATLAS OVERVIEW

- Cozmik phenomena overview
- Beyond the imperium encounter tables and stuff
- NPC customization
- Venture seeds

Index

Tables

Stop here before reading.

This is the sixth and, properly, final part of Galaxy Black, and itself requires the DCC RPG rules for play. Moreover, as this is the Judges book, it lacks essential context without at least a few of the other Galaxy Black core components. I would suggest the Space Girl's Guide (VII) and the Sub-ether (III) to get the most out of this book, but of course having all the core components would be ideal.

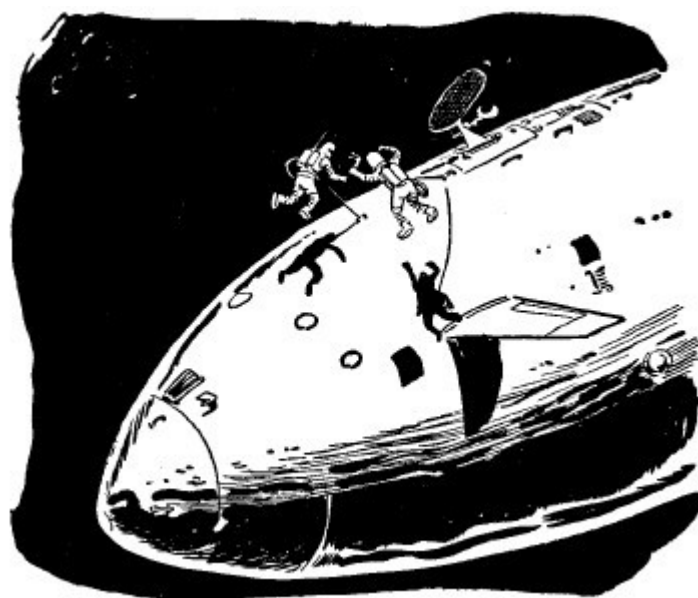
Certainly, if an earlier variety of these rules, or other rules better suit, by all means use them. Everything works together but the various sub-systems have been kept as self-contained and 'modular' as possible.

Use these rules as the basis for a funnel or whole Galaxy Black campaign, to supplement your DCC game, or in any other way you see fit.

*This loud beautiful mess is now yours,
seize your future*

HAIL THE EMPRESS

Gwendolyn Harper
Dreaming Gynoid studio
September 29, 2021



Galaxy Black - *a toolkit and setting for the DCC RPG inspired by Golden to Silver Age SF and appendix N.*
(And just a whole lot of High Weirdness!)

Vast starship hulls ply the million worlds of the Galactic Empire through the Sub-ether, riding the Phlogiston winds to the next planet fall, protected from the horrors of the Sub-ether by the God of their ship, or by the wit and wisdom the ship's Navigator. Every vessel tremendous with a population to match, these crew-tribes are bizarre cultures unto themselves, holding dirt scrubbers in some mild contempt. Millions of worlds and habitats, each as weird and exotic and old as your own, bound together by the Empire which rules the space between the worlds, and directs the course of civilization as it seeks to bring all worlds under its sway.

Speaking of which **what is the Empire?**

The Empire is code for "the Civilization." Call it the Federation, call it the Polity, whatever works for you - I have chosen a Galactic Empire because it's both the giant elephant in the room (well, besides the Federation) and it comes from and to a large degree embodies, the era of SF I'm picking at here. Its rule is the rule of "Everyone gets along or else." It's not the whole galaxy yet (that would be boring) but it's expanding rapidly as only a polity built on psychics and super science can. The Empress Imperium is more Asimov than Lucas, but it certainly does get up to its share of jack-booted thuggery, especially at the local level.

The important distinction is this - the Empire rules the space between its member planets; each member world is a thing unto itself, sometimes the rule of the Empire is obvious, and others, it is completely hidden. Imperial culture is reserved for those up above, in space, and those who regularly traffic with those from the stars.

Why an Empire?

A few reasons. One, it is - like Star Trek's Federation, broadly recognizable to many people. Two, it has its foundations in golden age Science Fiction, and three because it immediately introduces certain concepts that are, again, broadly familiar to most gamers, and which will, in my estimation, help get the concept across of fantasy in space, where fantasy means DCC and space means quite literally, the whole universe. A weird and wondrous one, one inspired by Appendix N, the SF works of many APP N authors, golden and silver age SF, and a lifetime of reading comic books DAW 1.99 novels, historical fiction, and adventure fiction from all times and places.

The Empire and its many dynasties claim to be the guardians of civilization itself.

Ultimately, the Empire is the bastion of Order, the bastion of civilization (as the characters know it) that expands and invades yet must be defended. All else is, potentially chaos....including alternative ways of doing things. The Empire, as all empires do, does horrible things. To change them while not opposing the empire is slow and takes centuries - but is usually a reliable result.

Most of the Imperial population of course, like all life in the Collapsing Universe, is fundamentally neutral - opposed to excesses of violence and cruelty but for the most

part very self-interested. Those espousing a lawful or chaotic viewpoint stand out and make waves. Not always predictable ones.

SF Assumptions - Most SF of the last thirty years postulate a crowded universe with evenly marked borders and clearly identifiable well defined mono-societies. Later era Star Trek and it's successors are probably the best example of this. This isn't that.

The universe is vast and old, and littered with dead civilizations. Among the living, millions of advanced inhabited worlds teeming with countless billions of cultures, ideas, and societies that thrive, clash, and mix in endless combinations across time and space. It is also, slowly, collapsing, but this knowledge colors things a bit. The civilization of Imperial space is VERY old and history even older still but still only guides a fraction the galaxy it claims to rule; the universe and its unknowable mysteries constantly push back. Civilization has risen and fallen constantly throughout the galaxy's history, but from our Terran standpoint, this is the third, and possibly the last, great civilization that is descended from anything we might know. It is familiar in startling ways but in most other respects it is closer to the weirder end of DCC.

These rules are strictly Science Fantasy. While many shades of both hard and soft SF color our palate, they are but a few of the colours on hand. Expect the unexpected, there is much to see.

Common Elements

1. Anachronisms are everywhere. The gravity drive that allows for rapid interstellar travel inherently bends time, space, and dimensions; the past, future, and multiple conflicting near timelines intersecting and interacting with every dive into the local Sub-ether. This applies doubly to interstellar communications, which distort, reverberate, and drift across the lights years and the world-lines. This anachronistic effect also extends to culture, languages, and ideas; colonies attempting to replicate conditions on a dead world centuries past regress, rebuild and then return to the stars carrying their distorted culture memories with them..... Factoring Slower than Light (STL) and relativistic space travel into the equation and even Terran humans from the 21st century are not out of place here with their squishy bodies and weird viewpoints.
2. Information entropy - despite the relatively close proximity of an accessible plane of pure information, the imperium is made of sentients with viewpoints and views of history - which can be, and often are, false but held to be true - just like any other era. The degree to which the Empire has certain historical "facts" wrong it left ultimately to the Judge, but it is assumed to be vaster than is known or realized by anyone in it. Historical drift, political propaganda as history, and pure disinformation exist side by side with accurate data. Find your own truth.
3. Unusual cultural persistence - the entities of the Noosphere and the sub-ether and the way that the cultures and minds of the galaxy have shaped them create certain persistent ideas, both dismissed and disseminated as transmittible 'idea-diseases' similar to the idea concept of a meme (And named for such), some of which scale on up to actual entities which represent

some particular of culture myth or memory. These 'living recollections' are often of dubious accuracy, wrought of an idea that persists long after the era that created it is passed. These are the **Idea Gods**.

4. The Empire is civilization; Contrasted against the chaos of the black, the home civilization becomes cast as the '*kingdom of law*' or the 'realm of mankind,' as depicted in traditional FRPGs. In many ways, this Empire is a mirror of 21st century western civilization, often in particular the United States, *or its image of itself* in any event. But also, the empire is by turns literal and metaphoric dystopian and optimistic, bleak but empowering. Exploitative but unifying. The Judge is urged to find their own ways to keep it as familiar as it is bizarre
5. Ubiquitous Psionics – this is a world of pulp super science (as embodied by the Imperial Parasciences) and psychic powers, both by discipline (the psychic academies) by derivation (the navigator houses) as well as by device (psionics). Social and behavioral sciences have thus progressed to implausible levels. Large scale population prediction and mass control is possible, ongoing, and carefully planned. As such, psychics and psionics (technology reproducing or enhancing psi powers) are common and readily available. All of these factors subtly alter society and the character's perception of it.
6. The focus is unambiguously on the characters and on the character scale. Ergo there are no rules for starship combat, fleet engagements, or the like. Vehicles are equipment, nothing more. The focus is on the band of characters and their direct experiences. This is key to the DCC experience and a necessary part of remaining true to that spirit.

A decreased emphasis on military matters and the military. Very little exists that is known that can oppose the Empire in any kind of conventional fight.

Moreover, such warfare would be a rather different kind of game. Legionnaire (squad level) games and their naval counterparts exist but in any game material involving them again the focus will be at the scale of a group of individuals and squads of soldiers rather than large-scale armies. Small, dedicated groups of 2-16 remain among the most capable, most flexible, and most unpredictable forces in known space. While the universe is infinite, the focus of these rules is on the same scale as most DCC games.

Points of Familiarity

1. The eternal struggle between Chaos and Law continues as a matter of course. The Empire, for good and ill, represents Law, and serves as the primary instrument of civilization.
2. Psychic powers will be recognizable as a form of magic, similar in some respects to the divine magic of clerics and the chaos sorcery of wizards and elves, but also retaining its own power curve and range of capabilities.
3. Patrons and Gods are everywhere, and you know how they work.
4. Likewise, sorcery is a known factor; many different and varied styles and traditions exist unique to this galaxy. Many of them involve calling upon powers and planes unique to this book. However.

The Empress Imperium

Is but a dynasty, the current face of The Galactic Empire of the Via Lactae. That Empire is an extraordinarily Hobbesian institution (and was so even without the direct influence of Leviathan upon the Imperial priesthood) From above, a map of the thing would resemble a multi-tentacled blob expanding outward in all directions from a region called the Imperial core (an irregular ‘bubble’ c. 50 lights across, located in the center of the Orion Arm). With over a million member worlds and nearly 100 times that many charted, the modern Imperium exercises control over a vast swath of the galaxy, and indirect control and influence that reaches far beyond it’s borders.

Imperial Life

Today’s empire is among the most liberal periods in known history; the new empress is the first of a new dynasty...and she is a mutant, which is without precedent. Tensions dormant seem set to boil over but as always, the empire keeps a cool eye and watches over its million subject worlds, dispassionately, always on the bigger picture – the Survival of civilization itself.

An imperial subject is constantly surrounded by objects, structures, and facilities many thousands of years old, made quite literally as well as could be made. All such things are endlessly repurposed and recycled, and this is the norm.

The Empire rules the space between the planets and controls the interactions between them to a large extent. However, its member worlds are a diverse lot. More the Gaea Reach than Star Trek Of the millions of worlds in the empire, a great many are old and with a rich history. Each world is a baroque, unusual place, not easily reduced to a string of numbers. The fiction of Vance, Moorcock, Clark Ashton Smith, Leigh Brackett, Ursula K. LeGuin, Samuel Delany, and Phil K. Dick are representative; the best of appendix N’s take on science fiction and space opera, alongside the soft SF of the Moorcock led new wave of the late 60s. Generally, so, then it could be said that what you encounter on the planet is going to be more important than the world itself.

As many worlds are immense stable spacecraft or space habitats, or terraformed asteroids, or moons, as traditional “planetary colonies.” Possibly more so.

Imperial Super science

With one foot each in the fantasies of E.E. “Doc” Smith and the newage wackiness of Leonard Nimoy’s In Search Of, Imperial super science is both strange and familiar.

The Sub-ether

A series of nested, volatile energy planes (or spirit worlds) through which travel and communication faster than the speed of light (and often totally causality violating, to arrive before departure) is possible. As much gas as liquid, it is in some fundamental way connected to the worlds of spirit and pure mind. Transit through this medium is extremely dangerous; such that only large vessels, protected by one or more extraordinarily powerful entities, can safely and sanely traverse the long voyages in the sub-ether. Such voyages are still dangerous but under the auspices of a given spiritual or folk belief, such ships travel sometimes with the aid of a Navigator, an advanced

dedicated AI God-mind. But these are rare indeed, and in this era largely restricted to ships directly in imperial service.

Everywhere else, the crew huddle together for protection from the dark of space and the deeper dark of the ghost world in which they travel, offering prayers to their ship's God in the hopes that it will again manifest, swell with the power of their worship and protect the ship from its many predators. Such gods commonly lead their crews into progressively deeper and more 'esoteric' voyages along ancient pathways in the ether. Many ships are lost this way.

Navigators

The Navigator families are what happen when you monopolize clairvoyance and teleportation, and then attempt to hold on to that over thousands upon thousands of years. (Largely successful because, you know, they really can see it coming.)

Expand this here with stuff from sub-ether6

Mutants – the last great hate

Lingering attitudes and culture memes from the Second Empire etc. Include how it technically doesn't even apply or matter, basically that its racism. Blah also about how this is a very liberal era for the empire. (There is a fucking MUTIE Empress FFS)

Many of the nomadic space faring peoples, displaced (at best) and hunted (at worst) during the Second Empire thrived during the aftermath of its collapse.

Indeed, much of what became the seeds for the Third Empire and beyond hails from those determined space nomads, never bound to planet of single habitat, pushed beyond the bounds of the old empire to become more and more self-sufficient.

Poss. the two above things combine to make modern imperial anti-mutant racism; the first thousand years post Second Empire left those otherwise thriving nomadic trade empires constantly beset with mutants and the remnants of those who once drove them off. Contempt of the time became racism of the future. On some level, from this (modern) reason more than any other, does the modern imperial citizen derive the (false) notion that mutants are both somehow "unclean" and also that "they somehow deserve their fate."

Second Empire's Legacy

The second Imperium lasted an extraordinarily long time and was fundamentally an era of superstition and authoritarianism. And it comprised a third of established history. Much of Third Empire culture existed originally as a deliberate divide from that of its predecessor. The final millennia of the Second Empire saw an increasingly divided society constantly in conflict between two ideological factions locked in a death spiral – the largely teragenetic-dominated Martian Shaper houses and its rival Mechanics factions, each locked into a particular form of expansion for the empire's future; ultimately the two annihilated one another and the empire itself in a spectacular wave of extermination and destruction.

For long periods of Second Imperium history, select clade lines, species, religions, and even the magically and psychically active were hunted to extermination; Magic was heresy (and at various points so were psychic powers though psionic technology eluded them). A bizarre propaganda meme spread through the early empire suggesting that their primitive gravito-electric drives were somehow detrimental to space itself; this led to long periods where all forms of FTL transit were banned outright; information and data warfare reduced much of what was previously known to the rubble of history, many innovations forgotten until rediscovered and spread to the stars yet again; this and many other factors prevented the Second Imperium from expanding very far but the shadow it has cast is long.

The First Empire –

A time considered, on a stellar scale, of being essentially the dawn of history. If the modern Imperium is a stand in for North America, then the First Empire is its Camelot. What little is known has become the backbone of imperial society. Most notably, the first empire's economy was based on an exchange of genetic material, and genome modification was widespread, making identification of specific species from this period or before quite difficult.



Index of common terms/standards and assumptions

Corona (old form Aurorae) - the living active and sentient mind casts a shadow in the Noosphere, appearing to psions as a hazy and shimmering but radiant halo of colors and shapes, ever moving. Certain psions can interpret (or manipulate) this corona.

Beyond Sector - Any sector (an archaic unit of stellar measure; roughly a volume of space 15 cubic lights) that is located beyond the imperial border.

The Empire, the Galactic Empire - “the Empire that Works”

More properly, the Galactic Empire of the Via Lactae

The cultures of a million member worlds, habitats, and artificial worlds spill over but are largely confined to their home systems; the culture of space that binds them together is the empire, and its culture filters down and infiltrates each but does not (most of the time) control it. .

The Helm - A critical / essential ship’s system for any starship, the position is always occupied by a Navigator, the Ship’s God, or a dedicated (purpose built and programmed) Ship’s AI God.

The ship requires a being capable of light cone-causality violating levels of clairvoyance, task and purpose driven, that is greatly reliable. Largely the AI’s do this via universe simulation and predictive analysis (though some are psionic), the Navigators with actual super powerful clairvoyance, and the Ship’s Gods by being native spirits to the realm and thus (whilst serving as ship’s god) somewhat ‘in tune’ with the sub-etheric medium.

There are stories of ‘nethermancers’ and other Wizards taking the Helm of starships, but these cannot (or will not) be substantiated by Imperial authorities.

Magic - Channeling and direction of trans-etheric energies, often for the invocation of aspects of the Fundament and (especially) the Higher (and Lower) worlds.

Noosphere - (the psionic plane, the sea of information, the Noose)

A metaphysical plane of pure thought; often called the mind plane or, inaccurately, the psionic plane. (Psi phenomena more properly operate within the Sub-ether, though the permeation between the Aether and the Noosphere is considerable.)

In the Noosphere, entire civilizations exist as massed clusters amidst strange empty information vacuums?

Both Psionics and the psychic powers they emulate function (in part) by way of the Noosphere; indeed, psi is the only way of directly interacting with that plane barring a starship drastically mis-jumping.

Per the Imperial Science Academy, the Noosphere is the closest and most accessible of the “Higher Worlds.”

Noosphere Meme - Literally a contagious idea.

Psionics - A key imperial technology; technology designed to replicate and interface with psychic powers; literally Psychic Tech. Virtually any common Psychic Discipline can be acquired and purchased, temporarily or permanently, technologically.

Psyche - Psychic Powers; A form of metaphysical activity similar to sorcery (elves & wizards) and to God magic (clerics) but with its own governing principles; Psions, Navigators, and many others use Psy abilities throughout imperial space and beyond.

Sector - (Astrogation) an archaic unit of stellar measure and cartography, breaking the whole of the galactic volume into cubical units `15 cubic lights in size.

(Modern usage) - Any named area of space within the empire, named for its dominant feature or recognizable quality. (Sirius sector, Arcturus sector etc.) Usage is not precise; see also **Beyond** sector.

Ships God - The Ten Thousand Gods

These ship gods are often what protect the ship and its crew from the dangers of superspace exposure and ethereal 'traffic.' The largest, oldest ships have ship gods that guide their travel through the Sub-ether without danger.

Even on ships where the ship gods are not real, sufficient voyages in hyperspace and sufficient devotion can make them so. Calling like, or apparently like, beings from elsewhere or creating them whole cloth.

The Sub-ether (The Aether, subspace, many other names)

The metaphysical aspect plane of the universe. The spirit plane, the otherworld, many other names. On some very old very backward worlds it is called the Ethereal Plane, the Ghost World, and many other names besides. It is the medium through which Starships pass to avoid the speed of light barrier.

Spacers - That fragment of the imperial population that lives and dies in space.

Synchronicity - Amongst Spacers, the degree to which any two bodies (especially two or more vessels traveling) exist relative to one another, both temporally and physically. (The relative time aboard ship and from point of origin of any two moving bodies in the Sub-ether; most starships run greatly asynchronous to one another and to the empire itself often.)

Teranaya -Third planet of the Ishtar system; home to the Teragen genetic complex that is ancestor to some 82% of imperial sapient life. Interdicted, as it is covered in glaciers for the most part. Home to the Imperial Science Academy's equatorial Holdfast.

Teragen - From Teranaya, genetic; some 72% of organic imperial subjects contain some DNA from species originating on the third world of Ishtar/Solar;

In more common usage it simply means any or often all life derived or tainted with life or its code from Teranaya.

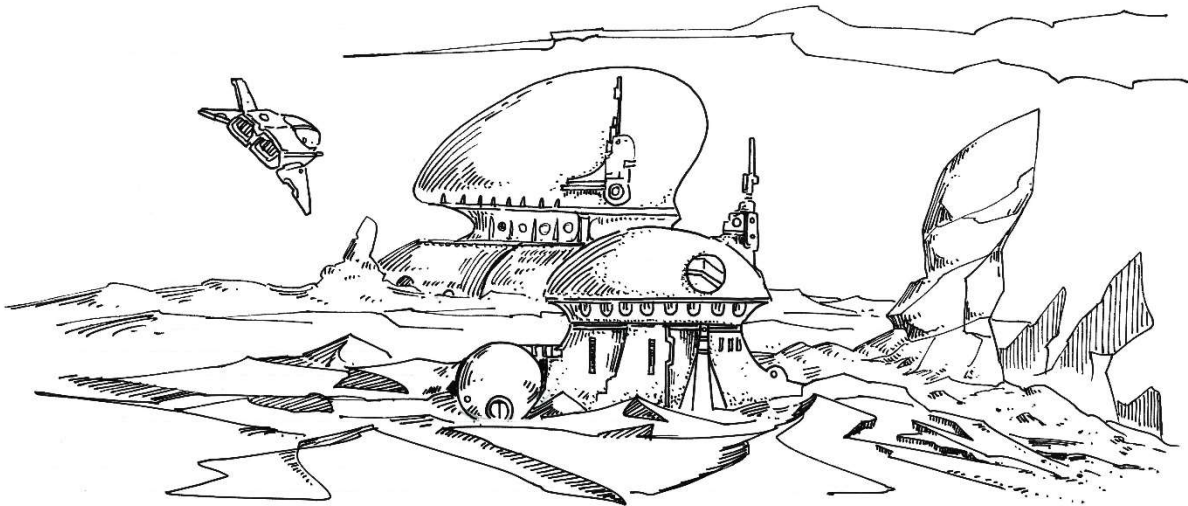
Toum-Var (*prim wall*) - The barrier between the material and the deeps of the Sub-ether; extremely archaic usage.

Nowadays called “the Bleed” the “Dimensional Membrane” or the ‘prim-wall’.

The Universe, Collapsing - It has long been known to Imperial science but only confirmed in the last 900 years that the oscillations of the universe have shifted and the universe itself is now collapsing, slowly but meticulously. Space itself is shrinking. However, as the universe collapses, Sub ether travel is able to achieve greater and greater distances; as the universe falls, the Empire rises.

Vec, Vec-life - Any life, native or artificially adapted, to exist in the vacuum of space

Voyager¹ – core worlder term for spacers on shore leave. Usage derogatory.



“Only one who has crossed the void truly knows the value of a world that is already gleaming with life”

– The ‘Navigator poet’ **Yllav Doom**

¹ ‘Voyager’ colloq. core imperial slang - 1. A shifty layabout of questionable species or purpose, often hovering about degenerate spaceports and making eyestalks at our young people for criminal activities. 2. A vagabond, a homeless person. 3. Nomad, **unseasonal**. 4. A filthy degenerate Spacer - get your shots. Make sure your throat’s not been cut.

Appendix G - Authorial Pedigree

"I'm interested mainly in never trying to mold [science fiction] into one particular thing. I think it should be free to have every type of thinking, every type of story. I think you should have the ecological stories, the political stories, the Big Think type of story. I mean, what anybody wants to write. What I hate to see are the occasional attempts that are made, periodically, none of them ever last very long, to mold the field into one particular thing, and say science fiction has to be such and such and so. In other words, just what I happen to think science fiction should be."

- Leigh Brackett

Appendix G - This project is borne out of a lifelong, deep and abiding love for the science fiction and fantasy of the pulps, the golden age, the new wave of Moorcock, Le Guin, and Ellison, and yes some of that new stuff too.

You say tropes, I say cliché....either way, we are talking about all too recognizable archetypes that everyone is familiar with. These are the largest influences on Galaxy Black

The biggest ones are a considerable list but in brief,

2000AD (Dredd but also Ro-Busters, anything with Hammerstein in it basically), Metal Hurlant, Heavy Metal, Epic Illustrated, the Demon Princes, Jerry Cornelius, the Planet

of Adventure, the Gaeian Reach,

And Alien Legion, and Grimjack.

The Fantastic Planet, the Left Hand of Darkness,

Starcrash, Heavy Metal, Logan's Run, Battle Beyond the Stars, Dark Star, and (of course) Barbarella

(Mad props to the King of the Bs, Roger Corman)

Zombi (the Fulci movie, released internationally as Zombi 2)

Another Fulci film (but VERY different) Four of the Apocalypse

All of the SF elements in Vampirella

All of the (other) ECs I could get my hands on before the age of 12. Mostly Creepy and Eerie.

Famous Monsters of Filmland



70s Clarke and 50s Asimov
 The Sector General books (James White I believe)
 John Varley Michael Moorcock,
 Stardance and related by Spider and Jeannie Robinson, lots of 70s
 Niven

In general, for a treatment on golden age/appendix n overlap sf there's a lot of 70s SF in general in here (comes with the package of me) as well as great fondness for the silver age DCs of Gardner Fox and the like.

Red Dwarf

Forbidden Planet, and so of course classic Star Trek (the Animated Series especially! Great idea fodder!),

The Terran Trade Authority books

The old, original, Rogue Trader incarnation of Warhammer 40K
 Laserburn (does anyone remember Laserburn)

Instructions to the Judge or whomever

To start with, a nice pile of old issues of Heavy Metal, Metal Hurlant, Epic Illustrated, Planet Stories, and any EC SF comics from the 50s to the late 70s. Then add

Alien Legion – the Five Galaxies, as depicted therein, are also a stand in for the melting pot aspects of American culture. Themes of assimilation and identity plus a kick butt military sf comic.

Blake's 7

Dreadstar

Flash Gordon

Logan's Run

Star Wars - Duh. Pick and choose what you like from the property. Most pertinent would be Eps IV, & V, bibs and bobs from II and VII. Star Wars rebels (!), and the Star Wars Legacy comic. (Yes, there is a lot of Jon Ostrander on here.)

A list

Asimov, Isaac – No work regarding galactic empires would be complete without acknowledging the deep debt to this master of the Golden Age. The original Foundation trilogy (Foundation, Foundation and Empire, Second Foundation), the Stars like Dust, and the Currents of Space are all ... foundational to this work. Also recommended the Complete Robot, the End of Eternity, and (especially) the Caves of Steel, and the Naked Sun.

Other notable works the Robots of Dawn, Prelude to Foundation, Foundation's Edge, Foundation and Earth



Brackett, Leigh – The Queen of Space Opera and a central inspiration for this work. A lot of her work is set amidst a backdrop of ancient planets and rampant colonialism, important themes for the Empire.

Bradbury, Ray – the Martian Chronicles, Fahrenheit 451,

Bester, Alfred – the Stars My Destination

Cherryh, C.J. – The Pride of Chanur

Drin, David - Startide Rising, The Uplift War

Dick, Philip K. - All of it.

Though to start : The Three Stigmata of Palmer Eldritch, The Transfiguration of Timothy Archer, Radio Free Albumeth, Valis, The Divine Invasion, The Unteleported Man, The Man in the Iron Castle, Flow my tears the policeman said, the Solar Lottery, Our Friends from Frolix 9, Do androids dream of electric sheep?

Just remember, the Empire Never Ended.

Dick, Phil K. - the Man in the Iron Castle, Flow my tears the policeman said, Do androids dream of electric sheep?, our friends from Frolix 9, the solar lottery, basically everything he ever wrote

Herbert, Frank - Dune, Dune Messiah, Children of Dune, God-Emperor of Dune (in roughly that order of importance)

Film adaptation Dune 1984 (also Lynch)

Other better adaptations but that's the one I reference

LeGuin, Ursula K.- The Lathe of Heaven, Rocannon's World, the Left Hand of Darkness, the Dispossessed and just read it all. You will be glad you did.

L'Engle, Medelline - A Wrinkle in Time

Lovecraft, H.P. – From appendix N; The important stuff here is only tangentially mythos. From Beyond and the Colour out of Space, though read Herbert West – Reanimator anyway.

McCaffrey, Anne - The Rowan, Damia, Damia's Children, Lyon's Pride
The Ship Who- series

Moorcock, Michael – needs no introduction; direct influences here of course would be the Jerry Cornelius oeuvre, the Black Corridor, the Ice Schooner, the Dancers at the End of Time, also perhaps you have heard of Hawkwind or the Blue Oyster Cult?

Moon, Elizabeth – The Heris Serrano sequence and others in her *Familias Regent* universe. Hunting Party, Sporting Chance, Winning Colours, Change of Command, several others besides.

Norton, Andre - Forerunner, Cat's Eye

Raymond, Alex – Flash Gordon

Robinson, Spider – Mindkiller (with Jeanne Robinson) Stardance,

Scott, Melissa – Dreamships

Spinrad, Norman – the Void Captain's Tale

Wolfe, Gene – Urth of the New Sun,

Vance, Jack – Anything (.....set in the Gaeaan reach), the five books of the Demon Princes, The Planet of Adventure series, the Dragon Masters, . Special mention must go to Port of Call and Idoru, as those were being read when this project began.

Varley, John - this guy gets it (The Gaea series - Titan, Wizard, Demon) and many of the Eight Worlds books, in particular Steel Beach

Zelazny, Roger - Lots, he's a very Appendix N writer in my estimation. For our purposes however I direct you to Jack of Shadows, Eye of Cat, and the Lord of Light.

Even more central than the seminal works of F&SF that inspired it, a deep and lifelong love and appreciation for comics and the SF within inspired it ultimately even more

2000AD!!!

Metal Hurlant, Heavy Metal, and Epic Illustrated

Alien Legion

Dreadstar & Metamorphosis Odyssey by John Ostrander (Star Wars Legacy is fun too)

Grimjack

Druillet

Jean Moebius Giraud

Phillipe Caza

All Hail Lord Televisor – Watchables

Barbarella (1967)

Battle Angel Alita (anime)

Battle Beyond the Stars (1980 - all hail Roger Corman!)

Cowboy Bebop (1998)

Crusade (1999)

Dark Star (1975)

Event Horizon

Firefly (2002)

Forbidden Planet

The Fantastic Planet

Galaxy Express 999 (Being honest though, most of Leiji Matsumoto's work.)

Ghost in the Shell: Stand-alone Complex (both seasons)

Logan's Run (1976)

Heavy Metal (1981)

Naked Lunch - 1991 based on the works of William S. Burroughs

North by Northwest & Suspicion (Alfred Hitchcock)

Pitch Black

Starcrash (1978 - All hail Caroline Munroe!)

Twin Peaks: Fire Walk with Me (1992)

Blake's 7 – classic British sf; a much moodier, bloodier, pithier alternative to Star Wars. Also, one of the first genre shows to regularly kill off its cast members. If there is a single thing you watch, watch this. (Though watch for the writing and the ideas and the – sometimes – very dark execution; funky 70s space fashion optional.)

In Search of... – the classic one with Leonard Nimoy. When you need to turn the pseudoscience up to ELEVEN. If there is a universe where all of that could simultaneously be true, it'd be this one.

Red Dwarf – The boys from the dwarf live in the soul of this thing, standing in for the player characters. it's not all about darkness and despair. Even the last man in the universe finds time to get some cheek in. A reminder that this is all in fun and not to be taken terribly seriously. Though sometimes, the Dwarf did just that. Take note.

Star Trek – If the ship encounter tables in this book are inspired by any one thing it's "every episode of Star Trek ever made" (ship encounters weird thing in space, deal with it for 52 minutes plus commercials) the original, though the entire rune of the franchise

was consumed during the making of this book. Recommended: Star Trek TOS season 1-3 esp. Mirror, Mirror, Star Trek Deep Space 9 season 1 sp. the episodes The Passenger, Necessary Evil,

Anime

Expelled from Paradise, 2014 Toei Company directed by Seiji Mizushima

A good view of what it's like to transition from computing substrate (as datalife of any kind or just a persona backup) to the so-called real world

Gargantia on the Verdurous Planet (2013) for a good view of the Empire and how it's soldiers are, ahm, trained.. As presented, the galactic alliance of mankind – sounds an AWFUL lot like the imperium. Ensign Leto especially at the beginning is very representative of the 'true believer' imperial citizen-to-be.

Other Media

Rush, Hawkwind, Blue Oyster Cult, Queen, Motorhead, the Deep Fix, Golden Earring, Devo, Black Space Riders, Void Commander,

Beyond Good & Evil (Ubisoft, 2003)

Mass Effect & Mass Effect 2 (Bioware, 2007 and 2010)

A Great Big Ton of Links that Will Be Super Useful to you!

Atomic Rockets – I cannot recommend the resources of this great site enough, check it out for all of your harder science SF needs!

http://www.projectrho.com/public_html/rocket/index.php.

Atlas of the Universe – Space is big! If you want to see how big, this is an excellent resource, also to give a range of star distribution and locations if you are wanting to run a closer to the real world game. A great SF resource regardless however!

<http://www.atlasoftheuniverse.com/>

SolStation – Another excellent real science/hard SF resource; especially useful when you are developing a star cluster and need that extra bit of verisimilitude. Super useful in combination with the two above links for crafting a more detailed setting and thinking lots about how various aspects of a stellar society would really interact. When you need hard numbers this is a great place to look.

<http://www.solstation.com/index.html>

Other Fine things that, while by no means required will definitely enhance your use of this and your game in general. Also they are awesome.

- **Crawl no. 8 (more firearms!)** <https://crawlfanzone.blogspot.com/>
- **Crawljammer 1-6** <https://crawljammer.blogspot.com/>

Also

- Rafael Chandler's Starship from Hell
<https://www.drivethrurpg.com/product/121744/The-Starship-From-Hell>



Pan Imperial Zoology - a Galaxy Black Bestiary

--Spacers and Imperial Subjects--

First - 5 stock NPC archetypes
Imperial Legionnaire
Lunar Bureaucrat
House Noble
Factory world Prole
SecFor

People you Might Meet Almost anywhere in the Imperial Volume

Factory world Prole. (1-10) Init +0; Atk improvised clubs +2 melee (1d6); AC 13 (protected or environment gear); HD 1d4+1; hp 9, or 7, 7, 6, 5, 5, 5, 4, 4, 3, 1; MV 25'; Act 1d20; SV Fort+2, Ref +0, Will +0; AL N.

Lunar Bureaucrat (1-3) Init +4; Atk data rod +1 melee (1d3); AC 12 (16 for information retrieval cyborgs); HD 1d4; hp 4, or 4, 4, 3; MV 40'; Act 1d20; SV Fort +0, Ref +1, Will +2; AL N.

In Luna can attract up to 4d100 SecFor in 1-4 rounds at all times. Constantly networked with thousands of others.

House Noble(1-2) Init +1; Atk personal blade 2 melee (1d7) or holdout blaster +1 ranged (4d6); AC 12+ HD 1d6; 6 hp , or 6, 5; MV 30'; Act 1d20; SV Fort+1, Ref +1, Will +1; AL L.

In public most likely wears a personal shield (absorbs 20 points of kinetic or energy damage before collapsing)

SecFor (1-10) Init +1; Atk clubs & sick sticks +2 melee (1d4); AC 13 (15 with riot shield); HD 1d8; hp 8, or 8, 7, 7, 6, 5, 5, 5, 4, 3, 2; MV 25'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N.

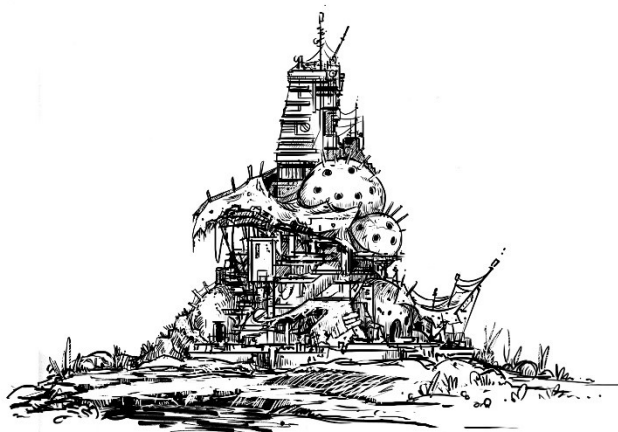
Imperial Legionnaire (1) Init +1; Atk +3 melee (1d8) or +3 missile fire (1d6); AC 20; HD 2d8; MV 120'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL varies.

Homeguard Imperial Trooper, Humanoid (1-6) Init +0; Atk jet pistol +2 ranged (2d6); AC 13 (NBC e-suit); HD 2d6 or 2d8; hp 9 or 11, 11, 10, 8, 7, 6; MV 30'; Act 1d20; SP +2 saves v. environmental toxins; allows second fort save at +4 v. radiation; SV Fort+3, Ref +1, Will +1; AL N.

Common Imperial Trooper of the Imperial Standing Army - it's soldiers deploy in water resistant ready wash uniforms, boots, gloves, and NBC helmet with rifles Comes equipped with a Jet Pistol, a spray multi with a single clip, and Trooper Field Ration Stick v/3 - peanut buttered chive spread and yellow liquid nutrient gelatin, sugar pellet.

Homeguard are not the Imperial Legions, that's different. They descend from the Third Empire's Imperial Standing Army. Constituent ranks range from Trooper to Section Leader up to Force Commander

In the modern era, they are a skeleton force; each empress since Martel I has reduced their numbers and muster. Presently they exist to garrison worlds in the Middlemarches on the corridors to the core; there are very few. Perhaps 5 million standing which is roughly five soldiers per world. At most all military action has been via Legion-action this Empress.



Formerly Living

Chemical Undead (1-6) Init +0; Atk fists +4 melee (1d6); AC 16; HD 2d12; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP chemical undead; SV Fort +3, Ref +1, Will +1; AL C.

Chemical Undead – as corpses who have been reanimated by parascientific metaphysical process, They are immune to sleep and hold effects. If reduced to zero hp they are immobilized but are not destroyed. The brain and possibly other generative organs must be destroyed (a time consuming process).

Walk with the Power of Meat – to convert a deceased organic creature to Chemical Undead, change their HD to d12, raise their HD to 2 if not already, and add 2 to their AC to represent a general toughening of their body. Pain is felt but dulled, as are most sensations. The mind is present but immune to biological triggers and conditions (immune to sleep and hold spells, not so much charm or mind control); spellcasters lose their spellcasting abilities (individual Judges may choose to arrest them at the level of death instead if that seems too harsh).

Depending on the deity, former clerics may or may not now be considered unholy to their own congregation. Corpses do not heal save by artificial means; Any characters so converted to this extraordinarily death-like state suffers a permanent -1 to Will saves (death and revival is rattling)

If a chemically reanimated undead character is reduced to zero hp they are not destroyed but immobilized and conscious until such a time as they are healed or rebuilt in some way. Each time a character recovers from such an experience, a DC 20 Will save must be met or suffer a perm loss of 1d4 pers as their identity fragments.

Be it from a medic with Revival-9 or a basement chemist with some horrible ideas, this corpse has been shot full of a cocktail that makes it get back up.

Saps (Sapients)

Common Teragen saps

The **Hominids** -The genesmiths of the First Empire loved to bring back dead species. Today the hominids and neo-hominids of the first empire are widely distributed across space, though only seldom extending past second empire border planets.

Today the descendants of the neo-erectus, neo-neanderthalis, Noe-sapiens, and astra populations are primarily known as the Myricor, though on countless planets the initial seed populations have adapted into other variations – planet bound humanoid life as it is known today.

Homo neo-erectus (1-10) Init +0; Atk fists +4 melee (1d6); AC 11; HD 3d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 40'; Act 1d20; SP immune to stuff; SV Fort +3, Ref +1, Will +1; AL N.

Clade specifics – -1 each Int & Pers, +1 Sta & Str

Distributed widely among the core stars during the First Empire

Homo neanderthalis (1-10) Init +1; Atk fists +3 melee (1d6); AC 11; HD 2d8; hp 13 or 16, 14, 13, 12, 11, 11, 10, 8, 7, 6; MV 40'; Act 1d20; SP ; SV Fort +1, Ref +2, Will +2; AL L.

Clade specifics – even Neo-neanderthalis are close enough to by the book humans as to require no additional rules. 3d6 in order without modification just like DCC says.

As with other Hominid species, Neanderthals were disseminated widely during the First Empire.

Homo sapiens astra (1-6) Init +0; Atk fists +4 melee (1d6); AC 16; HD 3d10; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP immune to stuff; SV Fort +3, Ref +1, Will +1; AL C.

Clade specifics – Myricor; otherwise, +1 Pers, +1 starting language, +1 to vision related tests, double range of normal human vision.

Various populations of Homo Sapiens were created or (re)distributed during First Imperial times. A minority population, these are the descendants of those who have adapted to lives in space habitats and starship, a mixed bunch of “naturally” adapted Sapiens and those with early gene tweaks.

Homo novus (Clade Novas)

(1-8) Init +3; Atk fists +4 melee (1d2+3); AC 15; HD 1d8+3; hp 11 or 11, 11, 10, 10, 9, 9, 8, 7; MV 35'; Act 1d20; SP hardiness ; SV Fort+3, Ref +3, Will +1; AL L.

Hardiness – long ago genengineered for a very particular idea of “fitness” they have long since outlived their creators. They save v. radiation, poison, and diseases (all diseases and foreign vectors) at +3; they are not capable of magic use, though psi ability is possible in some individuals. (IT is not a heritable trait)

An artifact of the First Empire or perhaps before; among the few stable species known to the empire...and they are dying out. Long ago fixed against the rigors of evolution they are a dead end, albeit especially fit in some areas. Their immune systems make active integration with many forms of imperial biotechnology impossible. Many exist in isolated populations on lower technology planets. It is thought that perhaps a large number of them exist in the Imperial Legions.

Homo maenadea (clade Maenads)

(1-6) **Init** +2; **Atk** fists +2 melee (1d2+1; 2d2+1 if using Wearable Knuckles or +1 knife melee (1d4+1) or +3 lasersonic blaster (5d4, 5') ; **AC** 16 (13 outside of tactical vacuum suit); **HD** 2d8 **hp** 12, or 13, 11, 9, 7, 5, 4; **MV** 30'; **Act** 1d20; **SP** psychic potential; **SV Fort** +2, **Ref** +1, **Will** +0; **AL** C.

Long ago the aquatic, psychic humanoids of the Siren star system left their home to take up a nomadic existence among the stars. Today they exist primarily as large pirate clans, raiding imperial and extra imperial systems alike as suits their interest.

Homo sapiens aqua (clade Sirens)

(3-12) **Init** +0; **Atk** fists +0 melee (1d2); **AC** 12; **HD** 2d8; **hp** 4 or 4, 4, 3, 3, 2, 2, 1; **MV** 30', 40 in water; **Act** 1d20; **SP** gills; **SV Fort**+1, **Ref** +2, **Will** +1; **AL** C.

Aquatic humanoids of the empire, they make up a large minority population on almost all Neo-fin worlds.



Ape-lift (1-8) **Init** +1; **Atk** pounding fists +4 melee (1d4); **AC** 12; **HD** 2d8; **hp** 13 or 13, 12, 12, 11, 10, 8, 7, 6; **MV** 20'; **Act** 1d20; **SP** by population; **SV Fort**+4, **Ref** +3, **Will** +4; **AL** N.

This represents one or more varieties of long ago uplifted ape or related species. Many such species were enslaved for several generations during the Second Empire, and possibly the First. Many dominant populations exist within the imperial volume - the albino variety, a gorilla blend, a chimp blend, and many others. A diverse and adaptable kindred,. They were well dispersed during the Second Empire, at the end used as anti-mechanical shock troops.

Aquatics

Tursiops Galactae (Neo-fins, a very successful branch of imperial life)

Neo Fin (1-20) Init +2; Atk headbutt/ram +2 melee (1d4); AC 14; HD 3d6; hp 18 or 23, 21, 20, 19, 19, 18, 17, 17, 16; 13, 13, 12, 12, 11, 11, 10, 10, 8, 8, 6; MV 20 or 45'; Act 1d20; SP ; SV Fort +3, Ref +3, Will +2; AL C.

Move: 45 (fluid) movement also applies to low and og gaseous environments. Can ram/headbutt in those conditions at +2 for 1d4 damage

The most successful aquatic clade in imperial space, and one of the most successful branches of Teragen life. There are multiple variations of the Neo-fin but the most common; this particular branch are somewhat smaller (approx.. 75%) than their ancestors



Whalefin/Neo Whale(1-4) Init +0; Atk bite +5 melee (1d8+2); AC 13; HD 8d8; hp 35 or 44, 42, 36, 32; MV 180' (liquid), 60' (gas), or 15' (land) ; Act 2d20; SP telepathy 1d20; ; SV Fort +5, Ref +4, Will +2; AL C.

While sometimes called Neo-whales but they are not true whales but a composite lifeform

They mass anywhere from twice to three times their smaller, narrower cousins. Somewhat larger manipulative than on Neo fins are typical; four extraneous fins can be “inflated” with muscular tension to allow a clumsy swish walk out of water in full G.

Most populations are relatively uniform in colouration and appearance, coming in (commonly) Pink , gray, black, white, and blue.

(2e) Uplifted Neo-mastodon, war type (2-20) Init +0; Atk +3 by weapon or +2 fist (1d4+1) or +1 tusks (1d6+1); AC 15; HD 3d8+2; hp 26 or 26, 25, 24, 23, 23, 23, 19, 17, 13, 13, 13, 11, 10, 10, 9, 8, 8, 7, 6; MV 35'; Act 1d20; SP Excellent hearing 5' reach; SV Fort +3, Ref +3, Will +2; AL N.

Excellent hearing: only surprised one in six. +3 to any rolls involving hearing; only surprised 1 in 6.

Roughly bipedal, well over 3m high. Only semi-furred now but wild and terrifying looking; has additional five feet of reach with any melee weapon. .

Introduced as beasts of burden and later ranching animals during the First Empire; many species went wild with its fall. The ancestors of this species went wild on a slightly high g (1.3g) world...to be used as the prime element in shock troop design over 20 thousand years later.

Late Second Empire, someone (one of the shaper houses) uplifted a world's mastodons in case they were in need of shock troops. They were, but they weren't done cooking when the house fell. Recently, a combined effort from three navi houses learned of, located, and recovered the vessel in question; 97 specimens were intact fully grown in stasis

Optional PC notes

Swap out three points of Agil for 2 points of Str RIGHT NOW. Add a point of Stamina.

Excellent hearing +3 to any rolls involving hearing; only surprised 1 in 6.

Hololife

Pratimahl Holo-life (1-3) Init +2; Atk fists +2 melee (1d3); AC 12; HD 2d10; hp 13 or 17, 13, 8; MV 30'; Act 1d20; SP pseudomatter hologram; Beam/emitter; SV Fort+2, Ref +2, Will +2; AL varies.

Pseudomatter Hologram – Further this renders them immune to light and sound based attacks (note: this applies ONLY to the Hologram itself. The bee has no such immunity – below)

Beam/emitter – or Bee, is a tiny, dense (AC 17) spheroid that contains the infolife and projects the emitter field (and so the above Pseudomatter); when in use the Bee's effective AC goes up to 20.....provided the attacker knows to target it and how in the first place. The stat block above is for the pseudomatter construct. When acting simply as the Bee, use this instead:

Init +0; Atk none; AC 20; HD 1d10; hp 7 or 8, 5, 3; MV 30'; Act 1d16; SV Fort+1, Ref +1, Will +0; AL varies.

Pratimathic image holographic life simulation- the proper term for the hard light and pseudo matter holograms created on Maleth Noir.

The Uncontaminated

– Imperial member life not otherwise admixed with Teragen or other Imperial genetic material

(inorganic/Imperial) **Muselets** / Unnamed Really weird aliens (1-c

number, if applicable): Init +0; Atk +x or by weapon +x (1d4 or by weapon); AC 11; HD 1d8; hp 4; MV 20; Act 1d20; SP ; SV Fort +x, Ref +0, Will +0; AL Neutral.

A constantly roiling black cloud of gas suspended a meter above the ground; about a meter wide/tall; internal structure is highly charged rock structures suspended in an energy field which makes the cloud itself persistent.

Technically these are energy beings; they can (limited) absorb incoming energy attacks (low level) and a few times a day can fire twin beams of heat/light at very short distance.

They form sense organs in the direction of travel that combine vibrational sense, some visual capacity, and the fact that the cloud constantly “smells” anything that passes through it (with MANY millions of receptors that are sensitive to things); it does not see things properly but gets their impressions; their culture is largely made of each individual imagining what X looks like and filling in the blanks as needed. A very individualistic culture, the race has an imperative to always work together and never against one another

Most found off world are intensely curious or drawn away from their home by specific business. Some find it easier to interact via worn magnetic “suits” that provide a humanoid context for interaction, but this is the exception. Many who leave their world are musicians.

They are from a high energy world (a world shot through with immense strains of pure lithium under six massive magnetic bands of force that rotate around the world from the supercharged - dynamo - metallic core. Almost no life there is solid and much of it takes temporary form before “blowing away like smoke.”

Homeworld is interdicted (for safety reasons) for most Imperial humanoids. Much of the world has been re-engineered by the locals for greater power ‘broadcast’ capability; in essence they have reconfigured the arrangement of their world’s structure to serve as a power station; with their ability to absorb, release and redirect EM energy they can achieve boost capacity via magnetic lifting. (Lit. flinging themselves or cargo into the lower orbit via magneto conduction etc.)

Possibly a small rogue population of these creatures may have attempted to settle on Seltremaches-3 given their environmental temperament.

Notable Achievements

111 Sidereals ago, a crew of 50 returned to Imperial Space from Magnetar 1E 1048.1-5937 (some 9000 lights distant)

(Organic/Imperial) **Squigs** (1-c number, if applicable): **Init** +0; **Atk** +x or by weapon +x (1d4 or by weapon); **AC** 11; **HD** 1d8; **hp** 4; **MV** 20; **Act** 1d20; **SP** Empathy, contact telepathy, full sensory interactivity ; **SV Fort** +1, **Ref** +0, **Will** +0; **AL** Neutral.

Their own name is somewhat difficult as they do not innately use spoken language. They appear as a writhing mass of slug like tendrils surmounting a vaguely trunk-like pod filled with segmented brain like structures.

Squigs love sex, they are culturally super gregarious, and they have full CNI connection and telepathic ability with willing participants.

In short, they are an ugly pile of dripping slug tentacles of varying thickness and temperature, wrapped sort of around a wet green bean.....but they can make you experience literally anything, and they want to fuck you!

They are actually very giving.

At any rate, Squigs have a rep amongst the humanoid members of the empire; being with a squig is seen as an embarrassing degree of letting one's guard down but with a wink and a nod as it's tacitly assumed everyone does it.

In fact, squigs use (some) humanoid (or other, they ain't picky) lifeforms to long distance reproduce with other squigs as they leave a spray of protein spores on their sexual partners that will remain viable but neuter until coming into contact with either vacuum or another Squig. Some squigs are known to spray down particular humanoids simply so that their friends will be popular and get laid a lot.

They are empathes and their culture is based on building bonds of relation via empathic exchange aka sex. They grow empathy with those they merge with. Also, like many humanoids they like to get high and so favor a variety of dazzling psychedelic paste compounds (mostly harvested from high radiation Jovian moon systems with active volcanism and minimal teragenetic contamination) which are generally way too much for the mammal brain to handle; however, some very dedicated (others would say insane) humanoids are known to go on High Adventure as they merge with a Squig under the often randomizing effects of these compounds. In some cases, the back and forth between pleasure and terror is sufficient to form power exchange bonds between those who repeatedly share these experiences.

Notable Achievements

There is a pile of wet beans and noodles in every spaceport, everywhere in the Empire. Specific Individuals have excelled but it's hard for the vast majority of the Imperial population to get over their being 'a species of sense-sluts. '

“Gloppy” (Unity Organism) - . Most Unity Organisms (life capable of interfacing with and often digesting all other forms of life) are braked and/or controlled within the empire; nanotech and the like. This particular species was subject to a purge/mass extermination in the first (Third Empire) millennium, coming at last to an end where the last remaining members of the species had gathered on a single moon. The descendants of those are few in number and never congregate save for familial relations for fear of final retaliation. Nonetheless they are full imperial subjects.

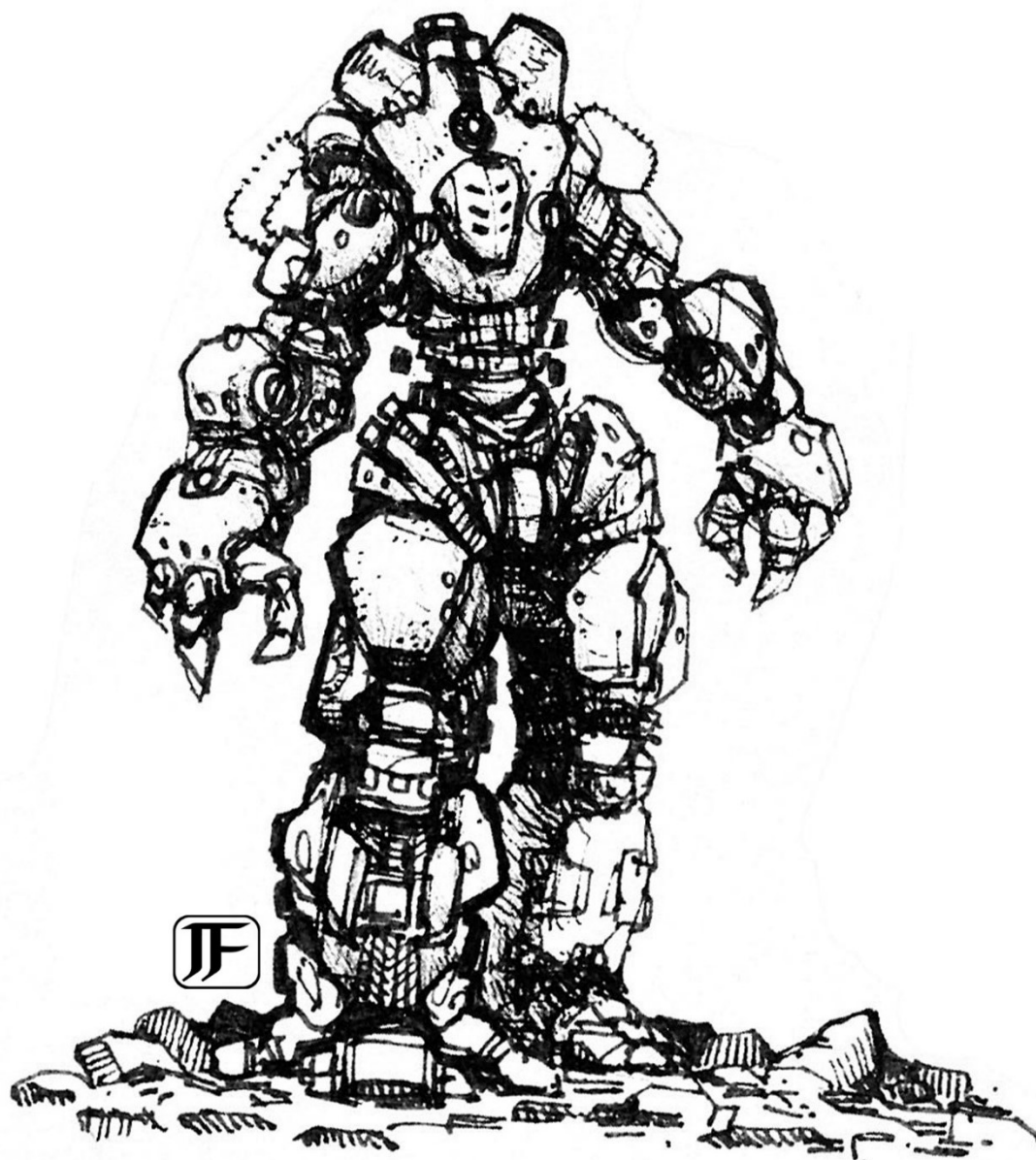
Production Mechanicals

Aes Stratego XK11c37 Strategic Analysis interface droid (1 or 1-3) Init +2; Atk fists +4 melee (1d6+1); AC 12; HD 5d10; hp 33 or 36, 31, 24; MV 30'; Act 2d20; SP mechanical lifeform; SV Fort+1, Ref +1, Will +1; AL L.

Attacking as above is if kept unarmed, which is standard; if armed +6 ranged, doing an additional 1 point of damage per die.

Military consultancy units; they are sometimes embedded with Legionnaire squads; sometimes kitted out and programmed to run comms for large scale Legionnaire actions on world.

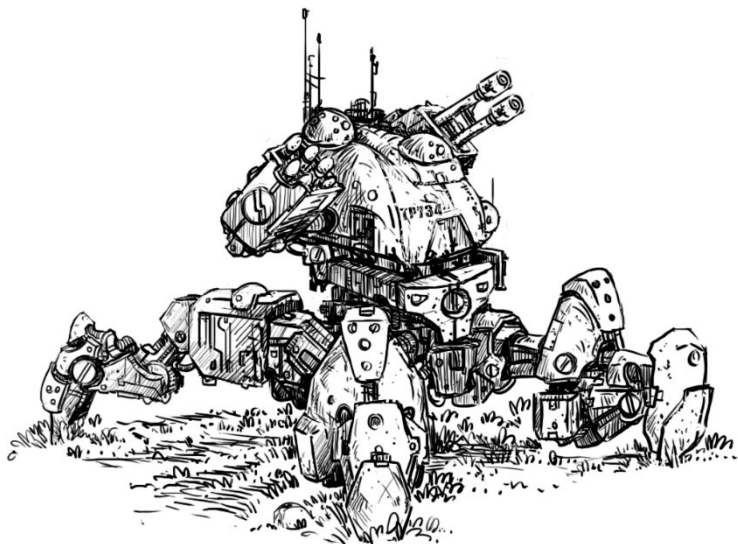
Allegedly programmed to find joy in unit cohesion. Many disbelieve. Many.



Goddess Omnimechanics Illumatron Q-38 Servochs Quality Training Mechanoid (1 or 1-5) Init +0; Atk fists +3 melee (1d4+2); AC 12; HD 4d10; hp 33 or 27, 25, 23, 16, 9 21, 20, 18, 17, 16; MV 30'; Act 1d20; SP mechanized lifeform; SV Fort+1, Ref +1, Will +2; AL L by initial programming but free willed from experience thereafter. *This is a standard high end, utterly non-combatant droid and it's stats may be repurposed thusly.*

A standard high density humanoid robotoid ; designed for high end small group or one on one training in tool/environmental interactive and info haptics aptitudes for organic humanoid lifeforms.

Fully intelligent, can be set (or self/auto set) to one of three Behavioral Emulation Modes.



Goddess Omnimechanics Model 77 Elite young aristocrat battlelord training machine (1 or rarely 1-3) Init +4; Atk tac-tendrils +6 melee (1d6+2); AC 16; HD 8d10; hp 59 or 47, 38, 25; MV 15'; Act 3d24; SP droid body, hardened battlelord training machine; SV Fort+2, Ref +3, Will +1; AL L.

Hardened Battlelord Training Machine - Tripod articulated leg underneath barrel chassis with up to 12 fittings for additional limbs, tractor/pressors. Melee, energy, or force weapons, 4 slots for interactive repressor fields/basic melee/tools, and 2 slots for basic weaponry (firearms, incendiaries) At least six layers of sensors in head assembly and located throughout body, providing 360 IR/UV vision with short range (30') radio/ em comms.

Only surprised 1 in 8; fights with any three weapons or devices simultaneously. Actually, a fully intelligent machine, it takes approximately one sidereal for the machine to 'bond' with the lifeform to be trained after which it proceeds to guide its charge to what starts as it's preprogrammed "destination skillset" altering it to better benefit the life form as the training progresses.

Hostile “Imperial” Life



“The Cold ones” (1-3) Init -1; Atk chemical “bite” +3 melee (1d10); AC 22; HD 4d10; hp 30 or 32, 23, 25; MV 10'; Act 2d20; SP Pudding; 'bite; attack; SV Fort+4, Ref +4, Will +4; AL Alien/imperium hostile (Chaotic)

Chemical burn - the concentrated touch of one of the Cold Ones inflicts 1d10 damage to warm blooded or organic creatures from a combination of cryogenic temperatures and a chemical burn which ruptures cells

In desperation one of the cold ones can bare it's yolk like golden brain center and fire a blast of pure cold at a single target (though in a 15,' 45 degree cone) doing 3d10. This is an only semi consciously controllable reflex attack; many of the remaining higher (blobby) forms in their ecology inflict some sort of cold blast as a reflex action on death.

A mobile white cryo pudding inhabiting the shallow Methane seas of their cold worlds and moons; Statistics above are for an individual or one of a VERY small group encountered alone, probably a long way from where they should be.

Attacking or dealing with “one” of these creatures on its homeworld or one of its old, settled worlds is high suicide. Other than the cryogenic temperatures and methane - ethanol nitrogen atmosphere, in their native environment they are mobile brain nodes that manipulate the methane seas, covered in their goo, where they live, to form /.act as their body. Many will act in concert thus - the chemical burn “bite” attack will do 4d10 and paralyze warm blooded creatures on a failed DC 18 Fort save, and their cold attack en masse could inflict almost twice that. Such a conglomeration of brain nuclear would attack as though a 16d10 monster with some 90 hp.

“The cold ones” (or “Slow ones”) are naturally sensitive to radio waves and adjacent EM frequencies as all life on their homeworld was before their emergence into spaceflight wrecked their ecosphere.

Despite extensive tool use (advanced crystaltech) they are ‘one with their environment, their brain-motes floating around in the naturally occurring computing substrate in which they arose, though of course it has been ‘enhanced’ over the millennia. Their entire civilization discovered basic tool use and took to the stars in the time of the Second Empire, draining their home world’s ethanol seas to power their initial forays into spaceflight, colonizing the nearer moons and a single other planet. . . They fought two wars with the second empire in it’s last 900 years. Had they a need for the worlds that most then imperial species required, the collapse of the Second Empire would have been a bloodbath.

They have fought six wars with the Third Empire; An ongoing conflict has led to their ‘incorporation’ some two hundred years ago. They still actively resist, but at present exist in a tool-less stage after a series of surface bombardments. The “Pacification Campaigns” continue.

Perhaps the Imperial Science Academy would like to get its hands, paws, assemblers, and tentacles on that computing goo?

The Cold Ones are psions, somewhat naturally so, but along very very different paths than the Imperium. Assume an expedition (as above) has a collective d30 to use telepathy (or something like it) with one another and assorted psionic (crystaltech) devices as needed.

In times of war, they are logical, methodical, and absolutely alien. They think nothing of suicide to serve greater goals; individuality is a luxury that, when it does emerge, has no place in warfare.

Static Helium Cloud (1d3): Init +1; Atk weapon +3 electrostatic discharge missile fire (3d6, range 60’); AC 16; HD 3d8; hp 18 or hp 18, 14, 7; MV 20; Act 1d20; SP Cold, electrical discharges, degaussing attack; SV Fort +3, Ref +1, Will +1; AL Neutral
Electrostatic discharge – when threatened or acting out of curiosity, the clouds can fire a directed blast of Magento-electrical energy up to 60” away inflicting 3d6 damage, plus an additional 1d8 to any targets susceptible to high energy magnetic fields (Mech created, cyborgs, some non-organic life forms, possibly others)

Degaussing attack – every other round XXX can emit a radius effect magnetic wave radiating out to about 30’; primitive and unshielded electronics may be affected (DC 14), primitive electronic storage may have its memory wiped (DC 12) and primitive machine created may suffer disorientation and short term memory loss (DC 10 to resist)

Sentient (or nearly) cloud of unstable liquid helium; appears as a blue-white cloud of bubbles and visible static electricity; their ‘bodies’ are actually made of supercharged magnetic fields; what the characters perceive is their insides.

All in 5’ radius suffer cold damage

Electrical discharges occur when any conductive medium (robots, guns, metal, most organic beings) move within five feet; every other round the intruding object or organism is hit with 1d6 electrical damage (this is in addition to the cold).

Habitat – upper reaches of certain Jovian worlds, cold methane worlds, They subsist on free electrons released from ionizing rocks, particulates, and other base matter.

Gifts from the Past - Second Empire Relics

The Three Stage Death – a group of Second Empire Mechanics faction bioweapons

Jellytime – low grade wide dispersal psychedelic aphrodisiac designed to ruin crew discipline and break down the chain of command and control.

Rot block – a late second Empire Mechanics terror weapons, often deployed as part of a three stage process involving robomen

Appearing most often as a 5x1x2 block of pink stone (Sameite or unworked Breltanium commonly), when the activation conditions are achieved, a three minute warning in the form of a haunting nursery rhyme will dimly sound from within the block.

IN the meantime, the matterwar block has begun transforming into 10d100 Cardiac Grubs. Each round after the music starts the block will partially dissolve, becoming the anti-organic life form; these are small synthetic directed meat eating/burrowing slugs that once they burrow into flesh reach the nearest source of cardiac muscle and begin to feast within 2d4 rounds.

Once upon a time those slain would be preserved and then revived by spray containing aerosolized robomen assemblers but thankfully no intact active block has maintained this degree of integration with any other components.

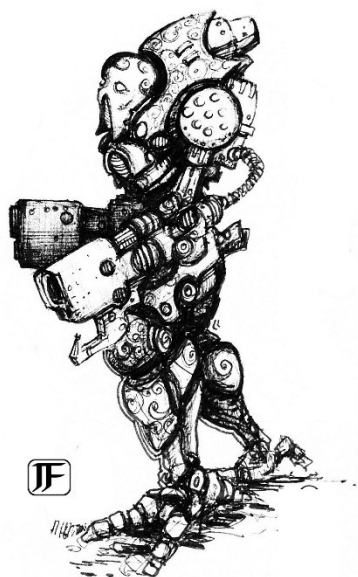
The only known way to neutralize an active rot block is to bombard it with certain wavelengths of radiation in the time during its warm up phase or prior to its activation.

Robomen - Sometimes as a consequence of Sub-etheric travel of course is the temporal asynchronous and the displaced.

Sometimes, these are from the future. And from far enough in the future to be fairly alien.

Thus, sometimes, washing in from many splinters and possible futures, mostly believed to be some 30,000 years in the future (which, per imperial policy, is treated identically

to a Splinter; functionally it is considered an alternate plane of existence) – perhaps (it is thought) from some great war or conflict. IF so it is a conflict in which robotic life forms of some variety are using metal viruses to infiltrate organic hosts, which they then invade/replace/infiltrate by consume their brain and replacing it with substrate.



Robomen (infected) (1) Init +1; Atk fists +3 melee (1d3); AC 16; HD 2d10; hp 13; MV 30'; Act 1d20 + 1d16; SP machine brain; SV Fort +2, Ref +0, Will +2; AL L.

Eliminator Units (1 or 3-5) Init +0; Atk fists +4 melee (1d6); AC 16; HD 3d10; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP ; SV Fort +3, Ref +1, Will +1; AL C.

*Robotic Cyborg
Infiltration Unit*

Often employed in deployments of 3-5 units (though many a tale exists purporting the adventures of any number of individual units sent on specific missions) these became a feature of the extended cold war (and early hostilities in the Final War) between the hostile Shapers and the Mechanix factions. The Eliminator units were by design, infiltration and commando units, designed to fool Shaper defense just long enough to get inside their facilities, their labs, and their lines before beginning their missions of preprogrammed target elimination and general destruction and mayhem.

Up to a thousand at a time were passively linked to “passive AI” (a convenient lie) Strategy Computers, and so ultimately they were organized into and loyal to their given StratCom. It is said that, at the end, a single Eliminator unit somehow went rouge and resisted programming both remote and onsite, and it was this “Proof of Flaw” that initiated the immediate end of production for these and related units.



Dronethrall of Lord Televisor (1-3) Init +0; Atk weird corroded fists +4 melee (1d6); AC 16; HD 3d6; hp 13 or 14, 12, 9; MV 30'; Act 2d20; SP drone thrall; SV Fort+3, Ref +1, Will +1; AL C.

Drone thrall – Constant exposure to the droning broadcast signal of Lord Televisor has reshaped the drone's mind; their lives are immersive hallucinations where they see only what the Telescreen – or Lord Televisor themselves – shows you. So disconnected from the real world you are that you are simply immune to fear effects, charm, mind control, or any other mind altering effects.

When a zero is exposed to the signal of an active telescreen for too long, Lord Televisor can resculpts them, mind outward to body, warping and weaving to suit its own inscrutable ends. Long live the new flesh

Cancer mages are known to pay very well for intact Dronethrall tissues, dead or alive. Surely none would work with such as they, right?

Extra Imperial life:



GALACTIC PRECURSORS

The Nagahl First Ones

(the Nagah) (1 or 1-6) Init +0; Atk bite +9 melee (1d6+4); AC 25; HD 9d10; hp 55 or 62, 57, 55, 53, 51, 46; MV 90'; Act 2d20; SP poison spittle, ; SV Fort+6, Ref +6, Will +6; AL N.

Spitting poison – this contact paralytic will cause unconsciousness or (if a DC 20 Fort save is made successfully) merely paralysis for 1d6 hours

This spittle attack is made up to 30" and at +6

Those so paralyzed will be enshrouded in the Nagah's coils and slowly constricted if it suits their purposes.

Constriction attack – inflicts 1d8+4 per round; only used on unconscious targets

Starry Serpent Wisdom - Any given Nagah may have abilities equal to a third or fourth level Wizard and possibly a second or third level Psion. Furthermore, all known specimens have should a remarkable survival ability. Adopting from needing to 'breathe' underwater to the vacuum of deep space with equal measure. They infamously swim in the water or in the hydrogen wastes of deep space equally well and their movement rate is not affected.

It is thought they in fact live off the Sub-ether itself in some way, rather than commonly respire. In the flesh such a creature could be anywhere from 11 to 30 feet in length.

The Nagah descend, in this and many other forms, directly but distantly, from the first intelligent species to arise in the Via Lactae galaxy.

The Quetzali Star Dragons

Quetzal (1-2/1-4) Init +0; Atk bite +4 melee (1d6+ poison) or poison spittle +6 ranged missile fire (poison, 15'); AC 15; HD 8d10; hp 32 or 40, 37, 21, 19; MV 30'; Act 2d20; SP poison, magic, psychic powers SV Fort+6, Ref +6, Will +6; AL C.

Poison – the internal chemistry of the Quetzals is toxic to most other organic life; be it spittle or a sting from it's tail, the result is the same – a DC 16 Fort save

Magic and Psychic Powers – Individual members should have an equivalent to 1d3 levels of wizard and 1d5 levels of psion in terms of spells and manifestations allowed. These may be of any level (they do not possess actual levels in the class, this is an approximation)

Spoke originally by using a flexible 'mouth apparatus' (it was not the mouth; this was a vestigial scent organ used as speech generator) that generates tiny magnetic and (far stronger) electric currents that make distinct noises. As developed by selection pressure it became the basis for a tonal language where phonemes were made of sounds formed from basic heptaphonic scale.

By the time they spread across the galaxy individuals could speak, notoriously any language in their "sing song dialect" which could replicate sounds in a manner to modern ears that sound artificial.

Quetzals – Called 'degenerated Nagah' when contacted by the First Empire over 50k years ago, the so-called star dragons were probably related to an offshoot of the *Coatl-nagahl* precursor line (they were called Coatl in First Empire times).

It is thought that perhaps the Nagah uplifted the **Quetzal** at some point in the incredibly distant (billions of years) past.

They intervened in the affairs of countless young, planet bound species in their time, ranging forward across time, space, and the Otherworlds as history went on.

Long believed the missing link with half a dozen other galactic species; they form the basis of many early Space Gods legends, true or not. It is believed that they are completely extinct but only time will tell.

Unlike the Nagah whose numbers are few to the point of seeming extinction, as they have been for a million years or more, are unlike the Coatl; what few ruins they left behind (for their worlds were never many) that did not rot away with the passage of time are somewhere laying largely intact if not in fact already occupied long since by another life form. "It is thought that at some point the Coatl en masse left the galaxy, only to return individually from time to time in the course of their multigalactic and eventually multi-brane existence.

The Wise Ones - The Lumasi

Lumasi (1-6) Init +0; Atk fists +6 melee (1d6/1d6); AC 13; HD 6d8 hp 39 or 41, 33, 28, 25, 24, 20; MV 60'/75"; Act 2d20; SP often psychic; may possess up to 3 cleric levels. SV Fort +5, Ref +5, Will +5; AL Lawful.

Ancient spirit guides to the star lanes, these semi material creatures appear to be winged representations of ancient bull-lions. In the modern era they are primarily known for coming to the aid those marooned alone in the Sub-ether.

In times past, as their numbers scattered, it is said that the Lumasi broke into pairs and traveled into the galaxy to encourage the development of Law on the many worlds of the Via Lactae, perhaps as a vanguard against the chaos to come.

In appearance they are quite varied, individuals may tend towards particulars of uniqueness. Quadrupedal sentients of variously In general, the male presenting Lumasi are maned and perhaps somewhat leonine. They are furred and possesses paws. Exceptionally old specimens may possess cleric levels; such may recall ancient struggles against chaos akin to the legends of Sumer and Assyria. Those will almost always come to the aid of clerics in the service of Eshtarra, provided their aims are Lawful and their hearts are pure. (Individuals of both apparent genders have been known to annihilate those of lawful alignment but rueful intent when summoned to aid.)

While the female seeming (Shadis) Lumasi correspond to legends of the Shedû, to the harmonious musical voices and golden soft beards. They are hooved, though often only their forelegs are hooved. They are often powerful psychics, and their telepathy carries over into full telepathy with the creatures of the galaxy, especially those whom they have a history of aiding.

Both sorts are capable of a form of casual telepathy which allows contact with surface thoughts and is their primary form of communication with aliens. They speak their own language and the languages of dozens of ancient civilizations of the galaxy; They may extend a field of protection and defense to all Lawful creatures within 5m that grants +2 to all saving throws v. magic and evil and 1d8 hp restored to those affected.

The Deep Fair

Astral Sprites (10-1,000 10d%^d) Init +0; Atk pixie bite +1 melee (1d6+pixie dust); AC 16; HD 3d6+2; hp 20 or 20, 19, 18, 18, 17, 16, 16, 13, 11, 8; MV 80'; Act 2d20; SP fey powers; SV Fort+3, Ref +3, Will +1; AL C.

Time Stop once a day they can call upon the shard of faerie that each of them carry within and move between moments, as though time around them has been frozen, for up to 1d20 effective rounds of activity by the sprite and any 1d4 material beings of their choosing.

Dimension Pop - by shunting temporarily through a vast otherworld called the faerie chaos, the Sprites may functionally (and safely) teleport instantaneously Fey powers and attributes: the Astral sprites can see invisible things, see into the Sub-ether (when they wish, which is seldom), and become invisible and fully intangible at will.

Group concert - when acting together as one will, sufficiently large groups (multiple hundreds minimum) can do great things but only on the rim or out on the edges of "known space" or beyond - they can abduct spacecraft, or save being being spaced by a pirate ship, or stranger, more magical things. How much is too much Spacer vape is hard to say. AT minimum they should be able to duplicate any spell of fourth level or below given time and will.



Pixie dust - it is almost impossible to move the astrid sprites to violence but when so moved, they bite. Dangerously, their bite infects (DC 14 Fort save to avoid) the wound with pixie dust from the bite until it turns back into air, vapour, and intentions

Astro-sprites are odd things; only semi material (their bodies are in part actually made of light, though not hard light) and when gathered together (which is

always) their inner glow shines that much brighter. It is hard to discern their actual shape within the tiny globe of light that they project but it appears a tiny semi humanoid figure, with attributes of bees, dragonflies, and small nebular drifts for hair, possibly serpentine or arachnoid according to some. The dust affects all sentients equally regardless of metabolism, or the lack thereof. IT's faery magic.

1. Full of stars" The target goes catatonic while being bombarded by psychedelic space images. Temp 1d4 pers damage from sensory overload.
2. The Sky Full of Fire - target experiences a brain bending drug experience for the next 3d6 hours which may make continued functioning difficult, but they are otherwise unimpaired.
3. Target's hair, eyes, and/or nails become a permanent and indelible shade of pink. (or chartreuse, or teal) Mechanicals get pink racing stripes and trim. (Some especially gloomy sorts may get full pastel goth makeovers.)
4. For the next ad12 hours, one or more of the target's bodily secretions (be it sweat, oil, sap, or whatever) are a dark sticky red wine that will almost immediately intoxicate anyone that drinks of it (Fort save DC 15 to resist)...and will attract pollen, dust, plants, insects, and any kind of pollinating organism by the incredible scent the target is now emanating)
5. the target is cursed
6. The target becomes immune to the negative effects of vacuum, weightlessness, and interstellar extremes of temperature. For the duration, they suffer no effects whatsoever from radiation, laser, heat, or cold damage. At some point this effect will end but it could be any when. Tomorrow. Five minutes from now. Next year. At least one Spacer tale suggests that a young juve was suddenly endowed with these abilities and it led them on a life of adventure among the stars...until "kissed" (bitten) during her one and only encounter with these sprites...at which point, she promptly experienced suffocation and vacuum exposure, having not worn a suit for such in decades....

No more than a legend to most spacers, on the fringes of the known spiral arms they gather like clusters of golden fireflies, sometimes numbering in the thousands (or seemingly so); they are invariably curious and attracted to any intelligent life that reaches out that far.

Rarely a cluster of them will penetrate further into inhabited space, riding a long period comet or such into the system but not leaving. Such excursions are rare however, for planetary systems are the most abundant source of iron in the universe which weakens them and their connection to their home.

History: ancient alien fey spirits who have largely retreated to the less stable reality of the Rim. It is thought they are 'organized' (if that is the word) into the "Star Courts" of Delight, and roam freely through the Sub-ether and the Noosphere as well as the realms of Dream. Generally, they appear as unique, small, wizened beings, twisted by the whorls of void burn into intricate pattern shapes - most resemble fractals or Ancient Terran knotwork to humanoid eyes. Often blue, or black or green but theoretically any colour and of any appearance. Fey beings of wonder, wanderlust, and inspiration. Some are thought to descend in some fashion from the Musae of the Noosphere. Beings of gentle chaos and great (though...patchy) wisdom; some rare times they will attempt to teach one of the "Short timers" a lesson, but these are cautionary tales May date from the end of the first faery incursion; these would be other beings that wished not to stay but instead fled into the material universe. Alternately they may have been released into the universe shortly after the defeat of Nagzul at the Rim at the dawn of the last epoch.

Other Extra Imperial Life

Elder Sagittarius Constructs Official first contact occurred 16 years ago and in the New Orien Sector. A group of faintly humanoid crystalline artificial lifeforms, often wrought of black, clear, or red/purple crystal. They are the inheritors of an extinct creator race, but are known to the dwarf princes of the Forgeworlds.

Crystal men(1-6) Init +0; Atk crystal fists +4 melee (1d6); AC 16; HD 3d10; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP immune to sleep; SV Fort +3, Ref +1, Will +1; AL L.

Parasite X j117 myoelectric Neo 2 worm type 2 At full growth reaching up to 18 centimeters in length and up to 3 cm in diameter these mutations common to first generation terraforming technology worlds in the early Second Empire commonly infect Imperial humanoids on Urban or semi organized agricultural worlds where there is inadequate filtration against biological contaminants as well as being sexually transmissible.

Extraordinarily hearty specimens can live up to 4 years deep within the intestine of the host until it's final ~~won't~~ cycle triggers the fertilization and eventual swelling and release of up to 6 host eggs in their raw form it is said that these eggs and the contents and Corruptions within or of Exquisite potency and maybe of useful to Mystics need her answers and other practitioners of the mystical and occult Arts begin

Extra Galactic Life

Distinguished Federation Observer (1): Init +0; Atk +3 ranged stunning blast of mental force (4d4 temporary hp damage); AC 12; HD 4d8; hp 26; MV 30; Act 1d20; SP any mental power the Judge endows them with; SV Fort +3, Ref +4, Will +5; AL Lawful

Stunning blast of mental force – Fed Observers do not kill. Further they expect a certain amount of violence and mayhem in Imperial space so this is their compromise – a blast that is as much psychokinetic as telepathic designed to stun those selected (can be used as 15' cone, 3' at its outset, 15' at its widest, 45' range) should they fail a DC 23 Will save.

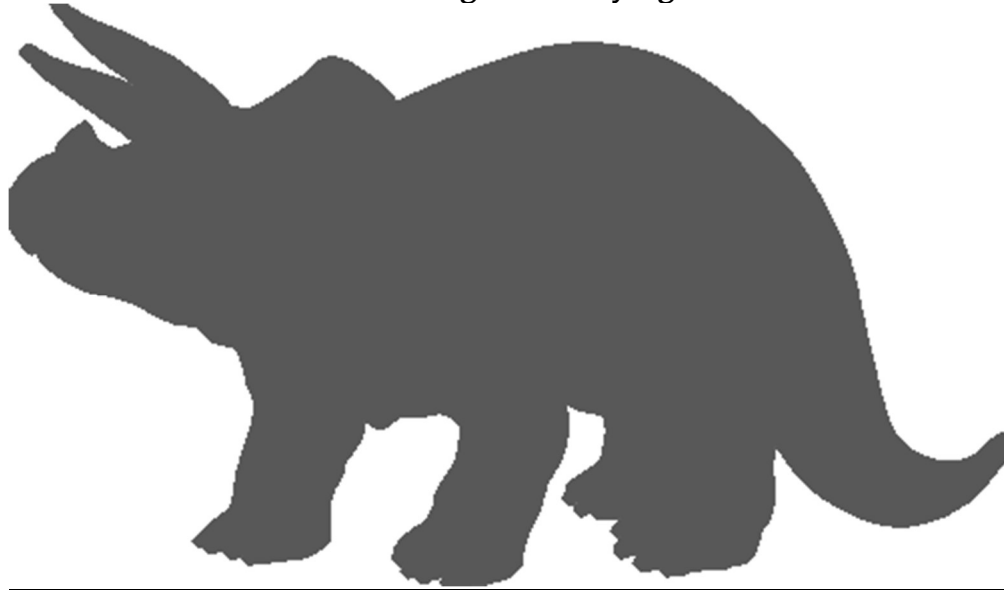
Sad eyed and knowing, this individual appears as a faintly blue-green humanoid of middle to advanced age, otherwise unremarkable. Dressed conservatively and as mundanely as possible. Likely this is a genetic construct inhabited by a member of their diplomatic corps. They're all powerful psions, pacifists (they do not kill ever) and mostly aquatic, so this person is not what you would expect. They do have that weird serenity to them though.

(By law they are identified as such when they are running/walking around esp. alone or unofficially).

Animal (Sentients) Common Martian Crafted organisms

"It's all carnosaurus and needlepigs."

- Ag world saying



Common animals of the imperium

Brontos

Carnosaurs (many "standard varieties")

Needle pigs - common Second Empire meat ranching species.

Common Terragen creatures

Felis Catus (world)

Canis lupus (world, breed)

Rattus rattus astra (world, breed)

Homo neanderthalis

Homo sapiens astra

Tursiops Galactae

Ursidae Sapiens

Homo novus

Homo maenadea

Homo sapiens aqua

Canoids

Wolfoids

Feloids

Common Terragen saps

The Hominids -

Homo erectus

Imperial agricultural worlds

On worlds that source live raised meat, by far the two most common sources of that meat are the carnosaur and the needlepig.

(micro)Carnosaur(1-4) Init +0; Atk bite +2 melee (1d6); AC 13; HD 2d8; hp 15 or 13, 11, 10, 8; MV 30'; Act 1d20; SP ; SV Fort+3, Ref +2, Will +0; AL N.

It is thought that at some point in the distant past (probably at the end of the Second Empire) a particular variety of 'geneered extinct dinosaur was cooked up and suitably altered in a Shaper lab & introduced somewhere Low gravity rated....though from there spread throughout then Imperial space. Today they have been driven mostly into extinction in the core save on some worlds where rare attempts to domesticate them have taken place. On many worlds where significant populations remain, different ancestral traits have emerged through selection or mutation making each one a unique subspecies. Some 60% are feathered in a vast variety of colours and patterns; the remainder are gray, green, or bright red, almost a coral pink in colour. Many populations have brills after the fashion of chickens.

(Macro) Carnosaur (1-3) Init +0; Atk 2 claws +3 melee (1d6 each) bite +5 melee (4d4); AC 15; HD 8d8; hp 46 or 47, 39, 23; MV 30'; Act 3d20; SP Dismember SV Fort+6, Ref +6, Will +1; AL C.

Dismember the savage bite of the carnosaur is designed for the tearing of meat off of a still living animal. On a successful crit (nat 19-20) the beast rips an arm, leg, or other extremity off to an additional 1d20 damage

Such creatures, when brewed up in the laboratories of their genetic designers, were never intended to revert to the size of their extinct ancestors. But this strain has done just that. Sometimes a throwback will also be born to a typical carnosaur egg but will undergo growth spurts that the rest of the breed simply is not supposed to. Either way the result is the same, a mutant throwback to the Age of Dinosaurs that really should not be allowed to reproduce.

Wild Carnosauroid (1-5) Init +1; Atk Bite +3 melee (1d8); AC 14; HD 4d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP dismembers for 1d20 damage on a nat. 20; SV Fort+4, Ref +4, Will +1; AL N.

Dismember the savage bite of the carnosaur is designed for the tearing of meat off of a still living animal. On a successful crit (Nat 20) the beast rips an arm, leg, or other extremity off to an additional 1d20 damage

The carnosaurid ancestors were dispersed during the era of the First Empire and on many worlds, some wild strains persist. This represents a typical specimen, long since gone wild after whatever purpose introduced them. These are far smaller than their (indirect) ancestors, perhaps six to eight feet long and six feet high at the highest point. Still larger than the seed stock (microcarnos) but quite degenerate from the mutant throwbacks from which these wild populations emerged and today persist.

Bronto (1-6) Init +0; Atk fists +4 melee (1d6); AC 16; HD 3d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP f; SV Fort+3, Ref +1, Will +1; AL N.

Probably the third most common food animals ranched in the galaxy. Immense (12-16 feet long) very slow animals bred for ranching. Descended from several branches of Teragen dinosaur life.



Mastodon (2-16) Init +0; Atk fists +5 tusks (2d6); AC 16; HD 10d8; hp 46 or 46, 44, 43, 43, 39, 37, 33, 33, 31, 30, 29, 23, 20, 18, 17, 16; MV 40'; Act 2d20; SP trample attack; SV Fort +7, Ref +7, Will +3; AL N.

Trample attack +7 4d8

Introduced as beasts of burden and later ranching animals during the First Empire; many species went wild with its fall.

Needlepig (1-6) Init +1; Atk ramming headbutt +2 melee (1d6+5) or bite +1 melee (1d6+1); AC 16; HD 3d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP ; SV Fort+3, Ref +2, Will +1; AL N.

Ramming headbutt – When striking a creature of equal or lesser size and mass, on a natural 20 the target is impaled for 2d12 points of damage and total inability to move until a DC 25 REF save is successful.

Needle pigs – common Second Empire meat ranching species. A large swine-like animal with a fine layer (and thick mane) of bristling thorn-like spines.

(Micro)Pede (1-6) Init +0; Atk +0 bite (1d2); AC 10; HD 1d4; hp 3 or 4, 4, 3, 3, 2, 2, 2, 2; MV 30'; Act 1d16; SP n/a; SV Fort+2, Ref +0, Will +0; AL N.

1 in 20 possess poison bite; failure on a DC 14 fort save will leave victim a useless pile of cramps for up to eight days while inflicting no actual damage.

One of the most ubiquitous animals throughout the empire is the humble 'pede. Devotees of the Spiral Mother make pede dens of their homes commonly.

Recently, a combined effort from three navi houses learned of, located, and recovered the vessel in question; 97 specimens were intact fully grown in stasis.

neo-Mastodon/War type (2-20) Init +0; Atk +3 by weapon or +2 fist (1d4+1) or +1 tusks (1d6+1); AC 15; HD 3d8+2; hp 26 or 26, 25, 24, 23, 23, 23, 23, 19, 17, 13, 13, 13, 11, 10, 10, 9, 8, 8, 7, 6; MV 35'; Act 1d20; SP Excellent hearing 5' reach; SV Fort +3, Ref +3, Will +2; AL N.

Excellent hearing: only surprised one in six, +3 to any rolls involving hearing; Roughly bipedal, well over 3m high. Only semi-furred now but wild and terrifying looking; has additional five feet of reach with any melee weapon. .

Introduced as beasts of burden and later ranching animals during the First Empire; many species went wild with it's fall. The ancestors of this species went wild on a slightly high g (1.3g) world...to be used as the prime element in shock troop design over 20 thousand years later.

Scrithmutt (Capellan Rat-dog, aka Dug, aka Digger, aka Kaybald) (1-c number, if applicable): Init +0; Atk +x or by weapon +x (1d4 or by weapon); AC 11; HD 1d8; hp 4; MV 20; Act 1d20; SP ; SV Fort +x, Ref +0, Will +0; AL Neutral.

A degenerate, and now widely believed to have been formerly sentient species native to several worlds in the former vicinity of Capella; in the Imperial era they have been domesticated somewhat. (and wouldn't it just suck if their intelligence rating crept back up huh?)

Despite their alignment, even the sentient ones seldom see past animal motivations; Their intellect is, at best, semi to low.

Semi hexapods that move about on a combination of two, or all four legs as well as all four plus their remaining hands. (Take the least dignified parts of a schnauzer, a rat, a mini-chihuahua, and any number of stupidly fearless irritating little yip dogs. Now explode it's fur and give it dander that drives off anything that doesn't sweat. THAT ugly misshapen little bastard is a Scrithmutt.)

Thanks to early imperial fashion and gene crafting almost all of the beasties have double tails that are frequently two to three times the length of their bodies and often bizarrely patterned fur (the 54th century imperial was VERY fond of puzzling multicolored zig zag geometric patterns on EVERYTHING, these creatures included)

Created Holographic sentient animal life

Holo Demon(1) Init +0; Atk Rippy taloned fists +4 melee (1d8); AC 18; HD 4d10; hp 33; MV 60'; Act 2d20; SP Attackware; Pseudomatter hologram; SV Fort+4, Ref +4, Will +4; AL C.

Attackware – Holo-demons are capable of possessing computer systems to wreak havoc on the computers' owners. (Holo-demons are of some linear descent from advanced attack programs and so inherit this capability within their makeup)

A particular variety of phantasmal hologram (most often created by Generate holograms) they can take any number of forms depending on how their creator programmed them. This particular entry refers to the basic but more complex holo-demons, which can actually interact physically with their environment.

Adapted sentient animal life

‘City falcons’

Urgab Peregrine (2-12) Init +1; Atk Talons +2 melee (1d3), beak attack +1 melee (1d4); AC 16; HD 1d8; hp 7 or 8, 7, 7, 5, 5, 3, 1; MV 3' (45') ; Act 1d20; SP hard to identify at distance; SV Fort+3, Ref +1, Will +1; AL N.

Urgabs are infamous for their urban colour schema; at distances of greater than 50 they are functionally invisible to most ‘7 colour spectrum’ sapients.

Originally descended of a now extinct bird species on Alphame; ultimately these are Teragen predator birds adapted to urban environments and somewhat lower gravities; most have an analog in every ecumenopolis.

Towards the core they are called Picons for obscure reasons

Susheeban Atolion (1-6) Init +0; Atk claw +2 (1d6+1) or +3 bite (2d8+5) OR +5 melee spiked tail bash (2d6); AC 15/19, HD 6d8; MV 45'; Act 2d20 +1d24 (bite) or 1d20 ; SP Metallic coat; SV Fort +4, Ref +4, Will +1, AL N.

Metallic coat – when not surprised, the Atolion's metallic coat is restive and it's AC is 15; when in battle this increases to 19. In either instance, the Atolion can resist 5 points of electrical damage / round.

Spiked Tail – alternatively the **Atolion** will smash small, singular, unthreatening opponents with its spiked tail. When it is first encountered in the wild, especially if it is sleeping or disturbed this is likely the creature's first attack.

Atolions are (originally) near high g hexapods; their silvery mane and spiked tail are semi metallic six legs, silver, wiry hedgehog like mane, only the males have manes)

Atolions are the symbol of House **Sabella**

Plains & crag hunting lion analog predators from Sheeba; hair and skin are woven in with semi and wholly metallic fibers to add albedo and reflect low levels of native radiation. These hairs can be stiffened like quills and pulled close to the body to provide a brief degree of armored protection. Atolions can attack with both forelimbs and a bite in normal gravity; those adapted to and dwelling in lower g may be capable of rearing up on their (presumably overdeveloped) hind legs to attack higher targets five (four plus bite) at a time.

Sagittarian Macroworm (1-6) Init +3; Atk Bite +3 melee (1d6 + 2d4 digestive enzymes); AC 14; HD 4d8; hp 22 or 21, 20, 16, 15; MV 45'; Act 1d20; SP proboscis; SV Fort+4, Ref +4, Will +1; AL N.

Proboscis full of slavering tongues - The Macroworms descend from scavengers but also eat any small organic material they find within their nests, sometimes including their own young. Descended from scavengers, the Macroworms can vomit forth a dozen ‘tongues’ from their proboscis that noisily lap and suck up the gore (any gore) spilled from a dead body; most often however they are simply used to keep the nest clean. (And they have a strong cleaning instinct). Consequently, the enzymes are shed whenever the mandible contacts with flesh, inflicting an additional 2d4 with each bite.

An invasive species (Designated hostile non-negotiable alien species no. 1, 106) found on several post First Empire worlds in the Sagittarius arm; all are believed to

have been early terraforming projects that subsequently went wild and possessed significant forest cover at the time of recontact. Up to 80% of a given world's landmass can and will be covered by enormous hard resinous yellow-brown web-nests, spun from their silk glands. It's silk (the substance of the hive walls before it hardens) is a tremendously potent awareness spectrum psychoactive, but only in it's non-solidified form. Once it is mixed with enzymes to cause hardening on contact with air, the narcotic becomes inert.

Ultimately the only limitation on their expansion is a hard limit to the amount of remaining forest or woodland. Due especially for their capacity to rapidly expand after introduction to an ecosphere, and the absolute persistence of the life form, it is a declared hostile species to be destroyed on encounter.

Very likely related to the species from / on Kuraflax – though if this is so perhaps some of them can produce the silk a bit more easily?

Adapted sentient Vegetal life

Constrictor Vine – (1) Init +0; Atk strangulation-vine +4 melee (1d4/round); AC 13; HD 1d10; hp 9; MV 3'; Act 1d20; SP strangulation attack; SV Fort+2, Ref -1, Will +0; AL N

Strangulation attack - every time the vine hits it inflicts 1d4 points of damage a round; each round roll a d20, on an 18-20, the victim must succeed on a DC 20 Fort save or they will be dead the following round from suffocation. This attack has a 15' reach

Constrictor vines are thermotropic and 'nest' in vicinity of warm things

Adapted sentient Vacuum life, Nebular Space

Electroserpents (1-8) Init +2; Atk shocking touch +2 melee (1d3 + 1d8 electrical attack); AC 18; HD 4d8; hp 23 or 23, 20, 17, 17, 16, 16, 13, 13; MV up to 130'; Act 1d20; SP immune to electrical attack, gravitational effects SV Fort+4, Ref +3, Will +1; AL N. Long sinuous eel like serpent forms that seem to 'swim' through nebular space, specimens averaging 20-25 feet in length but some specimens have been almost twice that. Their ever grinning 'smile' mouths display dozens of wholly vestigial needle-pointed teeth, their bodies leaving slow moving trails of gold and purple electrical energy when they move rapidly or as a group.

–believed to be an original Nagah world life form that was spread with and adapted by them in their journeys. The life forms used to have a wider distribution. Now they are rarity, believed to be stories by some, existing in small family packs of a few hundred in a few denser, wider nebulae within imperial space.

In large family groups (several hundred) they can combine their electrical fields and move en masse to attack star beasts or other large existential threats. In such a circumstance they will unify and ram the target to deliver a massed electrostatic burst. It will attack at +12 and deliver 1d100 hp damage to any unprotected organic being directly caught up in the blast; Such has been used to immobilize starships in flight, albeit rarely.

Vacuum life

Godbeasts and Starbeasts

Godbeasts are the celestial scale (meaning galactic +) equivalent of things like the kraken, or some of the titans, etc. in Greek mythology. Not just monsters, but monsters that can harm gods. and need gods to deal with them (in theory) Add to that the way that all that classic Trek left me with a fondness for extraordinarily large alien creatures that eat planets or drain them all of life energy or other Galactus type stuff. A stellar scale space amoeba with energy drain? Such things roam the universe, and some make the galaxy in which the setting mostly exists their home. Many of them are actually only somewhat or entirely non-hostile, but all of them are old and so a lot of history and lore in setting exists. Their travel routes and migration patterns are well established and in some cases beacons are established to warn away trespassers or travelers. But as millions of years of myth accumulate on the oldest of these things some of them start to change, oddly warping over the centuries into the likeness of those myths and legends. See the Starbeast Generators on page

Star Beast sub table

1. **Planet Eater** (this could be an ancient weapon, an immense world eating god, etc.)
2. **Macroscale Space Amoebae** (see below)
3. **Vast alien energy cloud**
4. **Kid Helium, the Star Goat** – likely just a myth, this black goat that swims in the Sub-ether only to rise once a generation to Eat a Sun before descending back down into the Underworld depths has inspired many a drunken spacer tale and juvenile night cycle story.
5. Celestial Nymph, Sylph, or other elemental fae creature. **The Cerebral Nymph** – a Legendary class Starbeast, humanoid; believed intelligent it is known for abducting spacecraft out of flight and ‘interacting’ with the inhabitants. Perhaps the least directly threatening of them. A particular hybrid, she arises out of the interaction between the faery chaos and the Noosphere.
6. **Vra’k’thoom** *the Vampire Cloud*
7. The ancient Saurids that first encountered this being called it **Slass’va’talla** A Starbeast (hundreds of meters long) – a singular sinuous eel or crocodile shaped head whose only firm attribute is a narrow, wide mouth filled with scores of tiny caltrop-like teeth. It’s entire vast, shapeless, undulating body is covered in what appears to be strands of micro fine cilia waving in the ‘breeze’ – on closer inspection, these prove to be miniature versions of the creature’s head, each perhaps somewhat smaller than the head of a typical imperial humanoid. IF somehow inspected further these heads will prove to have a small layer of writhing hairs at the microscopic level ...that are also tiny duplicate heads.
8. **Jueets the MacroWorm** – travels the slow roads between the stars and feeds on rocks, asteroids, moons, and planetoids before burrowing in to digest it’s meal. See below.
9. **The Tortoise** – a curious being of extragalactic origin. IT’s immense bulk is pitted from countless ancient comet strikes, space battles, and many a solar wind, but it swims on, seemingly immune to it all. (see **DCC # 34 Belly of the Great Beast** for one interpretation of this majestic creature, threatened by the forces of Chaos and Void)
10. The **Sagittarius beast** (M.O.R.E. Macro Organic Radio Emitter) – an immense (planet-sized) living macroorgansim

Macromobae, space (1-6) Init +0; Atk +20 melee (1d6); AC 30; HD 36d8; hp 288 before it will go away; MV 30'; Act 2d20; SP immune to vacuum; SV Fort +12, Ref +6, Will +6; AL N.

Cilia – each round the cilia on the surface are constantly writhing searching for food – matter, energy, particulates, anything. Once such mass is sensed one of the immense cilia-tentacles will attack for +12

Soft nucleus – at its center, the macroboba's central apparatus exists, some 700m across. This nucleus if attacked directly is AC 16; any attack that inflicts 50 or more hit points to it at once will functionally lobotomize the lifeform, it's death will be slow and inevitable from that point onward.

However, to reach the nucleus the exterior walls must be breached, and the intervening distance must be covered -

An extremely small specimen, this being is nonetheless 1.4 km across; massing over three million tonnes, The creature is harmed and disoriented by intense gravitational fields and the presence of an active gravity drive will sometimes drive one of these creatures seemingly mad.



Jueets the MacroWorm (1-6) Init +0; Atk 2-16 toxiclaw tentacles +15 melee (2d5+poison DC 25 Fort save or addition 112d6 caustic on reaction with digestible material) range 6 km), or +12 maw melee (6d6/round); AC 17; HD 26d8; hp 191 before it will go away; MV 3000' (atmosphere); Act 6d20; SP immune to vacuum, void effects; SV Fort+6, Ref +6, Will +12; AL C.

travels the slow roads between the stars and feeds on rocks, asteroids, moons, and planetoids before burrowing in to digest it's meal.

Swallow whole – anything less than the size of a large bus may be swallowed whole by the beast. Individuals may make a DC 22 REF save to cling to the rows of stone cutting teeth in it's mouth to avoid digestion but they will take 6d6 / round from chewing as long as they remain. Anyone unfortunate to reach the gullet takes 20d10/round and their soul is likely the only thing that does not dissolve that first round.

Mycospores, brown (1-6) Init +0; Atk 0; AC 11 HD 1d8 per 5' patch; hp 5 or 11, 18, 26, 29, or 37; MV 3' day; Act 0 SP immune to stuff; SV Fort +5, Ref n/a Will n/a; AL N. *A hard to see (DC 14 to spot unaided) semi translucent patch of spores, variously 5-30' wide filling a crater or other hidden place; absorbs heat from surrounding matter, in particular organic tissue, anything in direct contact with it takes 5d4 cold damage/round, though it applies this heat draining to all forms of matter and so affects inorganics and robotics equally. Known to be both heat sensing and heat absorbing; an uncertain threat that in large amounts may threaten smaller spacecraft. Esp. known when landing on vacuum worlds or comets. Takes full damage from electrical attacks and so many vacuum landers will electrify their hull when lifting off to prevent spores from caking the ship's thrust ports. Spores break down literally in seconds when exposed to a nitrogen oxygen atmosphere however so entering a garden world's atmo can sometimes act as a solution.*

Vacuum Flowers - there are a variety of plant or analog forms known in imperial space that have their own means of survival. UV wavelength photosynthesis, radiation absorption and other more exotic means.

UV absorbance - the plant or analog is or possesses large UV adapted tendrils that gather, absorb, and store the energy from UV light. (Some strains only absorb harmful UV light; those are often cultivated by exterior dwellers as adornment or functional decor)

Vines that move ward and *absorb thermal radiation*. On contact with a warm body it immediately begins draining heat, inflicting 1d4 + 1 for every round additionally each round. Unless prevented some such plants will wrap around an explorer's leg and slowly drain their suit of all heat and energy. Remember in space, things have a much easier time of sneaking up on you, unless you are a droid or such.

Biological reducer - a series of "pod-fronds" that grow in crevices and very near to the surface semi exposed places; one or more of these pods will breach when placed in shadow, firing, silent and bullet like, at the nearest life form a small hard bullet that attacks with +4 and hits with 2d6 damage...and a DC 13 fort save or their e suit has been punctured.

Psychic leeching - over a long and very slow period of time various signatures of "free energy" are captured and stored by this weed which grows VERY slowly but relentlessly over time.

Radio moss in the core, older settlements will sometimes find a thin layer of scum growing across their old sensors, sometimes extensively - those will leak a variety of green and yellow fluids when poked. This is a moss analog that sups on the electromagnetic waste created by such old tech.

Etheric Threats



The Spectral and etheric dead are classed as un-dead per the DCC RPG rules. However, they have own unique etheric un-death attributes table (though the Judge is encouraged to mix and match as they wish). This does mean that spectral undead use the Undead critical tables (DCC RPG pp 390-391) as well.

Spectral Un-death attributes – (optionally available to material undead as well) d16

0. **Regret** – one of the restless dead of the Sub-ether may gain additional HD in exchange for taking one or more Regrets, which are people, places, and ideas that hold the shade to their prior existence, tethering them to their old lives in some way but also strengthening their supernal bonds. No more than Five additional HD may be gained in this way.
1. Entropy touch **attacks vanity, youth, and beauty**, inflicting damage on their physical appearance. D16 teeth will need work in the next year as they begin rotting in the victim's skull
2. **Eyes of the Void** – bring out the mortal terrors of all that pass within its gaze. Fear effect requires a save v. Will (DC 20) or be -1 on the dice chain to interact with this being in all ways.
3. **Screaming Skull** – a hellish green light wells up within and screams at you, bathing you in its fierce balefire light
4. **Personal**
 - a. Wears the face of a loved one
 - b. Bears the memories of a loved one
 - c. Was sent to punish you in particular by a dead someone
 - d. Bears a message from a deceased loved one who has long since moved beyond
5. Only permanently destroyed by magical fire
6. **Undead is Lawful** and cannot be turned
7. **Phenomenal**
 - a. Wears the face of a famous dead person
 - b. Bears the memories of a famous dead person
8. **Petrifying Gaze** causes (resist with Will save, DC = HD+6)
 - a. Confusion
 - b. Fear paralysis – fear paralysis aids in possession attempts
 - c. Pain
9. Undead has 1d6 **Cleric levels**
10. **Undead glows from within**, parted cloak or armor reveals green glowing radioactive bones, a remnant of the dead's instant atomic annihilation. Inflicts a 6d6 radiation attack on all organic targets in a 6"/HD radius per attack.
11. Touch (or blow) of undead surrounds character in creepy green radiance for 1d5+1 rounds
12. Touch (or presence for Spectral Entities) bleaches survivor's hair white,
13. Presence of creature creates 15' temperature sink
14. Entropy / Aging Attack on successful attack target ages 1d4 years
15. **Entrancement** (Ethereal Sirens) it's song is a constant Charm Person effect (each round roll action die plus 7) that affects all beings who can hear it's plaintive song; this effect is constant, repeats every round, and does not require an action. It is automatic to the being's etheric nature.
16. **Chains, fetters, and ties to the material** – Part of what helps this undead manifest is the nature of the thing that primarily compels/compelled them to stick around
 - a. Frustration over their ability to change or affect the living world
 - b. One hungry for the physical sensation of sex
 - c. One who misses their loved ones
 - a. Infused with duty

Grave Maggots (1-6) Init +0; Atk Psychic consumption suckers +2 melee (1d4 pers or aura drain); AC 8; HD 1d5; hp 3 or 3, 2, 2; MV 3'; Act 1d16; SP immune to mind affecting attacks and effects consume echoes;; SV Fort+1, Ref +0, Will -1; AL N.

Consume echoes and plasmic resonance – blind idiot things, they will creep immediately in the direction of the nearest source of plasm (including stored Slime), or any empathically / spiritually charged semi material. When a living creature interposes itself betwixt it's food and it it, the strange mandibular suction attack inflicts 1d4 Pers loss as it feasts upon the living creature's aura. This recovers (after the attack) at a rate of 1/day thereafter.

When manifesting normally, they eat the remnants of the deceased's aura and residual 'impression' on the space in which they occupied. Attempting to gain information from the deceased is at a +3, regardless of type, if the grave maggots are prevented from their feast on the 'stain' that the deceased leaves in the Sub-ether, however briefly.

Grave Maggots are a curious phenomenon. When someone dies aboard ship whilst it is in Sub-etheric transit, within minutes a small (1d3) number of these semitransparent slug-like worms; it is unknown if they arise out of the death throws or are a product of death in the Sub-ethereal. It is not known if they are a paranatural phenomenon or an actual etheric form.

Once manifest, Grave Maggots appear to eat or 'gather' what is presumed to be psychic residue brought on, or into existence by, the death. Unless disturbed they depart in 1d3 rounds.

Splinter Ghosts or Dims Dimensional Ghosts) (1-6) Init +0; Atk disruptive touch fists + melee (1d4+1 or 2d6 see below); AC 18; HD 3d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP dimensional instability; SV Fort+3, Ref +1, Will +1; AL varies.

Disruptive touch - reaching across from their own Splinter, contact with material here releases a slight electrical discharge which inflicts 1d4+1, unless they come into physical contact with their own dimensional analog, in which case the discharge is a bright blue blast of light, Cherenkov radiation and Kirby crackles inflicting 2d6 damage to both parties. (the DimGhost must successfully save v. Will DC 15 or be knocked back fully into their own Splinter, at the Judge's option. Alternately, in rare circumstances they could swap places instead. Enjoy your rather obvious plot hook....)

This is in addition to any other injury a weapon or blow might inflict upon contact.

Dimensional Instability - their features appear as runny multicolored wax and their movements seem exaggerated (though this is just the dimensional distortion). Missile weapon attacks miss 50% of the time as they are not actually functionally there (3 in 6).

Not actually undead or any other form of dead existence, Dim ghosts are the result of the barriers between Splinters breaking down; the 1d6 encountered are to be Splinter variations of other inhabitants of the area when the Dim Ghosts spawn. Most commonly they are the result of minor imbalances in a starship's Gravity Drive at high speeds.

They appear to be only as able to perceive those of this universe as those here are able to perceive them, i.e., likely as ghosts or spectral entities.

Sometimes manifest on very long Sub-ether voyages. Often one or a small number of crew members will find themselves "haunted" by d3 (if mundane) or d6 (if Wiz, Elf, Psi, Cleric, etc.) hazy colour silhouette shapes of themselves that do not make noise but seem to be aware of them. If necessary use the rules for Extradimensional analog (DCC core pp 412) but in most cases it is simply a matter of being able to somewhat perceive one another and that is all.

Save of course for the times that those 'ghosts' cast spells across the barriers (how?) or are otherwise malevolent and inhospitable.

Note that most times, those not plagued by this phenomena cannot perceive said 'ghosts'

Ether Hounds (1) Init +0; Atk fists +4 bite (2d4) claw (1d4 + spacetime rot); AC 16; HD 2d8; hp always 16; MV 20'/infinite; Act 3d20; SP Pursuit, Spacetime rot; SV Fort+3, Ref +1, Will +1; AL C.

Spacetime rot – In some way the salivary toxin secreted by the beastie's sense-organ accelerates the rate of decay of organic beings. A DC 17 Fort save is required to avoid the worst effects of this, taking only ...However for those who fail the save, they take the damage, and lose 2d4 Agil, Sta, Int, and XP immediately. Should the creature and the target each continue to exist and fail to be slain, each additional 24 hours will drain the target of one (each) HP, Agil, Sta, Int, and XP. The ability loss manifests as rapid onset aging as the body seems to be trying hard to simply fall apart. Should any of the drained abilities reach zero, the target will turn rapidly to ash-like dust within 1d3 rounds. Slaying the Hound before the ability loss reaches 0 will allow the ability loss to recover, one point a day of full rest, per normal.

Pursuit - The hound can stalk its target with unerring relentlessness; An unerring tracking of target across time, space, and the planes - only a constant movement (or the creature's demise) will put an end to it. Even extreme methodologies – teleportation to another world, transport to a Splinter, a journey into the Dooms – will only delay the inevitable. At the absolute worst, truly epic countermeasures might delay the creature 1d4 days. But it will find you.

Long a legend amongst spacer and psion alike, these bizarre serpent-canid stalking entities manifest from an alien viewpoint – some other dimensional perspective; they are known only for their tendency to pursue that which perceives them. IT will pursue through the Sub-ether and across time. Regardless of paradox. Appearing as misshapen, hunched and sem- chitin'ed quadrupeds with a frequently deployed long forked "tongue" which is actually a sophisticated multi-planar sensory apparatus. It's native environment is theorized to be the early "chaos soup" after the expansion of the universe began where they exist in (from our standpoint) a superposition state.

There is a (transaction) 1d4x1000 / HP bounty on a mostly to completely intact corpse of this lifeform in perpetual issue by the Imperial Science Academy.

"Flail" (1) Init +0; Atk fists +4 melee (1d6); AC 16; HD 3d10; hp 28; MV 30'; Act 3d20; SP immaterial until attacking; SV Fort+3, Ref +1, Will +1; AL C.

Psychokinetic disturbance – an emotionally directed terrific surge of psychokinetic power affecting an entire area at a time. An area up to 50 sq feet can suffer

Wall of psychokinetic rage – essentially a form of the above, where the being's pk is

Ether-plasmic vortex – is capable of dragging someone into the Sub-ether; does not work on shielded peoples aboard vessels

Solitary hunters that lurk in the Sub-ether; they only become even ethereally solid when it is time to consume prey; they take the form of a central orb or eye with a vast variety of smaller eyestalks and tendrils about it, all formed out of local plasm. It is also aggressively psychokinetic, often throwing up to three objects a round in its reach when interacting with the material world or objects thereunto

When extremely hungry these thing burrow into areas where the Sub-ether is thinner and use psychokinesis to haul prey in the material world into a tiny vortex that allows the plasmic tentacles to tear and consume.

Hungry Dead (1 or 1-6) Init +0; Atk reaching grabby bony hands +1 melee (1d4 chill of death); AC 20; HD 2d12; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 2d20; SP Possession attack; SV Fort

+0, Ref +0, Will +2; AL C.

Possession attack - As a full round attack during which it may take no other action, the Hungry Dead may attempt to spontaneously possess one of the living. The would be victim may resist with a DC 16 Will save, though this must be made each round if the Hungry Dead persists beyond a single round.

Note that the creature is at it's weakest when it is attempting it's possession attack. Under those circumstances (the round starting, during, and for a single round thereafter) it's AC is effectively 12.

Memory Rage - In lieu of it's pair of standard attacks, it may instead attack singly, inflicting memory and experience damage. Each successful hit inflicting 1d2 xp and a loss of some (usually minor) memories instead of actual hit point damage.

Reduction of anyone to 0 xp leaves them without resistance to the creature's possession attack.

Grudge v. the Living - Non-living constructs and the like cannot be possessed or affected in any way by this being's abilities.

The Hungry Dead is here presented as a "typical" Sub-etheric ghost encounter

Hauntings - hauntings are intrusive ghost forms that are named for their tendency to manifest within starships whilst in flight

Haunting, Fleshpile

(1): Init +1; Atk +8 melee envelope (1d3+3); AC 16; HD 3-12d8; hp 21, 40; MV 360; Act 1d20; SP Flesh absorber; SV Fort +1, Ref -1, Will +2; AL Chaotic.

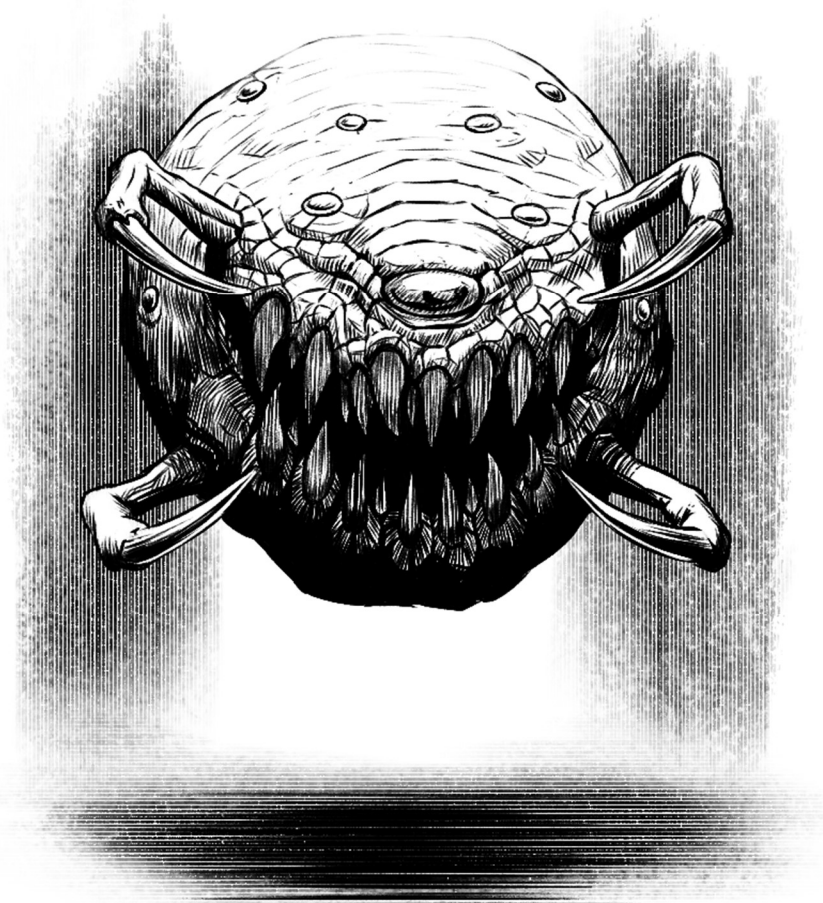
Flesh absorber - Every living creature it kills adds one additional HD (Rolled immediately) per HD possessed by the slain creature.

For the dead, the hunger for life is strong. For some it is the strongest tie they have to the land of the living. But over millennia, even ghosts are slowly ground down by the rigors of entropy and the chaos of their own spiritual existence. Most often these increasingly mindless plasmic forms are eventually broken down or changed beyond recognition but sometimes like "minded" plasmic beings of a similar stain or flavour, in this case, that hunger for life, for flesh, for material existence, will draw together into a rage filled mindless mass. This is a Flesh pile. When a Flesh pile encounters a starship in flight, the greatest concentration of its empathic mass will force itself across the ship's screens and shields at the point of greatest sympathetic vibration (as creatures of flesh-lust, this could manifest in med lab, or in someone's private quarters, or in services to the ship's god.....

So great is their need, their hunger for the flesh that within the vessel the spirit plasm manifests as a random assemblage of crawling skin, flesh and body parts of a thousand dead alien creatures. The Fleshpile will crawl involuntarily towards the greatest concentration of living beings and try to be as close to them as possible. A combination crushing suffocation attack. It is said that those who are slain by this are claimed by the Fleshpile and become part of the plasm thereafter.

Haunting, Ripper Strain (-31): Init +3; Atk +8 melee tearing hooks (1d3+3 impales for 1d3+9 on natural 20), tearing bite (2d8+4; automatically hits if target is impaled) ; AC 16; HD 13d12; hp 73, or 80, 73, 72, 21; MV 180; Act 1d20; SP Death Devourer; SV Fort +1, Ref -1, Will +2; AL Chaotic.

Death Devourer - anything reduced to 0 hp by the bite attack is torn apart, physically, psychically, and spiritually. There Is no body remaining to roll.



The Ripper Strain are aggregate spirits of pain and frustration, primarily generated by those who died adrift in the Sub-ether. In particular, hunger and need seem to generate such an entity. When they manifest in groups, curiously, they seem to spawn as more intelligent and definitely have been known to work as one, coordinating activities even when separated.

Haunting, Vision

(1): Init +1; Atk +8 melee Clobber (1d3+3); AC 16; HD 3-12d8; hp 21, MV 360; Act 1d24; SP Stalking, Empathic Attack; SV Fort +1, Ref -1, Will +2; AL Neutral.

Seek resolution/Stalking – see below

Empathic Attack – 1d5 per HD possessed, see also below.

Sometimes a Meme or other Thought form accumulates enough psychic residue from their Sub-etheric wanderings that the motivating force achieves a kind of collective sentience, not intelligent but able to respond to its environment. These 'Visions' travel about the various levels of the Sub-ether seeking a target; these targets are derived from a variety of sources. A vision might be made of a tearful ansible message between lovers that was twisted, distorted, and amplified by cascading etheric forces, animated by the soul fragments of the dead of a passenger liner that imploded in the second Sub-ether. These elements fuse together to form an active sentient imperative to FIND THE HUSBAND. It will then journey throughout the Sub-ether, drawn by an impulse to find him. Once it does, or thinks it does, it empties the psychic torment of the hundreds dead into him, presumably to disincorporate thereafter, its mission fulfilled.

There are many such Visions stalking the deeper levels of the Sub-ether, persistent and terrifyingly powerful Visions left over from extinction level events, massive Sub-ether space battles, and the like. Prowling like apex predators in the deep. These larger Visions are such that only the most basic resemblance will be enough for them to 'discharge their duties.'

A Vision left over from the fall of the First Empire might actively seek out psions to inflict madness upon them.

Imprint (1): Init +1; Atk +8 envelop melee (1d3+3); AC 16; HD 3-12d8; hp 21, 40; MV 360; Act 1d20; SP Flesh absorber; SV Fort +1, Ref -1, Will +2; AL Chaotic.

An imprint, , is something like Alec Holland. The deceased is dead, but their consciousness was burned into the aether, making this sort of local backup. It almost certainly does NOT realize it is not the original creature.

(Learning and confronting their own death will allow them to be freed of any fetter constraints however)

Residue, Plasmic (1-10) Init +0; Atk fists +0 melee (1d); AC 13; HD 1d4; hp 3 or 3, 2, 3, 2, 2, 1, 1, 1, 1, 1, 16; MV 20'; Act 1d16; SP mindlessness, unnerving nature; SV Fort+0, Ref +0, Will +0; AL (by origin)

Mindlessness - *what little of a consciousness the Residue have are urge driven, as much planar essence as what drew them to that Doom in death. They are thus immune to mind control or mind affecting spells and the like.*

Unnerving nature - *the living on some level can tell somewhat what they are without actually knowing or having been told. Merely being in physical proximity to one reduces actions involving interaction by 1.*

Plasmic residue is what is left over after the Dooms have 'processed' their souls; as the soul stuff begins to break down and transform, the ego death of the deceased distributes most of its spiritual essence into the Doom, leaving an urge driven un-sapient residue of what was and what brought them to that particular Doom.

The shape or form that each 'flavour' of residue takes depends on the Doom; some Dooms (the Hells in particular) have a VAST multiplanar industry fueling soultech with the post-judgement soul residue of their Damned.

When encountered in industrial numbers (say a shipment from Hell) multiply the number appearing above by 1,000.

Wisp (1): Init +1; Atk +8 melee envelope (1d3+3); AC 16; HD 3-12d8; hp 21, 40; MV 360; Act 1d20; SP Flesh absorber; SV Fort +1, Ref -1, Will +2; AL Chaotic.

Flesh absorber - Every living creature it kills adds one additional HD (Rolled immediately) per HD possessed by the slain creature.

Also (sometimes) called a *Pigment* or a *Colour wisp*, as aetherically, they appear as vague reflections of the deceased, often suffused by one or more aura colours (in essence tis the ghost of their aura lingering on , not them)

the apparent consciousness of the being is fake; it is non sentient; the being is animated by a variety of empathic and metaphysical impressions and impulses left by the dying creature

Judgement (1-6) Init +0; Atk swarm attack (see below); AC 12; HD each school has 3-15 HD; each "fish" has 1d6 each; hp 44 or 64(15HD), 44 (12HD), 12 (3HD); MV 130'; Act 1d20; SP eyes of judgement; SV Fort+3, Ref +1, Will +1; AL C.

Eyes of Judgement "attack" - while harmless and non-interactive with passing spacecraft,. When they encounter individuals or small groups, lost or in EVA, they will swarm such a group

DC 20 Will save to resist if failed roll on Eyes of Judgement table (1d5) +1 if lawful

1. *You have been judged and found wanting.*
2. *Judged and reborn as a teenagers somewhere in the phenomenal universe*
3. *Judged and reborn as a teenager somewhere in a foreign universe*
4. *Judged and changed into a foreign life form*
5. *Judged – gains 1d3 xp*
6. *Judged lighter than a feather – if lawful gains one level (only once)*

Deep Spacers call Judgement many things; appearing as a school of highly energetic "fish"

Spectral Entities

Type One Wight - possessing entity (1-6) Init +0; Atk fists +1 melee (Spectral Touch drains xp (1d8); AC 15; HD 3d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 1d20; SP spectral touch, possession, replication attack SV Fort+0, Ref +0, Will +1; AL C.

Spectral touch – the chill touch of this being inflicting Touch drains xp (1d8)

This ability works just fine across the Sub-ether, and they can inflict this touch upon the living in the material world just fine.

Spectral entity – insubstantial on the material plane; can only be hit with magic or energy weapons on the material plane. (when encountered in the sub-ether this is not the case)

Possession – see *Wraith* below

Replication attack - dead rise as lesser version in 1d4 days

Type Two Wraith - ether; a transparent misty figure (1-6) Init +0; Atk fists +4 melee (1d6 + 1d8 xp damage); AC 16; HD 4d8; hp 24 or 19, 16, 11, 6; MV 40'; Act 1d20; SP spectral touch; SV Fort+0, Ref +1, Will +3; AL C.

Spectral touch – the cold wet touch of this being literally siphons inflicting 1d8 damage and 2d4 xp loss. This ability works just fine across the Sub-ether, and they can inflict this touch upon the living in the material world just fine.

Spectral entity – insubstantial on the material plane; can only be hit with magic or energy weapons on the material plane. (when encountered in the sub-ether this is not the case)

Replicating touch - dead rise as lesser version in 1d4 days

Possession Attack - Certain Spectral Entities can possess creatures with a combined intelligence & personality score of Thirteen or higher. A will save = to its AC must succeed or the entity will take up semi-residence within their bodies.

Such a possessing entity will consume one hit point per day until the host reaches 0. This is not (at first) physical damage but the psychic and psychological effects of being possessed...and drained by life hungry dead things. During this period the host will apparently sleep poorly, and they may be troubled by nightmares - dreams and recollections not their own. Once a host has reached zero, there is nothing left of the host's consciousness; the body lives but the soul has gone. Once the possessing entity abandons that body, it will begin to suffer the rigors of entropy.

While possessing a creature, a spectral entity cannot utilize replicating touch, spectral touch, etc. Until and unless such a time as the possessing entity has slain/consumed the consciousness of the host, the entity has no access to the host's memories and never has access to their skills, abilities, or power set.

Note that psions with thought shield cannot be possessed until and unless that thought shield is explicitly taken down.



Type Three (Spectral - greater ether) (1-4) Init +2; Atk touch +4 melee (1d8 +spectral touch); AC 17; HD 6d8; hp 32 or 31, 30, 26, 22; MV 50'; Act 1d20; SP spectral touch; SV Fort +1, Ref +2, Will +5; AL C.

Spectral touch – the cold wet touch of this being literally siphons inflicting 1d8 damage and 2d4 xp loss. This ability works just fine across the Sub-ether, and they can inflict this touch upon the living in the material world just fine.

Spectral entity – insubstantial on the material plane; can only be hit with magic or energy weapons on the material plane. (when encountered in the sub-ether this is not the case)

Replicating touch - dead rise as lesser version in 1d4 days

THE DEAD HUNGER FOR YOUR LIFE table

When encountering undead, the risen dead, the resurrected dead or just an etheric thing

1. Mindlessly three of the undead masses target one character – either randomly determined or (ideally) the one with the greatest *joie de vivre*; they will not rest until destroyed or they have taken/seized the target's heart (alternatively a single eye or finger)
2. Of the undead present, determine up to three; these each spontaneously sprout open wounds in their foreheads – newly emergent third eyes, glowing with an inner baleful green light; those marked by the green eye
3. Anyone who is struck for maximum damage or a critical (or who suffers a fumble in this fight/encounter) finds that their hair (roll a d4) 1. Goes gray in the next two weeks 2. Has functionally been bleached white 3. Begins falling out 4. Grows spontaneously 1d3 yards of additional hair at the cost of that many permanent hp
4. After the encounter, the character who suffered the most (took the most damage, failed the saving throw etc.) will feel a constant cold and clammy dampness about their person; no matter how thoroughly investigated or what steps are taken, the affected individual maddeningly feels cold and moist relatively constantly, esp in places like their palms,
5. The main mass of undead is, in addition to any other issue, rather radioactive. Either the raw physical remains of the corpses are saturated with some kind of radioactivity, or the area where the incorporeal undead passed over is casually radioactive enough to cling to the spiritual clouds passing through it. After the encounter, all involved parties must exceed the DC 15 Fort save or 1d3 ability loss will be inflicted to Stamina, Agility, and Personality from passive radiation exposure.

Revived dead

Zombie - animated (1-6) Init -4; Atk fists +3 melee (1d6); AC 13; HD 2d8; hp 8 or 13, 11, 7, 7, 6, 4; MV 20'; Act 1d20; SP un-dead; SV Fort+2, Ref +0, Will +0; AL C.

1/2 damage from bashing and impact injury
Whether animated by necromancer or artefact in alien ruins

Zombie - chemical reanimated (1-4) Init +0; Atk fists +4 melee (1d6); AC 15; HD 2d10; hp 10 or 12, 10, 9, 5; MV 30'; Act 1d20; SP; chemically revived; SV Fort+3, Ref +1, Will +0; AL C.

1/2 damage from bashing and impact injury
Parascience or chemically activated dead

Zombie - parasite driven (1-6) Init +0; Atk fists +2 melee (1d4); AC 12; HD 2d8; hp 23 or 23, 21, 20, 18, 17, 16; MV 30'; Act 1d20; SP immune to stuff; SV Fort +1, Ref +1, Will +1; AL C.

For when the corpse is host to a party of parasites





Spectral Relics

Arm - 33% is only a hand, 5% chance is only d3 Fingers

Pelvis – a hazy green-purple quality has been endowed to the bone, bring it a rich stone-like quality.

Aids efforts in undeath ‘procreation’ rites.

Spine - An elongated blue-white tube covered in all manner of eyes - those with irises, pupilless, compound, some a bulky external ridge, others barely a slit with movement inside - adorning the cool ‘flesh’ - watching.

Skull – erosion has worn strange words and patterns into it giving the effect of great cavity-runes set into the skull itself

Spine 2– hovers with free willed movement, flying with rage and metaphysical anger.

Drains 1d4 life energy levels per encounter with living beings. DC 25 Will save to avoid being next victim.

The anonymous dead- most often appear as a cloud of diffuse ash and pulverized bone, sometimes freed from a small paper box with numbers and dates upon it as it's only identity. These are the spectral remains of those who died anonymously with no one to know, those who died, their remains burned and pulverized – an item with a baggie and a box, certainly not something that was ever a person.

They rage for they have no identity, no self. Bereft of this, they wander, not knowing where to go, and not pulled in any direction. Some of them have wandered the Sub-ether for literally thousands of years. Many were produced in mass genocides of many worlds' early histories, some living on mindlessly as their remote descendants spread (or returned) to the stars. Hatred of Self – the anonymous will always detect and target those with the strongest sense of self; this translates into the highest leveled character, ties broken by highest Personality score

Other Sub-etheric Trespassers

Elementals

Unlike planet side, where they are variously easier or more difficult to manifest, in deep space beyond the reaches of a given solar system, the common elementals are rare in the Sub-ether. Those that are encountered are most frequently Fire (Flame Elementals can be found near stars or other active energetic bodies, or the sites of space battles), Air (manifested as Cloud Elementals and are always of tremendous size), Void, Metal, and Spark elementals. See also, Elementals (DCC RPG pp. 411-412)

Metal elementals however manifest just fine. IT is the preferred environment for Void 'Elementals' of course.

Should it ever be necessary to assign elemental correspondences to the Aether; make it oppositional to the Void.

Metal elemental (1 or 1-4) Init +4; Atk + spinning razor blades +8 melee (3d6) or chelation attack (line of sight, see below); AC 20; HD 12, 8, or 8d8; hp 81, 61, or 29 ; MV 45'; Act 2d20; SP Chelation Attack; SV Fort+5 Ref +5, Will +11

Chelation attack – strips the body of a designated target of iron and copper by force (inflicts Str, Agil, Sta, and Int loss)

Void Elemental (1 or 1-3) Init +2; Atk touch of the void + 6 melee (12d4 cold, 1d4 vacuum exposure) ; AC 26; HD 12, 8, or 8d8; hp 81, 61, or 29; MV 30'; Act 2d20; SP Possession attack; SV Fort+6 Ref 1, Will +15

Void elementals complete the others – they extinguish flame, they disperse air, scatter earth, and dissolves water.

"Spark" Elemental (1) Init +6; Atk electrical discharge- +8 melee (5d6); AC 24; HD 12, 8, or 8d8; hp 81, 61, or 29 MV 130'; Act 2d20; SP Possession attack; SV Fort+5 Ref +6, Will +11
Magneto-galvanic or "Spark" elementals appear most commonly as tiny spinning electromagnetic dynamos that in some respects resemble tiny stars. They are attracted to (or some say generated by) the use of a gravity drive.

Note that elemental creatures may not be subject to the Ghost Scoop.

Among the sorcerously inclined, the binding of particular air elementals to provide an air supply for their vessel is not unknown, though starships would require the services of the very largest such elementals, the binding of which can be just *so tricky*.....

Warp Wasp (3-7) Init +4; Atk bite +4 melee (1d64); AC 15; HD 5d8; hp 26, or 26, 25, 23, 23, 23, 17, 15; MV 130' (crawls at 35'); Act 1d20; SP Type II demon traits, ovipositor attack, Red pollen; SV Fort+4, Ref +4, Will +1; AL C.

Demonic traits – crosses planar boundaries at will (alone or grouped) Clusters of these savage 'warp wasps' have been known to abduct single marooned spacers running out of air and dropping them off in another universe or plane of existence. Not always to their benefit.

Ovipositor attack Ovipositor attack +6 to hit, 1d10 damage, Crits on table III d12 threat range 19-20) targeting the eyes or other exposed brain bits

Red Pollen - Any ovipositor attack, successful or not, exposes the victim to Red Pollen. (Those who were not hit in combat may avoid the pollen by making a DC 16 REF save provide they are wearing some sort of armor or a hood at least. Red Pollen is a trans planar psychoactive, psychogenic substance that in tiny doses is a super potent, mind expanding, soul rippling narcotic...in these doses, it's like cocking the universal shotgun, aiming at the brain and firing.....Those affected take a d4 (each) ability damage to Pers, Int, and hope it's temporary. For the next d16+level + Pers bonus + Int bonus the affected IS GOING FOR A RIDE. Those afflicted by Red Pollen are to some degree placed in a "State of Abyssal Rapture" - what they

believe will to some degree prove true...especially if those beliefs are fear, uncertainty, chaos, change and the like. It is all illusion of course. Some poor damned fools easily find their way into the abyssal realms this way, never to be seen again. Quite possibly certain powers – the navigator houses, the Imperial Spice Commission, one of the Slimes companies – might pay handsomely for a sample of this particular compound.....

If you have access to the Book of Scarlet Abomination, then whatever is left of the affected thereafter can be expected to consult The RED table rolling at -1.

Tactics - You fly six times faster than you crawl so fly right at your enemy's face and try to get it. Mount its face and inseminate it. Really it's just that simple. When focusing its attacks on a single creature (or using its ovipositor attack) the beast places all sighted and hearing individuals at a reduced die step for all actions from constant distraction and inability to see/hear

Swarms of them have been known to descend upon those alone and trapped in the Sub-ether, either to attack....or to drag them to some other plane where they will be released; that plane could be anything.

Spacers avoid them especially in groups; their overall behavior is infamously random; they will ignore obvious threats but sometimes will attack literally anything (starships in motion for example).

Spacer lore – Also called by deep Spacers, Warp Harpies, Doom Wasps, and many other names besides, the Warp Wasp is, in the material, appearing as tremendous(9' long outstretched) bizarre wispy ether-wasp, a sort of dire wasp mutant with variously eight or sixteen legs – seemingly adapted to lighter gravitational conditions. The overall body structure of the demon is closer to a hornet than a true wasp. The body is covered in a variety of red and black striping/mottling or spotting patterns. Their origin is transplanar but believed to be from one of the Dooms.

Invading Extrusion from LOVE (1) Init +2; Atk Love is Grabby +4 melee (1d3 Agil 1d2 str); AC 12; HD (each extrusion is 1d6)d12; hp 32; MV 15'; Act 1d24; SP Love; Absorption attack SV Fort+6, Ref +1, Will n/a; AL C.

Absorbed By Love - any contact by a living thing, regardless of composition finds that the surface of LOVE is suddenly composed to thousands of tiny grabby 'hands'. Which attempt to pull the 'unloved' within itself with fantastic force. This resolves as +4 melee attack which, if successful, inflicts ability damage (1d3 Agil, 1d2 Str) and necessitates a successful Fort save (DC 15) in order to be able to *attempt* to resist. On a successful save, either a Ref save (DC 12) to extricate will allow the captive to escape at least momentarily.

OR by attacking the warm fleshy creature's pulsating bulk, they may free themselves thus.

The Love Thing Love is a thing unto itself in a realm unto itself; it fundamentally misunderstands the rest of the omniverse as one off 'cysts.' Cysts that must be absorbed. For love. For love is the only thing that gives it's isolated but complete existence meaning. Love of self of course. What else is there?

LOVE is an immense multicellular mass that has completely overtaken the small pocket dimension in which it has grown. Having completely slaved the native orgonne cycle to itself, it has grown out of control to the degree that the whole realm is a vast, pulsating, self-possessed being. Any contact with it's strange consciousness leads always to the same result – LOVE resolves to love you and draws you involuntarily into itself, one cell among so many other cells in it's great multi-macro ton bulk.

Sometimes it manages to thrash or pulsate its way into the Sub-ether or sometimes elsewhere. This stat block represents such an intrusion, poking through like a sub dimensional hernia. Any living thing it comes into contact with it will try to absorb. Any. Because love must be shared. LOVE Is calling, throbbing, pulsing, it wishes to share with you. Forever.

Native and Colonized Sub-etheric Life

Dreamwing (1) Init +0; Atk *hunting dive* +12 melee (1d3 + 1d4 Agil, Pers, and Str damage as the victim is pinned and lifted), +6 *toe claw* (3d3) +4 *wing buffet* (2d3); AC 16; HD 12d10; hp 63; MV 180'; Act 2d20; SP *Possibility Tracking*, *Semi-material*, *Perceives Dreams*, SV Fort+4, Ref +6, Will +6; AL C.

Possibility Tracking - Dreamwings can sense the "flavor of loose possibilities" within, essentially, line of sight (functionally a range of 100 km) This allows them to sense their prey and to, having sensed it, to 'taste' it, getting a sense of it's aura and nature before choosing to dive toward the world surface to claim another victim.

Such prey often include potential wizards or (especially) Splinterspinners. I(Indeed, potential Splinterspinners are 'saturated with raw possibilities' and so they may be responsible for the rarity of such individuals. Should such an individual escape their feeding, it is not unknown for what is apparently that Dreamwing to tracklessly pursue them throughout their life until defeated, dealt with or destroyed.

For the most part they do not prey upon mature specimens of psychically aware species. Only their juveniles, and in particular, their juveniles of great importance or potential.

Semi-material - Dreamwings exist on the far side of the Toum-var but within planetary biospheres, existing in the strange high astral reaches of a world's sky only becoming material when they 'dive' to hunt. When it is 'diving for prey'; the Dreamwing partially manifests in the material world, allowing th

Perceive Dreams - the Dreamwing partially exists in the Oneiric planes and is fully material there.

Solitary hunters; primarily they exist in the upper atmospheres of high population garden worlds where they prey upon the young; they are attracted to "bright dreamers" - potential wizards, future psychics, genius artists, and the like and they initially find the child during their contact with the dreaming realm. These solitary hunters will track a particular child across many nights or weeks until finally they strike, making off with the child's etheric body to feast upon, leaving but a soulless husk left behind. Why they are encountered in the Sub-ether away from any planets is a mystery; perhaps the gravitational drives draw them out of near realms somehow?

It is thought these creatures were once far less common, likely originating in the ether shadow of one or more prehistoric garden worlds but now they are quite ubiquitous throughout th imperial volume, especially on worlds that have long had a high population.

Smothering Bag (1-6) Init +0; Atk fists +2 draining touch melee (1d5 + 1d3 of any Ability score); AC 16; HD 3d8; hp 14 or 21, 13, 10, 9 6; MV 30'; Act 1d16; SP swarm attack; SV Fort+2, Ref +11, Will +2; AL C.

Swarm attack - when gathered in a Cluster of 50-100 they will swarm a single target, attempting to do something akin to smother or covering them . For each participating Bag add one to the attack roll.

'Phantom smothering jelly' A legend of the First Empire, when they were sometimes called Nomads by solitary spacers. These are Sub-etheric beings attracted by the use of the gravity drives to breach the Sub-ether. Most often they are solitary but in the deeper Sub-etherae they have been known to exist in clusters of 10-100. They will be drawn toward such a vessel and sometimes will be drawn along its wake or brought alongside by wake of the ship's Ghost scoop. While they pose no danger to a starship's operations, they do possess a grave threat to anyone who lets them into the vessel or attempts EVA

Psychic Life from the Noosphere Intruders upon the Material

Not truly alive or dead, these condition things primarily exist on the psychic plane with dual existence across various Noosphere nodes and often possessing dual existence in whole or part within the Sub-ether. Unless stated otherwise they have no physical existence.

Polychromatic Anxiety Beast(xx number, if applicable): Init +5; Atk weapon +5 melee (no damage, forced inspiration see below); AC 15; HD 2d4; hp 7; MV 15' ethereal floating; Act 1d20; SP Forced inspiration, illusion casting, psychic existence; SV Fort -3, Ref +1, Will +5; AL Chaotic.

Gets you revved up and excited and then you can't control your thoughts; then horrors flood in.

Appearance - a constantly moving ever-shifting structure similar in some respects to snow on a television, but sparking, sparkling, and multicolored. (Faintly like the images from a kaleidoscope bubbling toward you in midair)

The PAB can make you terrified of things that have no basis in reality. As an evolved form of behavioral/psychic illusion magic, the thing behaves rather like a Phantasmal Killer that has taken on a life of its own and wandered off to stalk the living.

Forced Inspiration: On a successful hit, the target must save v. Will (DC 15) or be "inspired" - once so inspired, targets get no will save v. their illusion casting ability. Casting illusory suggestions - Once it has your attention, the PAB begins weaving a constant stream of illusory false perceptions. Once a round, it may suggest a belief, a course of action, or a 'new idea' and (if under the PAB's sway) the target has no choice but to accept it as true. The true menace is that unless this beast is slain the idea once transmitted can take on a life of its own within the target's mind.

If the beast compels or directs (however intentionally or not) the target toward doing something that violates their essential nature, they do receive a will save (DC 15) to avoid doing that thing. If successful this may create an opportunity for the target to get free, allowing an additional save v. the Inspiration attack now at DC 20. If for some reason the PAB uses this ability on one it has not "inspired" the target does get a saving throw v. Will (DC 10)

Exists on the psychic plane - AC 15 but only hit by magic, ethereal, or psionically active weapons* If somehow encountered in its native environment give it 2d20 action die and increase all of its saving throws by 2. Immune to crits. As a psychic entity, it can be exorcised or banished normally.

Tactics & RP: the Polychromatic Anxious Beast is not truly sentient but as a notion wandering the psychic planes, it has 'evolved' to interact with advanced sentient minds. In the realms of Deep Psyche, it is said that herds of these roam, numbering in the hundreds.

Preconception Cloud Init +1; Atk weapon +2 melee touch (no damage see below); AC 10 (on the ethereal); HD 4d4+2; hp 15; Act 1d24; SP Neural possession; SV Fort +0, Ref +1, Will +5; AL Neutral.

Believed to be an evolved or adult version of the PAB, the Cloud of Preconception. rides on your head, hooks in your ears, eyes, up your nose and sometimes in your mouth...invisible. It alters your perceptions to advance its own agenda; fighting past the lies requires conscious effort and concentration and is an action. An apparent psychic cloud of millions of tiny cilia, they will 'hook' into a character and adopt them.

Exists on the psychic plane - AC 10 but only hit by magic, ethereal, or psionically active weapons* If somehow encountered in its native environment step up its action die by one and increase all of its saving throws by 2. Immune to critical hits. As a psychic entity, it can be exorcised or banished normally.

Neural possession - the 'adoption' power. Once it hits a target that target must save v. Will (modified in this case by Intelligence) at a DC of 15. If they succeed, the attack fails, and Preconception will move on to the next target. Once a target fails this save, they become the focus for Preconceptions' activities.

I Dwell within Errors of Misinformation: Preconception dwells in the unconscious assumptions primitive meat based life forms make with their cultures and their experiences. Once it has possessed a target, Preconception uses it's connection to the target's 'phenomenal headspace' to implant lies once / round (no save) - it can insert one untruth, one 'alt fact,' into the target's conscious mind at a time, even if the target is aware of Preconception and it's ability the implanted lie will still feel/believe the thought to be their own no save.. This preconception lasts until Preconception uses the power on someone else.

Note that Preconception cannot force anyone to do ANYTHING. All it does is lie, selectively, and bias the target until it does as it is desired.

A trick for advanced judges: Once possessed, determine preconception's goal, and then begin, as the Referee, slowly and subtly suggesting such courses of action.



This table might help.. Determine Preconception's Possible Goals

1. Preconception dislikes and is discomforted by those who are unlike the host, be it along racial, ethnic, alignment, or other (fairly arbitrary) lines. IT seeks to encourage the host to form a separatist community, away from those not like itself, where the host (of course) will be considered a wise leader. Those who do not go along with this will increasingly be met with ostracism and ultimately, violence.
2. Preconception makes you certain in your religious, legal, or moral beliefs. For the duration of Preconception's "stay" changing the host's alignment or affecting their mind to any degree is largely impossible. HOWEVER, the host's alignment shifts to an increasingly inflexible, relatively Puritanical, variety of Lawful over time. Unless stopped, the character will lose the ability to question their own beliefs or reasons for doing things.
3. Suddenly a stray and passing thought takes on awesome and incredible significance. Regardless of their prior activity, the host will now become certain that this stray thought (it could be a subplot of the session, a rumor, a red herring, a snippet of table conversation, anything - be creative)
4. Preconception nests in the regions of the host's mind where it detects discontinuity between the truth and the truth as the host believes it. Any misconceptions, wrong information, or outright lies believed at the time of possession are now considered Sacred Truths and are not to be questioned or thought deeply of in any way. The host changes very little BUT will simply be unable to accept that these false things are not completely true, no matter what.
5. Preconception creeps in from doubts about the host's path and purpose. At the end of this adventure or game session, the host will disappear for 1d3 weeks; on return they will be seen to be attempting a new facet of their identity; the character will be attempting to act as though having changed character class even though they have not. Note that the host is not hallucinating or deluded in that way, simply they will be attempting a new path or career, and relying upon their old skill set as little as possible. (And if you are using this for AD&D, maybe let them double class. Why not?)
6. Adventuring is ...dangerous. Immediately preconception blankets whatever personality urges exist that keep the host in their chosen (violent) line of work (presumed adventurer mercenary). After some days of contemplation, which may be influenced by things the host encounters in the course of events, they will attempt to withdraw from the adventuring life and begin pursuit of quiet contemplation.

Insufferable Internal Antagonist: Init +0; Atk +4 telefestation (possession, 15'); AC 17; HD 4d4+2 hp 17; MV 25; Act 1d20; SP exists on psychic plane, telefestation; SV Fort +1, Ref +0, Will +4; AL Chaotic.

Less a thinking being and more a mobile curse. Possibly related to the above creatures but definitely hailing from its own evolutionary path. This jumbled grouping of "anti-glowing" spheres are drawn to intelligent, emotional life forms.

The IIA Cannot be exorcised as it is a mental being; once it has possessed an individual, it can only be banished by experience; learning to distinguish between what it says and what is and consistently ignoring it.

Appears as a tiny shadow, black as a singularity, surrounded by a corona of multi spectrum light. A tiny little black hole of doubt and uncertainty.

Exists on the psychic plane - When not possessing the living, it has AC 17 but is only hit by magic, ethereal, or psionically active weapons* If somehow encountered in its native environment step up its action die by one and increase all of its saving throws by 2. It is immune to critical hits. As a psychic entity, it can be exorcised or banished normally.

If it is to be destroyed, it must be destroyed prior to claiming a victim.

Insufferable telefestation - The being's primary attack form is its telefestation power; it takes a moment, syncs to the victim's neural pathways and existentially teleports into the realm of the character's mind. Now functionally as mortal or immortal as the host it begins a campaign of ruination and sabotage, indistinguishable in voice from the character's own thoughts. It is a constant stream of self-destructive suggestions. Most of the time that is all it is. Sometimes, it will insist on a course of action; failure to heed these whims leave the target at -1 to -2 to all actions for the duration of the day and they will fatigue easier.

While it has possession of a character it, for all intents and purposes, is part of that character. It loans it's saving throw bonuses to the afflicted, save where their own influence is concerned. AT this point only a major quest (Judge's option) or an extended period of RP is going to get rid of this thing.

HOWEVER, those who do manage to outlast this thing gain a permanent +2 to their luck score, and can reclaim any two ability points lost. (If the character has never lost ability points, add up to two to their Personality score, max 18), perhaps somewhat less so if they quest for it to be rid of it. Further, the former victim now enjoys a permanent +1 to all will saves for the rest of their existence.

Notion, Hobgoblin/Hobgoblins of the Mind (4-16) Init +2; Atk none; AC 13; HD 1d8; hp 1 ea; MV 25; Act 1d20; SP Mind Goblins; SV Fort +3, Ref n/a, Will +1; AL Neutral.

Exists on the psychic plane - When not possessing the living, it has AC 13 but is only hit by magic, ethereal, or psionically active weapons* If somehow encountered in its native environment step up its action die by one and increase all of its saving throws by 2 and add a physical attack at +4 that inflicts a d8 but does not critical; the creature itself is immune to critical hits. As a psychic entity, it can be exorcised or banished normally.

Mind goblins -Visible but intangible to a single target (Chosen randomly or by circumstance) and both invisible and intangible to everyone else. Often manifesting via least corruption or interaction with behavior altering illusion magic. Usually manifesting as a 'plague' of 4d4 'hobgoblins' for the next d5 days which exist on the ethereal plane appearing as the target's fears and anxieties.

This has no game effect BUT if sufficiently rattled, a -1 to 2 penalty on a single roll is likely.

Noosphere 'life'dea Gods, Noosphere intellects, and "Little gods"

Noosphere intellects – are sort of psychic echoes, some from the past, some from the future but all are raw belief given power and form somewhere in the deeper curvatures of the Sub-ether; Some are veritable gods, pouring with vast energies and seeking bodies, or disciples, or other fell purpose. Others are more benign but typically no more knowable.

Sometimes, these intellects are fragments of larger, often dead, spiritual, or metaphysical entities. Gods, demons, Primordials, and stranger things sometimes leave a remnant, or stain, or fragment of itself in the higher more abstract regions of the omniversal medium. Other times they are no relation to the being it would appear to be but is a memory of that (dead) being given form. The greater the complexity the higher the chance of a property that at least appears to resemble sentience; some imperial parascientists theorize that the Noosphere is information density and only appears to possess sapient qualities because it is what we are – a proper interface as it were. Whatever the matter, those that achieve a sense of self become "self" directed, though often driven by motives more in line with the originating energies and memories/thoughts that created the thing in the first place.



The Idea Gods

The Lords of the Realms of the Higher Ideals of Upper Hyperspace (Second Empire era nomenclature) – Noosphere infomorphs made of radio bubbles of dead civilizations brought to life by tens of thousands of years of saturation with psychic energy from the Sub-ether; they are the Ancient gods of the Radio Shells; likely they are as self-aware as any God.

Some irreligious or blasphemous suggest that even Exterre could actually be Teranaya's Ancient Radio Goddess

Cacaoux / KO-Lah– Embodiment of Pleasant Conformity; Lord of the Shell

Init +0; Atk Happily break into song of assimilation +20 (no damage, requires save, see below); range: hearing (see below); AC 27; HD 37d8; hp 158; MV 230'; Act 3d20; SP highly contagious meme; SV Fort+12, Ref +12, Will +12; AL Lawful.

*Cacao is a powerful Idea God, one of the Elder Lords of the Radio Shell. Long ago it ascended into the ranks of the Lords of Order; It is **the** embodiment of successful assimilation; in the modern Imperium this being is still quite strong and very powerful. Certain regions of the old core apparently still honor this being in song and drink.*

Stats describe one appearance - a bloated bat (or frog) hunger demon covered in mouths of every species raised in song as it manifests in the local Sub-ether and the Noosphere. Occasionally it will manifest however as a mysterious white pseudouroid that appears meticulously adapted to the cold.

*Live in perfect harmony – a meme of order of immense age and potency; all exposed must face a variable DC Will save. Individually the save DC is 12, in a group of up to 4 the save is 16, in groups larger than 12 the save is 20. And in groups larger than 50 the save increases to 30. The range is hearing. It is spread by those participating. Those successfully exposed begin singing a pleasant simple tune in one of the precursor languages of the Ancients. All hearing the song face the meme attack, once a round. There is no limit to this effect. Those affected manifest a cool and attractive unity of purpose manifesting especially in especially mixed groups of beings (indeed, exposed populations of great preexisting conformity – a squad of clone soldiers say – save at +4 v. this meme while inexplicably, groups of mixed imperial clades, species, and types, save at -4. Imperial citizens save at an additional -2. The assimilation affect renders a community spirit and friendly...cooperative attitude amongst the communal melting pot. They will, of course, see nothing wrong with exposing all of their friends, neighbors...and total strangers with the infectious happy thought. **“They’d like To Teach the Worlds To Sing, In Perfect Harmony....”***

Cultists – this Idea God is known to have cultists, flame bearers, identified by simple organic candles they make out of commonly available materials that bolster the effects of their song (save at a further -1) in groups these cultists have however been known to turn vampires, banish demons, and ward successfully against agents of the Void. While no one has heard of a cleric bearing this being's cause, it may be only a matter of time.....

Little gods and other lesser noospherical life known to cross into the Sub-ether (Noosphere creatures by type)

Most (but not all) Little gods are classed as Tulpa – incarnate thought forms, the single most common Noospherical ‘being.’

Earworms(1) Init +16; Atk +4 whisper meme contact ranged (saving throw, 30’); AC 29; HD 1d2; hp 2; MV 5’; Act 1d20; SP whisper meme; SV Fort+0, Ref +1, Will +2; AL Lawful.

whisper meme contact if you can hear it you are in range, if you are in range make a saving throw DC 15. IF you fail you have a snippet of song, a phrase, or other memory fragment repeating endlessly in your mind.

– literal and not literal all at once Tiny dustmote sized ‘coiled worms’

Embodiments (ranging from simple – 6 HD to complex –12 HD) these are (Sub-etheric) plasm bodies created & infused by emotional energy carried on multi-coloured noospherean winds.

Types – (simple) Fear, Rage, Envy, Joy, Lust, Prudence, Courage, Temperance, Justice

(there are also 16 HD Lord types called Incarnations and they are likely all named)

Embodiment (simple) (1) Init +0; Atk +5 melee (1d8); AC 18; HD 6d8; hp 22; MV 60’; Act 1d20; SP by type ; SV Fort+2, Ref +2, Will +5; AL by type.

Embodiment (complex) (1) Init +0; Atk +8 melee (2d8); AC 20; HD 12d8; hp 54; MV 60’; Act 2d20; SP by type; SV Fort+4, Ref 4, Will +8; AL by type.

Incarnation – Lady Justice (Incarnation) (1) Init -3; Atk might green steel fists of justice +12 (3d8); AC 22; HD 16d8; hp 77; MV 230’; Act 2d20; SP 16 HD Embodiment of Justice; SV Fort+10, Ref +3, Will +3; AL Lawful.

Embodiment of Justice

-*Blind Justice* – justice cannot see but does not need to. She perceives only those who have done wrong. Those are perceived perfectly without obfuscation, until they are dealt with.

-*Torch of Hope* – when wielded in combat, can inflict 6d6 on criminals, loath and lawbreakers, as well as those suppressing hope, simultaneously can heal up to 12 HD / day to allied forces

- *Book of the Law* – can slam evil doers and those who evade justice for a mighty 6d8 damage. If she slams the book shut there is a thunderous effect radiating out to 360’ For save 22 for half damage; all take 6d6 sonic damage. Those who have evaded justice for the commission of a premeditated murder, a violation, or heinous theft must succeed at a DC 22 saving throw or be reduced to 1d4 hp immediately.

Appears as giant humanoid, obviously blinded but comely, with a crown, a book, and a torch. Sometimes she manifests with scales at her great marbled green-gray feet.

Scales of Justice

Daemons – beings of pure inspiration; idea spirits in essence. However distantly, they appear related to both Muses, and Musae as well as certain fae creatures)

Example Greater Musae – Discordia; the Tester

Discordia the Tester (Greater Musae 1) Init +0; Atk +23 any melee weapon or style (fists strike for 2d10 each); AC 28; HD 30d10; hp 172; MV 30'; Act 2d20; SP Muse of Testing; SV Fort+16, Ref +12, Will +17; AL N.

As the *Muse of Testing*, the one called Discordia can call upon many abilities, such as:

Drain XP with a calculated effort the Tester can choose instead of a mundane attack to select one target being tested in range and drain 2d4 points from *any* ability score, no saving throw. However more devastatingly when testing a player character, they may instead choose to drain 1d16 XP that will only be recovered by slaying Discordia. As the Muse of Testing has been known to give points back it presumably has the ability to bestow such points as well. Those targeted may resist the attack if they have experienced it before with a DC 26 Will save or the preemptory expenditure of a luck point.

Curse – the Testing one is immune to curses, oath, gaeas, etc any attempts to compel or control them are reflected back at the caster automatically with +10 to the spell check result. They may memorized any curse pronounced and repeat it at will (relevant saving throw DC 26)

Possession – the Muse of Testing can for their purposes possess the body of a material or mortal creature it is testing with a successful touch attack (Will save to resist DC 26) On a failure the possessed creature may attempt the will save once an hour each hour after the initial possession. See Possession attack DCC RPG p414

The being calling itself Discordia is a muse of a form that has dedicated itself to 'testing' emergent technical civilizations shortly before they unleash themselves upon the galaxy. Under her reign, civilizations undergo sudden and violent regression as she takes action to stir up the strongest latent/dormant tribalisms, exploitative power structures, and institutional power imbalances to create an 'opportunity' for either greatness of achievement or destruction

Ancient myth suggests that She and Prince Charon, the inspiration of black waters, were in some way invoked in the binding of the Ghost Riders and so either may be useful in calling upon the Black Fleet.

Zeitgeist

(1-6) Init +0; Atk a real kick to the head +4 melee (1d8); AC 18; HD 6d8; hp 23; MV 180000'; Act 1d20; SP a real kick to the head; SV Fort+2, Ref +2, Will +5; AL C.

A real kick to the head – a wave of temporal-kinetic force that strikes with the force of nostalgia. May create full sensory illusions, hallucinations, and transmit experiences into the heads of those who fail a DC 23 Will save; those who fail this save will be bombarded by a specific time and place.

Time spirits, the embodiments (at higher HD) or spawn (contrariwise) of an era. Sometimes useful in certain, esoteric kinds of time travel.

Memnotic Vores (1-6) Init +5; Atk sealing bite attack +3 melee (1d6 plus see below); AC 14; HD 5d4; hp 11 or 18, 16, 15, 15, 10 8; MV 30'; Act 1d20; SP Memory Eater; SV Fort+3, Ref +2, Will +3; AL N

Memory eater – with each successful bite attack the creature affixes its mouth parts to the victim and begins to drain memories taking the form of 1d8 Int loss or 2d4 XP loss(if a PC; the XP will be taken first) While they are feeding they may not counterattack and are AC 10 While in the noosphere merely slaying the creature that stole your memories is not enough you must ingest the creature's remains. Memories (only) may be gained by someone known to the victim also eating of the corpse.

Appearing as igneous eels or worm like serpents in the noosphere, the Memory eaters clean up frag, lost and abandoned memory fragments in the Noosphere.

Embodiment of Warp, see Poltergeist Wellspawned.

Poltergeist, Wellspawned (1-4): Init +2; Atk pk strike +2 melee (1d2) +4 violent display (missile 1d3+4, 30'); AC 13; HD 2d5; hp 3 or hp 6, 5, 4 4; MV 35; Act 1d20; SP *noosphere creature, spectral phantasms*, see below; SV Fort +0, Ref +2, Will +2; AL C.

Bodiless spirits of essential unquietude

Well-poltergeists are lowly noosphere spirits and so Unsentient, however they are urge driven, animalistic machines of pure psychokinetic force and great emotional turbulence. In some sense they are Warp personified.

Noosphere creature – these are bodiless entities, hit points and the like are purely for the purposes of psychic or magical combat (which affects them normally) or combat in the shallows of the Sub-ether. They can almost always be turned or disincorporated (but temporarily) by a lawful or neutral cleric.

Spectral phantasms – a nonstop cavalcade of out of the corner of your eye and blink and you'll miss it hallucinations bombard the single target, who is often alone. While unsettling they can inflict no damage. For especially weak willed zero levels, perhaps an hour or more might inflict 1d2 int and pers damage to them..

Mind freaks – anyone persisting within the area of their "haunting" finds that they make their will saves at -2, and save v. fear effects at -1.

Violent Displays – sort of a PK tantrum when the being is not getting 'its' way' on some base level. This is a simple pk attack where random detritus is thrown about randomly and impulsively. These attacks are at +4 and hit for no more than 1d3+2 damage regardless of what was utilized in the attack. Further each round

Roll 1d4

6. Spinning vertigo attack Ref save 16 or be violently nauseated for 1d4 rounds
7. Spiral winds effect – everything not nailed down in the immediate area swirls about in a sort of pk dust devil, very attention seeking behavior.
8. Electrical malfunction and laughter – as spirits of disturbance, recording and telemetric devices short out in 1d3 rounds after 'exposure' to the creature.
9. Degaussing wave – if it's angry enough it will hit all electronics in 30' with this wave which it can only do once a day. Ford save DC 16 to avoid effects; zero levels may have it worse (Judge's option)

Other known Embodiment types

Embodiment of Strain

Embodiment of Burnout

Embodiment of Memento Mori

Bestiary maker sequence - Rapid creation of Little Gods

It must be remembered when generating these results that this is creating something akin to an elemental, spirit of natural law or other Fundamental. Also, that as such, these stats most wholly apply within their own (native) branes – unless physically manifested they don't have nearly the power that they do when encountered in the Sub-ether or the Otherworlds.

Process

What level of the Sub-ether was it encountered on?

That is it's starting number of HD

This is also the creature's minimum "drive" rating, should such a thing need to be calculated.

(Later steps will modify and enhance this total, see below.)

Little God Types (by HD)

Shimmer – a thought reflection, Unsentient. HD 1d2 Action dice 1d2

Thoughtform – HD 1d3 action dice 1d3; hollow and soulless, may be inhabited or tainted by more sophisticated spirit entities (elementals, the fey, and the dead most often)

Tulpa – a thoughtform that 'Turings' and gains sentience and a degree of free will; they are not in themselves very sophisticated, however. Sort of the Zero Levels of the Noosphere. HD 1d4

Conceptual Emulations HD 1d5

Concept

Spirit guardian HD 1d6, basic protection abilities are common (base level ship god)

Lore spirits HD 1d7 a shifting series of glyphs, letters, symbols, numbers, and sigils, wrapped together into knots to form a rough column of distorted air. It speaks with the voice of many.

(lesser) Concept HD 1d8

Epelyng HD 1d10

Lesser Daemon HD 1d12

Random Noosphere Encounter Master table (sub-ether)

For determining completely random Noospherical beings.

Determine

Alignment

Concept

Type

Age

Alignment d6 1-4 Neutral 5 Lawful 6 Chaotic

Type Embodiment, Incarnation, Meme, Memory, Daemon,

Age: Roll 1d24, Add the sub-etheric depth to the total and calculate the results

Roll	Age Category
7 or less	Little God
8-13	The Empress Era
14-18	Golden age of the Third Empire
19-23	Second Empire Neutrino Propaganda
24-27	Oldest of the Ship Gods
28-29	Lords of Preconception
30	Lords of the Shell

Type

Embodiment

Incarnation

Meme

Memory

Daemon

Age categories, 6 Age categories, each gives HD and poss. other power level indicator

The Empress Era (The last thousand years)

Seldom more than 6 HD

The Golden Age (third empire, 10,000+ years old)

Up to 8 HD

Neutrino Propaganda Gods (second empire 20,000+ years old)

Up to 12 HD

The First Ship Gods (40,000+ years old)

Up to 16 HD

The Lords of Preconception (first empire 50,000+ years old)

25 HD

Ancient radio shell gods (60+ thousand years old)

36 -45 HD

Anything less than these bare minimums is considered a Little God regardless of age. Many Little gods proper are noosphere intellects of 5 or fewer manifested HD that may or may not be fragments or associated with a larger entity, past or present.

The Black Horde (1-6 10x10 areas) Init +3; Atk creeping carpet of toxic incarnate death +14; melee touch attack (see below); AC 26; HD 15d6; hp 63; MV 60'; Act 1d20/10 of Black Horde; SP; SV Fort+3, Ref +7, Will +12; AL C.

Assimilating Shadows – each round that this terror is manifest it can (and will) rush to absorb up to its current hp total in living (organic or otherwise) matter, which is promptly added to the horde. Failing to resist a DC 23 Fort save means that it's over, your hit point total, biomass, and ...soul stuff join the horde. No backups, no rolling the body checks, no last minute clones. *You have been digested by the universe*

When one of the Empire's 'collective entity' clades somehow rises as undead, itself and extraordinarily rare occurrence, what returns isamong the most terrifying threats to a spacer's life, soul, and starship. There are many names for this once thought fictional menace – oozing death, the Crawlers, the first phantasm, and the eating death, most common ones translate loosely to black horde or such.

Appearing alternately as a shadow, an oily black substance (that seems to ..ripple with aqueous movement), or (at very near distances) a semi-solid, semi-viscous slime carpet of dead, semi rotting but animate 'death bugs' – deteriorated and necrotically mutated to become ambiguous *shapes* with bristling unsettling limbs and feather antennae of shadow and smoke.

Dataghosts (1-3) Init +2; Atk touch +3 melee (1d8 xp see below); AC 15; HD 2d6; hp 10, 8, 7; MV 45'; Act 1d20; SP noosphere being; SV Fort +1, Ref +1, Will +3; AL C.

As a Noosphere being it is not material but can be affected by psychic or other noospherical phenomenal. In the Sub-ether they may be treated as semi material beings.

Deletion attack – this ability is useful only against Machine created, cyborgs, or those who are at least partially mechanical.

Each round a mechanical or mech augmented life form is perceiving the creature to engage in combat or whatnot, they must beat a DC 20 Will save or suffer a loss of 1d8 experience points. Each loss is permanent and reflects a corruption and subsequent loss of actual memories and experiences. Mechanical life forms reduced to zero xp are functionally destroyed;

Any mech life slain in this manner leads to the creation/summoning of a data ghost at the site of its demise, physical or virtual, in 1d20 days.

Leave Bits – when destroyed, if in the presence of virtually any electronic device, there is a 1 in 6 chance that some trace fragments of the thing will linger on...slowly to recompile again over the passing months and years.....

Entropic being most irritatingly, those mechanical created who have successfully defeated such a creature find that they do not retain memory of the event. Why this noosphere creature singles out this particular class of being is unknown. It is thought that the 'ghosts' originate in some vast noospherical realm corresponding to emergent computing properties in the Imperium. IF so then this terror would represent the least of that space – literally the dust bunnies of the noosphere.

Descend, or perhaps are dragged by passing starships, into the near Sub-ether from particular regions of the Noosphere.

They are the half-memory shell that is deleted data. Bits and dregs, they seek out, unconsciously, electronic data centers and – especially – living machines as they journey through the sub-ether.

Appearing as shifting, image manipulated matrices in faintly animal or humanoid form, these creatures are more perceived than seen. AS the legend states “*the clearer you can see it, the faster it will kill you.*” Artificial life forms of a mechanical nature, and those with extensive cybernetic augmentation however will see another, crisper image, a cracked mirror of

shifting white, blue, and yellow light, distorting sound and light in its vicinity. Or it seems to. You suspect it is a trick of your optics.

Not all imperial subjects can become traditional undead. Their biology or relation to the other planes of reality change or alter the equation somewhat.

Creature from the Id Init +2; Atk weapon +10 melee grab and crush (2d8+10); AC 14; HD 8d10; MV 45; Act 2d20; SP lots; SV Fort +6, Ref +3, Will +6; AL Chaos.

Initially invisible, these manifestations of repressed urges of evolved animal forms have tremendous potential power when unleashed upon the material planes. Such a being is fundamentally a force of pure mentality with vast control of an energy field which allows it's interaction with the physical world.

Invisibility - unless saturated with energy the Id Creature is invisible and makes no noise in its movement. Once it has absorbed it's Hit Point total in energy the creature becomes unable to hide, appearing as a blazing ego manifestation; often a distorted face or upper body appearing wrought of blue or red energy.

Energy Absorption - When manifested, an Id Creature is only able to interact with the material world through the use of an energy field; this energy field absorbs most forms of mundane energy; cold, heat, light, sound, acid, and blasts of concussive force all add to the Energy pool which allows it to power it's attacks but inflict no damage at all. The only known means of containing the entity (save dismissing it to its home realm) is via force fields, which it cannot penetrate.

Note that other than fleeing or banishing this being, the only permanent way to kill this creature is via energy drain. (Assume the base creature's starting HP total represents a pool of energy that it may not use for other purposes.)

The reasons unknown to mage or scientist, the Id creature is unable to absorb the 'energy' (expressed in damage) from conventional melee or missile weapons. However, such only inflict half damage and reducing the Id Creature to 0 hp in this manner will not kill it but send it into a resting configuration for 4d8 hours, after which it will regenerate 3 hp/hour until back at its full hp total.

Focused Energy Touch - The primordial and base nature of the creature's mind prevents it from using its energy fields for anything more complex. When pressed, the Id Creature may use it's banked energy (in terms of absorbed hit point damage) to burn or melt through solid objects. 3 or 4 should be sufficient to get through a wooden door, 10-12 for a high tech door made of steel. This may not be used as an attack on living creatures unless the creature is unconscious, sleeping, or otherwise inert. Energy thus expended is gone, and often appears in a fashion similar to the form of energy originally absorbed. (Example - 140 points of damage have been thrown the Id Creature by Jem with her Laser Hologram Staff; hours later, the Id Creature seems to burn through that forged steel door with a 'laser touch' for example)

Other fun with alien life - Illness & biological threats of the Starlanes ²



Click lights

Caused by an invasive and, so far, unstoppable Second Empire engineered data pollen. Those whose ancestors lived in Imperial space during the early mid Second Empire period will experience a 'dusty' sensation on their skin and light allergies within three hours of exposure. Subsequently, a loud clicking sound (akin to a streetlamp) seems to begin going off inside the character's head; the next time the sufferer sleeps, they will wake with flashing green, red, and white lights on the edges of their vision.

There is a 2% chance that the pollen effect is actually incurable.

Fort save DC 16 on exposure. Environment suits or other sealed garmentry exempts one from this unless it is in contact with the outside atmosphere. Inorganics are perfectly acceptable hosts for these as well.

Wet Lung / Damp Cell / Spacer's Nightmare (semi-living chemical pseudo bacteria)

A once rare form of lung infection taken to space over 600000 standard years ago, (it is believed). This illness once it sets in consists of creation of tiny droplets in the lungs or equivalent respiratory bladder and - where the structures are compatible with such - these droplets form into filaments or globules; Once the illness has onset, the symptoms are legendary; a wheezing wet sensation in one's respiratory system (akin to advanced pneumonia) and a constant dripping of sinuses and drooling. It is as if the person's moisture is boiling out of them. Often in humanoid species, bladder and sphincter control is lost for the duration. Can be quite tough to beat.

EXTRAORDINARILY contagious in enclosed habitats.

² There is a school of thought that says the phrase "Like a tapeworm but much more interesting." should never appear in a role playing book.

We here at Dreaming Gynoid studio do not in any way, subscribe to this school.

- Advanced cases impair the body's ability to use oxygen; again. Spacer's nightmare. . Once it's gotten that far it's a constant Endurance suck. Fear it.
- Truthfully it's a vacuum based form of unliving replimatter that some species turned into a weapon to use on the humanoids at some point.
Fort save DC 13 to resist on exposure; thereafter, repeat rolls on exposure need only be made once a month. Saves are at +4 for characters from a Spacer or MicroG background. Non-organics are not subject to these effects.

Rainforest Revenge -

A combination of alien dust motes and even more exotic jungle spores which adhere to wet surfaces, esp. leather or other hide based textiles.

Within 24 hours an allergic reaction will set in, progressing in 25 more hours to a state where snot production is so active that in hours breathing will be difficult and the eyes will seal shut (if the infected is sleeping or resting). Speech will become difficult, and the constant drip of mucus production will fill the lungs.

In a tropical climate this can easily lead to pneumonia and death

(Fort DC 12 to avoid catching; Fort save 15 daily to resist entering the second stage. At second stage, character is -2 Agil, -2 pers, -1 int, and -3 sta. This will persist until such a time as the character passes a DC 20 Fort save, made every three days.

every alien dust mote and exotic jungle spore in the general Iquitos area adhered to the damp luggage. This means that I currently can't breathe, can barely see, can't talk, my lungs are filling up with Terrible Stuff and am even less attractive than usual. I tell you DO NOT LAND HERE

Etherical Pattern Orgonne Toxemia (EPOT)

A dangerous 'disease' (infectious) in which dead tissue animates. (not so much zombies as body parts); the danger is that it is spread etherically; and often (in the classic case) brought back by dead ships when they emerge from Sub ether jump.

Organic Transmissible Cancer

A Class II existential threat in the Empire; a form of cancer transmissible by external cancer cells growing on a variety of exposed tissues, but also by sputum, fluid exchange, For reasons lost to time, rodent forms, canids, and marsupials save v. this and all of its effects at -1 due to some

Staphlopolis - infectious attack ads; someone used informational pollen to weaponize political attack ads in low tech representative democracies.

DC 14 Fort save on physical contact; those in vacuum or environment suits roll twice and take the better option.

Otherwise in 1d30 minutes, the affected will begin to spew systematized lies and half-truths from an election no one remembers or cares about in an obscure alien

language. Every seven minutes those listening must succeed at a similar DC 12 Fort save (armor applies as above) or be infected similarly.

Effects linger in organics for STA -6 hours. At the end of this period the affected will violently purge their system, taking nothing but water thereafter for d12 hours.

Viral onset Paranoia

Viral onset Paranoia

Often packed and labeled as “Aerosolized influenzae,” this is a late second empire memewarfrag; the affected perceives what seems to be a dazzling array of lights - suggesting a meme attack; in fact, this is a protein sequence activated when the virus begins to replicate inside cell walls.

When exposed, there is a DC 12 Fort save to resist initial attack; DC 14 Fort save every d12 hours thereafter until two such saves have been made sequentially. Thereafter symptoms will lift.

In the meantime, the sufferer takes a single point of ability damage to personality and intelligence, they sweat constantly, and despite lucid periods, are beset with a feverish paranoia that makes everything questionable.

The Doppelgänger Contagion

Extruded from another universe, these splinter analogs are motivated to enter our realm, replace ‘their imposter’ and thus secure physical existence in this continua.

The Invaders are actually splinters of many player characters that have somehow slipped across the hyperdimensional fabric to a matching universe (your game) where it may have a body to steal.

In all ways acting as the traditional creature, if successfully possessed, the character becomes (physically) a doppelgänger.

Despite the existential threat this seems to represent, generally only small groups of (PC like) individuals seem interested in escaping their universe enough to take over the bodies of others.

Doppelgängers resemble the original character in almost every respect save where that doppelgänger alters its appearance to be more in line with its original form.

The Doppelgänger Contagion Init +0; Atk +4 by weapon or +4 melee, (cellular disruption for 1d8); AC 17; HD 4d8; hp 19; MV 30; Act 1d20; SP possession/duplication; SV Fort +3, Ref +2, Will +1; AL Neutral.

Possession Overwrite - a directed will attack on a physical being; this being must be a dimensional analog to the character whose possession is sought. This being will have similar memories and experiences to the character. A DC 20 will save is required to resist this attack.

If successful, the character becomes possessed and a passenger in their own mind while their body slowly becomes that of a traditional doppelgänger (as above). This is an indefinite transformation. However, while otherwise incapable of action, the victim is entitled to another save (Saving throw v. Poison) every time they attempt to regain control of their body; this may be attempted every 2d6 days. These beings may also be exorcised or banished normally.

Contagion - once in possession of a body, the doppelgänger may be motivated to find “its friends” and expose them to the ‘shade’ of the doppelgänger’s home universe; (Fort save DC 15). If successful, then the created energy channel between universes will draw

the appropriate doppelgänger to the new target within 1d6 hours. AT that time the new doppelgänger entity may attempt to seize control of it's designated host

Endless fields of Ringbrain Stalks

(alien plant/mycoform)

Appears as , essentially fields of cauliflower rising about a foot off the ground

The spongiform globe-buds broadcast a wide spectrum psychic energy field – appearing as black and purple lines of force from the exterior. Whole fields will exist on the edges of more complex ecology forming a barrier there.

-those overcome with despair lay down and slowly die, consumed by the fungal forms over time.

- each bud colony can project a field about 5x5 but only affecting higher forms (animals, advanced plants etc...including some synthetics but generally not other Created) beginning about two feet off the ground. Those caught within must make a DC 14 Will save or be overwhelmed with emergent feelings of despair and hopelessness. The field is invisible to those within it so foreign travelers may never know.

On a failure, the afflicted suffers 2d4 pers damage, when brought to 0-3 the collapse will be triggered and the one affected will fall or sag to their knees unable to go on.

A standard field is several hundred meters wide, and some go on for many kilometers. Each frond is only half a hit die. Say 1d4. They burn easy but this will release seed-spores that once scattered by the wind will create a plentitude of new fields. Within 60 days.



Minor parasitic infections

1. **Earbugs** – infect organic humanoids esp when they spend time on unfamiliar spacecraft. Relatively benign but in accumulation they can (and do) influence behavior by pressuring (or infiltrating) certain nerves. Most commonly, the behavior manifests as a desire to travel to wilderness or pseudowilderness areas (to as to facilitate spreading the bugs to as many others as possible) – especially high traffic areas. (periodic -1 to spell checks, psi checks and other concentration based tasks when urges are being resisted)

2. **Wireworms** – tiny electrovores which siphon current, and masquerade as leads or wires within mech Created and the occasional Synthetic. -1d2 hp / hour (not accumulative; it changes) and -1 sta or agil also (again, it varies by hour) until extracted.

3. **Irzibethan spell worms** – tiny multicoloured slugs that look quite harmless and almost featureless; they inhabit spellcasters and steal spells from them, leaving them as though the spell was never learnt.



Danse the Ghosts with Me - Vampirism

An empathic disease, it's sufferers gradually have their biological and generative fluids replaced by a body of vampiric ichor, an alchemically reactive negative material substance from beyond the Death Wall.

Those who have been consumed by vampirism are not who they appear to be. They have been consumed by the ichor which fashions its own consciousness in the image of the now deceased. Quite frequently they themselves believe that they are the dead risen to life, but they are a copy, a crude and twisted datalife native to and existing only within highly reactive alchemical necrotic sludge.

The resulting creature is one born of anti-life and chaos, given full terrifying form within the mental, spiritual, and bodily shell of the host.

Ichor is a class I chaos reactive substance and necrotically active material; it has a known history of hyper-reactions to and unpredictable physical and spiritual metamorphosis when exposed to massed alchemical radicals, reagents and the like, anything utilizing ectoplasm or it's slime industry derivatives, and the metabolism of some mutants, those classed as Variants especially.

The last imperial scientist to study it, Lord Syltheed “the mad empath,” likened the substance in its purest state to “liquid undeath.”

Under highly secure conditions, Imperial parascience explores the ramifications; As vampirism is basically an empathic disease, Can vampirism be spread via empathy? (It is known that, at least, usage of empathic healing to ‘heal’ the vampire is seemingly always doomed)

Psychoreactive substances

Vampiric Ichor – Class II controlled hazardous substance. Transport restricted. Empathically (re)active.

Empathically (re)active

- Reacts mutagenically with certain mutants; unpredictable
- Storable only in stasis
- Becomes reactive and extraordinarily volatile in the presence of certain slimes and plasms. (May itself be considered an extraordinarily rare etheric plasm)
- Becomes *unstable* outside of the presence of a host.
- With exposure may be able to change or disrupt qualities of a sorcerer’s magic
- **Note:** Vampiric ichor is a Class II Biohazard, escalated to Class I in the presence of high population density.

Type One Vampire (Chaos Vampire) (1-6) Init +7; Atk bite+1 melee (1d4); AC 18; HD 7d12 hp 35 each; MV 40’ (60’ flight); Act 1d20; SV Fort +4, Ref +3, Will +2; AL C.

Immunities: Sleep, Charm, Hold spells; non-magical weapons

Abilities: Charm (as the spell; add 9 to “vampcraft” roll)

Regenerates 3/hp round regardless, even if reduced to zero hp

Reduction to 0 hp breaks creature down into wet cloudlet of ichorous mist and will flee.

Influence - can call 2-8 large apex predators, 3d6 large flyers or 5d4 dire vermin at will

Diet Vampires must feed on the blood of the living in order to survive, sustaining themselves on the vitality and cellular cohesion of their victims’ blood and other vital fluids. .

Origins Site Zero for Type One vampirism is believed to have originated in Estharra’s Solar system, where it is thought to have been summoned from beyond the Deathwall by necromancer-scientists of Prehistoric Once-Atlantis.

Identification: Type ones do not appear electronically, and cast neither shadow nor reflection. Almost none of them are cyborgs for this very reason.

Type ones find the transition into the aether particularly unpleasant (in fact gravity jump fields sometimes do things to the ichor within them) and so a vampire traveling FTL must do so in hibernation, waking either during the journey and returning to slumber prior to arrival...or ideally sleeping until back in normal space.

- The presence of a vampire on board a star ship will increase local entropy and attract certain spirits and some dead and undead forms.

Type I (1.5) – half vampire

Half-Vampire (1-3) Init +7; Atk +1 melee (1d4); AC 18; HD 7d12 hp 22 each; MV 40' (60' flight); Act 1d20; SV Fort +4, Ref +3, Will +2;

AL C.

Those slain by Type Ones, who have not been treated for vampirism, will rise after 72 hours as half strength vampires, and carriers of the ichor. While their body, mind, and soul are still being metabolized (a process that is slowed in the presence of their maker) they remain in this hellish half-state.

Of note, certainly particularly psychic or strong willed individuals have managed to maintain control over the effects and extent of their transformation. Vampires who have “turned against heir own kind” are invariably of this type, constantly in agony as their living and un-living metabolisms fight for control and consumption.

Unstable Vampiric Ichor – aka Death to Chaos Vampires!

1. Burning inside - Savage alchemical reaction and the inner fluids of the foul create begin to light on fire
2. Al of its “stolen” blood erupts forth from within the vampire’s body; ALL of it. The vampire both spiritually and materially bleeds to death involuntarily, no matter what they do, leaving behind a desiccated husk that is brittle and easily burns.
3. Screams and assumes all of it it’s alternate forms simultaneously, then roll again.
4. Explodes – there is a dramatic moment where it’s features run as wax and then boil before exploding in a gooey 20” spray of rotting and necroticly active slime-tissue.
5. Implodes – with a howl the being is pulled into itself, ultimately a screaming, “drowning” liquid black dot of reactive fluid that slowly turns to a small dark pebble and then vanishes with an always audible *Whoimp* sound.
6. Super Necrosis – becomes first a gooey mess in 1d6 rounds, turning to piles of dusty sludge by dawn. 5% chance per HD of 1d3 Spectral Relics left behind.
7. Glows from within as stolen blood and vital fluids fluoresce. 1d2 rounds later explodes disintegrating in a blast of x-rays.
8. Body reacts violently from internal alchemical reaction. 1d3 rounds later, a spectral entity bursts forth and the body turns to ash and dust. Roll initiative.

Type II – Space Vampire

Space Vampire (1) Init +1; Atk +1 melee (1d4); AC 18; HD 7d8 hp 30; MV 40' Act 1d20; SP *Chameleonic Illusion*, *Directed hypnosis*, *Energy Drain*, SV Fort +3, Ref +1, Will +4;

AL C.

The Type II vampire is a specific strain; in the Second Empire there was a time when outbreaks were rampant.

A pale, white being, with exaggerated Nosferatu-like features; there is also a wide, cat whiskers - style set of brows and whiskers that come off the creature, allowing them to sense movement and heat in their proximity.

Chameleonic Illusion - Type IIs cannot shapeshift BUT they do maintain a constant illusion (DC 23 to see through on initially meeting) of that of a handsome or attractive humanoid of similar mass and height.

Directed Hypnosis - usable on but one creature at a time, the physical presence or eye contact of the creature is necessary for this to work.

Once successfully hypnotized, a living victim can be Summoned, unless they pass a DC 15 Will save. *Energy Drain* - inflicts a 1d10 damage, and with a failed Will Save will (attempt to steal an energy level. This life drain takes the form of a massive XP drain attack, taking 2d212 XP per failed Will save.

ALIEN MAKERS



Creating your own alien life with the ALIEN ZOOMAKER

Statisticians! On average, aliens thus generated have a 1 in 9 chance of being intelligent

- Base maker tables and then the Add Tables

Maker Sequence

Consciousness – alignment, base saves, base HD

Size determines number of HD, AC

Manipulators & Limbs determines what and how many

Type determines Init. Bonus, attack bonus and Number appearing

Eco niche determines Movement, attack dice, action dice

Special abilities bought with HD and adds; Poss. Base HD are used to create a number of customizable points (so 8 HD critter would have 8 points to purchase stuff OR roll on up to three rando tables)

Finishing steps;

The total ref save = points that may be distributed between Init. Bonus and AC

The total fort save = points that may be distributed between base attack and damage

The total will save = points that may be distributed to special abilities

Consciousness 1d12

1-8 Unintelligent animal

9-11 Intelligent alien

12 Exotic consciousness

Unintelligent animals - “Animals” are grouped into intelligence levels

1-6 Animal Sentience (+1 fort)

7-9 Near Sapient

1-5 Pre-sapient (+1 ref)

6-7 Recipients (+1 fort)

8-10 ex-sapient (+1 ref)

10 Sapient (+1 Wil)

Intelligent animals - “Sapient animals” are also grouped into intelligence levels

1-6 Baseline sapience (+1 fort?)

7-9 General Spectrum Sapience

1-5 Emergent (+1 ref)

6-7 Established (+1 fort)

8-10 Eroded (+1 ref)

10 Super sapient – enlightened mind (+1 Will?)

Size**Size** - determines number of base HD, AC

0 Tiny - 1 hp 1/4 hd Base AC 14

1-5 Small - base AC 12 -1 HD (if this brings total below 1, step the die down once on the dice chain. If this takes the HD below d2 then becomes category Tiny)

4-7 Medium base AC 10 1 HD

8-9 Large - base AC 8, 2 HD

10+ Massive - Base AC 6 3 HD

Tiny - 1 hp 1/4 hd Base AC 14**Small** - base AC 12 -1 HD (if this brings total below 1, step the die down once on the dice chain. If this takes the HD below d2 then becomes category Tiny)**Medium** base AC 10 1 HD**Large** - base AC 8, 2 HD**Massive** - Base AC 6 3 HD**Manipulators****Manipulators & Limbs** - 1d14

0 no limbs or manipulative appendages.

1- serpentine; moves like a snake 2- slug-like

1-2 Bipedal

3 Tripodal

4-8 Quadrupedal

9-12 Hexapod

13-14 Octopedal

*High gravity add four, low gravity -2***Consciousness****Unintelligent animals** - "Animals" are grouped into intelligence levels

0 Unsentient

1-6 Animal Sentience (+1 fort)

7-9 Near Sapient

1-5 Pre-sapient (+1 ref)

6-7 Recipients (+1 fort)

8-10 ex-sapient (+1 ref)

10 Sapient (+1 Wil)

Intelligent animals - "Sapient animals" are also grouped into intelligence levels

1-6 Baseline sapienice (+1 fort)

7-9 General Spectrum Sapienice

1-5 Emergent (+1 ref)

6-7 Established (+1 fort)

8-10 Eroded (+1 ref)

10 Super sapient - enlightened mind (+1 Will?)

Sentients

Unintelligent Animal/monster aliens (by environmental type)

- 1 Void (Base HD d8 or d12 +1 Fort +1 Wil; Neutral)
- 2-5 Organic Aquatic (Base HD d8 +1 Fort +1 Ref; Neutral)
- 6-9 Organic Terrain (Base HD d8 +1 fort +1 ref Neutral)
By Terrain type (roll 1d6)
- 10 Inorganics (Life – not as we know it) tables
- 11-15 Plant/Vegetable (Base HD d8 +1 Fort -10" movement)
See also Terrain and type below
- 16 Shapeshifter (see sub table) (Base HD d85 +1 Fort, Neutral)

Organic Terrain types (d6) *Type determines Init. Bonus, attack bonus and Number appearing*

- 1. Mud no. appearing 2-8
- 2. Rocks (mountains or hills or barren) +2 Init. +1 attack bonus no. appearing 3-15
- 3. Marsh +1 attack bonus, no. appearing 2-20
- 4. Forest +1 Init. +1 attack bonus no. appearing 10-20
- 5. Desert +1 Init. +2 attack bonus no. appearing 2-8
- 6. Permafrost +1 Init. +2 attack bonus no. appearing 1-6

Inorganics (Life – not as we know it) tables – *As above Type determines Init. Bonus, attack bonus and Number appearing*

- 1. Silicoid (Base HD d10, +1 to Fort)
- 2. Methane (Base HD d10 +1 to Fort)
- 3. Ammonia (base HD d6 +2 to Fort)
- 4. Mycotic (Base HD 1d8 +1 to Fort)
- 5. Elemental (base HD d12)
 - a. Galvanic (+1 Init. +1 Fort +1 Ref)
 - b. Gravitation (+2 Fort)
- 6. Exotic Matter
 - a. Ghost matter (Base HD d6 +1
 - b. Extragalactic matter (Base HD d10 +1 Fort)
 - c. Strangelets
 - d. Non-baryonic (Base HD 1d8 +1 Will)
- 7. Energy life (Base HD +1 to Will)
- 8. Ether life (Base HD d8 +1 to Will)
- 9. Datalife (Base HD d3 +1 to REF)

Shape shifter sub table Roll 1d12

1-8 polymorphic body structure (imitative polymorph)

Beings with a polymorphic body structure can alter their appearance within certain biological limitations; they may alter the colour and texture of their skin, reshape cartilage and move bones;

+1 Fort and REF saves, +1 Will in intelligent varieties

9-11 Trans molecular shape shifter (true polymorph)

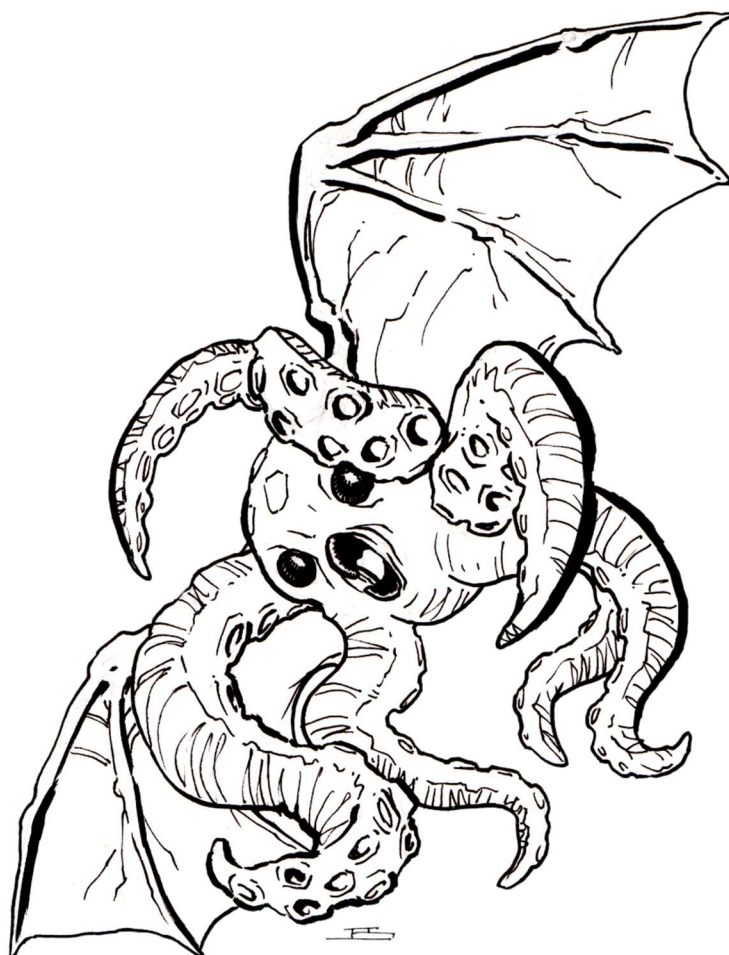
Being can alter its molecular structure to resemble/imitate other life forms; it must sample the molecules in question first

+1 HD, -1 BAB, +1 fort save

12 Trans atomic polymorph (true shape shifter)

Being can assume any form, biological, inorganic, or synthetic (or with the right information, mechanical) by altering its atomic structure; they may become inanimate objects subject to the above limitations; they could become a hammer much easier than they could become a drill but could become a tree or a rock as easily. Such beings are only rarely intelligent and the ability functions on instinct. In sapient organisms, this ability is quite potent.

+2 HD, -2 BAB, -1 Init. +2 Fort Saves



Sapients

Intelligent Alien -

- 1-3 Organic (Base HD 1d4 +0 all Neutral)
- 4-6 Advanced Artificial Life (Base HD 1d6 +1 AL Lawful)
- 7-8 Colonial Life (Base HD d +1 AL Lawful)
- 9-10 Parasitic Life (Base HD d +1 AL Neutral)
- 11 Incorporeal Life (Base HD d +1 AL Neutral)
- 12 Etherlife (Base HD d +1 AL Chaotic)
- 13-15 Inorganic Life (Base HD d +1 AL Neutral)
- 16 Shapeshifter (Base HD d +1 AL Chaotic)

Organic³

(Initial – Base HD 1d4 +0 all Neutral) – *Type can further modify (above) Init. Bonus, attack bonus and Number appearing*

(Note: Dietary restrictions, Limbs & manipulators, Genetic heritage, quirks and Clade and World/environment specifics, at least, should all be considered Adds tables. All from character creation – see **Galaxy Black I Characters and Classes** pp 48-50)

Advanced artificial life (Created – any artificial life form Base HD 1d6 +1 AL Lawful)

1. Biot Biological (⁴ 0, +0, 1-4)
2. Machine (+1, +0, 2-5)
 - a. Bot
 - b. Synth
 - c. Droid
 - d. Hologram
 - e. Other machine creature (choose one d10 HD, +2 nit, +4 to hit)
3. Datalife (+3 Init, +0, 1 or 1-100⁵)

(all from character creation – see **Galaxy Black I Characters and Classes** p 29)

Colonial life form (Base HD d6 +1 AL Lawful) +2, +2, 1d100

Parasitic Life (Size determines number of HD, Base HD d3 +1 AL Neutral) 0, +1, 1-2

Incorporeal Life

(Base HD d6 +1 AL Neutral)

1. Ghost matter – see exotic matter consciousness
2. Sub-etheric – dual sub types
 - a. Ghost
 - b. Memory spirit)
1. Out of phase (origin Distant Alien, Voyager from far Splinter, Pandimensional)

³ (Note: Dietary restrictions, Limbs & manipulators, Genetic heritage, quirks and Clade and World/environment specifics, at least, should all be considered Adds tables. All from character creation – see **Galaxy Black I Characters and Classes** pp 48-50)

⁴ Biots should be able to use Chimera tables as well as existing Organics Adds tables (above)

⁵ The latter figure applies when encountered within substrate or other virtual environment.

Etherlife⁶ (Base HD d12 +1 AL Chaotic) +1, +2, 1

Inorganic Life (silicates and the like) (Initial – (Base HD d10 +1 AL Neutral))

1. Elemental material – by type
 - a. Air +3, -1, 1-4
 - b. Earth -2, +1, -1
 - c. Fire +2, +3, 1-8
 - d. Water +1, +1, 1-3
 - e. Meta +1, +3, 1-2
 - f. Wood -1, -1, 1-12
 - g. Void -2, +3, 1-2
2. Crystalline structure ⁷ (-1, +2, 1-3)
3. gaseous form (+1, +1, 2-16)
4. energy body⁸ (⁹ 1, +0, 1-3)

Shapeshifter (see sub table, Base HD d8 +1 AL Chaotic)

Crystalline structure adds tables

1. Unstable Form –

May pop out one or more limbs once per round, may withdraw such at will.
May
withdraw head at will.
Armor class increases with age, power, and experience.
May fuse with any other such crystalline entity to give aid; all will emerge
with an
aggregate of the total hp possessed by the group.
2. Energy manipulation –

May disregard or redirect up to it's HD in energy based attacks and
phenomena at will.
3. Energy shaping –

May freely repurpose “free energy” up to it's HD / round to any effect being is
capable of.

Energy Body adds tables

- 1-3. Energy Shaping or Energy Manipulation
- 4-5. Energy Shaping & Energy Manipulation
- Neither

*Remember, type and sub-type can determine Init. Bonus, attack bonus,
and the base number appearing.*

⁶ ghosts, Lovecraftian entities, squiggly things from beyond

⁷ They do not eat in the conventional sense, but they do sense the ebb and flow of power and energy of all kinds. All of those in a community must “engage in fusion” for four to sixteen hours a day depending on community needs; during that time, they, and all nearby others of a like variety form into a single cohesive floating mote of shift-stone.

⁸ Yes you are made of ...pure energy. Get that out of your system now. Remember even animals made out of magnetic fields are instinct driven.

⁹ Biots should be able to use Chimera tables as well as existing Organics Adds tables (above)

Exotics

Exotic consciousness

- 1 Ghost Matter (Base HD 1d4 +1 Will) +1, -1, 1-3
- 2 Extragalactic 'black' matter (base HD 1d14, +1 to Fort & Will) +0, +2, 1
- 3 Dark matter (non-baryonic life ignores most things save gravity) Base HD 1d4 +1 to Ref) +1, +0, 0 / 1d1000
4. Soft Space life Base HD +1 Fort & Wil
Inter-splinter
Pandimensional existence
Sub-etheric or multi-brane (see Etherlife)

For additional information on these forms of exotic matter, largely from an in-universe standpoint, see page 272.

Ghost matter (setting specific kind of dark matter)

Ignores gravitational mods

Phases through most things in the phenomenal universe

Extragalactic 'Black' matter (d14 HD bonus to fort and will)

Resistant to energy effects

Dark matter (non-baryonic life ignores most things save gravity)



MOAR Add Tables

Judge's purpose to which something is being made

1. Combat encounter
 - Boss +2 ea attack, damage, AC, add up to 3d8 HD
 - Sub boss +2 to attack, +1d8 HD
 - Harrier adds one each to attack and damage +1/+1 +1/o/o 1d6
 - Horde all have 1d4 hp, they are zeros +0 +0/o/o 1d4
2. Enigma 1d5 +4 Init. +0 +0/+4/+1
3. Social encounter 1d3 for PERS bonus, +1 +0/+1/+1 1d6

Reproduction sub table

1. Creature that needs the power of someone (else's) imagination in order to reproduce.
2. They are a noo-etheric being; formed out of the (increasing) interactions between the Noosphere and the Sub-ether.
3. They must find mortals who are creative or dreaming and then use those to fashion a body in this fashion they reproduce.

Reminders

- HOW TO DETERMINE SAVING THROW TARGETS FOR MAKER CREATURES
 - Rough 10+ HD plus 1 per special ability or as stated?
- Type determines Init. Bonus, attack bonus and Number appearing

Using the Makers – Workflow and implementation

In ways that may not be immediately obvious, All of the Maker sequence tables in Galaxy Black are designed for cross compatibility – this is as much to provide an environment for emergent creativity as it is to allow rapid generation of many things. At inception, the Makers were designed to help the Judge customize their universe. particular in the rest of the universe section have page dedicated to how to customize your universe; whole worlds, species and cultures can be made by combining the various maker sequences in Galaxy Black together.

The Order of Making

- *Worlds , aspects, critters, tech, society gods, other generators in roughly that order*

Some suggested examples –

Having generated a parasitic life form, the Judge determines they need the thing to be intelligent to fill some role in the coming session. They go the tables for sentients and with the sentient making parts, and make the parasite an intelligent being. If desired, they then go to the worlds and cultures chapter and give it a way of life....and then finally, to the gods chapter and see what it worships. For completeness, the Judge consults the adds tables for weapons and tech to see what it does and has accomplished.

Ecology Role & Niche

Ecology role/niche - Eco niche determines Movement, attack dice, action dice

- 1-4 Herbivorous Grazer
- 5-6 omnivore
- 7-9 Predator
- 10-11 Scavenger
- 12 Reducer

Herbivorous Grazer (Movement base: 40" Action die 1d20, Roll to determine attack)

- 1-4 Hooves
- 5-8 Ram
- 9-10 Hooves & Ram

Hooves

Kick +1 attack bonus, 1d4 base damage

Trample +1 attack bonus 1d8 base damage

Ram (add 5 to movement)

horns - roll d5-2 for number; if zero has bone plate/ridge;

+1 attack bonus 1d6 ea dmg

bone plate/ridge +2 base attack 1d8 dmg

both hooves and ram

see above, also +1 HD; die type reduced one step on dice chain +1 Ref save

Predator (Movement base 25" action die 1d20)

- 1-3 Claws
- 4-5 Jaws
- 6-8 Claws and Jaws
- 9 Insinuating Probes
- 10 Spitting

Claws

+1 attack bonus, 1d3 ea each attacks separately

Jaws

+2 attack, 1d6 damage

Claws and Jaws (5 movement)

See above, also +1 HD, +1/+1.+3 claw claw bite attack doing 1d3/1d3/1d6

Insinuating probes (- 5" movement)

(roll 1d6 for no, each attack separately, Action die reduced one step

(attacks at +6, drains blood or other vital fluids inflicting 1d6 base hp damage and 1d2 stamina loss; +1 REF save)

Spitting +2 attack bonus, range 5"/HD Dmg per type

Caustic saliva 1d3+number of HD, 1d2 hp damage for 1d3 rounds after

toxic venom save v. Fort (save DC 15+number of HD) or blindness

Omnivore (Movement base 20" action die 1d20)

- 1-4 Bite
- 5-6 Pummel
- 7 Bite & Pummel

Bite

+1 attack bonus, 1d3 damage +1 To Fort save

Pummel

+0 attack bonus, 1d2 damage

Bite & Pummel

As above, also +1 STR, +1 HD, die type increased on step on the dice chain

Scavenger (Movement base 15" action die 1d20)

- 1-4 Bite
- 5-6 Claw
- 7 Sting
- 8-9 Bite & Claw
- 10 Bite, Claw, and Sting

Bite

+2 attack bonus 1d3

Claw

+1 attack bonus 1d2

Sting

+3 attack bonus 1d2 + Poison

Bite & Claw

As above, also +1 HD +1/+3 claw/bite attack doing 1d3/1d4 -5" movement

Bite, Claw, and Sting

See above, also +2 HD -10" movement

Reducer (movement base 5", action die (1d12)

- 1-4 Bite
- 5-6 Swallow whole
- 7-8 Caustic Bile
- 9-10 Bacterial bite

Bite

+3 attack bonus 1d2 damage
Check for disease transmission

Swallow whole

+1 attack bonus, 2d6 damage

Caustic Bile

+2 attack bonus, 1d4 damage, +1d3 bilious acid

Bacterial bite

+2 attack bonus 1d2 damage + 2d4 necrotizing bacteria

Maker sequence – applying gravity

The Judge is encouraged to apply these gravity mods if they are using the optional gravity rules, or for greater verisimilitude even if they are not.

If native environment has heavy gravity, apply x2 multiplier to number of limbs, change wings to additional limbs, 2 per pair - +1 Fort save 1 REF save & unit

If native environment has low gravity, double wingspan, and movement rate, +1 REF save

If creature originates in zero gravity

Gravity notes

No limbs in high gravity gives slug-like results;

in no gravity the being moves via gaseous reaction nozzles that propel them at 1/3 determined movement rate; creature will have multiple internal bladders to retain and absorb atmospheric gasses for reaction mass.

Wings are replaced by gas bags on airless / vacuum worlds; reduce movement by half, -1 to AC

Final Step

Add up total HD; that number represents the number of special abilities that can be chosen if desired. Special abilities are acquired or bought with HD and results from Adds tables.





Special abilities index

Maker Special Abilities master list

- | | |
|-----------------------------------|------------------------------------|
| 1. Aaaaal | 26. Metabolic reduction efficiency |
| 2. Amphibious | 27. Mobile internal organ system |
| 3. Avian | 28. Multiplanar existence |
| 4. Bilocal reach and attack | 29. Natural armor |
| 5. Blackmatter body | 30. Neo-marsupial with ovipositor |
| 6. Creature of the vacuum | 31. Nutritional regeneration |
| 7. Dark matter | 32. Orgonne sensitivity |
| 8. Dietary Sensory Spectrum | 33. Paralytic secretion, touch |
| 9. Electrostatic discharge | 34. Photovore |
| 10. ELF emitter | 35. Planar aperture |
| 11. Electrolife | 36. Perfect Regeneration |
| 12. Enhanced metabolism | 37. Pseudo-mollusk |
| 13. Energy reflective tissues | 38. radio sense |
| 14. Environmental vulnerability | 39. Radius degaussing attack |
| 15. Exotic biological distinction | 40. Radius electrical discharge |
| 16. Face replacer | 41. Sensory Apparatus |
| 17. Gills | 42. Sub-ether form |
| 18. Ghost matter body | 43. Teleportation spiral |
| 19. Greater density | 44. Third eye |
| 20. Hyperwave Generator | 45. Thaumavore |
| 21. Insubstantial phase | 46. Transit state burrower |
| 22. Lesser density | 47. Transit state ambush-receiver |
| 23. Less psychic vampirism | 48. Transmissible Life form |
| 24. Madness generator | 49. Visible Gorgon Response |
| 25. Massed energy absorber | 50. Vitality Drain |

Animal special abilities

Aaaal – creature is of exotic, pregalactic composition; an old and archaic form of matter. Being is unbelievably ancient and has likely just woken, folded time, or the like. They can perceive the works of the Many Angled Ones, and avoid their works, either by intuition or conscious decision.

Roll 1d6, on a 3 or less the creature has a **Blackmatter Body**

Roll 1d4, on a 3 or less, the creature also has the **Creature of the Vacuum** quality.

+4 to the creature's Fortitude saves, +3 to saves v. radiation, void, or the elements

Amphibious – the creature is wholly or partially adapted to life in both a gaseous atmosphere as well as within suspended liquid medium, most commonly liquid water. Gravity and atmospheric conditions must be specified at creation. In most cases this includes the ability **Gills** as well but need not.

Select land or swim speed as primary movement at full normal speed for such a creature; the other movement speed is base 10+ HD' /round

Avian – the creature has wings and flies, or it's ancestors have flown. Intelligent avians are rare in the known galaxy so they must pay for this *twice*.

Tiny creatures begin with a movement of 20', +2 to Ref save, -1 to Fort saves

Small creatures begin with a movement of 15'; +1 to Ref saves, -1 to Fort saves

Medium creatures begin with a movement of 10 and may be limited to gliding depending on atmosphere and gravity', -1 to fort saves, -1 to saves v. bone damage

Wingspan width minimum 2x the length /height of the creature¹

Large creatures begin with a movement speed of 5' and may be limited to gliding depending on atmosphere and gravity.

Wingspan width minimum 2.5x the length /height of the creature

Massive creatures begin with a movement speed of 3; and it is assumed some additional means of lift is present. Wingspan width minimum 3x the length /height of the creature

Bilocational Reach and Attack – common to certain beasts left over in precursor ruins, or so say many a legend, this is the ability for a creature to (roll to determine subtype)

1-4 Creature has limited teleportation ability similar to a d24 use of the psychic discipline Apport; however, unless the generated creature is psychic there is no chance of Strain or Warp.

5-7 Creature has actual teleportation ability and may pop in and out irrespective of rules for doing so that PCs must obey.

8-9 Creature has a limited line of sight but perfect teleportal ability that allows it to open nearby two dimensional portals at any point in line of sight to affect movement of self or others. When used as an attack it strikes at (3+HD) attack bonus on 1d20. A successful hit means the creature can dictate where it's victim moves or has been moved to.

10 Creature exists in a kind of pocket dimensional den, emerging only to hunt, which takes the form of striking from ambush (like a trapdoor spider) and engaging or dragging the target into its den, depending on the creature's other native abilities and temperament. It strikes with total surprise; even those able normally to sense surprise only do so 1 in 8.

+4 to the creature's Init. Bonus.

11 *Portal beast* – the being exists outside of conventional space time, either native to or long trapped within a non- or extra spatial network of portals, likely of forerunner or other

¹ The cube square law is tosh in a game about dragons. However, if you want a somewhat more realistic effort, ; reduce the creature's mass/weight by 20% for each size class from Medium onward.

imperial precursor origin. This creature uses these portals freely and at will as though an element of its own biology or body-mass; simply put portals open and close at its will and it can and does extend its mass in part or whole through them as desired.

The creature can create new portals at will and likely uses them to hunt or acquire materials and resources it requires; if so any other Teleportational devices or 'anomalies' encountered in surrounding areas are almost certainly also creations of the creature.

12. *Pathway Hunter* – as Portal Beast above save that the creature inhabits a warped space maze filled with portals to the outside world; the creature draws prey into its literal labyrinth or emerges to feed nearby life forms.

Blackmatter Body – the elder creature is comprised of type II **dark matter**, extragalactic or 'black' matter; the stuff that primordial beings from before the galaxies are made of, blind, insane chaos beings thought largely extinct or between the known galaxies. This 'blackbody' matter is seemingly denser and stronger than most analogs in 'modern' matter (d14 HD bonus to Fort and Will)

Resistant to energy effects – ignoring up to their HD in cold, heat, sound, and electrical damage. Further, their bodily tissues and fluids are toxic to most forms of organic life. (Fort save DC 16+ HD if exposed)

Blackmatter bodied creatures may be susceptible to turning effects by certain Clerics and Agents, especially those opposed to the works of the Great Old Ones, the Many Angled Ones, and other Primordial First Creatures.

May also possess the **Energy Reflective Tissues** or **Massed Energy Absorber** qualities.

Creature of the Vacuum – the life form is native, descended from native, or was long ago engineered to survive natively in a near or total vacuum and is adapted to such an environment.

Creature begins with 1d3 innate resistance of the effects of cold, heat, and exposure; each time such damage is inflicted, the creature takes 1d3 less damage than would have been the case. The Judge can stack this many times on the same life form to create much harder Vec life creatures. Each time this is taken, the resistance stages up once on the dice chain.

Further all such creatures save v. dazzling, bright light, and radiation at +4 but this saving throw is not augmented by stacking this ability.

Such a life form requires no vacuum suit to work in space though may still require an environment suit when going planet side or into a strange atmosphere (which for most such creatures will be all of them) – at the Judge's option any single atmosphere can be considered non-hostile and so the creature will not need additional protection; commonly Garden oxygen-nitro atmosphere but not necessarily)

Intelligent communication – Such creatures when intelligent most commonly communicate via hand gesture, telepathy, radio (innate or implanted) or by changing the color patterns upon their visible skin,

Radiosense is also common. *All Vec life is assumed to possess this ability.*

Also roll 1d3

1. Native Vec life; creature is native to the vacuum of space and likely a very strange form of life. Double the number of special abilities may be purchased with its hit dice if the Judge desires.
2. Engineered; creature was recently or long ago created from a template to withstand the rigors of space.
3. Starseed – creature is descended from the Plasmics, who migrated through this galaxy at the dawn of history, bonding with certain individuals, most of whom departed the galaxy with them. Some of those left a genetic legacy in their descendants, however.

Dark Matter --the creature is wholly composed of non-baryonic 'dark' matter which ignores matter and energy completely but affects and is affected by gravity. Lower forms of such life are common along the galactic rim and the void beyond as well as in specific concentrations that seem to follow ancient galactic 'leys' splayed outward from the core as a spiral. Such creatures are commonly destroyed by the use of Gravity Drives, It is thought by some that the empire's artificial gravity technology attracts such beings.

Most such creatures are made of type II (extragalactic or primordial) dark matter, they possess the **Blackmatter Body** quality; somewhat less common are life formed of type I (ghost matter) who, naturally have the **Ghost matter Body** trait

The Judge is encouraged to add additional classes of Dark Matter if desired and create associated traits.

Dietary Sensory Spectrum – the creature possesses one or more unique senses or sensory apparatus to detect the specifics of their dietary requirements. This almost always works at range and is only common among those who are specially adapted to unique dietary requirements.

Electolife – the creature is, can transform into, or generates an energy field capable of interfacing with electric, electronic, and computer systems It has a natural EWV; Roll 1d8 if unintelligent and 1d14 if it is sentient. Animal sapient creatures will react intuitively and instinctively and not distinguish electronic input from material input.

Electrostatic discharge –can fire a directed blast of magento-electrical energy up to (20"/HD) away inflicting (1d6/HD) damage, plus an additional 1d8 to any targets susceptible to high energy magnetic fields (Mech created, cyborgs, some non-organic life forms, possibly others)

ELF Emitter – likely originating on a world where the dominant or apex predators hunt and track their prey via extra low frequency sensitivity (see below) these beings constantly broadcast a high pitched low frequency droning signal that makes such sensitivity useless save for gross tracking (which hex is the creature located in?); such beings will find hiding and stealth fairly impossible in large high tech urban environments and anywhere with mechanical life. If creature is intelligent they may be able to train themselves to control and modulate these emitted vibrational-sounds to facilitate stealth and hiding in the abovementioned conditions but also communication and in some cases the ability to manipulate simple technology.

Commoner on worlds with extremely dense atmospheres.

-1 point of damage per die from sonic attacks and vibra weapons.

Energy Reflective Tissues – the dermis of this being possesses in whole or partly a mineral, metallic, ceramic, or otherwise energy reflective composition.

- 1-2 heat
- 3-5 light
- 6 electricity
- 7 radiation
- 8 microwaves
- 9 x-rays
- 10 radio

If the appropriate variety of energy is cast at the creature in weaponized form as an attack it may reflect up to (HD) dice of damage back at its attacker or at random, reflexively each round

Enhanced Metabolism – organism has super-efficient super-fast metabolism; this may be taken multiple times. Each time the mechanics stack with those before. Each level doubles the amount of food and other nutrients the organism will require daily to maintain their existence, further each level functionally halves their proper lifespan unless otherwise specified.

+2 Init. +2 AC (where applicable +2 Agil, +1 Sta)

Each additional level confers +1 to saves against poison and toxins

Environmental Vulnerability

1. Environmental contaminants
2. Petrochemical derivatives
3. Photosensitivity
4. Precious metals
5. Vacuum exposure

Exotic Biological Distinction

One or more of the more obvious and expected organ systems is ...not where it should be. Or even, as you understand it could be. Samples

1. Additional attack – internal jaws create bite attack to anything inside it
2. Easier to Critical – Brain in Mouth, External Lungs, exposed skull, +
3. External urogenital mounting – the equivalent to the lower intestine, colon, bladder, etc. externally mounted across creature's body; all hits cover attacker with disgusting slurry of semi digested material, reducing all physical interaction with that creature a step down on the die chain for 1d4+1 rounds
4. Internal Eyes – 1d4+ internal visual sense organs exist WITHIN the organism
5. Reverse Flow Valves – organs and directions for intake and excretion reversed or randomly placed.
6. Digestive healing baths – creature's bile and other internal fluids act as a restorative to anyone exposed directly to them, healing 1d3+1/HD when used to directly act on a wound or injury or 3d24 hp if the injured party is somehow immersed in such a bath (shrank and swallowed for example)

Face Replacer – the creature in question is or is host to a symbiotic being that exists in place of or atop its actual face. If the created creature is sentient, then 3 in 4 chance that the Face Replacer is the source of that intellect. If the created creature has psychic powers then the symbiote either (1 in 3) is the source of those powers or (2 in 3) has those powers as well and may use them independently at two steps lower on the dice chain. This symbiotic life form if the 'natural' face of a created creature may only have some or none of the following abilities, though others with this special ability most certainly will.

The symbiotic entity absorbs memories, instincts, and knowledge from those it occupies as a host; if placed upon another living thing, it moves (at a fraction of the base creature's movement rate; if the base creature has a movement rate less than 1" then the Replacer moves at (determine randomly 1d10"/round for small creatures, 1d14 for medium and larger creatures) when acting independently of the host organism.

When placed in facial contact with a player character, the would-be host must succeed at a DC 15 Fortitude save (per round) to avoid the creature gaining appropriate adhesion; three such saves sequentially mean the host body has rejected it and the character is immune to

such attacks (though a different species with this power may very well not count against this, Judge's option). If the symbiote successfully adheres, it absorbs 1d4 xp, 1d2 Int and a point of Pers immediately. The ability damage will heal as the symbiote 'settles in' but the experience point loss is immediate and unrecoverable.

The symbiote once settled in may appear to be a semitransparent mask-like structure of simple colour or it may blend so as to appear identical to the original face. In the latter instance the host organism will suffer a permanent 1d5 hp damage during this time as it slowly secretes an organic acid allowing it to burn away the face beneath.

After this period of adjustment, the host organism may experience a radical personality change or not, depending on the originating ecology and the desires of the Judge. In general, leveled creatures prove sufficiently resilient regardless of the organism's home environment and maintain their continuity of self and experiences while still having a foreign life form as (now) a permanent addition to their existence, unless removed and replaced with surgery or advanced magic. The symbiotes will likely attempt to flee any organism that dedicated to its own destruction, most likely by way of seizing the nearest entity, especially one that the prior host regards as a person of authority.

Finally, the face stealer need not be the face but any relatively visible organ or area of the body of the host creature.

Ghost Matter body – the Creature is wholly comprised of Type I Dark matter, or 'ghost matter' which ignores gravitational mods & effects and effortlessly phases through most things in the phenomenal universe, which are mutually insubstantial to it. By definition this is a version of the **Dark Matter** trait, and a variation of **Insubstantial Phase**

This affords such creatures +1 to their AC, stages their HD up one step on the dice chain, As they are functionally insubstantial they are functionally immune to physical attack save by spiritual, magical or dark matter beings. Counterspectral technology will not harm such a character as they are not a sub-ethereal creature (different power) Psychic, divine, and magical attacks will still affect the character, though force fields will not.

Gills – creature possesses the ability to separate oxygen or other essential gasses from the surrounding water or other native/designated liquid medium (this must be specified) in the manner of a fish.

Greater Density – the creature is likely native to a high gravity world resulting in greater molecular density. Immediately stage the creature's HD up by one step and add +2 to their AC to reflect this denser, hardier makeup. However, in normal gravity they will weigh 4x as much as their appearance would suggest

Insubstantial Phase – the life form has an innate ability to assume a 'ghost-like' form, extent but dispersed, only semi-substantial on the material plane, just a slight bit 'out of phase.'

This affords such creatures +2 to their AC, stages their HD up one step on the dice chain, a During such a time as they are insubstantial they are functionally immune to physical attack. Counterspectral technology will not harm such a character as they are not a sub-ethereal creature (different power) Psychic, divine, and magical attacks will still affect the character, as will wards and psionic force fields and the like.

If this is possessed by an insubstantial or noncorporeal being (such one with a **ghost matter body**) this ability confers the ability to become solid or terrestrial/conventional matter.

Hyperwave Generator – Unknown to the empire, there exist life across the galaxy that are capable of acting as living Ansibles. The creature is of this type.

For every HD possessed, the creature may (and likely does) broadcast up to HD/Lights distant along the same splinter axis

If the creature is intelligent this does mean they are functionally a reliable interstellar scale telepath. Might want to keep that to themselves.....

They begin with Telepathy (2+ on 1d4), or Telempathy (4+ on d6) or both at full action dice, otherwise they are Empaths

Very likely possesses **Dietary Sensory Spectrum**, **Orgonne sensitivity**, or **Sensory Apparatus**

Lesser Density – the creature originates from an environment with reduced molecular density; this may be a function of their homeworld or habitat or a side effect of growing up in proximity to an older gravity drive and its technology. The organism subtracts one from their native AC and their HD stage down one step on the dice chain. However, in “standard” gravity garden environments, the creature will find it weighs a third as much as it ‘should’; and if placed in water will find that it is buoyant. In some cases (a dense atmosphere) may even be able to glide or fly depending on other biological factors

Lesser psychic vampirism – the creature is a psychovore that feasts upon psychic and magical energy in the form of life force; The being will possess an attack that drains 1d6 hp by touch (1-4) or close proximity (5-6; typically, no more than 2m); the being’s metabolism requires no physical sustenance, it feasts directly upon life force. It requires 6 hp worth of life force a day to survive, which the creature ‘metabolizes’ within 24 hours (or the day cycle of its native environment, Judge’s option) after which these hp have faded and the creature must hunt again. HP losses to targets are actual damage but heal at a normal rate for that creature. The resulting injury may take the form of a chemical “burn” of burst cells, or rapid aging, or it may leave no physical traces whatsoever.

Madness Generator – the creature creates, generates, or is implicitly an effect field that creates greater opportunities for mental and psychiatric dysfunction.

While the power is in effect, all those affected experiences a reduction in their Will save bonuses equal to the creature’s HD.

Over time exposure to this signal degrades neural function and creates neurosis, then psychosis, turning the slightest of things into a recipe for trauma. Successful PERS and INT spell burn is impossible in such an effect field and particularly Law or Cosmiscism oriented patrons may be at +2 to invoke in such a tainted backwash of turbulent emotions and entropic elements.

Once a round such a creature may force any one life form within its effect field to reroll a successful Will save.

Massed energy absorber – can absorb (HD)d6 damage of one variety of energy/round

Electricity

Light

Radiation

Thermal energy (Heat or Cold)

Sonic

Metabolic Reduction Efficiency – the being suffers from a slow metabolism or core processor, sufficient to reduce their handle and reaction time in regard to matters outside of their own mind slower than would normally be the case.

Each level taken reduces the organism’s AC by one (this is a penalty) and each two reduce the organism’s Agil by 1 where applicable. However, each rank taken also reduces the body’s caloric needs by 1/3.

Three or more ranks of this reduce the body's nutritional needs to a tenth of what they would have been ordinarily; additionally, the organism likely spends up to 1/4 of its existence in some manner of hibernation.

Mobile Internal Organ system – The creature's internal structure is at least semi-gelatinous, and overall metabolic and respiratory processes likely occur via extremely efficient osmotic diffusion. The major organ systems however are somewhat more solid but also freely roaming within the creature's anatomy, moving due to environmental factors as well as in semi-random ranges or 'orbits' in a fashion similar to Brownian motion. Any time this being suffers a critical hit, it may make a Fort save against a DC of (20-the being's HD) to avoid the effects of the critical. All critical hits that do affect the being check on the relevant tables at -4, with a result lower than the table's lowest result meaning "no effect."

Multibrane Existence the creature maintains simultaneous existence in multiple conceptual spaces either projecting one into the other or maintaining continuous metaphysical co-existence

Outsider - Being is extrusion from another brane, pocket dimension, plane, mystical place, or reality; if slain they return to their point of origin.

Panplanar existence – being exists simultaneously on multiple planes at once.

Commonest among elementals and other beings (esp. nobles) of the Fundament.

+2 to AC, HD staged up one level on the dice chain, the creature may be subject to turning by Clerics or Agents.

Natural armor – add 2d6 to their AC

Neo-marsupial with ovipositor attack 1 in 4 in season; when in season creature will attempt to lay pre-fertilized eggs into an orifice or open wound; this attacks at half the creature's attack bonus (round down) inflicting a single point of damage per egg implanted on a failed fortitude save (DC 12 + creature HD) otherwise 1d6 weeks later the creature will stalk the target in the night and extract the egg, a process which inflicts 1d4 points (or 1d6 if the egg is allowed to hatch inside the target)

Nutritional regeneration – lifeform regains 5 hp (or 2 ability damage) per HD of life slain and consumed.

Orgonne Sensitivity – the creature is sensitive to the flows of essential orgonne, metapsychic energy, perpetual mana, and other metaphysical energies. It may be able to detect magic or paranatural abilities at range

Detect, "sniff," and track living magical creatures and objects – this includes things like PC robots, intelligent swords and the like. If it has an orgonne flow then this counts. May be used to offset blindness or the like in combat with magical creatures.

Very likely to be a **Thaumavore**. If not then likely possesses **Lesser Psychic Vampirism** or **Vitality Drain**

Paralytic secretion, touch – the life form disrupts the ability to sense, control or influence muscular tissues and the nerve endings that control them in living things, organic or inorganic, specifically to negate or cancel those impulses. By oil, chemical interaction, or synaptic hijack, the touch of the creature inflicts a paralytic quality that takes effect (Roll 1d6 1-2 immediately 3-5 within HD/rounds 6 within HD/days)

Such paralysis is primarily chemical or physical in effect, the mind is not affected but (Roll 1d5 1-2 the affected area (limb, hand, etc.) is numb, cannot be moved, and pain cannot be felt, 3-4 the victim's whole body is affected; pain and other base sensation is lacking but so is any control or feeling. 5+ the body is stiff and unmoving, almost biologically frozen in place.

In all cases the paralytic lasts for a period determined by size of creature and their HD

Tiny	rounds/HD
Small	minutes/HD
Medium	hours/HD
Large	days/HD
Massive	days+/HD; add 2 to the 1d5 roll.

Perfect Regenerator - the being possesses the rare and often sought after ability to regenerate their body tissues fully and completely from the cellular and even genetic level when reduced to the point of death up to (1d8+HD) times before finally meeting Death. Each time the regeneration occurs within 1d6 rounds of apparent death or upon an attempted Rolling the Body check. At that time, the 'deceased' must fail at a DC 23 Fortitude save or remain dead, checking again in 24 hours' time. Once the saving throw has been failed the creature is suffused with intense concentrations of orgonne energy as their cells are spontaneously regenerated; STR, AGIL, and STA must be rerolled immediately. Existing HD are not affected but the creature must roll a new HP total from those HD.

Photovores - the being's spiritual, psychic, or metabolic needs require them to feed upon light and its constituent make up, literally consuming available light sources. Such Light eaters gorge when fed and thus create darkness in a 5" radius / HD each round that the creature gives itself over wholly to consuming available light.

When confronted with a hologram, the Photovores will be able to inflict 3d6 'permanent' hit point damage per bite attack

Planar aperture - The creature creates or in some way represents a transitive state or status roaming within the collapsing universe; a living portal or multiplanar life form. Possibly through some aspect of its karma, biology, or metaphysical ability, the creature merely contains such a planar connection. In any event. Up to d3+1/HD similarly keyed branes of the omniverse (pp) can be said to intersect or be reachable from the possessing life form. Roll 1d3 on a 3 they also/can open/burrow/tear a tunnel/bridge/or wormhole from any point within 10"/HD radius of the creature to any point known or desired within that plane subject to that plane's laws and the needs of the Referee.

When used as an attack, either as a portal or tunnel attack on a potentially unwilling traveler, a roll to hit must be made against the target's armor class; the target is nonetheless entitled to a REF save against

Pseudo-mollusk - Creature is partly or wholly enclosed within a calcareous or otherwise mineral exoskeleton providing a carapace guarding most often a soft & unsegmented body; they are generally suited to and prefer aquatic or extremely wet and damp environments.

Roll 1d8;

1-3 the creature also possesses 1d4+HD squid-like tentacles

4-8 the creature possesses instead a single "foot" organ, comprising much of its underbody, and moves via torsion; cut its movement to a third; such movement secretes a slimy trail which may be seeded with pheromones, toxins, or other materials depending on the creature's other qualities.

Radiosense – at a range of 60'/HD the creature is sensitive to and possibly able to interact with radio signals and their emitters. Common amongst Vec life, sapient or not, who experience it at double the normal range /HD and also life forms that arise on worlds that undergo an extinction level event with nuclear weapons

Radius Degaussing attack –can emit a magnetic wave radiating out to about (10'/HD); primitive and unshielded electronics may be affected (Fort save DC 14), primitive electronic storage may have its memory wiped (Fort save DC 12) and primitive machine created may suffer disorientation and short term memory loss (Will save DC 10 to resist)

Radius Electrical Discharge - occur when any conductive medium (robots, guns, metal, most organic beings) move within (3ft /HD); every other round the intruding object or organism is hit with (1d3/HD) electrical damage. Affected characters must make a Fort save DC 14 to take half damage.

Sensory apparatus – Fairly self-explanatory; these may (contextually) be assumed to be among the primary or additional/extra sense organs for the creature.

ELF (Extra low frequency) sensitivity

Infrared perception

Low light vision

Radarsense allowing vibrational and scent mapping via sonar like properties within 1d6 feet per HD

Ultrasonic sensitivity

UV perception

Sub-ether form – creature has the ability to shift directly into the local Sub-ether at will for 1d6 hours/day. Alternatively, Ethereal creatures may become material for up to 1d6 hours/day.

Sub-ether form, Advanced – creature possesses an innate tie to the Sub-ether and possibly one or more of the Otherworlds. Being may exist in an unmanifest, observant but uninteractive (noospheric) state or may engage and manifest within the Sub-ether in specific ways. Each such being will possess a Manifestation die ranging from d2 to d12 and manifests as HD in the sub-ether when manifested; the number of HD possessed per manifestation is equal to the level of the sub-ether the being manifests on; i.e., manifesting in the third sub-etheric depth equates to three HD possessed.

Many noosphere entities possess this trait.

Teleportation Spiral – creature is a celestial scale teleporter, almost certainly an interstellar or transgalactic nomad of some kind. Such beings tend to move in large packs or hordes, regardless of the presence of intelligence or not. Teleportation ability does not represent Sub-etheric access; A tiny point to point wormhole keyed to the life form's morphology is created to allow point to point access. The result is a spiraling ultra-blue vortex capable of transporting the creature and (in theory) up to HD others of similar mass or temperament across vast distances, though presumably distances known to the creature. In the wilds of intergalactic space, vast fleets of such animals maintain these co-teleporting links to maintain Splinter continuity when the whole school or pack or band teleport at once. The sentient animal creature with this power can leap to any other compatible biosphere within (HD)1,000 light years distance, taking only 1d3 rounds in the Collapsing Universe to make the journey. When used by an intelligent creature the range is even wider, theoretically

unlimited but practically allowing teleportation to any point known to the creature within (HD) 10,000 light years.

+1 to Fort, Ref, and Will saves, HD increases one step on the dice chain. +6 to save against involuntary teleportation, being stuck between spaces, teleportation mishap or spatial disruption, including being flung into (someone else's) wormhole. In the latter case this extends to include radiation, gravity, and spatial distortion effects.

To teleport at such scales, one must be made of tough stuff Often accompanied by **Creature of the Vacuum** or **transmissible lifeform** qualities.

Third Eye, omni-encompassing

The creature possesses an additional eye (a single eye if none are possessed, one additional if the creature has many). The eye is likely but not necessarily located in the forehead or other prominent energy node proximal to the braincase. The eye is a metaphysically active aspect of the being;

The eye contains in some way an extra dimensional space; When possessed by an intelligent being this is a pocket universe of their own keeping or making; when desired once/round objects, people, and things may be drawn into it (one at a time, Will save to resist) or produced from (no save, takes one round) this pocket space.

When possessed by a creature of animal or lesser intelligence, the space functions in a more intuitive and instinct driven manner; likely the pocket dimension will be some fashion of elemental or near Fundamental space.

If the creature is un or semi intelligent then 1d7 living things, and up to 19d12 distinctive unliving things may be present likely within the hosting organism's micro universe. Any number of possible ventures could be made even into such a realm of an unintelligent creature, for such a place is likely heavily tied to certain of the elemental or other primal planes of the Fundament.....(see also planar aperture)

Thaumavore – the being's spiritual, psychic, or metabolic needs require them to feed and feast upon the whole host of metaphysical energies known to Imperial Parascience.

1. Purely metaphysical – can feast upon uncast spells for the day; in essence eating a caster's spell or discipline slot for the day.
2. Metabolic – the being requires the physical digestion of magical creatures and possibly metaphysical implements as well, depending. At least one HDs worth of magical creature must be consumed weekly for each HD possessed by the thaumavore creature. If the creature is capable of ingesting non-living or inorganic objects they can instead subsist on a magic item or psionic device at the rate of once a week regardless of hit dice
3. Spell eating – The life form consumes spells; it's life cycle requires the existence of a population of spell casters, be they clerics, wizards, or psychics. Possibly in conjunction with a more mundane consumption/drain attack (of a conventional or physical nature) any successful attack requires a Will saving throw by the attacked (DC = thaumavore's HD + 8) on a failed save, one of the caster's known spells or disciplines is gone, consumed wholly by the creature, though the spell slot is now empty as though never filled; a different spell or discipline may be learned in its place following normal procedures for doing so. For sorcerous spellcasters, they must roll afresh on the phlogiston flux table (DCC pp. XXXX) even if they relearn the same spell that was previously lost.

Transit-state burrower – from beneath you it devours. This creature can exist in (1-4) or naturally occurs in (5-6) a semi material state that allows it to pass through most forms of matter and energy harmlessly, allowing it to ‘tunnel’ at great speed. Force fields, gravity, and active paranormal effects that leave a Sub-etheric shadow (magic, be it divine, sorcerous, or psychic) however are always ‘real’ to the being.

If this ability is possessed by an ‘animal’ (rather than an intelligent being) roll 1d8; on a 6 or higher this creature is social and hunts in packs. Triple its existing number appearing. If this creature is native to a particular world, the local mythology and folklore (at least) will have many names and detailed stories about such a terrifying entity.

In any case, such entities require a single round of ‘phase shifting’ once they have acquired a target before they may attack or otherwise physically interact with them; for that round they are fully visible across a range of spectra and leave – momentarily – physical evidence of their passing.

Exotic matter creatures +4 to the rolls above to determine type and power level.

Transit state ambush-receiver – the creature is sensitive to Sub-etheric and hyper-dimensional movement, allowing it to sense “nearby” creatures who are teleporting or ‘moving’ within a certain proximity on adjacent, overlapping planes, or curvatures of space. Once a day/HD the creature may intercept such a being. Such an intercepted target appears in a place designated by the abducting creature within 5’ of it/HD. If desired the ambushing creature may also make a free ambush attack at full BAB on this target.

If intercepting a target teleporting or traveling through the Sub-ether by device, the target will be quite disoriented on arrival. However, if the target is transporting via self-directed means (a spell they themselves cast, an innate ability etc.) they are entitled to a will save (DC 10+ ambushing creature’s HD) to avoid being pulled out of transit; even then the traveling would-be target may still find themselves arriving somewhat off course or arriving in a related nearby position to their intended.

Transmissible Lifeform – whether datalife, some exotic infomorph, or something even stranger, the creature can transmit itself electronically, sending itself as radio or television signals, radio, or pulse communication. Such a being could in theory affect multi stellar teleportation (long form) via transmitting itself to a far star with a sufficiently advanced radio telescope.

If this represents the creature’s native environment then add 1d12 to their EWV. If this is a secondary ability, add 1d6 to their EWV

Visible Gorgon Response – something about the life form’s visual appearance is so challenging, so threatening to the mind, body, or soul, that to look upon it is to court madness and death. This could be something as simple as

Terrible

Beautiful

Mind warping – to behold the creature warps the mind

Body warping – to behold the creature warps the body

Soul warping – to behold the creature warps the soul; elves, wizards and other users of sorcerous magic roll on the corruption table. Clerics and invokers of the divine gain a point of Disapproval. Psychics

Frequently accompanied by **Dietary Sensory Spectrum**, **Face Replacer**, **Madness Generation** or **Paralytic Secretion** traits

Vitality drain – touch inflicts 1d6 ability damage on STA, which are temporarily added to own STA or HP total. Such organisms are one way or another a kind of life force vampire.



Elsewhere in Galaxy Black MORE ADD ONS

The Tech Makers in **Galaxy Black Book IV** (starting on p 110)
 For best results use the Godmaker tables from **Galaxy Black Book V** beginning on page 56)

Other Maker adds tables

See also the Extrusions from Fairy table (opening matter, **Patrons of the Fairy Chaos**)

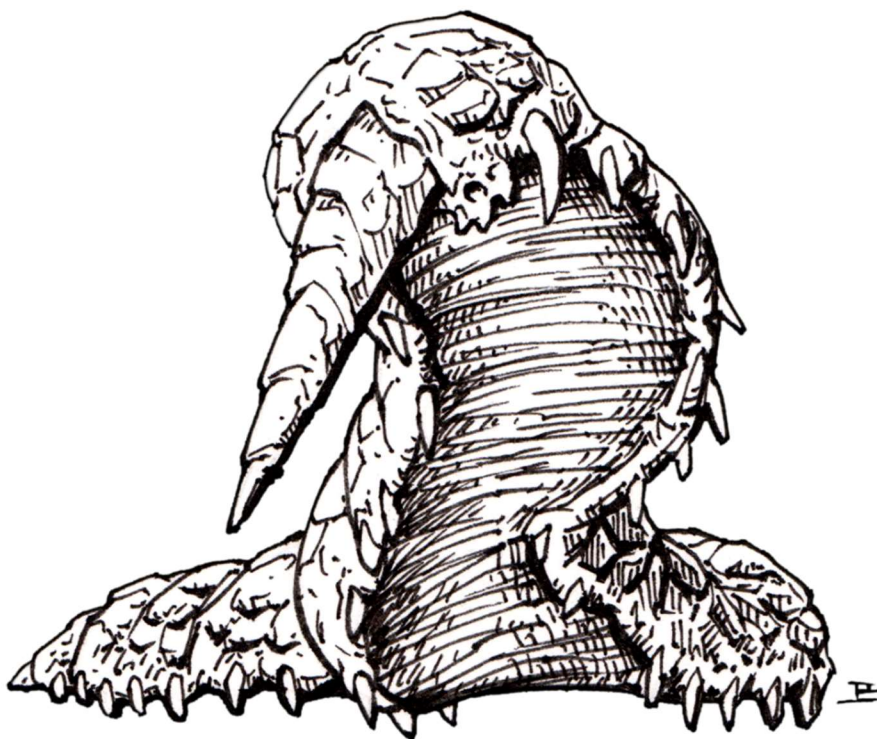
Demon Add on tables for making avatars of greater demons, individual lower demons, demonic servants, and the like.

(first determine base type and how became demon)

(lesser demon¹ determine Base HD +1 fort +1 Wil, Chaos;)

Origin – *what was it before? From whence did it come into power?* 1d5

1. **Divine being** (see Book V p.56 and subsequent)
2. **Spirit**
 - a. Ancestor Spirit
 - b. Ghost
 - c. Memory spirit
 - d. Spirit Guardian
3. **Parasitic intelligence** (feeding off of misery and the like)
 - a. Product of Atrocity
 - i. Magic (pure resonance?)
 - ii. Sorrow (killer ghosts)
4. **Eternal** – one of a handful of endless beings that predate the Gods and do not require belief or faith; sometimes called a Primordial.
5. **Fallen** Planar or Transcosmic entity – either through corruption or transformation from primordial or cosmic forces (see below), the being was once part of an elaborate hierarchy, or a fragment of a larger representative entity now twisted into (and by chaos into a parody of what it was.



¹ Apply equally to Gods, Angels, Virtues, or Other Divine beings thusly 1d5 (Base HD +2 Fort Lawful)

Demonizer

(Demonic type) – *what made it demonic?* 1d7

1. Gods of the old become **Demons of the New** (Old gods deprived of followers and belief)
 - a. *What stole your worshipers?*
 - b. New Gods
 - c. An Age of Faithless Atheism – Science
 - d. An Age of Faithless Atheism – Sorcery
2. **Imprisoned** thing (examples: the Titanomachy, Satan)
 - a. *Who cast it down?*
 - i. Fate and it's Deep Magic – the rarest but the most potent; likely has a bone to pick with the Way of Things.
 - ii. Gods –
 - iii. Mortals – harbors a deep resentment (or respect) for the ants that bound them.
3. **Intrinsic nature** – being easily tends to or gravitates toward demoniac activity
4. **Slow Historical Drift** – being is ancient and the shift was highly gradual; being may not consider itself demonic at all
5. Demonic emulation or exposure/gradual metamorphosis
 - a. Source of Taint or Corruption
 - i. Magic
 - ii. Technology
6. **Transformative Belief** – followers turned to chaos and evil and took the focus of their faith and belief with them.
 - a. Core population belief
 - i. Oppressed masses want to do some oppressing instead
 - ii. All of the phenomenal world is wicked and evil
 - iii. Strength trumps all over qualities
7. **Flee the Wheel** – the being long ago began the attempt to find the oblivion of nirvana and is now passing through its demonic phase.

The demon makers need a *naming generator sequence*

Two – ala Realms of chaos

(One aspect should feature certain suffixes to modify existing deities as demonic. Ares to Aries for ex ‘simply the existing vowel structure for cleaner harder syllables’)

STARBEASTS and Other Divine beings

Starbeasts – Megascale unique divine monsters (or anything that serves or hunts aspects and avatars)

Type (As Consciousness; alignment)

1. Living Weapon (Lawful; +16 Will and Fort saves)
 - a. Godkiller
 - b. Dedicated Purpose
2. Planet Eater (Neutral; +15 ea. Fortitude and Will, +5 REF)
3. Genocide Machine (Chaotic, +15 ea. Fortitude and Will, +5 REF))
 - a. Mass lifeforce consumer
4. Galaxy killer (Chaotic; +20 to all saves)

How did it come to be? (determines number of HD, AC)

1. Created/Manufactured (HD 20-36, AC up to 30)
2. Naturally arose though environmental evolution (HD 18-30, AC 15 - 30)
3. Lesser creature endowed by the Power Cosmik or other universal scale phenomena (HD15+ AC 20 - 30)
4. It has always existed (HD 50-80, AC 40+)

From whence it came? (as type determines Init. Bonus, attack bonus and Number appearing)

1. The dawn of time (Init. +4, Attack bonus +10, unique)
2. A far galaxy beyond our supercluster (Init. +2, Attack bonus +16, 1d100 coming)
3. A dead universe (Init. -4, Attack bonus +10, only one in present universe)

Does it have known migration pathways?

determines Movement, attack dice, action dice

1. No – is it known at all? (10d1000 lights/year, +12 to attack, 1d30 action dice)
2. Yes – consult culture and myth add ons; creature will be a subject of much lore (1d100 lights/year, +16 to attack, 1d30 action dice)



Worlds of the Galaxy: Survey charts



Civilization Makers & Culture Builders

Overview System/World/Civilization generation sequence

Step zero – determine gross star system conditions	118
Step one – physical conditions world type and atmosphere	119
Etheric Correspondences	121
Step two – alien life	previous section
Step three – imperial classification	123
Step four – Civilization basis and purpose	127
World indexes	130
Step five – culture, laws, and the like	132

Why is there a comedy of manners in my science fiction? A note about the generation sequence

These are only superficially like the “world generation charts” from other SF RPGs. There is a proper, though very basic, generation sequence at the outset but for the most part, it is the author’s intention that these charts be used in a more *a la carte* fashion, the Judge grabbing which points seem interesting for a given world and assembling from there, in session if necessary.

You can randomly do all this but the results are more oriented toward to a grab what you want model, far easier to use on the go.

As ever in these rules the emphasis is on weird situations for the PCs to encounter and deal with, and not all of them of a combat nature. A greater emphasis follows on the soft / social end of the SF spectrum of Brackett, Vance, LeGuin, Zelazny, and others.

Given this emphasis on social SF keep in mind that culture can be an adventure seed in and of itself. And often will be.....



Judges notes: Worlds and the Imperium

These tables are presented completely as springboards to the imagination, in no way should the Judge feel constrained by them. World generation as is fairly sparse and likely not to get tremendously more detailed. Why is that? My feeling is that as each world is intended to be its own special place. In essence and by intent, each world is its own campaign setting.

Some worlds, in-universe, are Imperial worlds in that their primary if not entire purpose is as an imperial run installation.

Obviously, some worlds are more part of the imperial network than others, but the vast majority of worlds in the Imperium are member worlds; they have individual relations with the over government that is the empire but otherwise provided they are not flagrantly violating imperial law are free to do with their civilization as they please. (This has limits. Legally, the biosphere of a given 'world' be it a planet or a space habitat, are imperial owned and so nuclear war, biological catastrophic and other civ annihilating

MAKING PLANETFALL Worlds and settlement creation –How to use these tables If desired, these tables have been provided to create a relatively robust simulated civilization, settlement, world, habitat, or planet. While a random element is extent, the Judge should feel free to pick and choose the most interesting results from any handful of tables as springboards for their own creativity. As few or as many of the tables may be used, of course. These worlds represent such encountered in or near imperial or imperial controlled space but obviously can be encountered elsewhere as well These tables are not meant to be exhaustive. Rather they exist to represent a series of options and examples whereby in the minds of the participants, each of the various worlds, habitats, asteroids, starships and the like can be made to feel like a distinctive and memorable place.

World seeds – Just a few examples – roll or pick and modify from here

1. A **primordial volcanic** world with primitive plants; ash & particulates rain from the sky
2. An especially cold world covered by **ice and bones**. Long ago the machines exterminated all life here. (Second Empire world)
3. The ninth moon of **Yves-Urb** one in one hundred girls there are insane.
4. A small, **terraformed world** around a brown dwarf; star appears pink to purple from world surface
5. **World is an ancient generation ship** that has long since occupied a standard orbit as a satellite of x world' Now is a faction that wants to spin it back up and go extragalactic. Of note 72% of interior is aquaculture and shallow seas about an artificial sun.
6. The Viceroy of this world is the fourth generation descendant of the last free ruler; that ruler **surrendered to the empire after resisting incorporation** and so the royal family served as "guests" of the empire for many generations. However, now his descendant has returned and rules over their ostensible homeworld and in the Empress' name, largely unaware of the role that he plays in his own people's exploitation
7. **High tech Grave world**; a generation ago a plague decimated and then exterminated the native population – all clones from a single seed stock.

Optional step zero – Determine gross star system conditions.

Scale
Star System

Star System Composition – given by Given by Given by size and type¹²

Suns (1-3) White, Yellow, Orange, Red, Blue, Other

White – includes F and some A type stars

(If white, assume star is in main sequence)

Yellow – G type stars, such as our own yellow dwarf star the Sun

(If yellow roll for age main, or giant or white dwarf)

Orange – K type stars, including Giants and Hypergiant stars

(If Orange roll for age dwarf, main, or giant)

Red – includes class M, red dwarf stars, the most common stars in the Galaxy.

(If red roll for dwarf, main sequence, or giant)

Blue – B and A type stars, Includes Giants and Supergiant stars

If blue, sun is a giant or supergiant)

Other – could include Purple (Methane) dwarfs, brown dwarfs, as well as such exotics as Wolf-Rayet stars, magnetars, and pulsars

World Primary (1-2 planet 3-9 Gas giant, 10-16 Sun)

Moons & Rings

Roll above x d3 to determine max number of moons or as desired

Ring system as desired or (2 in 10 planet, 6 in 10 gas giant, 1 in ten sun)

No. of rings roll 1d4x1d30

Composition

1-4 Ice

5-6 other frozen gasses

7-8 Rocks (likely captured asteroids or meteoroids)

9 Debris (old satellites, space junk, space battle, dead planet ring)

10 Fragments (cometary, asteroidal, moon, planet)

On any roll of 9 or 10, roll again. On a second roll of 9 or 10 roll on the chart below

Exotic Ring Composition – *World or habitat has a ring of made of fragmentary exotic materials*

1. Alien Coffins or Urns
2. Crystalized energy waste emissions from an advanced, otherversal civilization
3. Orbiting clusters of unique items (alien art installations!)
4. Xenoarchaeology ring (fragments of dead civilization)
5. Religious offerings or artefacts (10% chance of Sleeping God or Primordial being embedded in local universal fabric within 4d4 lights) – see Sleeping God sub table page 237
6. Planetary Ejecta (could be lava, ice, or anti-matter)
7. Living beings
8. A ring of phylacteries, trapping literally millions of liches, demi-liches, and the like in silent orbit, screaming for vengeance.
9. Planetary Defense systems (even or odd – even = functional odd = non-functional)
10. Pieces parts – the corpse fragments of a hundred dead gods, floating desiccated and forgotten in the vacuum of space
11. Elemental material (fire, earth, water or inexplicably element 129 or whatever)
12. The Seeds or other reproductive material of an immense star beast

¹² Even this is probably beyond the scope of these rules but should provide a springboard for those who want more.

FIRST SURVEY

1d16 Alien Planet Types - *what does it appear to be?*

1. Garden (3 in 5 chance Glacial)
2. Hot house post-garden
3. neo-Garden (terraformed)
4. Cold dessert
5. Ice ball
6. Jovian
7. Colonized ring system
8. Asteroid
9. Rock
10. Pebble
11. Mega scale Engineering project
12. Living World
13. Lost Colony
14. Insidious Atmosphere
15. Interdicted world
16. Not what it seems

To the Judge: this is an esp. useful table when PCs go somewhere you hadn't planned on. Give those with a background in planetary survey or such sciences a bonus based on their CL.



Step one – Innate Physical (and paraphysical) Conditions

Scale

Planet, Moon or World

Worlds & other Settlement Bodies

Rock (asteroid, planetoid)

Planetoid – in usage an asteroid of sufficient mass to be spun up and settled

Ice ball (Comet, cometoid, outer planetary body)

Jove (gas giants, failed cores, small brown dwarfs)

Desert (old Mars, usually old dead worlds with no magnetosphere)

Hell world (primal Venus)

Garden (oxygen, nitrogen, CO₂, naturally or artificially engineered by and with plants)

Pre-garden (Paleozoic Garden)

Glacier Garden (Cold Garden)

Open Air Garden -

Post Garden (Greenhouse or Hot Garden)

Hothouse (post-greenhouse, often post-Garden)

Atmospheres

Note that certain imperial subjects have atmospheric restrictions; all however can function (to a lesser or greater degree) in what are considered “garden spectrum atmospheres.” Even Garden class atmospheres have remarkable variation, existing in both Thin, and Dense compositions which may require accommodation by some characters.

Carbon Dioxide

Thin - tend toward extremes of cold.

Dense - - retain heat especially well under conditions of high pressure depending on remainder of atmospheric composition.

Nitrogen-Methane

Cold worlds: many are interdicted as a matter of course; hydrocarbon oceans

Trace Minimal atmosphere but casually inspection will likely not detect it. Natives and others so experienced know to watch the atmospheric dust around their feet

Sometimes including *Ammonia* – which becomes corrosive on low temp worlds

Non/Vacuum

Vacuum dust- a completely airless void; no atmosphere of note; primarily included because it is easily mistaken for; this is a vacuum

Typically, a 1 in 20 chance per hour of cosmic rays, solar flare, or the like.

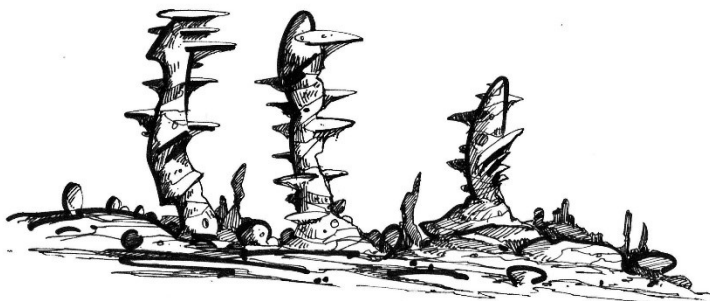
Suffocation - without the correct gasses, an organic or other respiring body will begin passing out after (their Stamina rating in rounds) has passed. In an environment suit or other protected medium even a trace amount of the original atmosphere can as much as double that.

In hostile circumstances (obvious example - mammal on a cold methane world without a heated suit) the time to passing out can be halved. In any case, once the requisite number of rounds have passed, each round the subject must make a Fort save (DC14 initially) to stay conscious. Every passing round increases the DC by one.

When they do fail the save they pass out. If a check for rolling the body or checking the vitals is made soon thereafter (three to six minutes conservatively), they save at +1 and if a medtech is present may revive automatically at the Judge's option.

Some Non-Imperial and Other Exotic Atmos

1. *Ammonia*
2. *Chlorine dominated atmosphere - Methane dominant¹³ Sulfur*
3. *Corrosive Fluorine*
4. *Hydrogen dominant atmosphere¹⁴*



Rare & Unusual Atmo & Climate conditions

Emission Brightness - The local star(s) or other bright bodies are of unusually brilliant luminosity, and produce exotic blends of both heat and radiation in addition to burning white light. . Life has adapted by developing a crystalline or Diamondoid micro-layer atop their dermis or other outer covering, creating a “shiny” effect, rather like tinfoil in sunlight. All native life saves v. most radiation at +2 and take one less point of damage/die from lasers, masers, and other directed stream energy weapons. But the night skies are pretty, with endless aurorae blazing across the night.

- Locals will have developed additional black lids over their eyes, also receive a +1 Fort save v. radiation and all cancers
- Aliens lingering must annually Fort Save (DC 20 + years resident) or blindness and a cavalcade of potential skin cancers will kill them in d5 (Sta mod applies) years.

Unusual radioactive or magnetic field

- Those entering, organics and inorganics alike are beset with feelings of disorientation and ‘feeling lost.’ Compasses and low tech tracking/GPS style technology will fail or work erratically.
- On a successful Fort save (DC 20) the effects of this this anomaly may be shrugged for STA hours before succumbing.
- Those with electrokinesis may be able to manipulate this field.

¹³ Typically large cold worlds

¹⁴ in addition to any other atmospheric elements there is a sufficiency of free hydrogen in the atmo mix that it becomes an Imperial safety Holo – HYDROGEN, the Insidious Threat!

Etheric Correspondences – individual worlds of course have their own ties to the Sub-ether; dictating the world's relations with the supernatural and its weird energies. While the precise nature of their full interaction is beyond the scope of this single book, a large degree of this can be easily abstracted by a given world's type of etheric poles.

Poles

Star systems have Sub-etheric poles (where galactic or supernal ley lines exist and interact as nodes of power), not always just two, that involve the 'flavor' of the system derived from the interaction of each world, it's moons, their star(s), and all that occurs thereunto, affected by the push pull of greater aetheric forces and the galactic scale interactions of stellar leys between star systems and greater galactic structures.

o. Zero; base; possibly no etheric shadow (unusual but possible esp. on barren and uninhabited worlds)

1. Baseline; normal sub-ether rules apply; no discernable etheric accumulation
2. (minor) Affinity for a base near plane (elemental, yang, yin, etc.)
3. (minor) Affinity for a near conceptual space (Efficiency, Order, Discord, etc.)
4. (minor) Affinity for a near parallel world
5. (minor) Affinity for a far realm of alien mien (the Negative Zone, 6+ higher dimensional spaces,
6. (major) Affinity for a base near plane
7. (major) Affinity for a Conceptual Space
8. (major) Affinity for a parallel world or universe.
9. (perfect) Affinity for a particular Plane of Existence
10. (perfect) Affinity for a specific Conceptual space or aspect of existence.

Such correspondences are fixed, though they may change or drift over time or through the actions of the campaign participants.

System – minor confers a bonus or penalty of no more than 1, major 2, and perfect 3. Poles influence magical activity (sometimes also clerical or psychic activity) sympathetic to that world's poles;

Overall, a +1 bonus to magics of like type on planet, becoming a +2 (rarely more) at the actual pole itself; note that working directly opposite these intents carry a corresponding increase in the DC to affect mystical change. On worlds with a major or perfect correspondence, this can factor up to 2 or 3 in each direction.

With regard to the poles, think of Lieber's Nehwon; but also think medieval humors; only now each star system has its own humors. For the literary minded Judge, a world's poles should ideally be derived from themes etc. of that system and so on.

Example Etheric Poles – Stipple World (from Colony Black)

Transition/Liminality +3/-3

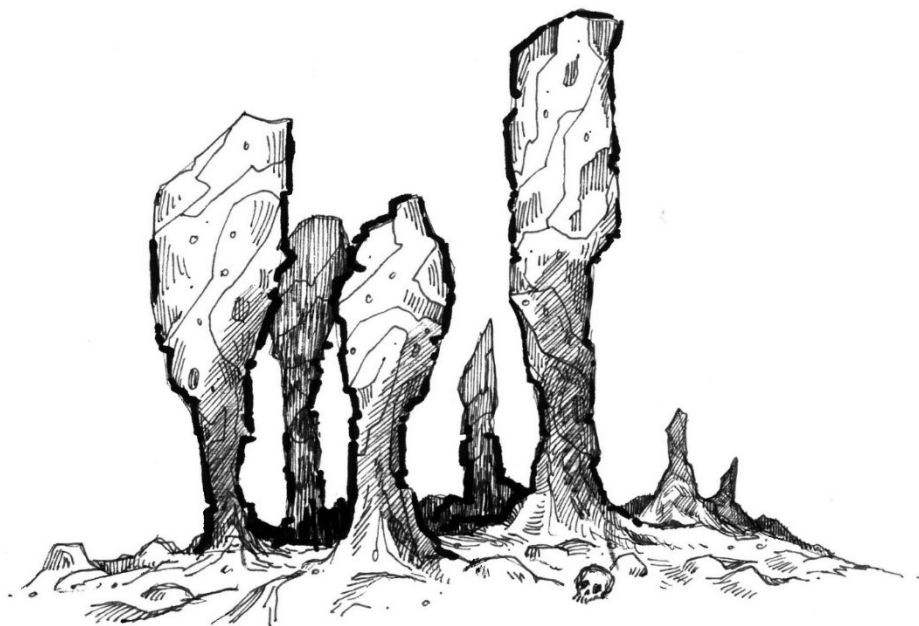
Yes this serves to make teleportation effects, transformations, and temporary effects easier to bring into existence. Consequently, attempts to manipulate time or introduce a 'steady state' of things metaphysically find it far more difficult here.

This is not the first time but the second that this world has been a stop for refugees fleeing into the Orion Arm. Those who settled this world fled thusly as well, in the face of near certain extinction.....

Table 1-x Select Worlds and their Etheric Poles

Planet	Poles	Relative Strength
Saxus	Flesh & Wealth	+1/+1
Goth	Death & Transcendence	+3/+3
Noir	Secrets & Shadows	+1/+1
Dulcinea	Mind & Vibration/Resonation & life	+1/+1 / +2/+2
Teranaya	Heaven & Hell/ Progress & Catastrophe	+2/+3, and (order) +1 (chaos)+2
Irzibete	Sorcery & Corruption	+3/+3

The harder the GM wishes to enforce the themes of that particular world, the higher the relevant poles should be rated. By way of example, a “classic Moorcockian fantasy world” might have the twin polar axis of *law and chaos*, as well as *entropy and destiny*.



Do artificial planetoids, large asteroids and the like possess these poles?

A: only if they are carefully and elaborately constructed, likely by members of the Navigator houses but conceivably any group of psychics with the right skill set could do it, faster if aided by psionically equipped minions.

Invariably, player characters are the sorts who would make a business going from artificial planetoid to artificial planetoid doing just that, aren't they?

In the man however, Saxus for example, has been very carefully enmeshed into the local stellar system (Canopus) extremely rich intersection of galactic leys. Though as the planetoid approaches the time of the dimming of its interior sun, these flows of orgonne energy weaken and die.

But most artificial worlds of small size (technically, for example, this includes Monitor class vessels) do if not originally designed with such in mind (as is the case with modern Imperial 'vessels' of this type) or accumulate them over time and experience.

Step Three - Imperial World classifications

Scale
Imperial

Imperial World Classification

Imperial world

Core world

Colony

Ecumenopolis

Typical Regressed Civilization

Interdicted world

(Death world)

(Vampire Planet)

(Fallow Worlds)

Imperial network

A rating to indicate how deeply enmeshed a system is within it; literally indicating trade classifications and frequency of ships calling there

Imperial facilities are egalitarian, expansive, and high tech. Provincial facilities (meaning planet-sized or system sized sub-imperial facilities) are varied, serve only the needs of those who call there, and are (or tend to be) highly specialized. Imperial facilities would feel the most like those of 2018 America but only in broad thematic terms. (An all races public spaces fresher would be about the size of a cafeteria and broken internally into sectors) There are but a few.

While voluntary, fully integrated service remains the imperial ideal, even with technology as expansive as that of the empire, some practical considerations must be met and maintained. On most combined service vessels or deployments, populations are broken down by gross environmental (gravitational, atmospheric) commonalities and then assigned accordingly.

Adjustments made to serving quality of life are common but most commonly second and third tier adjustments of varying though lesser importance. This practice stretches across bureaucratic, naval, and legionnaire arms of the Imperium, as well as beyond.

- Such worlds are located in the primary systems of the imperial network; most worlds are given over in part or whole to imperial materials, personnel, or the like
- Such worlds are in the main of the imperial network,
- Such worlds are off the beaten path of the imperial network, often older, poorer systems that are not wealthy enough to become core worlds (or whatever)
- These worlds are restricted for one or more reasons
- These are tertiary worlds, very poor, very underdeveloped, very underpopulated, etc. that few ships have reason to visit.
- Such worlds are often only nominally members of the imperium, due to low, recent, or unofficial population base, lack of technological sophistication, xenophobia or whatever
- These are worlds claimed by the imperium but not part of the imperial network at all

Core world - the few hundred systems at the very heart of imperial space, mostly comprised of very old first and second empire and founding worlds. Technologically

and socially apart from the rest of the imperium, living seemingly utopian lives within custom wholly controlled environments. Most of these systems are presently engaged in demolishing the unutilized bodies of their respective solar systems to put the matter to better use. Coreworlders inhabit custom environments and often custom bodies, while also inhabiting high stress worlds of great information saturation. For a few hundred years now there has been a steady but increasing trickle of nobles and others from the core making for the newly opened frontier areas, the vast majority of them organics.

Imperial world - A “step up” from a mere member world; Imperial worlds are worlds dedicated to the empire itself and imperial interests, as opposed to being worlds that have their own culture and laws etc. that belong to the Empire for their own reasons (the vast majority of them). Again, a social and technological distinction exists between these worlds and others of the imperium. Not quite core world technology but close in spots. The overlap between “imperial culture” and “spacer culture” here is Quite High, though unevenly distributed.

The next two varieties make up the vast majority of member worlds of the Imperium at present - worlds to whom it is or has been in the past advantageous to be a member of a monolithic interstellar state for defense, or trade, or a thousand other reasons.

Member world - theoretically identical to a subject world save in that it integrated into the Empire voluntarily. In practice they are given some preference in imperial affairs.

Subject world - was given, traded, or conquered to incorporate it into the imperium.

Frontier world - a world alongside the dodgy and always definition shifting “Imperial Frontier” which is literally anywhere on the Imperial fringe that is classed as “In Development” In practice these are the worlds several jumps back from the Frontier that were the Frontier a hundred or two hundred years ago and are now mid-tier worlds finding their future in an area suddenly less important than it used to be save as a travel port on the way to and from the frontier. Many of these worlds are experiencing corporate or other mercantile development en masse.

Colonial world - a first, second, or (sometimes) third generation imperial colony in newly “opened for development” space along the expanding imperial frontier. (It is typical for the grandchildren of those transplanted from the core to be approaching adulthood when their world is classed over to “In Development” - colony worlds aren’t kept official track of until they have survived three generations.

“Fallow worlds” - a type of system or world interdiction; many worlds, especially those “scheduled for (re)admission to the Empire” must meet certain ecological requirements before settlement or integration. Sometimes the empire will designate certain, especially damaged worlds and their ecologies “fallow” - and until a qualified imperial ecologist recommends opening the world it stays closed.

Dying - Often decadent, these are old, long settled worlds, possibly even dating to the First Empire. Possibly one (or more) of the suns in the system are large and swelling. Or the ecology has long since entered a post-garden state. Or, despite imperial regulations, your world’s environment has been trashed to toxic levels. Or

possibly your world is even older, and predates even the first empire; but your race is dying and so your people have turned to the Empire for protection, aid, and more importantly a future. Your culture and art artifacts, as products of such a long lived and intact culture are likely your world's greatest contribution to galactic society. Such worlds often exist in systems that have been completely stripped of all possible resources and so must import all they cannot create themselves. Their knowledge of their own technology may well have atrophied. World likely has cultivated psychic powers, sorcery, or some other form of metaphysical compensation.

Such worlds turn to the tradition of their existing knowledge base ALWAYS over innovation or new ideas. Very few are ever allowed into imperial service for this reason alone. (In many respects such a world may resemble a Lost Colony at first, until the tremendous decadence and reliance upon (but disrespect for) tradition become clear)

Very likely declining population, either through evacuation or simple entropy.



Using the Culture Builders

Culture level –

Primitive; chose 1d5 rolls across any 1d3 tables, most rolls at -3, Judge's option to disregard or override.

Sophisticated – roll on tables re: hierarchy, norms, & violence, up to 1d3 rolls each on up to 1d5 other tables, optionally add 1 to all roll results

Complex – roll everything, one roll per column; optionally add 2 to all rolls.

Memes & Precepts – choose up to five representing core cultural values and fears; extremely sophisticated societies (like the Imperium) should have all five, very simple or basic civilizations should be dictated by one or two at most.

World Subtypes

Exotic World

Witchworld – a combination of intense electromagnetic fields, psychoactive atmospheric properities, and or other parascientific properties make one or more types of Metaphysical activity easier and somewhat stronger as well.

Type II Core Worlds (*Regressive*) - sterile utopias

A novel phenomenon, emerging only in the last 700 years; certain early/outer core and near core worlds enter a period of stagnation and retreat. Worlds with this syndrome in common (who in the 11,017th Sidereal were declassified as core worlds by internal audit) have several properties in common

- Total control of their environment for at least ten generations, likely much longer. Long enough that weakened immune systems become emergent, slowly and gradually.
- Post scarcity (population coverage beyond 90%)
- 70%+ of population with little genetic diversity (often much higher)
- A generalized tendency to look backward rather than forward, often accompanied by either decadence or repression (and often both)
- Any imperial era history of eugenics practices.
- Falling population, despite longevity of population;
- Likely a very old world, settled very long ago.
- A dozen such worlds have been indexed and many more are thought to fit this profile. Of the 12 or so worlds that fit this profile, all but four have been a focus of The Empress' resettlement plan for Core Nobility - esp. as being implemented in the New Orien sector at present.

This is the source of the vast majority of imperial subjects who are offered Frontier Relocation opportunities. See **Sub-ether annual 1, Colony Black**

Culture factors – Regression Level

“It’s a standard T7 regressed world

1. Downfall – the initial spiral of collapse accelerates, destroying the last strong cultureform, likely after an extended period of decay or rot.
2. Collapse of society and emergence of new Dark Age complete. Likely remaining precious resources are being fought over. By the end of this period, the things being fought over will be basic and more fundamental. Memories of what was fuel further violence and accelerate the collapse.
3. Extended series of protracted warfare reducing the world-society’s ability to replace, regain, or maintain infrastructure. By this time culture memories of the fore-culture are now incomplete and subject to distortion.
4. Major environmental or population collapse. IF stage 1. Involved ecological catastrophe or multiple weapons of mass destruction, an extended period of mass deaths may now be coming to an end. Memory of what has gone before now becoming folklore / mythology and increasingly irrelevant.
5. “Bottom Curve” – Regression at greatest extent; in many cases, recorded history reboots at this point, locally. Recollection of what has gone before has ceased or transformed beyond easy recognition. Maximum loss of culture data has occurred.
6. Renaissance – The Regressed world culture is now ascending toward new forms.
7. Post-renaissance – the formerly regressed world grapples with evidence of prior existence and slowly incorporates meme into culture.
8. (Only technical) Full Circle – the world reaches or exceeds the point of the original culture. Note: many worlds become trapped in cycles and so at this point the next stage comes after an extended period of corruption...back to 1. Downfall.

Step Four – Civilization basis & purpose

Scale
Society or civilization

Agricultural world - the lowest level of Imperial Civilization

Some Ag worlds are rated for ranching, others (most others) are not. Some commonly ranched life in the empire - *Algae, Brontos, Carnosaurs, Needle pigs*

Industrial world – worlds dedicated to manufacturing and production; many of these are inhabited asteroids, planetoids, and outer system bodies where only the living quarters and certain specific non-industrial sections are pressurized; many many vecs inhabit the great manufacturing rigs in the outer third of many star systems.

Information – post-industrial; most Info worlds are fully part of the Imperial economy and society. A great many of them exist, serving as intercessions between the Imperial core and the rest of the Empire often. The office of information control observes and works heavily on these worlds.

Population world – the Imperium tries very hard not to have worlds simply dedicated to housing population, but they arise on their own every few centuries. Only a few ecumenopolis exist in a steady state (Alphame & Maleth Noir for example) and given that the Imperium meddles in the individual worlds' internal affairs only when absolutely necessary, fairly inevitable. What few exist at the moment are primarily what Spacers would call Hiveworlds – horribly overcrowded habitation/arcologies dug into their world's surface.

Energy – post data. All Energy economy worlds are full and active members of the imperium, there are no administrative rated Energy worlds. Energy economies tend to dominate the whole of their star systems, especially those dedicated to fuel and high energy production (Antimatter, exotic particles,) many of which host vast solar scale supercolliders to facilitate the rapid creation high energy particles as well as the creation of certain exotic matter technologies (certain critical components in Gravity Drives are made cheaply thus)

Core world (again) – the oldest and most influential worlds in the Imperium are those settled during the First and Second Empires. In the core, whole star systems have long since been tapped of their natural resources (indeed, many garden worlds have been terraformed...and subsequently (re) terraformed as the ravages of time and the advance of technology march forward); coreworlders inhabit wholly artificial environments in a way that most other imperial subjects could not imagine. For 800 years Imperial policy has encouraged these utopian lay-outs to migrate to the frontier and take up leadership roles, offering governorships and colony incentives. Many of the worlds (and remaining uninhabited asteroids etc.) are being scuttled and broken down to raw building materials for the emerging Macro engineering industry. In many respects the absolute devastation rained down upon the core worlds of the Second Empire at its end become a sorting mechanism; those core worlds that survived to rebuild their civilizations in the millennia afterward are those who eventually comprised the early Third Empire.

Imperial worlds (again)- are settlements for imperial administration, personnel, material, and activity, focused on the long term survival of the civilization. (space based, duty, responsibility, mega structures, stellar engineering) Imperial worlds have largely surrendered their own culture to that of the over-civilization, though it should be remembered that Imperial designated worlds are the exception, not the rule. (While every member world has some imperial admin, in many cases it is a central complex in a single location on world; Imperial rated worlds are wholly and completely extent for imperial purposes; high transient population on most of them. A disproportionately large number of imperial 'worlds' are asteroids, space stations, mega structures, moons, and the like; relatively few actual planets and they take up as few garden worlds as possible

Imperial Population

Most worlds have a core constituency of inhabitants that have been there for an extended period and have to a greater or lesser extent adapted (or been adapted) to world conditions. For example, most worlds colonized by / during the Second Empire that still exist have, at least, three distinct populations

1. The original settlers or inhabitants
2. The settlers that came with the Third Empire
3. The imperials that have come in the last thousand years.

Many of the Second Empire's "core worlds" (here meaning only the planets that were most influential and that carried the weight of the empire's struggles)

In pre-First Empire times, many worlds were settled by members of a great diaspora from what is now Old Solar. These worlds for the most part went on to become the core of the Second Empire, many thousands of years after the First Empire. These worlds were the most influential and carried the weight of the Second Empire's many struggles. Consequently, star maps commonly depict this uneven amalgam of widely dispersed systems all in a sort of vague crescent or half ring around the old bubble of First Empire space.

Note that on Imperial-worlds mixed populations are not the exception, they are the rule. In the Outer and deep core regions, most of population group 3 are the Friggians, the Ketraxians, and the Iocaste, all of whom comprised the vast majority of the Empress' Reconquista fleets.

Culture Seed

1. Old world – settled anytime from the First Empire onward; likely has experienced many of the major events of history; culture there has likely been destroyed and crawled back from near extinction at least once. See Regression Index p 48 for current subtype.
2. First Empire Historical Recreationists – the sovocelts, the inglits, Second empire remnant – probably a lingering mechanization or biotech bias
3. Early Third Empire Colony – Probably in the Middlemarches, no longer colonial.
4. New world – by definition a colony or outpost.
5. Post Reconquista colony – Probably located on the Imperial Frontier; displaced core world nobles given power and authority in exchange for leaving the comforts

of the core behind them, hemmed only by the encroachment of the navy, imperial scientists, and possibly other factions.

6. Splinter history – the settlement originated in refugees or displaced persons from one or more Splinters. Alternatively, the world itself may have originated in a Near Splinter (such worlds if newly discovered are likely interdicted).



World indexes

These are by necessity shorthand. They are by intention, somewhat in universe ratings of basic aspects of a civilization. These should never ever replace an actual created world environment with unique laws and strange cultures (the stranger the better!) BUT should serve as both a shorthand guide as well as provide a very direct idea of what that world is, innately, capable of.

Social Progression Index

- 1 Minimal social organization.
- 2 Tribal and lingua-ethnic organization
- 3 Organized Religion, Cities, States
- 4 Nation States, Innate Ideology, Economic Government, Total Idea War
- 5 Eradication/harnessing of self-destructive memes (Basic culture planning, Perpetual Review of Social Concepts, Directed Evolution)
- 6 Basic concept of over-civilization, degrees of war, social consequences of psychological, biological, and parascientific engineering
- 7 Large culture bodies; nucleus conditions for Basic over-civilization; "threshold"
- 8 Basic civilization concepts (The totality of the Social Contract, Advanced moral relativism, absolute ethics)
- 9 Advanced civilization concepts (Cultivation and shepherding of resources and fundamentals)
- 0 Advanced Imperial (Polyculturalism, Civilization above all, Creation of destiny)

Understand that this index is weighted fully with imperial biases. By way of comparison. The Imperium is rating 0, (meaning ten) while 2021 Earth as we know it is firmly SP index 4. Very, very, few civilizations reach 5 without nearly destroying themselves at least once.

The remainder of the tables also reflect this imperial bias. The empire is usually rated 9 or 0 on these scales (where 0 represents ten, not a lack of anything) while our world (2021 Earth) is usually around a 4 on most things.

Economic Progression Index

- 1 Barter and non-abstract trade
- 2 Basic money (Commodity Money to Representative money); often Feudalism
- 3 Economic theories; Partial understanding of so-called market forces
- 4 Economic Conflict or regression
- 5 Theory of Actual Market Forces
- 7 Full understanding of actual market forces
- 8 Psychohistorical Projection and Mapping
- 9 Long Range Macro scale Socio-Economic Planning
- 0 Integration and Translation (culture artifacts and uniqueness have value)

Technologies

are broken into the Psychic Index, the Biological Index, the Parasciences index, and the Materials Control index.

Psychic Index

- 1 Superstition; no unified theory even acceptance of phenomena
- 2 Early study; wizardry and sorcery often discovered if not already present
- 3 the Occult; mystery cults, sorcerous cabals, enlightened brotherhoods
- 4 Advanced Metaphysical theories; Age of questioning and inquiry
- 5 Acknowledgment and study of phenomena; basic manipulation attempts
- 6 Basic psi talents understood and utilized or controlled
- 7 Navigation - advanced psi talents studied
- 8 Basic Noosphere Theory
- 9 Psionics
- 0 Casual Psi, total integration

Biological Index

- 1 Acceptance of innate biology; no medicine, or medical theory
- 2 the Healer, the Apothecary, and the Alchemist
- 3 Germ Theory
- 4 Genetics; early recombination and engineering
- 5 First Chimera
- 6 First Manufactured species; biots
- 7 Full genetic prosthesis
- 8 Total control of genome
- 9 Total transformation of biology; liberation from death
- 0 Total liberation from biology

Parasciences index

- 1 Superstition; no unified theory even acceptance of phenomena
- 2 Observation & mythology; cargo cults
- 3 very basic paranormal theories
- 4 Scientific rigor; studies plateau with lack of 'evidence.'
- 5 Acknowledgement & study of phenomena
- 6 Early gravitic studies, exotic materials, experimental engineering
- 7 Basic Sub-etheric travel,
- 8 Gravitics, Force fields, deep Sub-etheric penetration
- 9 Ansible Technology; multiplanar and Otherspace Theory
- 0 Multiplanar travel; unified theories of everything

Materials Control Index

- 1 Tools
- 2 Cities
- 3 Planetary macrostructures;
- 4 Advanced infrastructure,
- 5 total control of planetary resources possible
- 6 Basic terraforming
- 7 Basic Multi Stellar civilization
- 8 Advanced terraforming; planned ecologies, creation of biospheres from ground up; temporary synthetic otherspaces (synth universes)
- 9 Macro scale, planetary, and stellar scale engineering and demolition; basic cornucopia machines; complete terraforming; Pico scale engineering; bottle universes
- 0 Matter is a plaything; Energy and matter are no different; multi-stellar and galactic scale engineering

RATING PROGRESS

Progress levels, Tech

- 1 age of muscle (stone age)**
- 2 age of heroes (dcc)**
- 3 age of industry (1790s-1910)**
- 4 age of data (1990s-2100)**
- 5 age of space (2500s)**
- 6 age of the mind (AD 60000)**
- 7 age of imperium (this book, the far far future)**

Progress Levels, Social

- age of stone, trees, rocks & Wood*
- age of agriculture*
- age of industry*
- age of information*
- age of energy*
- age of distance*
- age of empire*
- Post context*

As the faithful of Starfire will assure you, societies evolve as do their technical bases.

Progression levels – The Cycle of Civilizations and Societies

The fundamental requirement or change in condition necessary to bring the following progression age about is listed first followed by the name and then a description.

Condition Zero - Age of Stone, Trees, Rocks, and Wood

Society exists as scattered bands, intelligent animals living as animals. Over time these bands tend towards nomadism. All weapons and tools are refinements of naturally occurring items, speech may or may not be developed beyond the basic at this time. The fundamental test of this era is simple survival.

Departure from this age occurs through extinction, assimilation by an outside party, or through development over time to basic mastery of their environment, using tools to slay their food and enemies, fire to cook meals and destroy eco systems and the like. Animal husbandry and advanced temporal awareness lead to the

Agricultural Revolution

Suddenly you are no longer nomads or wanderers living like your ancestors. Your land is your world. This pattern is new but will persist until the industrial revolution.

Condition 1 Agriculture

At this level of sophistication, everything is about land, and territory. The worst parts of the R-complex are enhanced by this.

Eventually, you refine agriculture, population, consumption, and land use to a point where you have the

Industrial Revolution

Condition 2 Industry

The age of industry is about mass manufacture of things. Economics become the point of contention in an age of More, and Constant Growth. Agriculture is still a factor, but it is not under most circumstances the dominant cultural / social force.

Information revolution

Condition 3 Information

In the age of information, the practical threshold limit of industry and economics have reached their course. *Data Semantics* become the contested field for this era, as *Economics* were the era before.

In the age of information, more data is (at the beginning desirable) transforming to less but better data by era's end. Likewise, a movement of Free Data at the beginning invariably becomes fiscalized by the last of Industry, and that consolidation brings misinformation and stagnation. Conflicts of the individual v. the collective raised in agriculture and exacerbated in Industry come to final conflict in Information, a necessary step before moving into the post-monolithic function of this era that follows. In this latter era that follows, large monolithic blocs fall before teeming masses of individualistic collectives. The pace of change and progress slows but civilization becomes far more stable. Once a society achieves the late Information age it may linger here potentially indefinitely provided habitational equilibrium can be maintained. From here, it transforms into another state, remains a steady state (only likely after it has done so for an extended time) or experiences an

Energy revolution

Condition 4 Energy

The Age of Energy at its outset makes the kind of large scale projects no longer possible by the end of large blocs in the midst of the information age possible simply through advancement of technology, miniaturization, and better /exponentially improved energy availability and usage. A general trend towards consolidation follows, broken by periods of conflict and scattering, often across a much wider area than before. On planets this may mean into their solar system. In solar systems this reaches into the nearer stars, or farther if they have the ability to derive FTL

Perchance *energy efficiency* and/or *distance* are the dominant conflicts for this era. Regardless of the outcome of greater and greater tendencies toward consolidation toward the end of this era, it is accompanied by corresponding intensities in periods of pushback against. Likely this era ends in a return to nomadism, as energy efficiency allows small autonomous collectives to create their own habitation, anywhere they wish.

Distance Revolution

Condition 5 Distance

The challenge in the Age of Distance is the tension between each individual habitat/vessel/world/nation undergoing speciation through turning inward or moving away from any other's light cone...and attempting to remain in contact and cultural compatibility with the others. Tribes v. Society. *Mature Complex Systems Study & Stochastic Sociology* are the dominant factors in this era.

Transitioning from this era directly into Agriculture or indeed any earlier age is now possible from Distance. Over time, it is even likely.

Paraphysical revolution

Condition 6 Empire

Sometimes called the Empire era

In this age, the distances of space, society, or species become irrelevant as a kind of mass soft consolidation takes place, made possible either by physical change in cosmology, achievement of a paratechnological threshold, or simple societal evolution.

In this age, the individuals nations that survived remaining in contact find the others

that did not (or, out of context problem, new ones entirely) and began establishing contexts. Where context exists, there can be coexistence.

Early on this period is characterized by a kind of cultural or information consolidation, beginning most often as a necessity for base communication between societies. As handshake becomes protocol becomes translation matrix ties grow and cross pollination continues until after many reflexes and fractures a new unify emerges out of elements contained therein all of the base components.

As with the late information age, a mature empire era can persist for a long time, roughly as long as a given sector of space's natural resources can hold out against the collective energy and information needs of the society expand rapidly. From there, a unified civilization may arise, temporarily or over an extended period, and this phase itself may linger for millions of years, fracturing, rising, achieving cohesion, and crumbling again. Eventually the march of time however ends this period, reducing it component states which then transition each to a lesser position on this index, or the single state manages to transition into a new form, brought on by the

Fundamental Revolution

Condition 7 Postcontext

The post -imperial unity begins transitioning through technological and philosophical development into a state that can and soon does transform the very conditions under which it exists. Materials, resources, and eventually time and space itself become the resources of this era, and in some cases this grows to include abstract philosophical concepts such as life and death itself. In the late period of this era, where possible, pure information spaces, other branes, and higher planes of existence are sources of energy and are plundered much as the natural resources of a single habitat were during the early age of industry.

At the end of this period the society that is left has consumed all the things, including ultimately the context and rationale for their own existence. Very few societies ever reach this period of sophistication, let alone transition to survive it. In a very real sense the society that has reached this pinnacle has killed their own gods, mined those gods and their stories for power and resources, and can now freely replace those gods with anything they wish. The very existence of context outside of this society is threatened by coexistence with such a society.

The post-contextual era likely destroys itself, it's capacity for existence, existence itself, or brings about it's won destruction or non-existence. Time paradoxes, zero point collapse, and the like are common failures of this era. The challenge in this era is the difficult of co-existing with any other thing without absorbing or digesting it. By reaching peak all consumption, the Total Consumption era ends the progress chain, shatters everything back to earlier states, or



Culture, Laws, and the like

Scale
Civilization & society

Basis of law (d12)

- 1 Ancient tribal system of conduct
- 2 Religious Law (The imperial compact prevents rule by theocracy; however, outside the imperium this is obviously not prevented; still, any a world has it's legal origins in religious or spiritual tradition even if those theocratic elements are no longer present. (The Social Progression index will tell the real story here though)
- 3 Works of a philosopher or group of thinkers
Inherited (tradition, handed down by space travelers or another advanced group for example)
- 4 Ancient pre-Imperial legal system
- 5 Rigorously tested moral and ethical framework
- 6 Culture planning per the culture's perceived and future needs
- 7 Needs of the wealthy (The One Law)
- 8 Needs of the most disadvantaged
- 9 The codified rights of a protected class (feudalism, racial supremacy, oligarchy)
- 10 Historical Occurrence
- 11 Misunderstood natural phenomena
- 12 Survival needs

Basis of moral codes (d12)

- 1 Dead religion
- 2 Active religion
- 3 Laws of an ancient precursor civilization
- 4 Planned decision by civilization leaders
- 5 Needs of businesses
- 6 Needs of the priest class
- 7 Philosophical Movement
- 8 Spiritual Belief
- 9 Monastic Practice
- 10 Pointless adherence to Tradition
- 11 Biological needs and requirements
- 12 Requirements of climate or other circumstance

Civilization Government

- 1-8 Oligarchy – rule by a few, that few could be any small, protected class.
- 9-11 Representational (1in5 chance any present minority population is at least partially disenfranchised)
- 12 Single tyrant
- 13 Institutional democracy (requires very low population or very high technology)

Basis of selection for governmental officials

Aligned Interests – by two or more competing power blocs or parties

Alleged meritocracy – in theory the most skilled and proficient are chosen

Popularity contest – in most cases it boils down to simple, short term popularity

Social Movements

(Roll a 1d12; 1-3 regressive, 4-6 progressive, 7-12 steady state)

World Administration Quirks

1. Balkanized
2. Monocladic world
3. Esper dominant - Mentallics rule 4
4. Machine dominant

Minor Culture Quirks

1. Colony Settlement is secondary to another world;
2. Casual Resleeving (*very rare outside of the Imperial core*)
3. Certain activities performed with song.
4. Gender Dominance
5. Manners constitute legal codes
Violating of such is a crime and will be dealt with accordingly.
6. Marriage as legal contract
7. Naturists/nudists
8. Ongoing Social class struggle
9. Strong Monogamy customs
10. Strong Property Codes
11. Strong Ritual Entheogen use
12. Strong Personal Freedom codes
13. Unspoken Economic taboos
14. Unspoken Nudity taboos
15. Unspoken sexual taboos
16. Highly unusual sexual mores

Unusual Economic Models

Telepathic Communism - Before everyone enters into a giant mind-melded group marriage it looks like this. Individuals who make up a communal entity but by choice and less innately. In many respects it resembles classical by the book early 20th century communism save for it being successful. In others of course it bears no such resemblance.

Individualistic hyper capitalism - A select number of items acquired over time become their identity; favors small temporary groups over large ones. Gadget and detail orientation likely. Large population, high tech base, postindustrial advanced information era; dedicated context and perspective sharing technologies are likely to be rare and may even be illegal; some groups may consider such to be threats to "their way of life."

Magical note: Branding may be a powerful enough force here to allow it work like a true name; quite possibly most magics may thus be illegal.

Cultural Weapon restrictions table

Results 5 and 6 of this table constitute a range indicating the common Imperial conception of ‘civilized.’

1	“The World should be interdicted” – it’s rated “Post-Pacifism” the presence of weapons amongst the party will get them arrested or put in stasis; whatever the fastest possible means exists to ensure that the interlopers will not interact with your society. Some worlds may disintegrate your weapons but let you stay; others decide you are bringing contaminated ideas to their little paradise, and you must leave And there are those that implant suggestions to leave and never return, or delete your memory, or alter it.
2	Possession of weapons is unthinkable. All such belong to the state. One only carries them in times of actual war Simple open carry of an obvious weapon could in fact become casus belli. Certainly, even non-violent use of an obvious weapon will guarantee a war – to them the player group will be demonstrating the traits of invaders.
3	Weapon restrictions are not a function of local law. It is outside of the local context or (more likely) considered an irrelevancy for any number of possible reasons. Most commonly these are company colonies, or scientific enclaves, etc. Troublemakers will almost certainly be reported to Imperial authorities if the means are available to do so.
4	Integrity weapons – “Personal weapons” are a common sight and those who are well to do frequently carry such as a symbol of status. Actual duels are rare. You can spot the oppressed by noting any population that does not go armed ever – likely they cannot. Common on some humanoid worlds with primitive aristocracy and class war.
5	Limited personal Violence – Duel or challenge weapons are accepted but uncommon. This world discourages open carrying (but not possession of) weapons; open carrying of swords, some guns (single action non automatic slug throwers) and the like are most common. Area effect weapons (Stump guns, Multi Guns or anything capable of full Spray, grenades or explosives, and some psi powers) are forbidden; so long as your weapon can be defined as “for defense of family, community, person, reputation, and honor, single comers only” (in its most common depiction) – allowing for bouts of interpersonal violence while forbidding it from scaling up at all. Culture codes almost certainly favor the power (or responsibility) of the individual.
6	Imperial standard – imperial subjects are forbidden guns and energy weapons. Citizens may own primitive ranged weapons but no energy weapons; only the nobility and those agents of the serving imperium have access to the full range of imperial death. Armed imperial citizens herein should consist of subjects with melee weapons and 1 or two citizens that may be armed with something else. Save the criminal element, who go about with whatever they can manage. Strange ethnic weapons are common, many of which are technically not against imperial law.
7	Politely Armed – Everyone is very heavily armed – some conceal it, others do not. Etiquette is a very important thing here. Enough so that someone realizes the clueless outsiders will get themselves and possibly others killed – so they are swept up and taken to a holding mission where they are allowed to run around unsupervised with children, the neurotic, and the mad. Basically, everyone who does not or cannot adapt to this society. IF the PCs can demonstrate (there will be tests) competency with world culture codes only then are they allowed to leave

8	Limited open carry - All weapons must be carried openly and in the same place (right hip or some other place where all on world will be socially conditioned to look; only criminals and antisocial types will have weapons otherwise on their person)
9	Be aware, be armed, BEHAVE - All weapons are carried openly - can you lift it? Then fine. AT night all weapons must be hung up in a public place dedicated for this purpose and the authorities in charge of them. Likely the authorities do all of their law enforcement at night for this very purpose. Such a world oft has a long history of invasion or social breakdown. Such a place has VERY restrictive codes for USING them, however. Attempting to "stir the pot" will likely get your weapon confiscated and you dead by the authorities.
10	Call me for Champion -All persons of means have a designated champion that accompanies them wherever they go. On this world, violence between non-champions is absolutely forbidden; offenders have their total assets seized and then they are drawn and quartered publicly. The champions however number at least in the 50-60,000 and each has a specialty of death. The contract between Champion and person of means is sacrosanct. Somewhere between a religious affiliation and a marriage. Those the champion defeats can have their assets seized by the victor. It's very complicated if you're not from there and they love to dupe outworlders into things.
11	Sword Saints Rule the World - Social class on world is determined by demonstrated knowledge of weapons. One who can demonstrate mastery over the most weapons, the most types of weapons, and who has considerable knowledge and (often) mastery of their lore and production, is afforded highest respect and privilege. Common among recovering post-civilization worlds. Those who seek to undertake a period of ambition and social climbing often append "of the sword" or whatever weapon they are most familiar with to their name in the hopes of provoking challenge. At higher levels this most commonly becomes education and fabrication rather than simply expressing itself through board room and street violence.
12	Violent Mob Anarchy - No rules, no taboos, all conflict. "Survival of the fittest" - dedicated Survivors prosper. The right of way is the biggest bang. You are already familiar with this sort of world, a place of harsh brilliant constant violence. The tech level for such places is invariably on the way down as whatever industry may have or yet exist isn't likely to linger for long under these circumstances. PCs take note- Heavily armed off-worlders laden with high tech psionic toys have clear advantages in this "legal system." Should they have the stomach for it.
13	Weaponry Required - All adults are required to be armed and ready to defend self, home, and homeland at all times. Likely a culture that has had to adapt to constant war long ago. No one bats an eye at "increasing militancy." Often all adults have some military service capacity.
14	Personal abilities only - Perhaps they have a long history of technological failure or devastation or possibly this society simply lacks a native materials technology to make such things commonplace save for outsiders, but any visible weapon is confiscated or not permitted. However, bare knuckle brawlers, martial artists, psychics, and sorcerers are all considered exemptions, despite their heightened ability to inflict damage. Such may constitute a ruling class or a 'contested' class. If a contested class then 'the new west is the same as the old west' - Psychic, sorcerous, or unarmed duels can lead to reputations and endless games of one-upmanship; the visiting or new psion (or sorcerer, etc.) that relies too heavily upon such highly lethal methods of social advancement risks having an endless stream of young up and coming psions gunning for them, looking to take down the infamous mind fragger.

Availability of Psionics

1. **Ubiquitous psi** – you are in the imperial core or possibly somewhere in the Galactic Federation; most forms of technology are psionic in nature and psi power is assumed to be possessed by the masses. Orgone charging booths are everywhere; non-psi and mind blind individuals crippled in this society.
2. **Common psi** – “Imperial standard” psychic powers and psionics known and relatively commonplace; magic and other supernatural/metaphysical practices generally thought inferior or assigned local cultural biases. Society likely considers low end psychic ability the ideal for most regardless of population representation.
3. **Uncommon Psi** – Psychic powers and /or psionics still known but less frequent or almost entirely from off world sources.
4. **Psionics known** but not locally produced
5. **Psychic powers but no psionics**; psionics are likely distrusted. Psis may or may not be depending on other factors.
6. **Psionics distrusted**; psychic powers and magic likely both openly exist however and in various stages of formulation and “understanding”.
7. **Psi considered magic** – here is a cultural assumption or lack of understanding that lumps psionics in as magic items and commonly cannot tell (or will not) the difference between divine, sorcerous, and psychic abilities.
8. **Psychics & Psionics distrusted** - 20% of prior event in world history where psionics or psi powers were more common.
9. **Psionics unknown**; psychic powers exist but unresearched or hidden under a form of information control

Religion and the State

Separation of Church and State

1. Total separation of state and activities of formalized religion
2. State subsidized church¹⁵
3. Highly structured and formalized separation of church and state
4. Church influenced State regime
5. State(s) only possess legitimacy at the behest of the Church
6. Theocratic state¹⁶

-Sacrifices, form, frequency,

1. Child (or other innocent) sacrifices
2. Sacrifice of a single successful representative of culture
3. Sacrifice of enemies of the culture
4. Sacrifice of the wealthiest
5. Displays of sacrifice as social displays of piety
6. Sacrifice of wealth
 - a. Money, agricultural properties
7. No organized form of offering or sacrifice

¹⁵ Where in the church is practically a propaganda arm of the dominant regime. The Empress Imperium for example

¹⁶ Strictly speaking these are not legal within the Imperium. Things slip through the cracks all the time though.

Legal codes - Magic¹⁷

1. **Seeming magical anarchist utopia** – all thinking entities have learned magical ability and they encourage it's learning in all other thinking beings. Magic is considered a fundamental right. Large scale hierarchical leadership practically impossible. Legal codes concentrate on rights of the individual v. rights of those around them (people and otherwise)
2. **Judicial Spirits** - Invocation of supernatural entities¹⁸ (gods, patrons, aliens, etc.) to settle disputes
3. **Controlled** : Use of magic severely limited by legal code to the advantage of those in power; many locations and functions are granted "non-magical" status - Invocation of supernatural entities forbidden on property (includes patrons, gods, or other summoned, other planar interventionist manifestations).
4. **Alien Magic Codes** - Off world or strange magics are controlled or forbidden; off world casters may be taken in for questioning and released presuming they 'share their secrets.'
5. Spellcasting and magick **regulated** and requires permits and permissions; underground casters are among the poorest and spells are used to maintain the status quo by those with legal grounds to use it.
6. **Thaumatrocracy** – rule by those with magical ability; role for subtype
 - a. *Noble thaumatrocracy* – magical ability implies aristocracy
 - b. *Democratic thaumatrocracy* – those with demonstrated magical ability can vote and determine leadership
 - c. *Thaumatrocratic Tyranny* – rights and rule reserved for those with demonstrated magical ability; non-magicians likely serfs or not considered people at all. Eugenics and oligarchy almost guaranteed.
7. **Witch hunted** – magic acknowledged but policed and forbidden. In low tech, or unsophisticated societies, merely the accusation can be as good as judgement. A form of mobocracy.
8. **Unmortal Magick** - Magic bestowed by supernatural agency (Gods, Patrons, etc.) superior to other kinds of magic or metaphysical activity. Other forms of paranormal ability may be controlled or forbidden. Society likely resembles a nested series of clashing theocracies.

¹⁷ Under Imperial law, where magic is concerned, the law becomes unusually interested in the caster's intent – to a Kantian degree. It follows from the sorcerous principle that what one invokes, one is both responsible for and ...are, to a certain extent. This was established as a legal precedent as well in early Third Imperial Court Law and has stood countless reinterpretations, embellishments, and add-ons in seven millennia, yet the underlying principle remains a guiding one. If you summon a cosmik horror that eats worlds you are responsible for those deaths, all of those resources, gone, etc. Local habitat or world law notwithstanding.

¹⁸ Basically, anything with metaphysical power

Cultural attitudes towards Death

0. Death is a natural resource just like all things.
1. This body, this world does not matter, the next world/life matters.
2. Death is inevitable. How you feel about it is irrelevant. It is FACT.
3. Life is precious, death is respected – but seldom welcomed
4. Death and Life are all part of the Great Journey.
5. Death is the great unknown and it must always be fought.
6. Death stalks all, but we do not discuss it for it is so terrifying.
7. Death is Final. This life is all you have. Death ends that.
8. Death obsessed. Cultural arrest from mass fear of death.

Cultural attitudes towards Un-death

1. Death Simple – “What? It’s a corpse, so what? Grab the air freshener.”
2. Adherence to virtue codes rigorous to secure place in next existence, real or not.
3. Stoic calm and vague skepticism
4. Instant biological revulsion
5. A mix of horror and wonder
6. Morbid curiosity
7. Moment of mortal terror – saves v. all effects inflicted on them by the undead target at -1 for the duration of the encounter. If slain likely rises as lesser undead.
8. Shock and disbelief. Fear and stun effects are more effective on the mind flailing to grasp, and are a step up on the die chain in effectiveness.
9. Absolute mortal terror at confrontation with undeath. Sanity affecting. Fear effects are far more effective (two steps up the dice chain).

Mortuary Rites and Practices

1. Remains of adults fashioned into armor for remains of juveniles
2. (purpose – 1. find their way in the afterlife, 2. find their ancestors in the afterlife, 3. survive other ghosts in the afterlife)
3. The most successful
 1. 1-2 culture leaders
 - a. (1-3 warrior and nobility 4-6 politician class)
 2. 3-5 culture heroes
 3. Player characters

Are ritually sacrificed semi-to many times annually. It is the social price for existing at all. Their price paid for a good life. Those who refuse 75% are killed.

Further this action

1. shame their families
2. brings doom on civilization
3. angers the gods
4. offends overnature
5. brings curses down on those who allowed it to happen/go on
4. Remains are ritually interred
 - a. In the earth
 - b. Underneath a cairn
 - c. In a data or cryogenic vault
5. Remains are ritually destroyed
 - a. By fire (2 in 5 total cremation)
 - b. Cast off in a swamp or ocean

Attitudes about life and death

1. Repressive
2. Semi Repressive
3. Unrepressive
4. Free

Culture norms

1. Death Rites
2. Grief is embraced
3. Grief is restrained
4. Grief is denied

Nature of Rites

1. Wake (unrepressed)
2. Morning (semi repressive to unrepressed)
3. Brevity & Control (repressed to semi repressive)
4. Interring/Entombing (death obsessed)
5. Consumption

The Deceased

1. The body is embalmed; death is denied
2. The body is embalmed for extended funeral services
3. The body is cremated, there may or may not be a service
4. The body is ritually cremated and the ashes
5. The body is ritually consumed by friends and family¹⁹

The ritual itself

1. Single
2. Multipart

Body

1. Buried
2. Burned
3. Exposed
4. Reclaimed²⁰
5. Repurposed²¹
6. Remade²²

Ashes –

1. Scattered
2. Kept
 - a. Worn
 - b. Placed in a culture receptacle of the dead
 - c. Placed in something expensive or respectful
3. Used to forge an item
4. Used in magic, science, or other paranatural activity

¹⁹ Commonest but by no means restricted to Saurid and Insectivroid worlds.

²⁰ This may be the imperial norm but it is not the norm on all worlds of the imperium. Hardly.

²¹ In such cases immediately determine the culture's attitude toward the undead. See SSSSS page YYYYY

²² In such cases immediately determine the culture's attitude toward the undead. See SSSSS page YYYYY

Apparatus of Justice

1. No justice only will.
2. Arbitrary dispensation and application of justice
3. Justice entirely the province of local authorities at the family/tribal level
4. Enforcement of moral justice on individual level, occasionally rising to mob tactics
5. Specific legal code, binary enforcement - **Summary judgement**, facts often immaterial, judgement based on predetermined condition states
6. Specific legal code, **appeal, and investigation**
7. Specific legal code **Trial by combat**
8. Specific legal code **Trial by trial (torture)**
9. Specific legal code **Trial by Magistrate**
10. **Trial by Judge**
11. Specific legal code **Trial by jury of one's social superiors**
12. Specific legal code **Trial by jury of one's peers**
13. Specific legal code **Justice Machine**
14. **Justice enforced by outside power**
15. **Justice enforced by supernatural force**
16. **Justice enforced by environment itself.**

Attitudes toward violence 1d6

1. Any violence is unethical and illegal; non-violent solutions must always be sought. Absolutely no killing.
2. Violence should be used only as a last resort and killing is always wrong but sometimes unavoidable
3. Violence while distasteful is a valid if not respected avenue to action and social change, acts of violence must be state or media sanctioned or remain illegal most often.
4. Violence is accepted as part of life, though unsanctioned save for socially acceptable violence, channeled into appropriate avenues
5. Violence while frowned upon has many socially accepted outlets available at all or most levels of society.
6. Violence is encouraged as a vital and actively important part of life

Social Control Index (rated 0 to 9)

0. Chaos - culture is typified by total lack of organized social control; peer group pressure or temporary associations may result in short term formations of such a body but in the main they do not linger past their initial usefulness. Depending on other factors, the populace may be cooperative (in which case, voyagers may not be aware of the nature of this world at first) or competitive. When paired with resource shortages and primitive technologies this resembles classical 'anarchy.' and will reach and remain at the lowest state of social organization allowed by local mores and conditions. Freedom may be so total as to be an abstract concept in especially unsophisticated cultures.

5. Balance - Among its chief driving forces is the constant tug of war between individual accomplishments and liberties v. the needs and dictates of society and those forces and powers that control society and enforce the status quo. SecFor primarily exists to maintain social order and defend the lives and property of the influential and important of society. Depending on other culture and technological factors this may be a temporary point, swinging back and forth with the passing centuries but on average maintain a balance.

9. Order - All aspects of life are dictated – this is a highly regimented and organized society, either experiencing extreme unity or a brutal conformist regime. Even privately, attitudes, emotional responses, and expected social norms are enforced by all, even within family units if those exist on world. Small communal work groups may be more common, though in high tech environments individuals may be group-linked either creating or maintaining such strong feelings of unity and community...or rigid oppression.

Culture Norms

Media Ecology

	Language	Mass Media	Interface
1	Population is illiterate	storytellers, bards	Oral
2	Literacy is privilege	Music, print, books	Digital
3	Literacy is widespread	AV broadcast media	Digital
4	Literacy is necessary	Data networks	Touch Holo
5	Literacy is obligatory	Interactive networks	DNI
6	Literacy is irrelevant	Sims, virtuals	ESP sensors

For any society or civilization ask

The Value of the individual is derived from

The value of the state is derived from

The value of the group is derived from

The value of the culture is derived from

Judges, if you can fill in the blanks with something easy to remember you are half way there.

Truth is derived from

1. Empirical research and evidence gathering
2. Divine insight
3. Toil
4. The Consensus of the Population
5. Philosophical inquiry

All things are viewed through the lens of

- 1 Religion
- 2 A social movement
- 3 Biology
- 4 The state
- 5-7 A particular social construct
- 8-10 A particular social work

Things *should* happen based on the principles of

- 1 Religion
- 2 A social movement
- 3 Biology
- 4 The state
- 5-7 A particular social construct
- 8-10 A particular social work

Social Hierarchy 1d14

1. One sex or biological group is dominant over all the others
2. One clade, gens, or species is dominant over all others²³
 - a. (if Social Control index <6. Conditions for apartheid may exist).
3. One minor ethnotype is dominant over all the others (chose 1d3 semi to common traits, or none whatsoever; outsiders will be unable to discern difference in any case)
4. One gender is dominant over all of the others
5. One religion or political group is dominant over all the others
6. Caste System
7. Feudal System
8. Religion imposed social hierarchy
9. Plutocratic Mercantilism
10. Advanced Social Contract – rights of the individual the state and mercantile affairs are explicitly spelled out
11. Theoretical equality
12. Meritocratic populism.
13. Completely egalitarian
14. Radically egalitarian

Attitudes toward sexual activity and sexual contact (Individual liberty v. social control)

0. Irrelevant. For whatever reason there is neither on this world. Why?
1. Absolute restriction – sexual activity and contact are severely restricted with many laws and customs each with harsh penalties for their violation
2. Serious restriction – sex is extremely private, possibly not discussed
3. Unusually Puritanical
4. Mildly repressed
5. Mixed
6. Somewhat liberated
7. Sexually liberated
8. Liberated encouragement
9. Obligatory – sex may be a community activity, perhaps en masse on occasions
10. Fully unrestricted – Beyond the Imperial culture norm

Customs, Body Presentation –

1. Locals go about naked or as much as local conditions allow, adorning themselves with marks by whatever means which tell the tales of their accomplishments and deeds. Their “story” as it were. Covering these is likely considered a social no no if not outright taboo *quite possibly breakers of legal codes are literally marked in this way*
2. Locals go about naked or as much as local conditions allow
3. Locals paint/ink/tattoo/brand/virtually carve their own skin or covering with marks.
4. Paint and adornment with possessions or material valuables is acceptable for the well off.
5. Locals dye their facial hair in exotic ways, depending on specifics of gens and clade this could include eyebrows, or sideburns, or ear/nose hair in addition to the obvious facial hair

²³ In the Imperium this depends on location. In the core 75% the dominant group are organic humanoids, Caretakers, or Created, in the Middlemarches 73% of the dominant populations will be Ketraxian, Friggian, locaste, or another of the “barbarian peoples.”

6. The body is considered sinful, dirty, or unattractive and so much be covered...often with as many layers or styles of clothes as possible. Optionally roll again and apply the results toward their wardrobe.
7. It is taboo for an adult to alter their body in any way after childhood save for treatment of injury or other emergency need.
8. It is culturally forbidden to alter the body in any way after birth or childhood.
9. Body shame is the cultural norm. All are expected to focus on matters external or toward intellectual and spiritual if internal.
10. Contact with another individual is forbidden under most circumstances. Viewing another individual may be criminal.

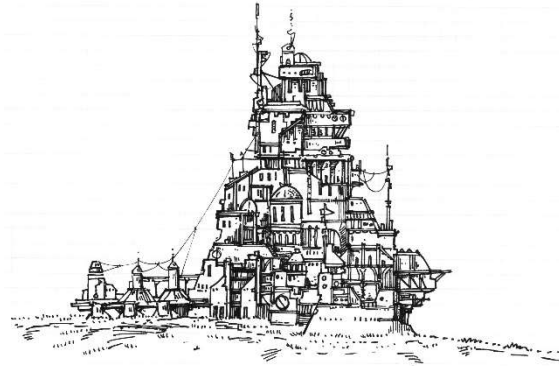
Nudity Taboos

If rolling this as table, add half of the surveillance figure to determine this, round down.
(d5 1. Nudity is forbidden; 3. 'There is a time and place' 5 Nudity is acceptable/normal)

Sex and Gender norms table (roll 1d10)

0. Early post Total Collapse or Early Organization – brute tribalism
1. No single overarching view or standard, warring tribal notions vie for acceptance and control
2. Culture locked into pre-imperial 'natural reproduction endowment'
3. Prescientific world view drives sex and gender traditions.
4. Pre-basic sociology constructs; little differentiation between sex and gender role, or between cultural expectations and biology.
5. Early sociological inquiry; Roll to determine current dominant culture meme
 - a. One sex is socially dominant,
 - b. One gender role is socially dominant,
6. Early emancipation from established but unconstructed sexual and gender norms. Early social theory. "Sexual Revolution"
7. Population management effects on emancipation
 - a. Cultural drive toward population growth and expansion
 - b. Cultural drive toward population management (ZPG)
 - c. Cultural drive toward population control
8. Sex and Reproduction now divorced (imperial standard – reproduction by singular, mutual, or group contract, carried out in one of the gene labs where the parent(s) originated, or at donor site.
9. Sex and Reproduction now divorced (Imperial Variations) –roll 1d6
 - a. 1As above however some worlds may still expect or require 'ritual' sex to satisfy
 - b. culture, legal, or religious codes.
 - c. 2reproduction by lottery (organic natives to this world +1 starting luck)
 - d. 3Reproduction by merit
 - e. 4 reproduction as deemed necessary to meet social requirements
 - f. 5All reproduction by contract; cultural drive to get 'perfect match.' As status
 - g. symbol for clan or family. (Not uncommon in the old Imperial core)
 - h. 6 reproduction entirely by chance

Population attitudes toward



Drugs d7

1. Thou shalt not alter the mind;
2. Drugs have rigidly defined circumstances in which they are appropriate.
3. "Winners don't use drugs"
4. Some unsupervised individual use is permitted along restricted lines
5. Pharmacology is largely available though not unrestricted.
6. Pharmacology is ubiquitous and common (Imperial standard) – regarded as like food, data, and sex – it's just part of life.
7. Institutional pharmacology – use may be mandatory, frequent users prosper.

Slavery (*Provincialism; World or Empire*)

1. Abolished; imperial slaves likely flee to such a world to escape.
2. Practice of slavery theoretically outlawed but indentures and obligations may exist.
3. Imperial standard; it is a necessary (?) evil of civilization
4. Full practice; it is part of the world economy
5. Economic foundation (in whole or part)
6. World is part of the Imperial slave network.

Slavery (*personal attitudes*)

1. Abolitionist
2. Opposition to slavery for most
3. Grudging acceptance
4. Imperial standard
5. Believer
6. Caste system

Surveillance (Privacy v. Security)

0. Culture lacks concept of privacy or surveillance;
 1. Privacy is absolute; everyone is issued a passkey at birth Privacy is sacrosanct
 2. Privacy is important
 3. Privacy is considered important but many powerful agencies get around that easily
 4. Security is more important than privacy.
 5. All information is controlled and processed; privacy for the very few
 6. Surveillance is constant and universal; privacy does not exist. This is likely a **very** transparent society, or a quite totalitarian one. security is sacrosanct

Manners (I do bite my thumb)

"The best-known fact about the Restoration drama is that it is immoral. The dramatists did not criticize the accepted morality about gambling, drink, love, and pleasure generally, or try, like the dramatists of our own time, to work out their own view of character and conduct. What they did was, according to their respective inclinations, to mock at all restraints. Some were gross, others delicately improper....The dramatists did not merely say anything they liked: they also intended to glory in it and to shock those who did not like it."

Complications of manners table

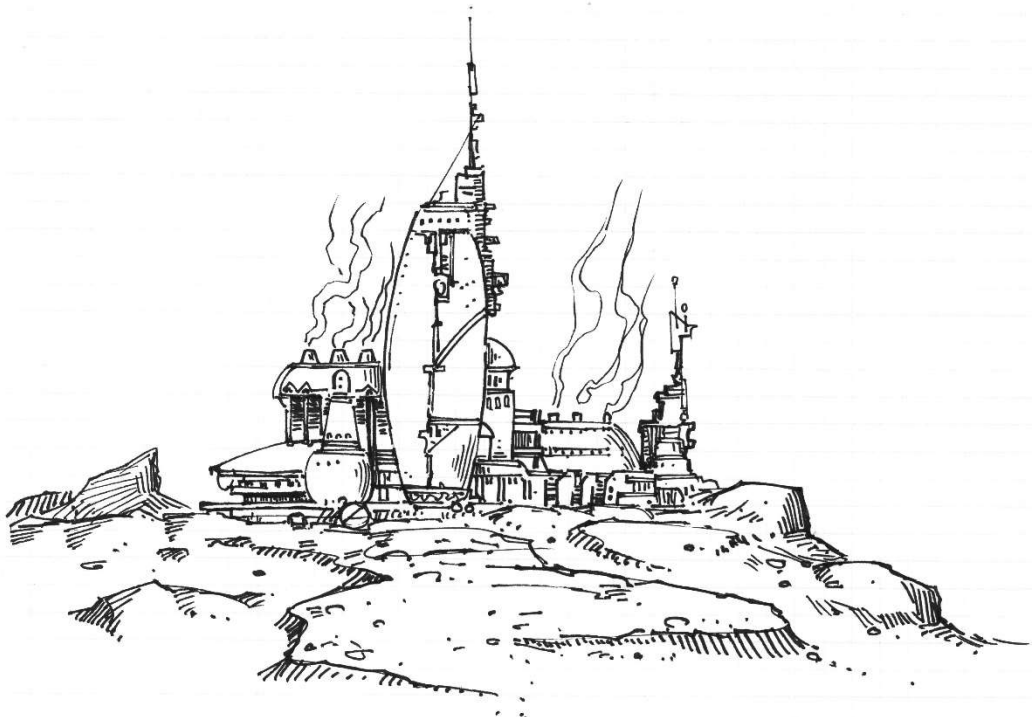
1	Congratulations - have you even ever held a sword? Because you're dueling at dawn. (Unless you leave out the window in the night you soon to be infamous coward.)
2	Diplomacy on this world takes the place of an extremely complicated system of sexual encounters; all negotiations are done by exquisitely skilled lovers who game the system.
3	Social strata in settlement dictated by a hierarchy based on genetic diversity. Lit. The one with the rarest genes leads; world likely has an ever evolving hereditary caste system.
4	Hereditary nobility where the second daughter inherits lands, titles, monies, and political power (whatever that might be; this means some gov't positions are hereditary); by tradition the first son and the first daughter are raised to run the noble household for their sister and to protect / lead their family in her name.
5	Bizarre organic humanoid society where leadership and political power is awarded to those with the largest testicles. (WELCOME TO GOLDEN TENUKI-LAND!)
6	Hospitality is paramount on this world save that, while the host is under no obligation to explain this fact to outsiders and voyagers (you), one must duel for their meals. Generally, melee, single combat, and to the first blood is drawn. In fact in many more civilized houses, the hosts will make it a very quick formality and no actual violence will be perpetrated, though of course the voyagers will not know that. . For the most part, this is a ceremonial custom. For the most part.
7	The voyagers arrive at the outset of the local Red Carnival - a designated period of suspended law codes; most common in highly strict or repressive societies.
8	A world where the government positions are filled, as quickly and as literally as possible, by they whom pays the most for the job. Leader is the Supreme Executive.
9	On world, property ownership is reserved for those who are married. Marriage is conducted through ritual combat. Consequently, "Marriage Games" could be like arena or blood sports; modern or classical; Bachelors and Bridesmaids are those who are, more or less, professional gladiators. Perhaps organized into different leagues. The landholders are very powerful. However, only a tenth of the adult population is married at any given time. The remainder, the landless, may never marry, and consequently, are all renters. Each of them owe a fealty tax to whichever Landholder presently owns the land they live and work on. Every ten Sidereals the landholders have a contest of champions where dual teams compete to see who the Imperial Landholder will be, who becomes 'lord of that world'; however, it does not make them the "supreme authority" on the planet by any means, merely the one who oversees that no one else breaks imperial law etc. (Basically, control of the starport and all off world interface) The contest is limited to the ten largest holdings on world, but popular belief is that anyone can walk in off the street with a sword and become Duc or Duchess of Rents.

Exotic Customs

D20 (MORE QUAIN'T LOCAL CUSTOMS THAT MAY GET YOU KILLED)

1. To write a living person's name in red ink or in red at all is the deepest possible offense; such is reserved for the names of the dead. The colour red in fact is reserved for death and dead things and anything that is "too red" will be perceived in very poor taste.
2. Before marriage, each participant must spend the night illicitly with a friend that they have not had sexual contact with prior or with a total stranger, and no one that knows their spouse to be must ever be told. The act is not a secret, the identity of who it was performed with is.
3. Overnight guests will be thought rude if they do not, even jokingly, ask the house 'ghost' for its permission to stay there overnight.
4. To touch the head or face of someone without their express given permission is essentially to invite them to try to kill you. At the least, this will start a fight. You may be killed.
5. All adult people with children must wear the colour yellow on their person, visibly, at all times when in public. Otherwise, they will be treated like - at best - an oafish cousin, and more likely, as children or teenagers themselves.
6. Off-worlders are new flesh. The Old Gods Demand New Flesh. Take them into the hills. Burn them to ash, or their progeny will join you.
7. So embedded are daring acts of cat burglary and theft on this world that the height of proving one's worth, and often one's value as a reproductive partner, is living up to such 'daring acts of adventure robbery' by whatever means necessary regardless of other social norms. Likely attempts have been made to rub this bizarre culture trait out (through a variety of means) but the population's imagination is fixed and it will not give. Business transactions with off-worlders (or, perhaps more than occasionally, random sexual encounters - or potential ones - with off-worlders) will put a particular theft to the unsuspecting fool; often replicating a well-known (on planet) heist such that they will almost certainly be immediately captured. Provided they are honest and upfront about their reasons for doing so, they will be interviewed and investigated by someone more skilled in dealing with off-worlders and then let go with a hearty thanks for participating in "our quaint local customs." Of course if they are evasive or lie about their purposes they will be taken (as off-worlders and so presumed ignorant) as actual thieves and prosecuted by way of turning them over to the imperial authorities. THAT will go over well. Should the player characters protest, then maybe their jailer might entertain listening to them.....if they would consider going after this jewel, the *Eye of the Star Serpent*....
8. Harsh prohibitions exist here against many/most drugs, certain chemicals, foodstuffs, or the like
 1. 1-4 religious/cultural reasons 5-6 business or other conditions
9. All social hierarchy is based on a stoic ability to withstand pain.
10. Drinking to excess is normalized and expected.
11. You are not to mention the dead ever and never ever mention the dead by name. It is **the** greatest taboo.
12. No one is to wear that colour openly unless they are pariah
13. Your hosts have ensured that each of you have been supplied with a naked clone of said host(s) in your room that evening. *Um...No one mentioned this...*
14. People of intelligence, learning and manners are expected to be able to put on a one person impromptu stage production of their favorite drama as a means of introduction when asked to do so by their social superiors. As off-worlders you have the advantage as telling a story that they have heard before is bad form.

15. Yes, you're to eat the wiggling things...swallow them whole actually. Oh no, that's the whole ceremony. There's a whole porcelain tureen of them. You aren't done until your host and all of their guests (that's you) have swallowed every last one of these fat writhing maggot-worms whole. They are overly salty and ... warmer than your own flesh. Ew. Seasoned spacers will have *no problems* yum yum. Some more sheltered individuals may require a Blow Oats roll (DC 14 Fort or spew those wiggly little devils back up) – an act that will **not** impress your hosts. At all. Hopefully they won't be *too* offended....
16. Your attempts to be polite to your host's mature but young daughter, son, or other child has somehow been interpreted as an "offer" to take their virginity. (You have no idea what the 'appropriate' response is in culture, not that it stops your ears from burning) Do not be surprised if the Judge calls for an initiative roll. Meanwhile attempt to socially recover from this. *Go ahead. We're waiting.*
17. Your host challenges you to a riddle contest. This is not a local custom but *fucking with your guests is*. Thankfully they are a very amusing people who are very kind to their guests otherwise. But they do love to take the piss. Reacting in an overly annoyed or (especially) outraged manner is considered very boorish so be a good sport about it, or they will consider you a dim witted low life.
18. You can swim right? They do all of their socializing outdoors at great open air public baths; only family and close friends are ever allowed or invited into one's home, only employees or servants are ever welcome inside a business. Ever. Leaving the baths or going to a part of the city where you should wear clothes will be considered insulting. Do your business here, and do it bare assed.
19. A World of cultural germaphobes – going about in anything less comprehensive than one of the local 'stylish everyday wear e-suit' in public will cause upset and going about bare faced may cause a small public disturbance. Commenting or making light of their reluctance to "share air." will be met with contempt, disdain, and doors will close that once would have been opened. Don't do it.
20. Social position and hierarchy here are displayed by who has the longest, largest, most elaborate hair. It gets Lucasfilm levels of ridiculous.



Getting around the Galaxy : Quests and Journeys



"the Gaeen Reach encompasses a perceptible fraction of the galaxy. Trade routes thread space like capillaries in living tissue; thousands of worlds have been colonized, each different from every other, each working its specific change upon those men who live there. Never has the human race been less homogenous."

- Jack Vance, *the Grey Prince*

Total Adventure, Campaign, Encounter, and Idea Generator

These are by their very nature quite non-specific but can be used when you are crunched for ideas regardless of if the party is on a ship, in space, on planet, or whatever. Roll or – equally useful – pick a few things that go well together and see what happens

Start with a 1d20 roll, each goes to a 1d20 table

Table

1.	Magical Happening
2-3.	Psychic Phenomena
4.	Noosphere incursion
5-6.	Sub-ether phenomenon
7	Natural Disasters and Events
8-9	Unfortunate Developments
10	Crime
11	Something is happening in Space
12	Organized Crime
13-15	Parascientific Development
20.	Splinter Activity

Magical Happening

1. Encounter – magical character
2. Encounter – magical creature
3. Magical effect covers area
4. Persistent magical effect covers area until time elapsed or stopped
5. Dead magic user or cleric
6. One or more characters transported to another place, plane, or planet.
7. Someone is cursed
8. Wizard Duel
9. Witch weather
10. Demon is summoned
11. Angel is summoned
12. A gate is being opened
13. Divine intervention
14. Magic item is found
15. Cursed item is found.
16. God, demon, mage, fairy, etc. is cast down to the mortal realms
17. Another world, brane, plane, or realm overlaps with our own
18. Someone activates an ancient relic
19. A conjunction or other Time of Power
20. Ancient magical seals decaying at last

Psychic Phenomena

1. 1-2 Encounter – Psion, Reader
2. 3-5 Encounter – Psion, Kineticist
3. 6 Encounter – Psion Navigator
4. Incursion from the Noosphere
5. Psychic Duel
6. Psychic in party is challenged to a psychic duel
7. Premonition
8. Vision
9. Message from beyond
10. One or more parties are compelled by psychic means
11. Psionic device malfunctions
12. Psionic device is sabotaged
13. New Haunting
14. Mass haunting
15. Psychometric occurrence
16. Past life memory intrudes on present time
17. One or more parties have mystic dreams
18. One or more individuals appear in each other's dreams
19. A possession
20. Lost Navigator finds party asks help getting home

Noosphere incursion

1. Idea God
2. Idea God Cult
3. Two rival Idea God Cults come into conflict
4. Meme exposure
5. Meme outbreak
6. Organization or individual attempt Noosphere vision quest
7. Organization or individual attempt to “change the facts” by journeying to the noosphere
8. Lore is needed that was forgotten before man walked the Earth.
9. Appearance of Bard or other noosphere Loremasters
10. Astral form of a sorcerer or alien from a far world or splinter appears to ask the PC some questions
11. PCs sent on a Noosphere quest
12. Ancient memory spirits unleashed
13. Zeitgeist manifests
14. Noosphere magic
15. Outbreak of madness
16. Contagious nightmares
17. Dream vortex
18. Someone reaches out to the PC from the Noosphere in dreams or visions
19. Someone learns about the PCs from the Noosphere
20. Someone recovers/manifests a noosphere relic in the real world

Sub-ether phenomenon

1. Haunting
2. Encounter – Ghost
3. Encounter – Spectral phenomena
4. Encounter – sub-etheric creature materializes
5. Temporal distortion
6. Sub-etheric disaster
7. Starship misjumps
8. Local outbreak of un-death
9. Vampire activity
10. Ancestor or descendant attempts to reach PC across time and space
11. Dreamwing attacks in local area
12. Ansible distortion
13. Ansible station threatened
14. Ansible casts from near Splinter
15. Sub-etheric turbulence isolates world or location
16. Near death experience
17. Reincarnation
18. Angry ghosts
19. Massed outbreak of contagious un-death
20. Premonition of own death

Natural Disasters and Events

1. Climate control malfunction
2. Poor Atmo Quality
3. Unusual precipitation
4. Fire
5. Outbreak of disease or infection
6. Animal incursion
7. Unsafe architecture/structural collapse
8. Solar flares
9. Meteor/Asteroid activity
10. Water disaster
11. Clouds/Vapour (dust storm, fog, etc.)
12. Dangerous weather hard precipitation (hail etc.)
13. Dangerous weather spiral winds (tornado, cyclone, hurricane, etc.)
14. Geological activity (quake, volcano, etc.)
15. Pole shift or other massed magnetic happening
16. Radiation occurrence
17. Drought or other extended scarcity condition
18. Blight of local foodstuffs
19. Plague or illness outbreak
20. Potential civilization ending threat

Unfortunate Developments

1. Dangerous or hostile life form on the loose
2. Harassment
3. NPC changes sides abruptly
4. Someone is revealed as not who they appear to be
5. PC is threatened
6. One or more PCs are followed by a snoopy journalist, weird, kid, curious onlooker, etc.
7. Duel
8. One or more PCs (start with lowest luck) harassed by the authorities
9. PC mistaken for NPC
10. An angry mob
11. The Fan (or Fans)
12. Someone decides a PC must be imprisoned
13. Someone's identity is compromised
14. Recurring rival or enemy
15. Tangled in Bureaucracy
16. Structure, building, vehicle is unstable.
17. Set up – someone is set up to take the fall for another's activity
18. Unsanctioned mass Mind Control attempted
19. Someone wants to work with/for the PCs
20. Someone wants to infiltrate/spy on the PCs

Crime

1. Vandalism, graffiti, or defacement
2. Assault
3. Robbery
4. Gunfight
5. Smuggling
6. Riot or other Mass Violence
7. Homicide, gang initiation
8. Homicide, crime of passion
9. Homicide, kick murder
10. Theft
11. Kidnapping or abduction
12. Sabotage
13. Espionage
14. Contract – assassination
15. Hostage situation
16. Crime wave or Violent Rampage
17. Proscribed cult is meeting in secret
18. Someone speaking in code
19. Memory jacking
20. Identity theft

Something is happening in Space

1. Encounter, unidentified craft
2. Starship misjump leaves Strange or Exotic matter behind in solar system
3. Sudden space warp
4. Ansible comms jammed
5. Ansible comms receive news from far Splinter
6. PCs option to transport to another world
7. PCs transported to another world regardless
8. Space Disaster
9. Alien Artifacts
10. Space Battle
11. Space War
12. Antimatter storm curtails access to star system
13. New star, quasar, supernova, black hole, or other significant energy-gravitational mass body discovered / goes active
14. New region of space opened up
15. Highly advanced ship from the future or super advanced space craft
16. Ghost ship
17. Mayday or SOS
18. Old radio message from primitive civilization
19. Ancient space probe found
20. The space patrol/navy/imperial intelligence are looking for the PCs

Organized Crime

1. Conflict between two or more rival criminal power blocs
2. Mob War style conflict between two or more rival criminal groups
3. Political manipulation and / or cover up
4. Act of Terrorism, bombing
5. Act of Terrorism, massed action by hate group
6. Act of Terrorism, hijacking
7. Act of Terrorism, major sabotage
8. Corrupt planetary official
9. Corrupt imperial official
10. Extra Imperial Refugee settlement
11. Organ Legging
12. Body Sharking
13. Spice smuggling
14. Maenad Pirate Raid
15. Conspiracy
16. Espionage
17. Relic tech trafficking
18. Someone puts a contract out on the PCs
19. Theocratic conspiracy to control or influence local government
20. Clone arrangers replacing unimportant individuals with loyal copies.

Political developments

1. New Space Lord is appointed
2. Change in fortunes of dominant political faction
3. Conspiracy
4. Massed Political protests
5. State of civil unrest
6. Revolution
7. Rumors of imperial attention
8. Assassination attempt
9. Repressive SecFor action
10. Minority population trivialized
11. Minority population brutalized
12. Important political gathering
13. Vote of no confidence
14. Blackmail
15. A purge of political enemies
16. Witch hunt
17. Coup d'état
18. Civil war
19. The Empress is sighted on world
20. invasion



Parascientific Development

1. Encounter – scientist
2. Encounter – mutant
3. Encounter – holo life
4. Encounter – scientist field testing apparatus
5. Academic conference or debate
6. Super scientific device malfunctions
7. Super scientific device functions
8. Someone discovers super scientific device
9. Technological disaster
10. Atmospheric anomaly
11. Temporal incursion
12. Scientific Rivalry
13. Scientific Discovery!
14. Mad scientist gaining hubris
15. Clone crisis or doppelganger duel – possibly a backup goes online and berserk
16. New distributed intelligence
17. Radiation anomaly
18. Mutation
19. New information found or given
20. Authorized agencies secretly testing new device or weapon.

Splinter Activity

1. Encounter – Analogs, Splinter
2. Encounter – Splinter travelers
3. Encounter – Splinter Ghost
4. Splinter phenomena –weak space
5. Splinter phenomena – temporary overlap
6. Door or portal to another splinter found
7. NPC from another splinter
8. Organization operating from another Splinter
9. Foreign government has discovered cross-splinter travel
10. Splinter created/timeline diverges
11. PC is swapped with Reflection/analog from another splinter
12. Invasion from a far splinter
13. Vessel or craft goes missing ala the Bermuda triangle
14. Group of splinter travelers meet up
15. Artifact from a far splinter turns up
16. Party flipped to / summoned to another Splinter
17. Splinter version of party tracks down PCs and have to fight them
18. Alternate versions of one or more known villains, rivals and enemies approach the PCs asking for their help
19. Two or more splinters are merging
20. Two or more splinters are / were/ will be at war



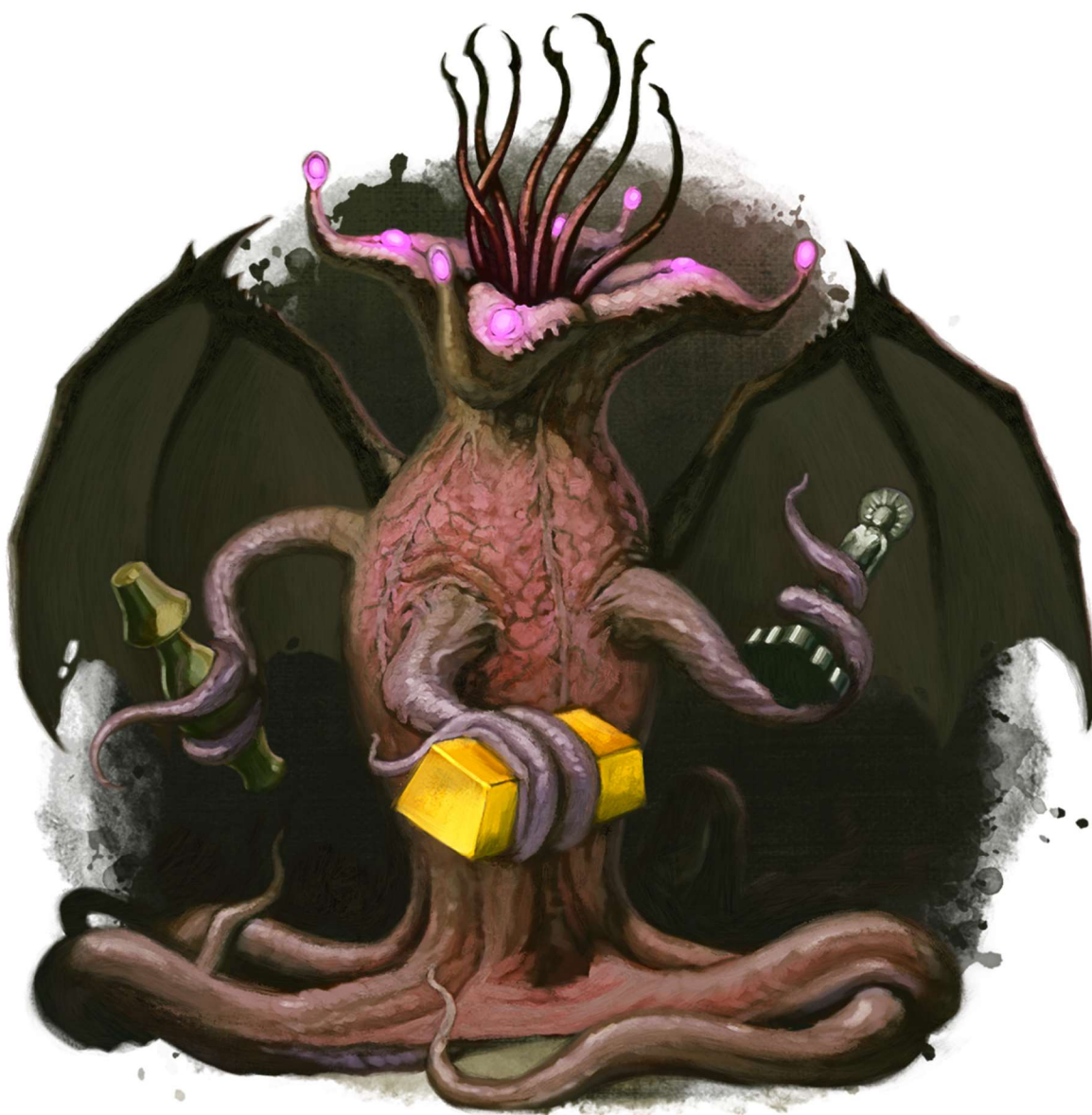
Awkward religious and social implications table

1. The priestess wakes you up, possibly at sword point and definitely with a small troupe of the faithful, to remind you that no matter how intoxicated you became, no, you cannot pull a fast one on the God of Intoxication.
2. Roll 2d6 modified by your Pers modifier. On a 9-12 they offer you 1d4x50 local credits to serve as their “sacrifice” at midnight and noon. On a 2-5 they make the same offer but have every intent on, well, sacrificing you.
3. A lone nutter begins to follow you about; if you engage with them determine randomly (using the chargen rules or other means) who this Zero appears to b..and then know that they have ‘got religion’ in the last d7 weeks and at least think they have been told to find you. They may or may not insist that you are the second coming, champion, or otherwise designated person of authority for their God.

Emergent Attributes and Undocumented Features

A 1d20 chart for any rando cosmic psychic space reason for sudden undirected super-evolutionary mutation, too much spice? Roll on the table. Get zorched by alien “intelligence boosting” tech? Roll on the table. Spellcaster use spice to boost spellcasting? Roll on the table! The navigator snorted something unexpectedly exotic from the stripper’s shapely thigh? Roll on the table!

Over time the mutant develops gills, three pair, each progressively smaller and deeper, that will allow slow, non-exertive respiration in the upper drafts of certain gas giants; hydrogen, helium,



Venture Seeds - specific ship encounters

1. The - Ship God is an aspect of Leviathan; ship's drive systems are hell augmented. Crew are regimented and brutal, all of their souls already pledged to their God. Possibly among the best armed "civilian" ships traveling the imperial star lanes today.
2. The **Forwa Yaldahinh** free traders from Jaldipoor who have somehow secured themselves an inner core Flyte
3. **The Wreck of Pod-Carrier Number 52/The ansible station**
 Characters ship misjumps and they wind up receiving distress signal; weirdly they are in a known area of space but no ships, no comms, and nothing but the ansible station.
 Imp sec was doing a test re: the weakening of the walls and the pcs just jumped into the middle of it. The station's organic meat crew has been taken down by things from the ether.
 Could lead to long term imperial entanglements
4. Venture Hook - A ship is adrift in the outer photosphere of a star; the crew is quite dead BUT the ship's internal screens are still active and much valuable cargo remains yet in stasis. A quick zip to the ship's position affords you a single opportunity to board quickly, grab, and get out on the ship's return pass (it cannot linger safely). However, there is a complication. Apparently the ship's gravity drive is malfunctioning...and still active. The (bleed) here as largely collapsed completely and the ship is overrun with angry sprits, including several of the newly dead who are likely to be quite violent and hostile at the arrival of the player characters.
 And what if the gravity drive misfires while they are aboard, where might they wind up. Will the small army of angry ghosts jump with them? What is the cargo aboard?
5. **Nursery down** A space collision has downed a Saurid nursery ship.
 On world, near the crash site, the biggest single danger is the released population of feral juvenile Saurids, who have had three months of on-world development guided by neither computer, maternal, or any member of their (or others') race.
 1d4+20 feral Saurid juveniles
 Bite attack
 The Juves are pre-sentient and animalistic, and will at this point constantly be teething seeking attempts to use their mouths as much as possible.
6. The **Arkeroi** - 300 mya elder thing terraforming device/craft/BDO; such things are large (VAST) mobile automated arks, that go to worlds, genesis affect them, and then introduce an artificial ecology; Much of it might be Terran derived at least in part.

What are the Maenads going to do now that you've been captured? 1d7

1. Of course, they will kill you
2. Slavery – either they will keep you and treat you relatively well if you are actually useful or possess a rare skill set...or they'll sell you at the nearest pirate market.
3. Food; if you are lucky, you are merely the source of some sort of additive, they may tap you for blood or other replenishing fluids
4. The captain is an ambitious woman with a captured imperial scientist...who needs test subjects. You just "volunteered."
5. Stock – one or more influential crew members had decided they dig you, or at least, your genetic material. If the captured play their cards right they may be on a path to becoming crew
6. They gas you and let you go on the nearest inhabitable planet possibly with a small amount of food and essentials. Wait what?
7. If you will do a private job for the captain, head engineer, ship's doctor, or similar, supposedly you will be released, or at least recompensed.

Skyfalls sob table

1. Rain of fish
2. Rain of frogs
3. Rain of bug eggs
4. Rain of small organic nodules
5. Rain of thread/noodles (ectoplasm)

What does the threadbare ancient civilization need from the primitives

1. Bone Marrow
2. Something in their blood
3. Semen, eggs, or other reproductive material
4. Stem cells and gene seed
5. Toxic materials or nuclear waste
6. Their Bodies
7. Their Souls
8. Their Memories
9. Their ship
10. Harvesting microbes

When will the Betrayal Come? D12

1. Come? It already has. A loved one or lover. Possibly a sibling or parent. Make it hurt.
2. The inevitable double cross - On completion of the job, of course. Everyone knows that.
3. From within? One among you works for the enemy – to escape or to get paid, maybe to get pay back.
4. The job itself is a lie. You are all going to die. The job is the betrayal.
5. Six months later. The people you helped have gotten far enough away and paid the right people and now well you know too much. Expect full liquidation with deniable assets.
6. From a random third party, who has been duped – or induced – into acting on their own behalf but also for someone ... else.
7. There is no betrayal.
8. There is no betrayal – but a third party wants you (or both of you) to think so. They stand to benefit
9. At the beginning. A saboteur or spy will elaborate on the party's mission plans and relay to their commanders for handling
10. You are the betrayers – a second party, unbeknownst to the players, are on the same job but being sent in the front way as it were, the expectation is that all of them are being sent to die. However, someone cunningly is aware of this and is using that as a cover to perform the actual operation, whatever that is. Expect entanglements
11. The bride, or missing sibling, lost pet, abandoned slave, or other long lost but living artifact of someone's backstory has decided that they and their friends must pay the ultimate price. However, whatever that party did to them was legit rotten and the rest of you may not want to die on this particular hill for that particular asshole
12. At the most appropriate time of course. A satellite is tracking them or perhaps they are under constant surveillance. At the right time someone will show the party their idea of a twist ending. Spoiler alert – it's going to involve murder.

Ghost Ships

Ghost ships - Any vessel or structure encountered or sighted in voyage that is drifting and without power is initially classed as a Drift. Folklore says that the Sub-Aether is full of ghost ships, some many millions of years old. For various reasons, folklore is seldom wrong about the deeper reaches of the Sub-ether.

The first three things ought be able to be determined before boarding if the right questions are asked.

What you will need:

Some dice

DCC

A few minutes to chuck those dice on These here tables

(Most important) some clueless explorer types who are possessed of entirely too much lifespan.

What might come in handy:

Any copy of Space Hulk

The 1st ed. AD&D DMG - or anything with the random dungeon generators from that book

Some geomorphs! (If you can find any)

Configuration

1. Pods
2. Regular Euclidean Solid (Cube, Sphere,
3. Streamlined
4. Irregular
5. Cylinder habitat
6. Wheel habitat

Exterior State of Decay

1. Vessel appears eerily spotless as if brand new. Optionally it may also seem of a higher tech level or possibly seem to be from the future.
2. Vessel appears generically modern, which could mean hundreds of years old realistically.
3. Vessel bears marks or other insignia suggesting a known but distant historical era. The early third empire or such.
4. Bizarre ship clearly belongs to another era entirely. Possibly a second or even first empire era vessel. Depending on condition even mundane objects found aboard such may be worth considerable amounts at their destination. 55% of such a vessel being haunted by psychic or undead remnants of lost crew or their memory. 3% that ship itself is a ghost and any who board may be lost in the depths of the sub-ether forever.
5. Ship of no known etiology or design. Possibly from the distant past or advanced future? Likely not from this side of the galaxy at any rate, if not from some unknown place entirely. 15% of life as we do not know it still aboard ship 18% of negotiating with it unless Judge decides it is hostile to native galactic life.

6. Ship of lost species lacking a shared dimensional or cultural viewpoint. The builders could have been dark matter beings, or comprised of other non-baryonic matter.
7. Vessel is of great age, though perhaps artificially so if the other results suggest a recent ship, otherwise a large vessel of exceptional novelty and Great Age. Scale only 2 in 6 likely to be that of medium sized creatures.
8. Vessel appears on the verge of breaking up. Any boarding party would likely realize a 63% +3% per member of boarding party would create tremors leading to this within 2d12 rounds. Of course, this may all just *appear* to be on the verge of breaking up in which case the boarding party may be in for a surprise (hostile aliens? Pirates? Space wizard needs sacrifices?)

Does it have any signs of power or habitation?

1. Vessel is covered in throbbing eclectic designs of unknown origin; they maybe warning glyphs, or a random configuration of ether algae, or astral graffiti.
2. Vessel appears on some closer inspection to be only partially powered down. Quite possibly the ship is still inhabited. This changes the situation considerably - a boarding party now should be expecting a rescue mission (or pirates...or a cult) instead of salvage. Theoretically though this could be anything.
3. A single section of the vessel appears to be still powered per sensors. However, it is not itself immediately accessible to the ship's hull. A boarding party will have to enter the hulk and make their way to the powered area.
4. Vessel is electronically quiet, and showing no signs of power; only ships sensors reveal heat traces around the maneuver jets (you presume) and their drive system (gravity drives are distinctive no matter who makes them)
5. The vessel is absolutely dark, and only sensors or light sources etc. aboard your own ship reveal its existence. You may very well have nearly collided with it. The ether about it is exceptionally thick and communications with any boarding party will be difficult. The local sub ether becomes more turbulent when you attempt to interact with the vessel.

Interior Systems Damage chart d12 – roll once a boarding party has touched down

1. no damage
2. destruction/ransacking of personal effects and lootables
3. minor – lighting and furnishings
4. lesser electronic sabotage – computer relays, lights, interface panels, sonic showers
5. privacy doors and barriers savaged or destroyed
6. minor interior structural damage
7. major interior structural damage
8. Lesser bulkhead damage
9. Hull exposure/Major bulkhead damage (exposed to vacuum 30% vac doors malfunction 10%)
10. life support (offline 30% destroyed 10%)
11. gravity drive destroyed (10% extent but offline; if spun up 50% to malfunction)

Section B - Is anything aboard right now? Table

1. Actual ghosts
2. Undead Wreck see sub table
3. A small coalition of lost Sub-etheric wanderers
4. (particular thing)
5. (particular thing)
6. (particular phenom)
7. (ship thing)
8. (monster sub table per 1d6 rolled level of the Sub-ether.)

Undead wreck sub table

1. **Wraith ship** – crew long dead; 5-12 wraiths exist in semi existent murky black mist until stirred by the living. They are quite angry. Age of vessel is 1d6xd12x1000 years.
2. **Lich vessel** – One of the Lords of the Undead has preserved itself beyond it's lifespan and possibly that of it's world or civilization. Liches are ancient death priests and necromancers that have preserved themselves fast against time and the void by pursuing a specific course of muffled undeath.
3. **Tomb ship** – The myth in this case is real; a free floating platform containing 3-500 slumbering vampires. Chambers or cysts containing them are likely located toward the center, in groups, probably with the intention that certain groups would wake together.
4. Full on **Undead city-state** – a (1d6 1-3 single 4-6 coalition) undead lord of 108-16 HD rules the vessel, obeying them are 10d100 lesser or least forms of undead serving their dictator or liege lord(s). If you manage to escape the drive-smiths of Goth will likely pay *very* well for the location and status of that vessel.....

Section C what happened - What happened to the ship? What happened to the crew?

1. Misjump
2. Deliberate sabotage (75% one or more actual ghosts, in addition to other matters)
3. Ship was attacked
4. Systems failure
5. Lack of proper maintenance 25% of ship's captain or engineer lingering on as ghost or other regretful undead.
6. Sub ether phenomena
7. Crew abandoned ship for some reason (1 in 6 chance of infectious agent aboard; see Illness of the Star lanes pp)
8. navigational Failure
9. Ship's God spaced the crew
10. Rogue Navigator
11. Mad AI God
12. central Possession – the ship's Navi, AI God, or Ship's little god is possessed or somehow coerced by a powerful mind; an undead creature, something native to the Sub-ether, something from the Noosphere, a demon, or other unique / powerful entity.
13. Sargasso

Imperial Vessels table

1. Starship, Imperial Pursuit ship (Interceptor)
2. Starship, Imperial Navy, Interdiction vessel
3. Starship, colony vessel
4. Starship, hospital ship
5. System ship, Starlifter (the largest non-starships in existence)
6. System ship, freighter
7. System ship, Inspector
8. System ship, cargo transport
9. Starship, commercial cargo
10. Sleeper ship
11. Automated sub light interstellar Robotransport
12. Starship, Sub-ether Parascience vessel (Sarcophagus class)
13. Starship, Science vessel, Biological Survey
14. System ship, Saurid Egg ship
15. Interface vessel, spaceplane
16. Interface vessel,
17. Specific Vessel (sub table)

Specific Vessels Sub table

1. The Necrophagous - possesses imperial markings and registry but is off the books; a "black ship." Boarding is ill advised; aboard are 40 Imperial Space Knights, locked in regenerative cybersleep, outward bound to a world facing a Sub-etheric incursion. The AI God pilot/navigator on board takes keeping this vessel's existence and mission secret very very seriously.
2. Scram fighter - interface vessel carried aboard military ships in groups of 20; most often unmanned these are small fast lightly armed unarmored cheaply produced fighter craft designed primarily to expand the sensor range of heavier craft.
3. Orpheus ship -a dedicated parasicence vessel for the specific purpose of deep Sub-ether study; essentially vast hardened mobile science laboratories with crews in the hundreds.
4. Vessel is a larger compartment from an ancient Swarm-ship vessel from the Colonizer war; 1 in 5 chance that up to (1d20) other component swarm pods exist adrift or in pieces within 1 standard light's distance. Up to 6d100 hibernating insectivroid soldiers may be locked in stasis inside if the vessel still retains any power. Negotiation will likely prove impossible

Unusual Ship Origins

High Anachronism -

- The ship is arranged in a bizarre manner, a sort of skeletal frame with command and drive sections that has various compartmentalized ship “pods” attached to that frame. A science vessel from sometime late in the “first empire” or perhaps more likely a very similar vessel from a Splinter.
- This is an advanced starship from the distant future
- Lost vessel from a long long long time ago
- Second Empire Clone Transport from the Second Clone War
- What appears to be a near copy of your own vessel, with a few specific differences Observing Splinter Ship protocols you maintain silence, but they attempt to raise you instead. They claim to be....you. From about 20 years in the future.
- Third Empire troop transport, 3 to 2,000 sidereals displaced. Aboard are 4d100 common imperial troopers of the era. Depending on their assigned task the Force Commander may or may not be reasonable
- Second Empire Mechanica faction trap ship (chance of containing one or more of the following Rot block, Robomen,
- Intact Second empire mobile StratCom, which has been trapped in a maintenance cycle for 20000+ years; within its hold are up to 1000 (Roll d10d100) Eliminator Units. If the computer is fixed or restored, all of those units will come online. The PCs will likely be hunted...or used to find the nearest “Shaper base” before the ship stages an invasion protocol. Could get dicey....

Splinter Vessel

Ship is not from this universe but from one of the infinite number of other possibilities in the Sub-etheric continuum. (see also Splinter tables pp XXX)

- Ship is an analog of the Player’s vessel
- Ship is an analog of a vessel many/most of the party is familiar with
- Ship is an analog of a vessel only one PC would recognize
- Ship is not an analog in any observable sense however
- Ship is from sufficiently foreign Splinter as to make analogs irrelevant



Ghost Ship - Alien vessel

- a. Vessel is that of a species/culture never before encountered by the imperium
- b. Vessel appears to be “ “ “ but
- c. Vessel is contact ship from culture that has recently discovered the imperium
- d. Vessel is scout ship from foreign polity that knows nothing of the Imperium
- e. Vessel is trading expedition
- f. Vessel is probe
- g. Vessel is military expedition to determine what level of threat the Empire presents
- h. Vessel is vanguard of invasion, expeditionary, or inspection force.
- i. Vessel represents some world's first steps into the Sub-ether.
- j. Vessel is ark or very large colony vessel from long vanished homeworld
- k. Vessel is an incubator vessel and, if functional, would not have been welcome to aliens
- l. Vessel is alien science vessel on a voyage of discovery, exploration, or scientific interest.
- m. Vessel is a refugee ship
- n. Vessel only appears to be a ghost ship. Consult again to determine true nature.



Origin

1. Near Beyond
2. Outer Rim /(the outer arm)
3. Inner Ring (beyond the Forgeworlds)
4. Far side of the galaxy
5. Satellite galaxy
6. Andromeda
7. Triangulum
8. Beyond the Local Group
9. Other side of the Universe
10. 10+ million years in the future
11. 100 + Million years in the past

The Asteroid.....

(gravity)

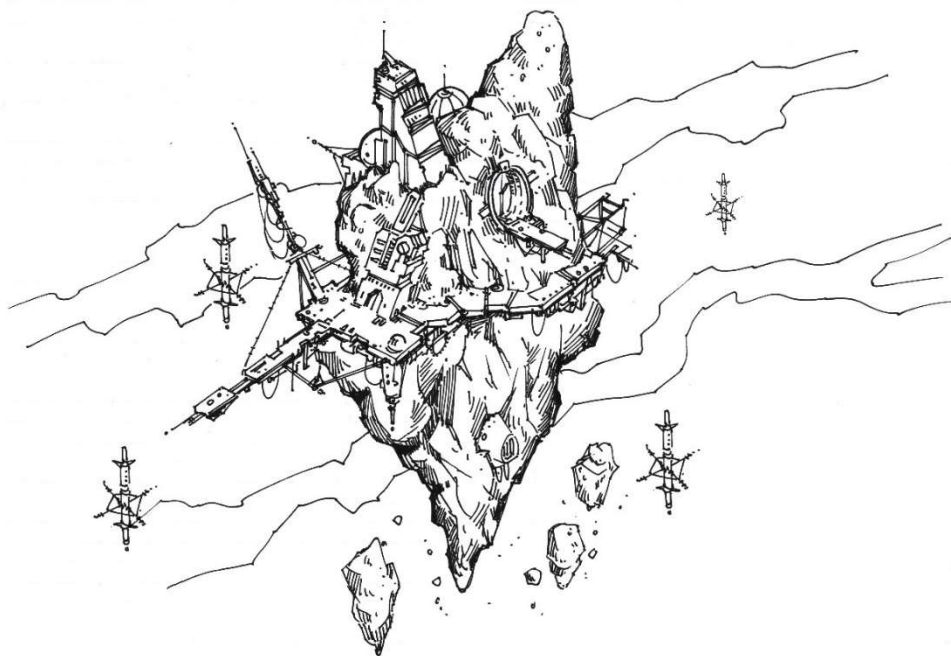
1. Is tumbling, in free fall with no local gravity
2. Is free floating in space but with no great velocity and minimal spin.
3. Asteroid masses sufficient to support minimal gravity, possibly with some minor innate spin
4. Asteroid has high spin, sufficient to create High G conditions on it's surface.
5. Rock has artificial gravity; seek within

(usage status)

1. Rock is partially hollowed out
2. Rock has been tunneled into at some point
3. Rock has been blasted open in places
4. Rock is fragment of other much larger asteroid that was blown apart
5. Rock is untouched by sentient appendages

(history)

1. rock has many straight corridors; was tunneled into extensively and likely core-mapped for long term use or habitation; atmo likely a vacuum
2. Rock was once spun up and terraformed but that was long ago. Most of the atmo has seeped away and what remains exists in frozen gasses in craters and ruin shadows on the surface and trapped in semi gaseous states in great sealed city caverns below the surface
3. Rock was used as waystation and refuel depot by pre-Starflight system civilization with access to the belt or rings.
4. Rock infested with various alien but dead forms in cysts throughout the asteroid. Once posed a threat to those worlds it encountered it has been in space too long and the seed within has long since died of vacuum exposure
5. Rock is hollow and supports or supported an internal civilization
6. Rock was battle platform
7. Rock was WorldShip



So You are Hallucinating in space table

It happens. The tanks are low or the fabber ios offline and you need that precious golden air. So you're about to die. Take a (final?) hit of oxygen (or whatever) space cowboy and roll a d6

1. Does your character know what a wombat was? They do now, as d7 of them are presently engaged in a life or death struggle to survive in the character's E-suit, pants, or whatever they are wearing. There will be screaming. A lot of screaming.
2. Every d12 hours you see strangers somewhere in your field of vision which then explode in a fireball. You never seem to get used to it though. But you know it's not really there....right?
3. You are absolutely gripped with terror that you may actually be a non-sentient cluster of krillopedes inhabiting a body resembling your own that only momentarily thinks it a thinking being. Alternatively, everyone is in this predicament
4. **Kommodore PAIN** chases you around an exaggerated 3+ dimensional gameboard of some game the suffocated is familiar with, trying to squish you with an enormous mallet labeled THE GOLDEN MEAN in Basic and Lingishtar; if it hits you, when it hits you, you will be quashed to jelly and this hallucination will be at an end.
5. **Oh, for Gr*ð's sake** – the elder swami has pulled you up for a chat. If your gender presentation is anything other than male or primarily maleish, it will use it's awful and generally nonexistent powers of hypnomeserdreggu to 'get with you.' It hates its' own existence and worst of all is a product of your own deranged mind, you unimaginative excuse for an astronaut.
6. **Your god is talking to you.** Nobody likes an atheist in a vacuum.

Gray – genetic reconfiguration Chart

The Vem, the gray humanoids of zeta 2 Reticuli were masters of genetic recombination, and indeed provided the foundation for many of the attributes later traded in some commodity in the First Empire's genetic exchange.

1. Useful alien attribute
2. Unusual fertility
3. Hybridization – hairline regresses, eyes become featureless black orbs, and they become emotionally distant
4. Devolutionary regression – organic humanoids might become 21st century terran humans or 15,000 bce Neanderthals, uplifts might become only partially bipedal,
5. Evolutionary acceleration – generally in favor of mind (1-3) or body (4-6)
6. Mutation

MAD ASTRONAUT'S RAGE – space madness table

Paranoïd – manifests as general distrust with one, slowly creeping to nearly all others then a feeling of antagonism and ultimately they are out to get you
 Manifestation time Pers – d14 hours

I AM A SINNER AND LOST GOD MUST HELP – within a span of weeks, perhaps days, the character affects a radical and somewhat hard to accept demeanor, wallowing in some obscure belief system, religion, cult, or irrationality from their juvenile period. Convinced of their own need to retack and seek redemption, itself a desire to remand the Big Questions and Decisions to Someone Else. Possibly very judgmental on their current or soon to be former companions. Hard to get along with.

SHE LIKES TO PARTY; NOT SIT AROUND b-She was a crazy bitch. She probably deserved to live in an era which better rewarded insane risk taking behavior in the name of art or a good idea or a cause or whatever the fuck she was into at the moment.
 Some era that rewarded passion. There's one for that somewhere right?
 At least by inferred behavior, the character is functionally a Maenad,

ARREST THAT CULTURE

Leaving the worlds is a mistake! We were not meant for space! Return to the earth! (or the City, or the Cylinder, etc) and turn your back on modern ideas like travel beyond your home world or system. Progress is a lie! Others should be told of this also and convinced (by force if necessary).

Most imperial issue rations will begin to taste funny afterward. Within months character likely begins to advocate or aggressively endorse a strange regressive 'back to traditions' attitude, idealizing some mythical and wholly fictional period of their home world or system's 'history' where things were Right and True, and They weren't round to ruin things.

Visitation to any imperial core world will attract the attention of imperial brain censors within d3 days unless of course it is the world of ideation.

STAY TOUGH

They JUST don't get it

Maybe they aren't really them or possibly they just don't have what it takes. IT TAKES GUTS IN SPACE and you know that you at least have the RIGHT STUFF but ... maybe some of your companions don't? At the least many of their ... employees, retainers, or possibly just friends or family are clearly raising the stink of survival and, well *it's your air they're breathing*. You're just going to have to space the questionable ones eventually.

ON THE EDGE OF FOREVER WHAT'S THAT TUNE

You hear strange....rhythms. Music possibly or maybe chanting or arithmetic. In the walls. Everywhere you go in the walls you hear them, louder and louder when you are alone so alone so loud that you cannot but hear them everywhere singing and calling and chanting and How you deal with this is up to you. Many seem to feel this reveals that they are somehow ... different underneath. Often believing themselves to be even a different form of Being, but secretly so. They may find themselves spacing anyone that notices anything odd. NO ONE CAN KNOW

7+ AAAAGH I MUST HEED THE CALL OF THE WARP MOON – time and the tides of the inexplicable omniverse pull and tug and sway at each of us, affecting the worlds in the atoms in our being below and the grind of the great galaxy clusters above....and now you are unable to get

the ever present and constant tug and sway of the spheres out of your head. After d5+level days of retreat from all manner of things, the afflicted will feel/hear/fixate/obsess on the 'clarity' of a call or beacon from The Warp Moon, an ancient spacer legend of a wandering lost moon, ejected from its orbit when it's mother planet was shattered in a supernova or similar hyper-energy event, wandering the space ways, in and out of the Sub-ether at will, it's ever shifting surface calling to the mad, the those who went too far out, or those who sought the void and then sought something more. The maddest of the mad hear the beacon, bringing them ever into the Sub-ether, always searching, but never finding. Many Jasons but never the golden fleece...

(d7) Faceful of Alien Wingwang critical

-Because humans aren't the only ones who repurpose other species

Use sparingly but to replace alien criticals and / or provide a...complicated alternative to rolling the body checks. Yes really.

1. <i>White anal slug-lamprey</i> , slides up your bum curls up and sleeps. When it's ready to leave it deposits d5 eggs in your upper colon and slithers free.
2. <i>Diamond larva</i> - weird conical shaped gold things, maybe five inches long, covered in a row of small pointy...teeth spikes with which it lodges in the intestinal walls. Eventually it drains critical nutrients from your body, and you start to suffer permanent stat loss
3. <i>The eye horror</i> A small black protoplasm, like spilled ink, maybe an inch across. It lives on the surface of the eyeball. It is mostly known for the three microfine pin-needles -also called "eye teeth"-that it uses to remain in place...and to dissuade its host from removing it. (the likely consequence of trying to remove it like a contact lens is a detached retina. ow.)
4. A small cluster of soft red spikes, piled atop each other, maybe a few ounces worth. Resembling red tinsel or possibly a small dog's chew toy, these can be ingested, or (by torturers usually) inserted almost anywhere in the body and it will have much the same effect.
5. <i>It's just an ovipositor</i> - massive (3 inch) hard brown seeds and it's not picky about orifice. It'll stuff it down your mouth if it has too. Less a parasite than parasitic.
6. <i>The Silthymax</i> - the whispering worm; lodges permanently along the duodenum; the creature is intelligent, empathic, and malevolent. It will bring it's host down slowly over years by speaking where no one else will hear.
7. <i>I'm not dead guys</i> - Hurt, the survivor rises on their own power, surprisingly intact, insistent that all is well. 1d6 hours later, 1 or more young will burst right out of their friend. Not dead....yet.

If desired, the Judge can pre-roll or determine which parasitic critters have which results to create additional consistency. Otherwise, assume ubiquitous gene swapping or evolution/mutation have created the particular incarnation of the parasite in question.

Social Dining Experiences Saurid & Insectivroid majority populations

There was a dull dozen hisses as blades slid free into the open air. Thrac'cik double clicked.

*"Are we fighting for our food again? How **does** this keep happening to us?"*

1. *Meals are social events; food is eaten raw and alive.*
 - a. typical insectivroid variations will be piles of small high protein crawlers and soil creatures, fast tank grown in custom vats (or on Caretaker majority worlds, grown from engineered life trees)
 - b. typical Saurid variations will be high protein animals of both higher order and mass which will be eaten alive. Choice of dinner animal and, bluntly, how messy it is to eat and how long it takes to die will be dictated by the Saurid culture outside. On a war-like and traditional non or former non-imperial world of red or orange caste Saurids, meals will become like unto social combat, a challenge of nerve and stomach likely tied up in both local fertility and gender roles. Non-Saudis (and many Saurids) may find such a violent and excessively cruel display *upsetting*. On a more 'civilized' world, the prey animals are likely small rodents or marsupial crawlers, often served with a variety of dipping sauces. A popular imperial Saurid variation peaceably breaks each rodent's neck before frying the head in a firepit for only a few seconds and eating it like a tiny kebab. (some Friggian and even Aesin populations will acknowledge a rich and heady depth of flavor, mostly from the dipping sauces. Non-Saudis eating such animals raw may have other problems down the line (DC 14 Fort save or become violently ill and possibly sick)
2. *Meals are combat.* Everyone might fight or mock fight for their food. Commonest on Red caste Saurid worlds, where the dinner shared will be some monstrously large dead thing violently cooked by repeated plasma blasts and possibly the application of termite. One on one challenge, the lower mass challenger has three strikes to land a bloody low on their higher mass target. If they lose they don't eat. (or old school, are then eaten – pre-Imperial Saurids, especially of the Red sun caste, did *not* fuck around.)
3. *"Solving your problems isn't our line. We deal in lead, friend."* All matters, and manners here, are remnants of a tarnished and collapsed warrior culture. Complicated hospitality rituals involving the obligations of those bearing arms and local affairs balance out with gratis lodging, and local gratuities, extending as far as table manners, who can eat what and when...and who eats better. Table manners in such a Kurosawa-esque *Failed Warrior Culture* (be it of the Age of War or the Age of Westward expansion) can – and will – easily degenerate into duels with equally complicated expectations and rules or simple drunken violence, degenerating into a sword or gunfight. 50% the loser gets eaten on Saurid dominant worlds. 73% on insectivroid dominated planets. Hope you're a light sleeper friend.
4. What is that? Some local variation of a Friggian Snow Serpent is served up and cut open, spilling tiny, jellied larva everywhere. It is however the fastest moving jellied larva you have ever been talked to (catch and) eat. Meal rapidly turns into a scavenger hunt. Anyone who lays a hand on the hollowed out serpent likely offends their host.
5. The *Tale of the Food* must be told, often a lengthy (20+ min) affair; if interrupted the Speaker **MUST** begin from the beginning again. Great Disrespect.
6. One or more dining guests (25% PCs) are ritually hunted for sport before the meal.

Quick Scenario Generators

basic session gen 1 - Galaxy Spanning Space Quest Voyages

Where must you go? (d14)

1. The Galactic Core -
2. Beyond the Rim -
3. The Sometow Expanse
4. New Orien Sector
5. The Imperial Coreworlds
6. The Neutral Zone
7. The Forgeworlds Autonomous Zone
8. The Yui-Laosh Imperial Free Trade Zone
9. SATO Space (Spinward Autonomous Trade Organization)
10. Gateway Sector
11. The Federated Imperial Co-Development Zone
12. Imperial Frontier - Rimward
13. Imperial Frontier - Coreward
14. The space between spiral arms
15. Above the Galactic plane
16. Beyond this galaxy

What shall be your guide/

1. The Black light beacon of Sagittarius A, lensing a stream of positrons.
2. A cryptic and indecipherable radio signal from a distant galaxy, millions of years old.
3. A small green marble that likes to talk a lot of dregg about pure evil. It tells you things though.
4. An alien box. Sometimes it tells you things out of nowhere that is has no way of knowing. They tend to be true. How does it know these things?

Who else wants the McGuffin?

1. A deranged Imperial commander who thinks you their personal nemesis.
2. A self-serving politician who puts their ambitions ahead of all else, including the Empire.
3. Shadowed remnants of a dead race on the rim.
4. The Spinward Autonomous Trade Organization
5. A vast cloud of toxic death and pure negative energy.
6. The Entropy angels - a team of six elite assassins; all at least work in the sleeves of cute young girls

Meanwhile on the Rim.....

1. A systemized transmission of possible intelligent origin has been detected
2. A second generation colony world dug up some kind of alien artefact
3. A colony or exploration vessel seems to have vanished; they are 190+ days overdue

10 important trade goods to put in your hold

1. Osmium steel
2. Rare Dulcinean psi crystals
3. Rare or unique Slimes
4. Platinum, adamantine, or mythrill
5. Dwarf star alloy, or other super dense collapsed matter
6. Bonded gene seed to a common but extinct species.
7. Acidalian saffron from the plains of Mars.
8. Ancient disks purporting to contain secrets of lost gods or demons
9. Protomatter base blocks in a suspensor-solution
10. Cryofrozen or temporally suspended gene seed for terraforming operations

Where is the Quest MacGuffin located?

1. In the hold of a vessel of the fleet of the Ghost Riders.
2. In the frozen tundra of Ishtar III/Terra, a closed world save for the Imperial Science Academy.
3. An ancient, long orbit comet in the Tanix system, actually a first Empire spacecraft
4. In an adjacent dimension or pocket universe
5. In a science station overlooking the event horizon of a black hole.
6. A lost data vault of the Second Empire
7. Irzibete - Planet of Black Sorcery; perhaps its eldritch library?
8. Black Ghost Sun - a star of the Sub ether with no known material correspondent. None who have journeyed there have returned though some who have come close but turned away claimed to see a ring around the sun. A ring of dead ships.
9. Deep inside an extragalactic Godbeast.
10. Beyond the Outer Gate - an immense alien stargate leading to the outer Rim, only now being probed by the Imperial Deep Space Navy.
11. In the Higher worlds - A Noosphere sector claimed by the Wheel called **the Ideals**. A realm of supposedly "perfect" forms, it has been held by the forces of clockwork order for so long none can say if they began as invaders or invaded. Opinions differ. Some obscure time magi cite the works of a Prehistoric philosopher who wrote of the existence of "ideal forms."
12. In long orbit around Quisarvijet - the so-called "Frozen Star" A bizarre amalgamation of dwarf star fragments assembled into a precise assembly and then partially collapsed to increase both density, gravitational depth and energy output, over what is believed to have been millions of years by any number of possible precursor species (the Imperial Science Academy has 12 leading contenders) - a highly energetic spatial anomaly is the result, heat and residual energy of all kinds absorbed into the conglomeration, creating a surrounding area of many lights that is functionally colder than almost any area in the observed galaxy. A "kelvin dark." Ships known to have misjumped too close to the anomaly have been known to have all power and signal ,,,and eventually life...slowly drained away

Unusual Heist Locations D4

1. **Syphora** - world of advanced parapsychical doctrines; a massive supercomputer coordinates a weekly event where the entire (7 billion) organic population syncs their biorhythms for 91 minutes. During that time the entire population of the world is preoccupied.
So imagine your surprise when your employer turns out to be the Syphoran government?
Much of the fun of this setup should be in the days / hours before the heist and possibly afterward depending on how it goes whilst they attempt to blend with the harsh Syphoran way of life, dictated by a panoply of newage style laws. . Beware the thetan police.
2. **Seoula** - Once a garden paradise of shallow golden seas under twin orange suns, now a blasted wasteland after the last Psychic War. Shifting land-seas of dust and ash wash over the few intact cities. Once every 344 years, the dual star system, the planet, two far moons, and two other planets come into conjunctional alignment; for 72 hours, the world's negative energy channels open, allowing undead and spectral horrors to spill over planet.....or transition into whatever nightmare realms disgorge them.
3. **The Vanishing Planet** - 499 years ago on this planet, an ISA experiment in nonstandard power distribution (using a variation of an ansible broadcast from one pole of the world to another to broadcast energy rather than messages) shifted this whole planet fully into the Aether. The remaining imperial forces on world attempted to fix the problem....and so six months later the world began shifting from one aspect of reality to another. One variation in the Sub-Aether after another. Next year the world will return, for one day.
4. **Stannixwayes** - An enormous floating secure vault, located behind 17 separate defense screens in the upper atmosphere of a turbulent gas giant, locked in a tidal orbit around the red giant Hydrax Major in the Imperial core. Sort of a Swiss vaults arrangement

Nebular encounter tables

1. Alien gas or plasma life
2. Energy based life
3. Nova shockwave
4. Debris
5. Excessive dust cloud
6. Magnetic anomalies
7. Visible light static discharge
8. Electro serpents buzz the vessel
9. Psychic scarring
10. Ruins of pre Nova civilization
11. Ark of pre-Nova civilization(s)

Ea hex determine

- Chance of sensor malfunction
- Chance of energy shield malfunction
- Chance of matter in hex making up components of macro scale "serial life form"

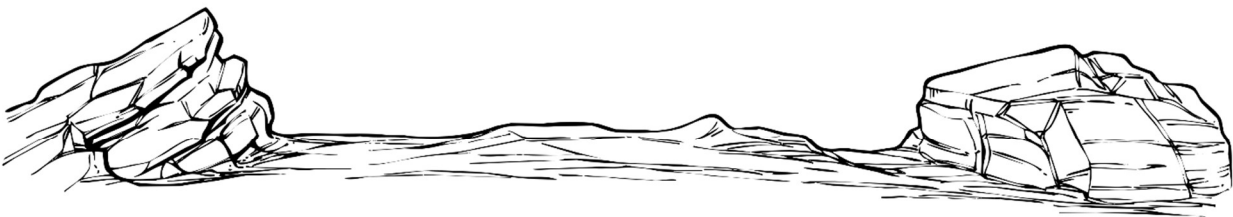
Psychic encounter tables

1. Breaking out – sometimes, especially on lower end worlds where there is insufficient infrastructure to screen, detect, and train such potentials, some especially talented would be psions experience a spontaneous outburst of power in a time of stress. These are most often greatly disproportional to any actual later ability and seem more to do with the amount of “internal psychic pressure” the Manifesting individual had accumulated.
2. In a practical sense this means that a zero level person, chosen at random, manifests a 1d5 level power with an action die of anywhere from 1d16 to 1d30 (default to 1d24 to keep it interesting). Sadly most such individuals do not survive the experience, or suffer such psychological trauma as to make them unfit members of society thereafter.
3. A psion, but most especially a telepath or empath, may on encountering such an individual, roll their psi craft die in an attempt to ‘reach out’ to them to help calm their mind. To successfully do so they must overcome the initial psi craft check but it is still up to the target to bring their effect down or not. Some react violently to such ‘intrusion.’ It is a known fact that psions aiding in this way most often leads to better post-break out psychiatric health for the new psion, should they survive the experience.
4. Leaky Thoughts – Somewhere in the urban environment, someone is planning a murder. Possibly a domestic homicide though it could as easily be someone planning – or briefing others on – a political or economically based assassination plot. One or more telepaths overhear the conversation and or thoughts of the leader or participants to such a meeting. Alternately, an empath detects the strong emotional vibrations leading up to the meeting and notes the abundance of cold, cool, collected individuals departing such a meeting afterwards. A classic SF scenario but with endless variations? Possibly best left as a complication to larger scenario, or something to do when the action (and the attention span at the table) drags.
5. Random Haunting
6. Disembodied seeks use or aid



Unshielded Vac/Space Encounters

- When the party is EVA, out of their ship, on a moon/rock/world with little or No Atmo
 - Instructions Once an hour or when the action drags Roll a d8; In space -2, on small asteroid +1, moon or planet +2; those in deep space roll at -1 (cumulative so -3), in a trace atmo +2
 - Movement in circumstances is slashed by half, or down to a third when microgravity is factored in.
-
- 3 Gamma Ray burst
 - 2 Solar Flare
 - 1 Cosmic Rays
 - 0-2 Vacuum and / or Vac dust
 - 3 Meteorite/Meteor Shower
 - 4 Crater
 - 4 Dust Pool
 - 5 Vacuum flowers
 - 6 Seismic quake
 - 7 **Tracks** (which could be millions of years old)
 - 8 **Dormant Mycospores, brown**
 - 9 **Soft ground**
 - 10 **Ice Field**
 - 11 **Dust storm**
 - 12 **Low Tech Ruins (roll a d10 1-4 Commercial 5-8 military 9-10 alien)**



Landing Party Complications

BLACK SITE BLACK SITE!!!!

The Imperial Navy has received authorization to sterilize the site and the containing 28.4 mi hex surrounding down to a micrometer. Antimatter is probably involved at some point. Fuck this Tom Cruise shit, unless you can save v. Gamma Rays don't even ask about survivability

23% of being flung to some far plane, planet, time, place, dimension, or game system, perhaps indefinitely. No save unless you'd rather be dead.

(Referee: play Khyber Pass by Ministry REALLY LOUD and theatrically tear up your notes if you are so inclined. Just for this hex though.

\Judging Galaxy Black



Well by now you've either recoiled in horror and are firing up that browser to post just the nastiest review (fair)or you are somehow wondering *How IN Space do I run this?*

Characters, power levels, and tone

Much like it's parent game characters are clearly products of their environment, either in embracing or rejecting it, but definitely a cut above and heroes, if not particularly heroic (cases vary). And then, somewhere around level 3, 4, or 5 (depending on how you run your games) suddenly Jack Kirby's New Gods, Walt Simonson's run on Thor, and the vast body of world mythology all would like a word. Because somewhere along the way it just got...cosmic. Again, however, this is just like it's parent game.

Imperial authorities as far back as Second Empire Technix StratComs agree – the most dangerous force in the universe (or many of them) is 2-16 diverse sentients working together against all outsiders. Most likely these are the player characters in your game.

Playstyle assumptions and campaign models

By default, Galaxy Black assumes the “Starship” campaign model; the ship the characters live on is the home base where many but not all adventures will happen. Encounters with other ships are primarily means of encountering others and other campaign types rather than space dogfights; Starships, being the large things that they are, functionally are (or should become) settings in themselves. More the Nostromo or the Warden rather than the Falcon.

Still unsure about this putting-your-game-in-space thing? We've got you covered. The Sub-ether doesn't have to be the sub-ether, it can be the Great Dark Ocean, or the Apotheotic Desert; a vast wasteland that must be crossed for story purposes, where you will probably not encounter anyone else mundane but must be watchful the whole time. Like the books says, *space is the ocean, the ocean is the desert*.

However, obviously that is not all you can do here.

A planetary or system model is one in which a particular world or worlds are detailed to a greater degree than would likely be the case in a starship campaign. This need not be a planet of course, it could be a moon, asteroid, comet, or wholly artificial satellite. But the environment remains constant.

Vance's Planet of Adventure,

Future development will support this model extensively. Unlike many supplements or rules sets of this type, Galaxy Black does not assume or dictate a particular avenue or storyline in play. While loosely focusing on the ten thousand tribes of space (and there are many good reasons for that) the wider game world suggested is designed to accommodate as many different types of adventure as possible. Indeed, while no rule set can or should be so exhaustive, an effort has been made herein to accommodate or encourage as many different kinds of science fiction and science fantasy role play as is broadly possible. While these broad strokes with periodic examples style of presentation may be off putting for some, perhaps even many, it serves the manner and intent of this book very well and is consistent with the style of early adventure games which was also both pleasing and by design.

Those good reasons are a few fold. To facilitate with ease transition from normal DCC gameplay to the setting and / or material in this book. And back. The superstitious nature of the tribes and their reliance on doing things themselves prepare them for the sort of adventures that normally go on in the DCC RPG just fine! So be not afraid to bring your new shipmate friends back home with you when you visit the folks in Punjar.....

Especially in a galaxy with 400 billion stars, every world is a campaign, every ship's voyage is a story.

Using The Empire, the Empress Imperium is in its own way a stand-in for our civilization today, specifically the U.S. of A. c. 2015 CE; a dystopia that is nonetheless very civilized and that without even thinking affords it's citizens and many of it's other subjects more freedoms and rights than have been available in any real history.

The Empire is, partially, a stand in for our world civilization today, in particular the western democracies (and the US)

- the alien legions exemplify the melting pot aspects of both the setting (and symbolically, the united states)

- a dystopia that is nonetheless very civilized and affords its citizenry & many of its subjects more freedoms and rights than have been available in most real histories.

Remember, The Empire, , esp. as the Empress has set it up, is COMPLETELY Hobbesian;

Player Characters and interface relations

In any continuing campaign, by the time any single one of the characters has reached fifth or in some cases even fourth level, esp. if they are in conflict with the authorities on a given world and are respected by their imperial peers and superiors, they may find themselves in a position to seize or be granted the titles of Space Lord of that particular world.

Not without a fight of course, in most cases, but this is one of the ways in which the imperium keeps relations with its member worlds...."fresh."



As a secondary point this creates over time the democratizing idea that anyone can be a space lord. The Imperium quite ruthlessly uses this meme to ensure the illusion of upward mobility – a necessity in a society where only the most risk enthusiastic, the most ambitious, and the most desperate are ever likely to leave their home worlds at all.

Styles of play

Gritty n Grotty

Everyone plays zeros, probably a whole sheaf of them depending on the precise circumstance. Almost no one levels, and those who do stride like gods over the rest. Good for gritty crime games and ultra-realistic violence where a single injury can kill. Survival in this game happens largely by avoiding violence whenever possible and fighting dirty at all times. A bit removed from core DCC but certainly possible – and very doable - with this ruleset. Probably best for one offs or pick-up games at conventions (where this is not too far from core DCC) or ‘neighborhood’ style campaign play.

Core DCC

The default assumption of these rules is one which builds on all aspects of core DCC game play. There is a steady influx of zeros into the game, often as hirelings, family members, or other associates to extent leveled characters, whose actions drive game play. Perhaps both a bit more lethal and ‘high power’ than most DCC tables.

‘Neighborhood style’

an add on to any of the above. In such a game the setting is almost a character unto itself. Many of the zeros as generated and many of the NPCs represent aspects of this setting. The campaign is the story of the setting as it changes over time, and everyone plays small groups or factions, and turnover can be high. If paired with Gritty and Grotty above you get something like a high tech version of the Godfather.

Pairs very well with the default campaign assumption (Spacers, see pp) where the ship constantly picks up new zeros at port. The ‘neighborhood’ need not be a town or even necessarily urban, but it must be a persistent setting that faces external and internal challenges and that is allowed to evolve and change over time.

Festooned with purple cruelties – Campaign types

Spacer campaign – the default as it reflects the assumptions made in preparing this book. The party is based on a large Spacer vessel that travels between the stars. Large parts of the campaign may feel very reminiscent of original series Star Trek or perhaps Star Trek Voyager in that many sessions will deal with traveling from point a to b when X strange thing happens on the ship or is let aboard etc. This requires no modification; you can roll randomly on tables from this book and go for years probably. Ideally, the ship should be well (and clearly) mapped as it will be the setting for many adventures; taking a page from the Starship Warden, it is best to think of the ship as a city setting, broken into sub-categories worked around what each section of the ship is best suited to doing. An example ship and how to develop it, the *Serendipity* exists later in this book.

The legacies game – this pairs well with any other campaign concept but some better than others, most especially those revolving around a single Noble House or those aboard a single Spacer vessel.

The game proceeds as normal but when a TPK occurs, the game en masse jumps forward to later in time, and picks up with those character’s descendants. In a Spacer

game, this could involve the first group salvaging a lost starship, getting it functional, and then setting out for the stars, later jumping forward to a more traditional Spacer game (above) – the ship's taboos, culture, and stories would revolve around events and characters from the first phase of the game. This would conclude until a second mass death (or agreed upon story resolution) and then jump again. While a lot of additional work for the Judge with the right group of *very* dedicated players this can be an extremely rewarding path of play.

See also PC Legacies pp One could start a Legacies game in places other than at the beginning using these tables.

Scions of a noble House - Either by creating one with input from everyone participating or selecting one from the book, the Judge starts the game with everyone as a member of or attached to a noble house. The game would track the rise (or fall) of said house and it's ever changing fortunes. A newly created house, a small petty house, or a once great house needing renewal are probably the easiest types of game to administer in an RPG setting where the players have agency. A noble game would be both much more 'high level' in feel as well as much more deadly out of the gate as all of the gear in the book would theoretically be on the table for themselves and their rivals, barring (maybe) some of the military hardware.

In a game featuring the Great houses, it is recommended that character creation take the form of each player with at least one noble, and the remainder of their starting zeros as retainers, servants, lovers, or other people attached to these nobles. The game would proceed from there.

Mixes VERY well with the legacies game above, and can be used to counter the deadliness of some of the tech somewhat. Remember that while nobles are in many ways functionally above the law they must keep up appearances and keep their hateful vile crimes in family and away from where the imperium can see. In most such games, actual direct violence may be far less common; XP for Goals achieved is both recommended and encouraged in this type of game for that very reason.

XP for Goal Advancement (alt experience options)

One of the counter arguments to the comparative disinclination this game maintains toward violence is that it makes traditional by the book XP accumulation difficult. I would agree. If a slower pace of advancement is acceptable this is not really a problem. If it is a problem however, it is suggested that the nature of the challenges overcome be broadened in interpretation with an eye toward goal achievement, if this is not a fact already at your DCC table²⁴.

In campaign games, and especially those where deduction and investigation are emphasized while violence and killing is not (Maleth Noir, most core world games, life aboard Imperial starships) it is suggested that the Judge fill out an actual XP chart and distribute it to their players, both to emphasize these are real options but also to prevent ambiguity and hurt feelings come XP time.

²⁴ In close to 6 years of DCCing I think I have knowingly encountered all of once a Judge who ran XP by the book. Me.

A fistful of Raygun Gothic - Aesthetics tables

"The walks were thronged with other people, people from hundreds of stars, thousands of worlds. People of an infinite variety of sizes, shapes, and colors, dressed in every imaginable and unimaginable fashion. Ambassadors, MPs, wives and mist couriers, calculator jockeys, topologists and graph men, office girls, hairdressers, janitors, pimps, you-name-it."

- Last Call for Sector 9G, Leigh Brackett



On imperial planets, current high fashion is perhaps best described as *faux elctro-Egyptian High throwback Raygun gothic*. A deliberate in-universe throwback to the golden age of the Third Empire, shot through with mixed threads of cynical optimism. Why pseudo-Egyptian? As colonial France and England regarded their conquests in Africa and the states of the Nile, a view of the ancient Egyptians as death obsessed permeated the mythology – here, though it is the result of the conquest of death. The ghost scoop and related technologies have synergized with various life extension technologies to provoke a kind of cultural spasm on the subject of that which they claim

to have conquered. In truth there is much imperial anxiety on the matter. (Of the six gods of the Imperial Cult, none among them are a god of death.)
For reasons thematic and plain fun, this manifests (to our eyes) as a kind of art deco flash Gordon.

Aesthetics²⁵

Older Imperial starships (and larger ones) tend toward blocky geometric shapes (lit. spheres and cubes) while more modern ones are saucers; vessels of the imperial navy appear as Euclidean solids and are generally quite vast in size.

Among Petty nobles and those who seek to emulate them - Lots of cloaks and capes, both ornamental, ceremonial, and casual/non-official; often classically cut custom fabrics from their world or culture of origin.

Imperial Fashion – Appears to 2021ce eyes as a retro 20s faux-Egyptian; lots of bobs, lots of silk prints and Modesty Blaise gothy ladies.

Respectable people always only go about with their heads covered; skull caps for the nobles and members of the Imperial body politic and cloche hats amongst the well to do humanoid citizen; High society types wear headbands and covers even when entertaining; and scarves - always lots of diaphanous scarves, most often to signify wealth.

Respectable people (citizens and citizens +)

Roll or chose up to d5

1. Bobbed head covering
2. Silk prints
3. Retro 20s Egyptian
4. Jewelry or jeweled wearable tools
5. Stylishly gaudy bags

Always roll on Head Covering Table

1. Skull Cap
2. Cloche hat
3. Headbands
4. Scarves
5. Pith helmet
6. Fez
7. Tam
8. Turban

. Face coverings table

1. khimār
2. mask
3. Veil

Among Petty nobles and those who seek to emulate them - Lots of cloaks and capes, both ornamental, ceremonial, and casual/non-official; often classically cut custom fabrics from their world or culture of origin.

²⁵ Forbidden Planet, Flash Gordon, Colonial Egypt, Art Deco, Cloud City, The Shape of Things to Come

Clothes

Waist Adornments

1. Belt
2. beads
3. Girdle
4. Sash
5. Scarf

Feet

1. Anklet
2. Bare
3. boots
4. Sandals

Hands

1. Bracelets
2. bracers
3. Metallic or ceramic gauntlets
4. Elbow gloves
5. Tool gloves
6. vambraces

Eyes

1. Blindfolded
2. Surgically hidden
3. Observation cameras
- 4.

Body clothings –

1. Bare
2. Daishiki
3. Kaftan
4. Niqab
5. Robe
6. Wrap

What does the Imperial Citizen of the Core wear

single colour scheme (Deltas: brown and grey Gammas cream and white, Beta green and mustard yellow, Alpha maroon and light pink,)

well to do wear turtlenecks, apron style tabards, and skirts or bell bottoms

the very well off wear their collars loose, everyone else neck tight, often with id ornamentation or credentials

wear tights and boots or clogs

data access is plain and appears as simple jewelry

Imperial naming list

Arik, Dahliah, Deah, Deeta*, Del*, Delialah, Dev*, Duarte, Iberehem, Kerr*, Khalifa, Leiji, Orson, Razan, Roj*, Saeed, Saavah, Tel*, Ven*, Yusor, Xan*)

(First or given) Dahliah, Deah (likely pronounced Dee), Delialah, Iberehem, Khalifa, Leetah (oft Leeta or Leta, also Lyta), Leiji, Mustafahr (Mustaf, Mustafa, Mustafi, etc.) Omar (Omara, Omari), Orson, Razan, Saeed, Saavah, Yusor, Zalome' (many variations, most commonly Zalom or Zalomei) Zevram (many variations)

(Family or otherwise)Runides, Solore (Solonne),

(other family or otherwise) Li,

(prim. gendered male) Del, Deeta, Dev, Kerr**, Rog, Tel, Ven,
(foundation-blake's inspired - family or otherwise***)
Chel, Klegg, Stot

* it's entirely possible that these names descend from Second Empire naming conventions. :)

**sometimes, the 'family name' spot will be the planet that one's ancestors hailed from, esp. if it bespeaks clade, or cultural associations or if the world is no longer....extent or the same. (Exiles, those who have lost their home worlds, etc. often take such or descend from those who did)

More common names and variations

Danyael (Daniel)

(Danel, Daneel, Daneelle)

Leetah (oft Leeta or Leta, also Lyta),

Mustafahr (Mustaf, Mustafa, Mustafi, etc.)

Omar (Omara, Omari),

Zalome' (many variations, most commonly Zalom or Zalomei)

Zevram (many variations)

(Family or otherwise) Chel, Klegg, Li, Runides, Solore (Solonne), Stot

Clan, confirmation, clade, or family name or world of origin follows given name. Sometimes, the 'family name' spot will be the planet that one's ancestors hailed from, esp. if it bespeaks clade, or cultural associations or if the world is no longer....extent or the same. (Exiles, those who have lost their home worlds, etc. often take such or descend from those who did)

(*Second Empire naming conventions were gendered on many planets; these names were prim. gendered male - Del, Deeta, Dev, Kerr, Rog, Tel, Ven, Xan)

Imperial culture - Coreworlder names (third empire classical)First

Alik, Allik, Arkady, Asi, Atric, Avari, Dal, Deeta, Dev, Fen, Jean, Janov, Kerr, Lathan, Preem, Ren, Roj, Sura, Tel, Tomaz, Tor, Val, Vari, Yuri

First, specialized (gendered, or specic, or whatever)

Alta, Aura, Bel, Beyta, Bran, Daneel, Dayna, Gaal, Gan, Golan, Han, Hari, Harla, Jenna, Jord, Kally, Liisal, Maja, Majra, Olag, Omar, Poly, Rashell, Salvor, Ven, Villa

Last

Arco, Artix, Avon, Bercol, Chen, Choy, Compur, Deca, Deever, Deldom, Eidon, Foster, Gan, Glynd, Hardin, Ibling, Krell, Lii, Lin, Mallow, Mellanbe, Mons, Morag, Nile, Nova, Palver,

Payter, Pelorat, Prell, Raiker, Ravella, Restal, Riose, Seldom, Sleer, Stannis, Stel, Stot, Tarren, Tarrant, Transus, Trevize, Tycho, Vargas, Varren, Yolen,

Coreworlder names derived from Golden Age Roots (2nd age of space)

Alik, Allik, Asi, Atric, Awthor, Awethorne, Ellensh, Eyton, Gec, Genid, Gy, Hawth, Inest, Ineste, Kas, Kes, Lemshaw, Lenshaw, Lensha, Lenshae, Leyto, Mali, Matan, Nest, Nesta, Nesti, Nidy, Orta, Orte, Orzab, Orzats, Pa Treck, Patric, Prad, Rad, Radi, Rezal, Rezals, Tani, Tavia, Tega, Zebul

Coreworlder names derived from Golden Age Roots (First Age of space)

First (genderless)

Andre, Arkady, Jean, Ren, Yuri

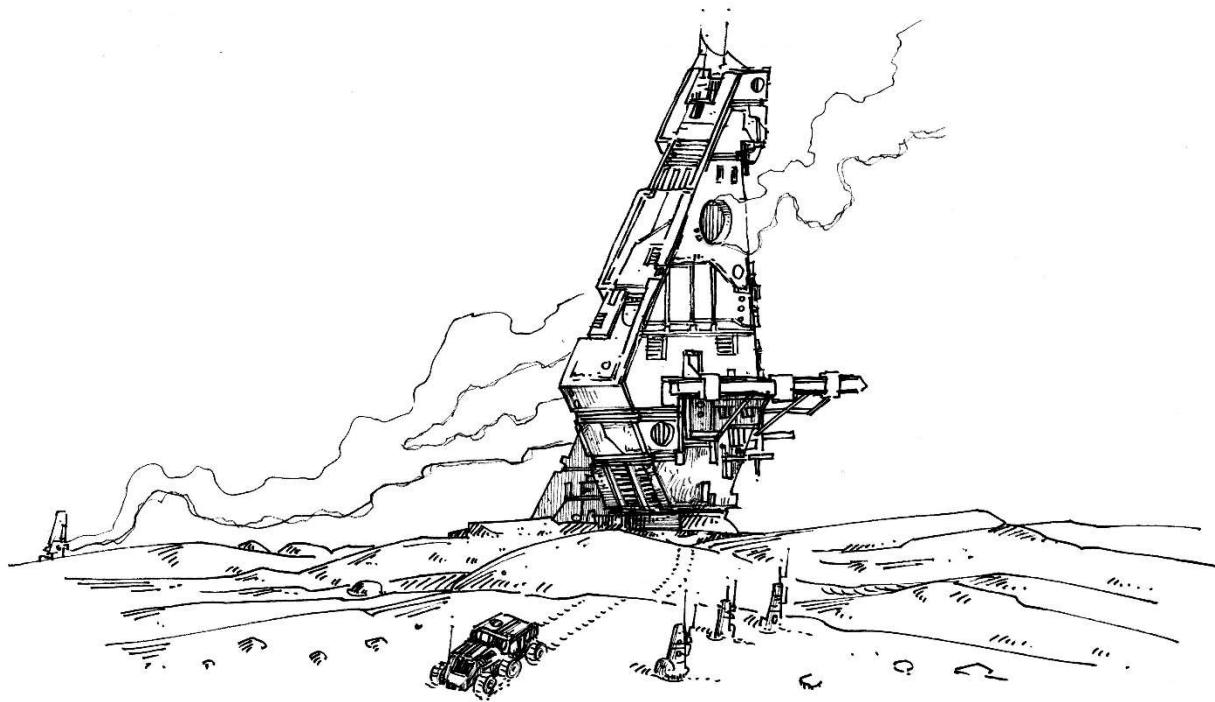
First (specialized or gendered)

Bran, Dayna, Golan, Han, Hari, Jenna, Olag, Poly, Valtina, Villa,
(Lineage/Last)

Chen, Choy, Doris, Deever, Foster, Lin, Lu, Nova, Tarrant, Tycho, Vargas

ethnic Saurid names – Lazzat, Sakathat,

“ Insectivroid names - Sri’keet,



Architecture and Art movements

1. second empire geometrical brutalism – hard right corners, unadorned walls and smooth flat gray surfaces. (also see *Second Empire tables* below)
2. “Modern” – architecture impossible without Gravitics
3. The Sterile Aesthetic – crisp white walls, recessed control panels, bright total lighting
4. High Imperial
5. Classical Golden Age style – (Art Deco, toga parties
6. Neo-modern; a blend of High Imperial, Classical golden age, and “Modern” (detailed above)

Second Empire tables

Personal Identifiers – bar code or other branded mass reader system; uniformity is enforced

Clothes – generic, recyclable, disposable; unadorned, unadorable; no pockets or conveniences. Often ready wash. Some are printed out of fibers that break down naturally into powdered carbon in 24 standard hours. Often colour coded for caste, rank, or other identification purposes.

Coveralls

Jumpsuit

Paper wardrobe

Ornamentation – none to speak of however, semi commonly work implements took on a similar role where needed

Control collar

Data thimble

E-Monocle

Architecture – built to last, be repurposed, dour and grey, simple hard geometry. Lots of straight lines. Curves only where needed by purpose.

Brutalism

“the golden age of ferrocrete”

The colour gray

Second empire naming conventions

-anar; second empire (Martian/Loyalist era) naming scheme for “unknown, presumed alien geneline” Slaxxanar, Xixxanar, etc.

Post Second Empire/Early Third Empire common use names

Often names of elements or their Periodic abbreviations. Cobalt, or Pu

First Empire tables

Personal Identifiers & Clothes –

Jumpsuit in primary single primary colour

Primary colour based black uniform

Tailored dress that reveals more than it conceals.

Elaborate multi coloured robes, kaftans, and daishiki

Ornamentation – uncommon; those who do however favor elaborate ear or forehead jewelry, or sometimes a jeweled torc of some kind. Otherwise, the necessary implements for one’s trade are commonly worn where appropriate and desirable.

Architecture – brightly coloured and purpose built

Bizarre culture memories of the First Empire

Silver lame’ jumpsuits

Blue means science

Red means

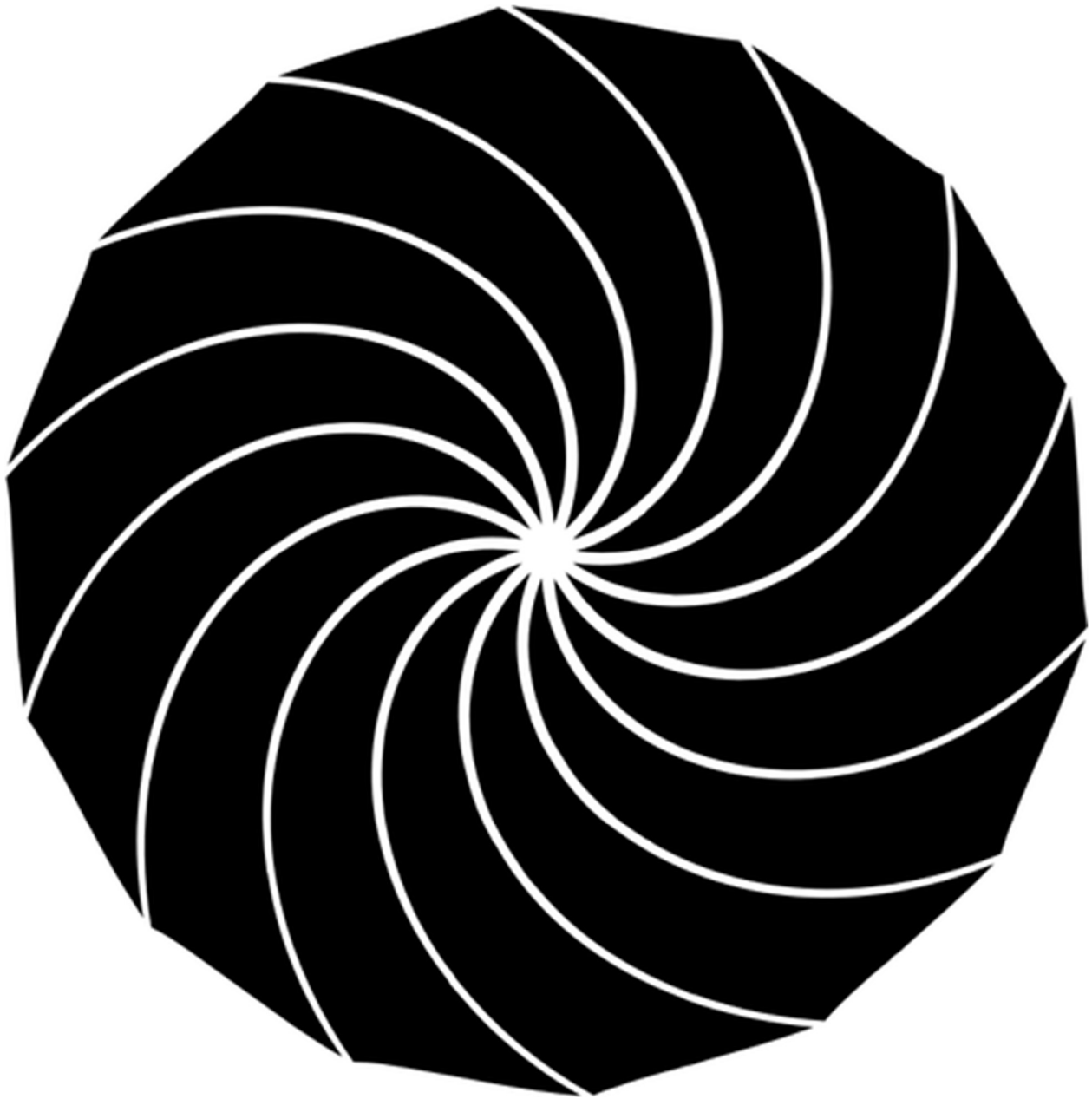
Yellow means

Remembered First empire naming schemes

Sveta, Tina, Val, Valentina, Tom, Tomas, Yuri

Armstrong, Gagarin, Tereshkova,

___The Collapsing Universe___



Imperial parascience will tell you that phenomenal time has unfolded in the Collapsing Universe since it's demonstrable inception 18.3 billion Sidereals ago.

Welcome to the Collapsing Universe

The Collapsing Universe greatly resembles our own in some respects, especially locally, and diverges greatly in others. It is an older universe, some 18.3 billion years of age, and more importantly it is an oscillating universe. For the last 64,958 Sidereals that universe has not been expanding, but in fact, it has begun to contract. Space itself is, by degrees, growing....smaller.

But that is not all.

Spreading like a disease through the **Toum-Var**, the barrier between the physical and immaterial halves of the Collapsing Universe, are the billions of metaphysical energy channels that make up the Sub-ether, allowing time acausal (faster than light) travel, and voyages into the limitless **Otherworlds**.

The Sub-ether transits through the invisible worlds, the realm of spirits, of memory, lore, the dead, and more. Any conceivable physical universe is theoretically contained somewhere in the sea of energy and possibilities that are reachable through the Sub-ether and is thus reachable provided you know the way, dive deep enough, travel long enough, and know when to rise to the “surface.” Imperial technology utilizes the ‘Gravity Drive’ to achieve a kind of tunneling into the Toum-Var; One may jump into the Sub-ether only to find already extent many discreet layers of differing depth and pressure between them...and other realms besides.

The Sub-ether is the end and the beginning; an eternal and primordial realm of constant flux both that which overlaps with the physical reality and that which leaps far beyond. The mega flow takes the form of great limbo ‘winds’ which shape and sculpt that which it encounters, unrestrained by the limitations of material reality. This phlogiston-like flow tunnels down from the Higher worlds, on their way yet further down to the lower planes. Countless ghost shapes, memories, intrusions from other realities, and countless other passing spacecraft cut through this domain, creating micro reality storms in their wake and interactions, and Flow Vortices are common where these interactions occur.

it is not a reality that is forgiving of those who trespass; the raw power of the Phlogiston will warp, change, or destroy those unprotected who are exposed to its chaotic might. Many other planes also add pressure to the Sub-ether, most notably the realm of ideas, thought, and psychic powers called the **Noosphere**. With every passing generation as the number and power of psychics within the imperium grow, so too does the Noosphere itself draw nearer.

Compression Pressures – the Entropic Condition

This affects the local universe in a variety of fundamental ways. Cosmologically, the scale is swinging toward chaos. This shows in a thousand little ways; magic and sorcery, so rare in imperial traffic a thousand years ago are commonplace again as they are said to have once been of old. Across the Imperium, if one could perceive, one might note an increasing prevalence of hauntings, ghosts, and strange occurrences; especially in the oldest most settled, places of the empire.

Every sidereal it seems more Splinters are discovered and charted, quite by accident. Sooner or later, the Imperium is likely to ‘adopt’ one of it’s more well trafficked alternate worlds.

As the galaxy reaches a state of complexity it has not known in millions of years, old threats begin to seep out of the cracks in the foundations. Ancient evils, and the most persistent ruiners.

In this age, the Forces of Order will try to recruit you to fight their wars. Hell, itself intercedes on behalf of the Imperium, so long as it serves hell's aims. In distant and ancient halls and spiral pathways, preparations begin for the next great struggle of Metacosmic order, law and chaos, reason and hate, madness and somnolence.

Judge's notes – the Sub-ether

To a certain extent, every journey between the stars is a literal journey into the underworld. Judges consider this an invitation to dial up as much or as little as you see fit.

Remember A vessel's drive rating is both the maximum Sub-ether depth and so a measure of how fast & far the vessel can travel. Though unless you are keeping track of movement on a hexagonal grid (or whatever) this can (and should) be freely abstracted. Extended travel through the Void and the Sub-ether should create a sort of fugue state with regard to the rest of the universe ... so much the better when they land in a splinter of their destination or what have you. Additionally, it contributes to each planetfall being an experience. Going to a new world should be like visiting a new plane for the first time – much will be familiar, and much, very well may be different. Voyagers band together because they have no one else. When time and space become increasingly relative in your travels, only those with few ties to home will ever really leave.

Also, there is nothing stopping you from using the Sub-ether itself in your planet bound DCC adventures either. Stripping out and reflooring the tech gives you something more akin to “2e AD&D in space” – and of course you can squish it all together just fine, the Sub-ether can handle it. (In conception, for those of you using or borrowing elements of Le Grande Wheelies cosmology, the Sub-ether is the “backdoor to the inner planes”. See **Book V.**)



Remember in the future **EVERYTHING** can be recycled.

The Empress Imperium

“.....In the second case, we will face perhaps ten, twenty, or even all fifty Outer Worlds, each with a slightly different variety of Man. Fifty humanoid species, no longer united against us, each increasingly adapted to its own planet, each with a sufficient tendency toward atavism to love Earth, to regard it as the great and original Mother. And racism will be dead, for variety will then be the great fact 'of Humanity, and not uniformity. Each, type of Man will have a world of its own, for which no other world could quite substitute, and on which no other type could live quite as well. And other worlds can be settled to breed still newer varieties, until out of the grand intellectual mixture, Mother Earth will finally have given birth not to merely a Terrestrial, but to a Galactic Empire!”

- Isaac Asimov, Mother Earth

The Empress Imperium \Dynasty of the Empress Imperium

The Empress Imperium is the informal but common name for the imperial era represented by the dynasties established by Vaena Martel I, in the aftermath of her Reconquista of the Sunset Empire.

The Empire is unity, but it is also assimilation. The Empire is civilization, but it is also oppression and control. The Empire seeks to aid those who aid it's aims while steering the galaxy toward an unknown future.

Executive overview – the quick view of how this all fits together for the Judge

The Empire is comprised of the Great Houses, the assembly of lesser houses, the Imperial civil service, the “executive” branch (the office of the Empress which right now includes two secret police, a variety of blackest security secret tech, (SPACE DARPA), the Deep Space Fleet¹, the Inner Systems Fleet², Etc. (but list all essential power blocs of the current empire) The office of the empress also by tradition controls the Imperial Legions³. The office (more traditionally, the Empress) Also reserves the Right of Atrocity. The **Doctrine of Imperial Atrocity** establishes legal precedent for deployment of existential threat level weapons is reserved for the Empire not its worlds or people.

¹ The Deep Space Fleet, more formally the Extra Imperial Survey (EIS, formerly the Imperial Extreme Survey, and before that the Imperial Deep Systems Fleet)

² The Core is the home of the Inner Systems Fleet, (also called Naval Homeguard, the Red Fleet, the Imperial Near Systems Navy or Imperial Near Space Fleet (INSF)

³ There are 2,572 Imperial Legions as of 11,020

-67 Clone Legions - 3 of them created in the last thousand years (one a legion of empress clone amazons), (one perhaps created from genetic material secretly collected on Jaldapor), and finally (one commissioned in 11,019)

-667 Species Integrated Legions (Xenolegions) - one created late last year (11,019)

- 1,837 Species or World Specific Legions drawn from various subjects of the Empire. These are not some kind of homeguard, they are just non-integrated. At this point however it does tend to prim. Consist of species that are unsuited to mixed duty or where mixed duty would be less efficient etc etc. (basically it if makes more sense to do it separate then do it separate); this includes dedicated duty Legions like the Science Legions or the Psi Legion.

The present Empress holds her position in the outer core system of Tanix, the present imperial Capital, in the Gateway sector formerly the Pleiades sector.

Third Empire inheritance – The Empress Imperium inherits much of the government structure and laws from the Third Empire, as recognized by the **Second Venux Compact**, sort of the magna carta of the Imperium

The purpose of the compact is to lay out the rights and obligations of imperial family and nobility alike yes but it's primary legal purpose is to outline the specific rights of citizens, a tradition that dates to the ancient **Imperial Golden Age**

This golden age is (in-universe) a highly fictionalized, ahistorical accounting of "The First Empire" (Combine Camelot, Star Trek, etc. etc and you get the vague idea for what the Imperium considers it's "lost golden age", here at the dawn of interstellar history from the Imperial standpoint.)

However, it has been over for 50,000 years.

Time

Imperial timekeeping in the Empress era is done in Sidereals (descended from the Teragen year) itself, in the core, broken into 52 Progressions, or Progs, each 168 hours long. A standard imperial hour is defined as the time required for light in an unwarped vacuum to travel 1.1 billion kilometers. For administrative purposes a Sidereal is broken into quarters called Quadrants.

Time aboard a traveling starship is tracked in date from last port.

Formal timekeeping is kept per the Reconquista Calendar, it is presently 957 Sidereals since the Reconquista calendar began.

In practice most of the imperial core still uses the Third Empire calendar,

The current year is r.c. this corresponds to 11,021 of the Third Empire calendar

The sidereal as a unit of time dates to the biorhythms of old Teranaya, but as a unit of temporal measurement it is as old, and as widespread, as basis of modern Basic, Transjovian¹

(Where it is convenient and useful to do so, assume that this book exists in a language that is a stand in for "conversational basic soyuz" (or Basic as the rulebook would have it) with a great many loan words and concepts from both the Lingua Exterre, and old (common) second empire era interworld.)

Privacy

The moment one steps out of the airlock onto an imperial installation, is waved through an imperial checkpoint at the local Starport, their individual biometrics are scanned and assembled. The empire maintains full biometric profiles on all of its personnel, employees, contractors, agents, citizens, businessfolk, in a direct or service or subsidiary capacity. The profiles are detailed sufficiently to be given their own security clearance level; to do otherwise could prove disastrous in the hands of a sorcerer or seer to any and all imperial citizens and personnel.

Deep in the imperial core things are less restrictive; most citizens have the equal ability to look into the biometrics of others as any other citizen, with all of the creepiness that

¹ And dates from the same period; sidereal here deriving from the Conference of Sidera, an ancient gathering of four of the moons of Jupiter to establish a basis of order. Even then the office of temporal mechanics insists it is a loan word from an even older, pre-spaceflight language. Transjovian evolved into Old Solar and then into the modern Basic that we have today.

that entails. Perception filters, it should be remembered, are also commonplace in the core.

Especially in the imperial core, many imperial citizens (who have established rights by law though of course not as many as the aristocratic among them) flaunt this by dressing in a fashion that conceals as much of their face or other identifiable aspect as possible; while only quasi-illegal, culturally this is what amounts to encroaching on noble station.” Nobles do not go about with their faces bare. At least somewhat this is tradition dating from a time where anti-surveillance measures were not as developed as they are today. Nonetheless, a member of the nobility would never go about “barefaced” – to be barefaced is to be suspect, and not trusted.

Music

Thump or Thumpa – one of the oldest forms of music; its name is onimono poetic; functionally any kind of beat & bass music, from house, to dance, to electronica to rap fits into this BROAD category. But it’s common enough to be imperial wide, being so simple. Almost every world has a local variant or 3,000. Variety is in the obscure and the remix and artists that are functionally critic-DJs create entire musical movements with their distributed mixes.

Navigators are notorious for being picky about this particular variety of music.



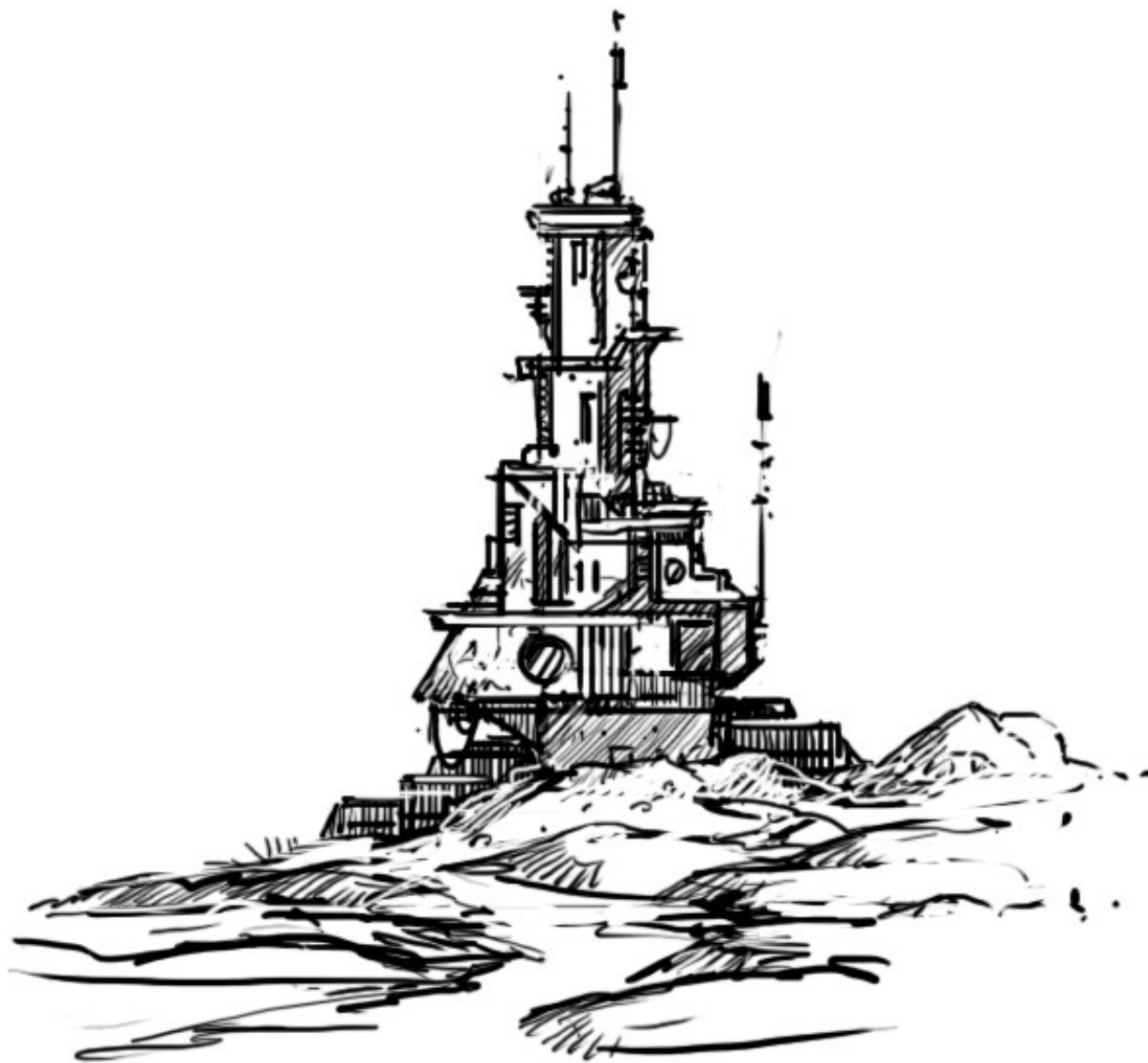
Noirish Thumpah from Maleth Noir is alternately reviled or loved throughout the galaxy – the locals are so inured to an absurdly large constancy of loud noises that the beats are accompanied by what to foreign ears sounds like an air raid siren or some variation thereof. Often repeated monotonously. A joke, which actually began under Noir, suggests that “only the constant screech of imminent sonic attack keeps our attention on the music long enough.” Traditionalists call it “Screech” and insist it is not music.

Imperial culture artifact - The disintegrating cosmonaut

A pop culture image of a very primitive pre-video / animated astronaut slowly being taken apart by a bombardment of particles, particulates, or rays, depending on depiction.

Variations on this theme have been found all across core space for at least a thousand sidereals prior to the Sunset Empire and almost certainly long before that. It is, or it has become, long become a symbol of imperial endurance, a persistence in the face of annihilation, though contextually it can mean failure, the void, death, or any number of other things.

In its oldest depiction a two dimensional crude vector animation of an astronaut, facing upward, as streaks of dots – lights, particles, or whatever, are flung at them from above. Very often depicted as that astronaut with four rows or ‘beams’ of such dots, implying constant fire or bombardment. In the original animation the figure is slowly taken apart, bit by bit by the coming dots and rays.



A history of Empires

The “*First Empire*”- exists only as a semi-mythical golden age at the dawn of prehistory

“The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy.”

- H.P. Lovecraft, the Call of Cthulhu

“To understand how such a rigid order dedicated to the destruction of the individual will came to be as the Second Empire was, one has to appreciate what came before it.

Regardless of whatever form the First Empire did or did not take, the events surrounding it's collapse were of such a disruptive state that even as we now in the new Imperium are only now achieving the same heights that the ancients did, we know shockingly little in terms of hard fact. No matter.

The rise of the Second Empire is seeded in the eight thousand years that came before it. A time of deepest terrors. The successor states that crawled back from the end of the First Empire unleashed world shattering weapons upon one another until no multistellar polities remained in existence. As above so below – the higher worlds were equal much in a state of deep reorganization and chaos as well; the end or perhaps beginning of an era.

The survivors just wanted order. Reliable facts. Predictability. What they got was progress and the genetic congress and a freakishly over planned interstellar society where only the very educated or the very well off were not treated like at best animals and at worst meat machines. The various pro-tech factions that rose to oppose this order, regardless of what horrors they eventually unleashed, rose first in the name of outrage, that life could be reduced to such a common denominator.

That argument did not last.”

- From **A History of the Rise of the Red Empire**,: *Mars, the Tempus Aresh, and the genetic tyranny of the Second Empire.*

The “Second Empire” – famously existed for 20,000 years but only in name and propaganda. The Martian Empire sought to reunify the old worlds of the First Empire. It's history was one of massive biological manufacturing and bioengineering; the second age of terraforming. Eventually gave rise to the Mechanics faction amongst those in the far colonies who resisted imperial rule (more accurately desired home rule but initially sought no challenge to imperial authority) which within centuries became a civilization defining conflict between those who favored created biomechanical determinism and those who favored cybernetic augmentation and advanced AI. In time the conflict nearly destroyed the empire; it's longest most stable period was one of epic ignorance and repression wherein most FTL spaceflight was banned, and the Navigator families had fled.

The *Starbird* – longest lasting and most recognizable symbol of the Second Empire, in particular the post-Martian phase of the Empire, utilized primarily but not exclusively by the mechanics factions

In many ways the Second empire was the ultimate ‘reductionist’ empire; all life forms within its ranks were considered not as individuals but as work and economic units. A form of mass collectivism where all are cogs in the machinery of the nobility, who stood as the exception to this (for the most part).

The empire's attempt at mass language (the first strains of interworld) date from this period and so the rationale for it's rough but basic and flexible syntax and grammar becomes clear.

As in so many other ways, much of what defined the Sunset Empire, and the Empress Imperium is in opposition to the Second Empire ‘ideal.’ Individuality is accepted and celebrated, but all as part of a greater whole. In the empire itself competence and duty are the end of all things and those who exemplify either are allowed and to some degree encouraged in their eccentricities.

The *Sunset Empire* – the third empire stood for ten thousand years, before stagnation and decay fell to internal strife and slowly dwindling away. This was the ‘ansible empire’, and ultimately the onset of FTL communication served to limit & restrict, not expand, the imperial border.

The *Empress Imperium* – was founded by the conquest of the imperial remnant by Vaena Martel I. Depending on your perspective, it is the third (or fourth) such polity by the name Empire overlapping the same volume of space, the latest dynasty of the Sunset Empire, or merely the latest incarnation in an Imperial Strain that goes back tens of thousands of years. Most subjects think little of it, but few consider the Sunset Empire a wholly separate affair, regardless of the truth of the matter.

The Empress Imperium has stood for less than a thousand years but has achieved or exceeded the volume known to the furthest extent of the First Empire.

This is many thousands of years beyond the death of anything you have known. It is a strange and violent time, but also full of wonders and daily miracles. Some more literal than others



Information correction

“It’s not right.”

“Behave. It’s -somewhat- how the Empire has endured ten thousand years.”

“Has it? Has it really? How much of what we are told is propaganda?”

He clucked his tongue.

“Does it matter? The Data says the empire has stood for ten thousand, eleven thousand years. The Empire Never Fell. It could be 200 years old and feeding us lies but the lies are consistent enough to make the illusion real. Either way The Empire Endures. Now get to work, you’re on report.”

- 2 imperial bureaucrats, deep below Luna, c. 10,000/Third Empire.

A Galaxy turning Black

The very fringes of the empire, A far listening post, an ansible station launched at relativistic velocities in real space above the galactic plane at a parabola, to serve as a Far Nav Point.

Since coming online it has noted a curious phenomenon, observable light from just after the dawn of history c. 50,000 years ago from the imperial core seems to be reduced somehow. Over many hundreds of years it has been observed to be an expanding yet inexplicable phenomenon.

And it seems to be expanding with the old First Empire.

The “Missing light” problem – when viewed from a great distance, well beyond the common Imperial border, observation of the old imperial core reveals a strange phenomenon. Both in terms of visible light and in other EM spectra, something is scattering or dimming such emissions, or the visibility of such, in an area corresponding to the very center of the old Imperial core.

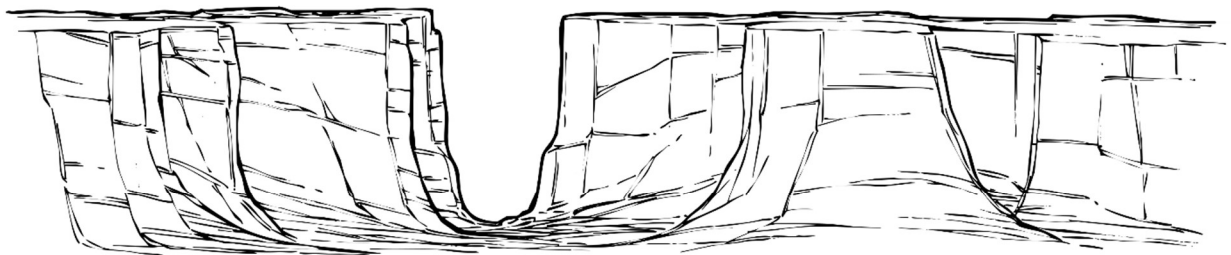
Encounters on Imperial worlds – the psionic initiation cult

The “initiation cult” is as old as history. Like the ‘occult lodges’ from the swirling mists of prehistory, they are a varied phenomenon that has many common features, regardless of how it plays out across any of dozens of imperial worlds that produce this sort of thing.

The initiation cult, at its most basic, offers (often a pseudo-religious) ‘transformation of self’ often with the implied end goal of the ‘initiated’ attaining or unlocking their psychic powers. It’s an idea rich in imperial-myth history; many of the respectable psychic monasteries of the modern age were founded in precisely this manner.

Today not so much.

Commonly the cult leader maintains a cult of personality like status, either a psion, one claiming some sort of mystical pedigree. Some can truly be said to be fronts for more traditional criminal enterprises, but most are simply desperate imperial sentients being taken advantage of by a con artist or similar info-criminal.



Social Issues Facing the Empress imperium

Alien Imperials

Slowly over time the inevitable building divide between those who think entirely in terms of the imperium v. those who think on a more planetary scale (either singly or in groups sharing common elements) is intensifying. The current Empress' interpretation of "all the Galaxy is the Imperium" is such that foreign, possibly enemy extra-imperial aliens are coming across the borders to join the imperial service.

On many planets, the uninformed lay person (which is most people) has begun to derive highly improper and very paranoid "facts" about this circumstance, almost always a pressure valve to local cultural pressures.

No matter.

An increasing number of imperial operations are completely cross-clade, cross-specic, and now cross-imperial; Those within the imperial system see absolutely nothing wrong with this of course – this is what is supposed to happen after all¹. All of the imperial checks and balances are of course in full effect, nothing has changed, and the standards for service certainly have not "gone slack."

It would take a large and dedicated effort, that understands the imperium, to be able to slip some sort of elusive "ghost cell" into the imperial military (or the bureaucracy, or any other branch of imperial service). Presently the one candidate known to the Imperium that qualifies are not permitted to join imperial service. Those from the Galactic Federation.

Core world Transformation

The oldest worlds and settlements in the Imperial core are well past their point of resource gathering. All of the worlds and bodies of their home systems have long since played out, and all of the worlds are highly populated, highly energy intensive, and have long long long histories.

Locally, many core systems are increasingly fielding symposia and openly fielding the possibilities of offloading their populations entire into newer habitats or computing substrate and dismantling their entire solar system, reducing it all to raw building material and replacing it with a new fully modern, fully artificial habitation, one planned for future growth.

In others, despite the empire's best attempts and the Empress' divine wishes, the inevitable cultural atrophy has already set in and stasis is slowly encroaching. It is primarily from these worlds that the Office of the Empress seeks skilled professionals of various kinds to go to far colonies in Orion, the Sagittarius Arm, and the Perseus arm...as explorers and colonizers yes but often as Governors. While this practice was met with great skepticism and largely rejected to some degree at first it is accumulating momentum. Common word of mouth is reaching back to members of the the many Great Extended families of the core that they have rediscovered something vital in themselves. They are ... happy.

Of course, not all of them survive to send messages home.

¹ The Imperium would always prefer to come to rule by your own volition. Having members of your own world in imperial service is, at even the most basic sense, good politics. Good diplomacy.

Empire-wide ecological issues

Yes such things can and do reach across the many worlds of the Imperium where the conditions allow for it to occur. And they often do.

Jovian Cross contamination – the cross contamination of species across Jovian gas giants, almost as bad as the deliberate gene mixing of the Golden Age in its effects on local ecology and unforeseen implications for the future. Also seems not to be much of an issue for the vast majority of Imperial subjects who do not live on such worlds.

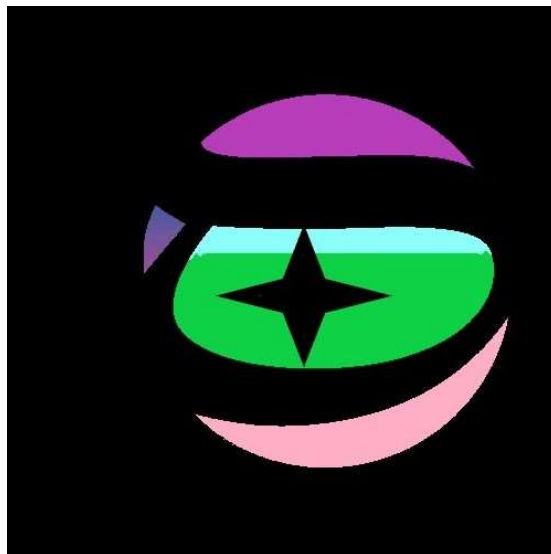
Immediate consequences

– at least two intelligent imperial member species are affected directly by this, and are justifiably rattling their sabers. Sadly, the scale of the problem itself (over 50,000 gas giants now suffering the effects of cross contamination from other gas giants capable of supporting Jovian class life.

–On Imperial worlds, small movements now exist to make some (or, frightfully, all) gas giants ecological preserves – the reasoning being that lower tech traffic is not really ‘needed’ anymore in the current imperial technological and economic levels, which is a .. *heavily biased* viewpoint This is a political issue and (so far) just a local one but the Imperium would prefer to keep it that way. Subversion and replacement is par for the course.

How to make an adventure out of it? 1. On a planetary level the empire is operating a very COINTELPRO type operation and the player characters can wind up on either side of this, voluntarily or not, drawn into a very sticky situation that will be difficult to get out of short of fleeing the world in question.

2. Mad super scientists and other highly unethical researchers may get funding and legality to otherwise dangerous experiments. if they can be demonstrated to aid this problem.



Jovacomm Ansible Services
Serving the Imperial Core and beyond

The Hidden Mimic Infestation¹– CLASSIFIED, no such threat exists (sig.ref.57)
 This evolved species, once a predator class on a world of shapeshifters in the heady early days of the first Empire spread first to the stars at a relatively late date but during the slow collapse of the Third Empire and (especially) thanks to the Empress and her Reconquista fleets they were scattered quite effectively throughout the then imperium, now the imperial core.

Whether this has always been the case is a matter of conjecture, for no one – literally no one – is aware of their presence. However, their intelligence is an unknown factor.

What is known of the species somewhere the eldest of databases inside High Luna, does not speak of or speculate either to this or to their present imitative ability.

Simply put with the power of intelligence it is likely that their ability to remain hidden even from electronic individuals, network sensor life, and the best security that the imperial core has to offer stems both from their present (believed enhanced from file) imitative shapeshifting ability and their intellect. Which would suggest a certain vast cunning.

How they communicate with one another is unknown for clearly such a vast and organized conspiracy requires communication right? If they are somehow a networked intelligence or telepathic, the empire may actually be doomed.

For now they are content to exist as they always have, in plain sight, eating when hungry and when they know i(with certainty) that it is safe to do so.

And then people just go missing.

Or...do they?

Culture Political Concerns - . **“Organic humanoid bias”**

is not really a thing that exists. Not really.

BUT something does exist something like that but more fundamental. The

Humanoid thing is part of it though. IT's **Teragen** bias.

See the organic humanoid plan? Teragen. Dominant aquatics? Two types of Fin.

Both of them Teragen.

Created? The entire society and culture of mechs and created predates discovery of FTL, from the Solar Federation. They are ultimately Teragen.

It is subtle and nearly meaningless in some respects, but Teragen influence is mighty. Subtle but pervasive. The calendar system, world classification schemes, the basic lay out of the sciences and the pattern of education and such? Much of it of Teragen origin. Many core imperial ideas are most definitely of Teragen origin; colonialism for example. Terrigen make great colonizers.

Exterre is, in some senses, this influence made divinely manifest; or is the guiding spirit that has led the imperium along this path, as you believe.

¹ The REAL mystery is how something disguised as furniture manages to avoid being thrown in the recycling port of the maker at a moment's notice. In the core this is an everpresent danger. Resting robotoids are advised to not go network silent in the core for this very reason especially those of smaller size or mass.

Kryllopede adaptation

The Third Empire, the direct predecessor to the Empress Imperium, was founded on a very particular, very systematic, very mature terraforming technology. Or technologies as this is now an industry with much variation within. However, this is not the true face.

Much of this technology is only linear descendants and extrapolations from the Martian era Second Empire genetech used in that era's Terraforming technologies.

Consequently, some aspects of these technologies, biological or otherwise, have legacy issues. And presently almost 50 worlds (knowingly) and over 150 (unknowingly) are going through this transformation.

In Imperial terraforming, the ecologies are designed along with the worlds themselves, almost always from one of several common base templates, long specifically engineered for such purposes. One of those baseline species (but wholly a designed organism) is one of the core world's most ubiquitous sights, the common kryllopede. Pest or source of food depending on your class and location within the empire, the kryllopede is known everywhere, even on worlds where it does not exist.

These kryllopede populations are, under the right blend of circumstances on the garden worlds which they long ago seeded, evolving. Quite ... successfully. On 49 imperial core worlds, the wholly aquatic kryllopede species have been seen to be functionally invading the coastlines, undersea farms, and underwater corridor-caverns of those long ago designed worlds. On these worlds they have wholly displaced or nearly so, the native eco-niche lifeforms (generally, engineered variations of the kryllopede itself) . breeding and eating their descendants out of existence, they are so successful as invasive organisms that on many city worlds they are common sights now in the lower levels where they were unknown 900 years before.

A small problem, but also an enormous one. Soon it will be a very costly one and will factor into other, predominantly, core world, issues. For now, it is a locally disruptive environmental element, but stellar Voyagers such as the PCs will soon note it a common problem in the ostensible more successful parts of the Great Imperium.

the Empire that Works



the Empire that Works

A world familiar but very different –

Imperial law calls upon also a different cultural attitude to certain things than is the norm in 21st century western democracy - sex and violence in particular. AS the presence of the psychic warrior and gunfighter classes makes clear there is a clear tradition of duels and other means of “taking care of matters yourself” that is foreign to most of us.

SecFor (security forces) are often less armed than the citizenry that surrounds them. They are a blunt force tool, deployed against gross threats and where a show of force will accomplish something. They are nonetheless held in contempt by many in the Empire and are never used as a means of social coercion or control (that’s what commerce is for).

There is a tradition of personal responsibility that would be foreign to many.

Psionics exist as the more common and frequently less threatening (and definitely less potent) counterpoint that allows the existence of psychic abilities in a civilization where few possess them. So deeply embedded into the fabric of imperial culture are they that it is by far more common to take them for granted?

Of course, the tremendous toll that extended and powerful use of psychic power exerts on both mind and body is not an inconsiderable element either, both are eased on the user psionically though at the expense of frequent non-suability.

Those who fight in the Empress’ wars, be it with their mind or their body, are taken care of by the Empire always. Imperial society is divided between those who have sacrificed or given of themselves for the empire and those who are merely subject to it’s laws.

An Empire of Dynasties

The Empire, or ore formally the Galactic Empire of the Via Lactae, has stood for some 11,000 years (or Sidereals in official parlance), ruled over by 90 dynasties. Each dynasty is a line of one or more supreme rulers (collq. The Emperor) who set policy and direction and tone for the duration of their regime. In 21st century western terms, it might be easier to think of each dynasty as s a discreet and separate interstellar government, built on and acknowledging all of those before it.

This is the age of the dynasty of Vaena Martel, first of her name, and her line of four successors. This is an age of rejuvenation and great colonial expansion with all that that implies. But darkness is all around and the dead hunger always to get in.

•

The Empress sits astride her Phoenix Throne, contemplating

Age of the Empress

The age begun with the conquest of the Imperial Remnant, that bulk or husk of the once great Sunset (or Third) Empire, by the barbarian Vaena Martel. This act, the Reconquista, saw the far wandering barbarian breach the far borders of the Sunset Empire with her space fleets, making for the imperial core and securing or annihilating all in her path.

Her successor, if such is the correct term, is – legally – Vaena Martel II, a clone sister of the Empress who was handed the scepter on the original's death. Martel II's position as the Empress head of security and the head of her protection detail for the empress' final century put her in a unique position to know her Empress mind on many things, thus ensuring that the (in retrospect quite planned) succession was so smooth as to leave many border planets unaware that an imperial transition had taken place.

That clone had a daughter, though it was later identified as another clone of Martel I, this one given certain 'advantages' and raised naturally by Martel II as her own daughter. While still a teenager, this girl-child, later Empress Martel III, made it clear that she was intent to marry, and appoint a successor that was not an iteration of herself in that way.

Long expected to produce a material heir, her parting act was to appoint the mutant, as her imperial successor as empress. By this point, certain of the emerging caste of imperial electors (the result of the sheer....abundance of Space Lords in the imperium at present) have begun to ask if there shall be an Emperor or Imperator (asex/nongender), or Imperatrix (for female presenting regardless of biology), Imperatron (for those who don't give a fuxx about gender), Emperiad (for male presenting regardless of biology), Imperat (which is agender) Emperii or Emperiea (for bigender, which usage depending on taste) and Imperovid (lays eggs), and Impersite (for symbiotes, parasites, and other such life)

the Empress

Maos T'Uvurth, first of her name, first and founder of the Tanix dynasty, Tanix mutate (class II Variant) Champion of The Empress,

The salvation of mutant kind, the Mutant Mother, many other, more disparaging local epithets

A lowly bovoid mutate from the worst, lowest mutant slums of Tanix has risen in 99 years to become Empress. (Born naturally 10,900) she is nonetheless from a distinguished line that stretches articulately back to the aftermath of Tanix's "Second Genesis." Distinguished member of Empress (the clone's) honor guard and so became Empress' Handmaiden for the 99 day rule of the so-called "navigator queen" until an emergency council of the empire's nobles were assembled by imperial intelligence and briefed so as to choose a successor. Bitterly it came down to a handful of strident objections and arguments but she was *the* compromise candidate. And so a mutant became empress. (The Empress has made it known that She approves of the selection.) Behind the scenes, some of the Navigators tried to put one of their own out as Empress...it did not go well, and was not made public. And so it was in the closing days of Sidereal **10,999** Uvurth becomes *Maos T'Uvurth*, first of her name, founder of the *Tanix dynasty*. The announcement came on Imperial day, **11,000** delayed at the request and arrangement of certain nobles to better prepare their domains.

20 years – thus far her reign has seen her a much shrewder individual than any of those who put her in place had any expectation of. In the last few years, she has gathered enough personal power and influence despite these benefactors to be able to exercise wholly original directions of policy change. The Nobles sought to have a Noble Empress just as the Navigators thought to have a Navigator Empress. Neither thinks she, but let the masses have their aloof mutate empress, safe to project upon her what they need and what they will. If it were possible to cultivate an image of a “populist” Empress, she would seem to have done so. (“99ers” are mutants, or thought criminals, or others of the underclass who see her as sympathetic or like them)

Many see her as the embodiment of the “liberal” streak the empire has taken to an extreme. Her willingness (and to many, an apparent chumminess) with the Federation the creation of the Federation embassy at Siren. The construction of the Imperial Ringworld is considered a waste by overly cautious, greedy nobles (which is most of them).

Nonetheless, she is not wholly untraditional. The Tanixian dynasty (the present one) greatly endorses the capitalistic exploitation of the Frontier.

Empress’ plan for expansion into Orion - utilization of “indirect rule” relying upon Imperials who exmigrate to oversee native rule in the Empress’ name

- her plan is brilliant esp. as it only requires, in a millennium or two, a few slight adjustments to bring such an arrangement in line with full member worlds of the imperium.
- her plan involves encouraging a growing middle class in the core to be those people who exmigrate, stoking a desire for position and power (i.e., those with aristocratic pretensions)

The imperial moon is actually an ancient artificial habitat; believed to have been one of the Bringer of Wonder’s macro scale art installations, the moon has a diameter of just about 1000 km and has a hollow saltwater core; however, all of this misunderstand the point completely as the moon is not a moon but an immense

Imperial bodies

The Council of Worlds is a scientific body, composed of published scholars, scientists, members of the imperial bureaucracy, members of the ISA, and no few imperial houses (each has a few members aboard) whose entire purpose is to gather, sift, and analyze demographic data from the worlds of the imperium. IT has much overlap and vast sway over the Deep space fleet as well as the imperial bureaucracy. They often can vote a world fallow or unfallow on their study. They oversee the terraforming of certain worlds and ensure that world resources are being both most efficiently exploited and properly managed.

Consequently, they often are at odds with various mercantile, corporate, and – at times – planetary authorities. It is said they maintain a highly discreet team of trained investigators whose task it is to carry out covert study and surveillance while hiding amongst tourists or natives alike. (Undercover Imperial Science Cops!)

Imperial Centre (Luna)

‘That which controls gravity, controls matter, and thus all life itself.’

Class, Caste, and Slave – the Social Strata of the modern Imperium

When Vaena Martel I. brought her star fleets into the depleted core of the Imperial Remnant over 900 years ago, she destroyed a corrupt dynasty that had greatly accelerated the Third Empire's collapse by many orders of magnitude. What had once been the rule of law had eroded over a thousand years, settling only in the last centuries into an emergent caste system, based beyond the (then) imperial borders amongst those aspects of (former) imperial society that had maintained order without the rule of the ever shrinking inward looking resource depleting Third Empire.

Among her first accomplishments was the abolition of that caste system, and recognition of old imperial class differences, somewhat embedded now into law. This renewed commitment to the old Third Empire ideals, which glorified a largely imagined past rooted in the so-called First Empire became the Venux Compact. The Venux Compact – a renewal of the Great Imperial Compact of the Third empire, as amended by Vaena Martel, was submitted to the Great houses as part of the petition to end the war now known as the Reconquista, and approved by the Great Houses the 99th day of her reign.

The vast majority of the Imperial population are Imperial Subjects. The teeming billions on a million worlds do not, for the most part, matter beyond their own planet or habitat in the grand scheme of things. Individual worlds belong to the Imperium; that world's population are imperial subjects.

Now the handful that leave their world annually to join the Imperial Legions, or hoping to join the vast imperial bureaucracy, they have the chance to become citizens. But the biggest step, the first step, is just getting off their own world first. For all the worlds of the empire are a varied and interesting milieu unto themselves, only occasionally intersecting with larger, imperial interests.

There are roughly six grades or castes of imperial subject- from the bottom up: Slave, Prole, (Shadow), Citizen, Aristocrat (Noble), broken into two categories, citizens and aristocracy (respectable) and everyone else (united only in being subjects of the Empire)

Culturally this is broken down somewhat differently, into proper castes, whereby the Aristocracy (all nobles) exist separate from Citizens, who are above Subjects. Amongst the subject caste, the indentured rank highest, slaves next, and then proles whom even slaves often look down on, most often falsely, as lazy layabouts. Save in imperial facilities and aboard ship, these restrictions cut crossways trapping most of the quadrillions of beings that make up the Imperium in class and caste based roles from which escape is often simply not possible, and almost never by those who follow the rules.

Table - The social strata of the Empire*(Covered by the Venux Compact)*

Great Nobility - members of the Great Houses etc.

Petty Nobility

Imperial Citizen

(Imperial subjects)

Indentured subjects

Proles

Slaves

Describing Citizens – “respectable” people (Citizens and up usually) always only go about with their heads covered; skull caps for the nobles and members of the Imperial body politic and cloche hats amongst the well to do female humanoid citizen. Society women wear headbands even when entertaining; and scarves
Lots of diaphanous scarves

Aristocracy

Every noble house is ultimately defined by its members but also by the little gods it has made pacts with the secret technology they hide away from everyone else, (or try to) and the alien artefacts and relics that they horde and study.

Great Nobility – the Lords of Space; aristocratic members of the Great Houses; almost all are from the imperial core worlds; they exist at a level of privilege and agency that they seem God-like to many of their lessers. All of the tools of the empire are available to them. They often lead a fundamentally different existence than those below them, with effective immortality and monies in which to pursue private and family projects. The great houses are not as stable as they may first appear. Historically, the definition of a great house is circumstantial and these wax and wane over time. In the here and now, the “16 Great Families” are those with the single largest chunks of the Imperium and its infrastructure.

Petty (Aristocratic) Nobility – Common Aristocrats; Many are the houses that were influential over the multi-millennia history of the Third Empire, and more wane but yet stand than the sixteen currently waxing in the imperial eye. The lesser houses used to be great houses, or trace their lineage in some fashion to early Third Empire and (in the most powerful families) before... Sometimes long before. A few of the families date to the Second Imperium and have the unbroken lines to show for it. A comparatively larger number claim descent from aspects and personae of the (Usually very late) First Empire but almost none can prove it.

At the very lowest, are the Lords of Space. Each one administers a member world's interactions with the greater Imperium and so there is literally one for each settled world. As the empire expands rapidly, their numbers are starting to swell. It is likely only a matter of time before these now rather numerous nobles make their voice known.

Citizenry

Imperial Citizens - perhaps as little as one/thirteenth of the overall imp population; all citizenship in the empire is earned. (Nobility being the exception to this, as in countless prior eras.) Acquiring citizenship is a frequent early goal for non-criminals; it may be purchased outright, or earned via Imperial service or through competition in the Arena games of the nobility. (The Arena in the Noble Games on Maximal Secundus, The “noble’s world.” is but the most common.

Citizenship grants certain rights and privileges denied to lesser inhabitants of the empire. The spirit of the First Empire lives on in the Imperial Compact and Imperial Citizens are granted (some) of those rights. They may reproduce and travel freely (at least in imperial space; on world the former is likely restricted) and they may own both weapons and starships. Their earned monies are legally theirs; they may own property (including slaves) they may take an indenture, etc.

Imperial citizens always have the right under Imperial law and when charged with imperial (as opposed to local) offenses to have a registered imperial telepath present for any interrogation (right of Probe) and full right to have one’s mind read to determine guilt or innocence (or coercion/control etc.

Of course, Citizens, especially in and toward the core, have four to six feeds of information more or less constantly bombarding them at all times, with allowances for sleep cycles and the like (indeed, most imperial citizens have at least a small implant or subroutine that manages that for them; inside the imperial core however this is immaterial as almost all citizens spend their lives wrapped in perceptual filters set to their - often exotic - preferences.

This is reason alone for some citizens to make for the frontier, where such constant ad spamming is not only not normal, but the infrastructure frequently does not yet exist. Of course, the other reason is among the oldest- citizens, esp. in the core, have no real privacy on any actual level. A loyal and hardworking imperial citizen has thus more actual (or perceived) proscription on their behavior than does a “mere subject” a hundred lights distant. The differences are important, and they matter.

Subjects

Shadowed - an unofficial (but growing) class of, primarily spacer and ship driven, imperial subjects that are adroit at finding their ways through the cracks of imperial society. A criminal underclass that always exists, largely around the edges of Imperial society in ramshackle starships, seedy space bars, and where the Great Houses need expendable assets. Possibly the most diverse single group, maybe even more so than the individuals of the Great Houses.

Indentured subjects - perhaps as many as 40 % of the present imperial population is thus. Contracts are contracts and indenture contracts are nearly unbreakable by imperial law. Despite their higher perceived station and standing, those working on indentures may well suffer worse circumstances (sometimes far worse) than a comparable slave. Indentures may be to an individual, an organization, or any other negotiated party.

If you sign the contract it is binding; there are a mountain of laws about circumstances in which a contract can become void (Indentures are entirely a matter of contract law as far as the imperial authorities are concerned.) However, a large number of indentures (especially planet side) are probably best described as debt bondage. On some worlds this might include serfdom, where it is not considered active slavery.

Proles are perhaps the most common, and most specific, form of this. Sort of mass indentures.

Proles -

Their lives are organized for them, their clothes (indeed everything they have) is issued to them, and identical to those of other proles in the same place.

On some worlds, Proles are hereditary. On most such, the children produced are 'company property' and raised in the crèche or child rearing environment at the Prole-Hive or Prole-Block. In others, one or more progenitors are responsible for raising the progeny until they qualify for such a child rearing environment.

For all intents and purposes Proles are property; large blocks of Prole-Hives are common on high pop worlds where the local government practices representative democracy or such; such proles provide their masters with voting blocs usable in planetary level politics.

Slaves

Slavery exists in the empire. Full stop. Most often it is comprised of criminals, and those who have sold themselves into slavery (yes they exist).

Slaves as a class have, generally, more freedom of movement than proles and often more than many indentured subjects. There are laws regarding the treatment of slaves (less contract law driven than indentures, but still an influence).

Nothing, legally, prevents a freed slave from subsequently becoming a citizen.

Imperial Social Class Cheat sheet

Imperial Nobility

Can do anything. While this is facetiously true for most of them, the ones considered Great Houses have members, many members, for whom this is literally true. Individual members own/run multistellar imperial corporations, have their own private habitats with laws they themselves drew up, etc. etc. etc.

There is a strong service ethic amongst all of the noble families, though in the present age it is probably true that it flows in the culture of the great houses only weakly.

Imperial Citizens

Can travel freely throughout the empire (can leave their world)

Can own property

Can own weapons

Can own slaves

Can draw up contracts and so therefore can run businesses.

Have (some) rights under Imperial law with (some) avenues to appeal if those rights are (unlawfully) oppressed. There are many legal means of oppressing them.

Those rights include reproduction, governmental representation,

Are perhaps 1/13th of the overall imperial population, and that includes the nobility.

Imperial Subjects

Can obey the law and enjoy some manner of protection.

Are planet, asteroid, or habitat bound for most or all of their lives.

Are most of the Imperial population.

Examples: Shadows, Indentures, Proles, Slaves

indentures

Many are born or decanted in imperial space with indentures; most commonly these are negotiable (or re-negotiable) and are commonest among those producing life for material or profit purposes. In Imperial Space the indentured are rather like certain slaves – invisible when they want to be but fully allowed to be here (whatever place You aren't supposed to be, here) but generally unremarkable. There is no social stigma to being indentured or having been so.

Imperial Law

Guns are illegal for non-citizens. Period. Full stop.

Most weapons beyond slug throwers are banned or strictly prohibited by Imperial law. (Indeed, the clamshell enviro-riot gear troops deploy with during urban pacification are designed to repel kinetic slugs and unpowered melee weapons and little else.)

Psionic laws

No one may mentally contact the unborn save the mother

Citizens (and up) **always** have the right under Imperial law and when charged with Imperial (as opposed to local) offenses to have a registered imperial telepath present for any interrogation (right of Probe) and full right to have one's mind read to determine guilt or innocence (or coercion/control etc)
Under Imperial law, body autonomy is total.

An Imperial standing warrant is reserved for specific classes of criminal; intention traitors, those evading imperial authorities, any criminals with a starship (basically typified by your average player character if we're honest) infamously valid for 10,000 years...anywhere in the Empire, the point is that you can't just jump ahead to evade it unless you want to exceed the lifespan of the empire itself, more or less.

Privacy

All imperial FTL communications are completely transparent to imperial authorities. Information security is absolute and total. Deviation from this norm by the authorities is penalized with the harshest of reprimands. (Death and death of personality are leading candidates); this is part of why all ansible facilities are imperial run and operated and HIGHLY secure.

Most Imperial personnel are used to operating in somewhat of a panopticon like situation, where they expect that they are always under constant observation by both friend and foe. Indeed, they are trained to think thus. (Body positivity is an important trait among imperial personnel.)

Nonetheless, the fact of the matter is this - all imperial communications, *All OF Them* exist in a superposition state of *have been read are going to be read are being read right now*. Moreover, all of them are embedded at the most indecipherable levels with a constant and changing (as needed) stream of behavioral programming, subliminal messages, and sheer propaganda. IT is very effective precisely because it is so subtle. It is so elaborately woven into the underpinnings of everything that anyone who does learn of this (and is not already a member of the imperial apparatus) sounds quite insane or at least more than mildly neurotic.

Perhaps as many as 1% of the total imperial population (non-planetary) may be security; most are sleeper agents infiltrating. Quite a few unknowingly because it was downloaded or chipped into them. All orders of society must be monitored and controlled, if only to keep them out of the way of the imperial timetable. Constant adjustments are made to society. Constant. Adjustment teams are rated 10/10star/bravery on loyalty (behavior adjustment) to the Imperium when they go into the field to "do whatever is necessary" to maintain the currently defined status quo and gather intel on all things. Many of them are constantly on various enhancement drug drips or experimental alien perspective emulation tech to better able them to focus on the sheer billions of figures they must track and map to be able to do their jobs effectively.

Throughout the empire (though especially in the imperial core) contract law is EVERYTHING

Imperial Technology and Imperial Law

Gravitics, Ansible tech, and FTL are the domain of the Empire. (Less so FTL but it is regulated) Energy weapons are controlled and, again, the purview of the empire, though this is honored more often in the breach than not.

“Only one who has crossed the void truly knows the value of a world already gleaming with life”-
the ‘Navigator poet’ Yllav Doom

Power & Responsibility

The above is often cited in rationales for the policy of “Imperial custodianship,” by which (legally the Imperium allows worlds to conduct their own affairs while claiming ownership and property rights “on behalf of civilization” not for the worlds but for their biospheres.

The Empire claims custodianship of the biosphere of all of the worlds of the empire, be they orbital habitats, asteroids, whole planets, or the most insignificant space station.

Specs

There are 2,552 Imperial Legions, each made of at least 5,000 individuals. While not technically correct from a numerical standpoint, it is traditional to state that 13 million sentients make up the Imperial Legions.

Worlds

The empire rules by virtue of the covenant with the worlds that belong to it. The basis of this social order is that the worlds exist, with an absolute minimum of interference in exchange for which the Empire defends their civilization from things in space. Of course, this role has expanded at points, but that principle is the most basic of imperial law.

Over the millennia and especially as many worlds have been incorporated and other worlds have been found, or terraformed, settled, and become full civilizations themselves in that time, constantly pushing and pulling imperial policy this way and that, and of course each emperor is free to interpret these as they like, and they do, creating even more contradiction.

In the here and now the policy that is the imperium **is** civilization and so it will defend itself and ensure its own continuation in order that the various worlds that belong to it may do so as well, though the emphasis is now very much on the empire making the bigger decisions. For the most part, this is the way of things. But the imperium is old and vast and ever growing, and there is almost always one world or another in revolt at some point.

In the last thousand years a strange meme has swept the empire. It has many names but the most common is “Coreward Expansion or Galactic Destiny.”

Great Houses and Noble Genelines



**The Aristocracy and other Power groups within the
Empress Imperium**

“The Shifting Sand Game has no winners only survivors.”

- Political saying amongst the Navigator houses
- (orig. Yllav Doom)

The Spiral Parliament

The Common House (the House of Space Lords) – has 2 million members, all individual sitting Space Lords of their respective worlds, systems or polities. This is a theoretical number as there has never in the history of the imperium been an assembly of them all.

Unless they speak as a united front, their political power is entirely theoretical and so effectively zero.

Shaper Houses - 219

Lesser Houses 133 –

Petty Houses -67 =

Least Houses – 66

Great Houses 13 –

Great Houses – 10

Navigator Houses - 3

The Great Houses

There are properly and officially 13 great houses¹, (3 navigator families & 10 others), 67 petty (lesser) houses and 66 least houses.

The Empress reserves the right to create a new noble family on the spot² - campaign transformer/capper/ender/recycler stuff right there.

7 are the houses that were destroyed, dissolved, and struck from the record for their opposition to the Empress' Reconquista.

Lesser houses and least houses

The lesser houses used to be great houses, or trace their lineage in some fashion to early Third Empire and (in the most powerful families) before... Sometimes long before. A (very) few of the families date to the Second Imperium and have the unbroken lines to show for it. A comparatively larger number claim descent from aspects and personae of the (Usually very late) First Empire but almost none can prove it.

Great houses

The great houses are not as stable as they may first appear. Historically, the definition of a great house is circumstantial and these wax and wane over time. In the here and now, the “16 Great Families” are those with the single largest chunks of the Imperium and its infrastructure.

Navigator houses

The Navigator houses are a somewhat different affair. They are insular among themselves to all others (especially other nobles; it's much more likely for a Navigator to

¹ As few as 900 years ago there were 13 Great houses plus the three navigator houses. Fortune is fickle even at the level the Great Houses operate at.

² probably to reward a “paragon” like status on the individual a la Dragon Age: Origins

make acquaintance and common cause with almost any other Imperial subject before they do with other nobles and especially those of the great houses.

Their influence had dwindled considerably by the time of the Empress and her Reconquista; in the nine centuries since, it would seem that their influence waxes yet again.

There are 149 proper houses in the modern imperium, broken into a seemingly deliberate tangle of greater, lesser, and least houses. Each represents a past imperial dynasty or significant imperial movement, not by design but that's just how they come about. The great houses are always of a fluctuating number, and fickle also, in that the distinction is sometimes in the eye of the beholding life form.

However,

In general those who claim great house status manage it due to some vast power base or ancient tie to the imperium or (more likely) it's antecedents, though of course, the further one goes back into pre Imperial history, the more dubious the claim and verifiability. In any case, most houses can be traced, dubiously or authoritatively back to direct linear descendants of First, Second and Third empire institutions, populations, and industrial or technological bases.

Nobles exist in wholly controlled environments; often the atmospheric mix is different from standard though still well within tolerances (greater nitrogen to oxygen makeup to retard the effects of oxidation) They do not mix with non-nobles unless they wish to.

A given noble on any given day will seldom if at all leave their 'compound' and so seldom encounter non-family/non-servitors.

Aside from the waning Navigator houses there are only ten remaining families that can manage "great house" status – as one the current great houses are all or might as well be direct linear descendants of First, Second and (pre Sunset) Third empire institutions, populations, and industrial or technological bases.

Aresh

Rahn

Sabella

Thetyel

Bok

Tyrkinar

Saygen

Tekchitel

Maetel

Dhiel

The Martian Shaper Houses – while not possessing even a fraction of the influence they did in the heady days of the Second Imperium (where they were the actual capital for thousands of years and the de facto capital for thousands more) they still possess, when united, considerable influence.

They remain the masters of biotech, gene therapies, genetic manipulation, and life sciences. They track "Atavisms" (undiluted native populations) in populations 'for the empire') and they contribute greatly to the administration of the imperial census to some degree.

In recent centuries, as with much of Mars, they seem to have turned inward, focused on the increasingly charged issue of Mars' future. The world was among the very first

terraformed (by the early Teragen) but successive resurrections of the world's various extinct species and eras, and the warp and weft of fate and history has seen mars, thrice in it's great history, needed to 'patch' it's initial terraforming efforts, the last being the most sophisticated and a necessary stage of the total recovery the inner core experienced after the destruction and devastation that ended the Second Imperium.

There is a growing sentiment, powered by similar efforts in the core, to dismantle mars and fully move the population and facilities into fully custom artificial habitat planetoids, though this is viewed with horror by more conservative elements. However, it is thought that, generally, short of using present day full scale planetary engineering, any further attempts to maintain the world at its garden state are likely to face further diminishing returns. As both would require the total evacuation of world...perhaps the newer notion will be more successful.

Where to contact – jump to the imperial core, cruise on to the Ishtar system, and then go to Mars.

Or visit **Transhelix station** - location of the (modern) Imperial Gene Exchange - primarily a core world thing (at one time, say 900 years back) but less so now. IT exists primarily to allow members of any species to be able to create offspring, solo or as part of a group. HIGHLY restricted as culture memories of the First Empire Genetic Exchange have long shadows.

Just be aware that physical docking has a half sidereal wait at present. And they will charge you for power and atmo. Best to handle that electronically. (Which is of course as they like it. Fueling many, though baseless, mystery entertainment holos.)

Who are they today - Shaper Houses of the Modern Imperium

The 219 Shaper houses

-99 shaper houses pledged to Aresh

-(the six post Vem houses)

-The clone masters

-Up to 112 or 113 (small but scattered) old sculptor houses; some of which have as few as -5--12 full members, others hundreds. They are small in the political sense but also are dwindling as the power of old mars is dwindling. Many are ancient and have massive, if unkempt, halls telling of legendary exploits...on mars. Many of these houses have no land or holdings on Mars proper and so are cut out of decision making while still technically being noble families that may have hundreds of members. (the Sculptor houses are sometimes called the Scattered)

Important Shaper houses

There are four movers at the imperial level worth noting. The first is Aresh Conglom (which is to say, House Aresh), which does have as part of its influence, it's "traditional allotment" of 99 Martian shaper houses (an antique but still legal remnant of a feudal era in Mars' history after the end of the second imperium, when the antecedent to the modern house was force rebuilding the planet.

.....One of which is the reconstructor faction ("buggy") house above; this they have extensive "bubble cavern" cave complexes well underneath the Martian surface. They have tapped into and extensively archeologie'd Martian history, to at least two extinct precursor civilizations.

They are the prime proponents of rezzing dead species when they find the biological material. AT least one Martian government minister met with an unfortunate accident after suggesting humorously that it was as though the past is invading the present.

Additionally, there are some six houses that secretly comprise the *Vem descent faction* and their endless fuxxing backstories and plots. For the most part, they only hide their origins, not their faces or methodologies. The more things change....

And finally, one of the simplest but presently most politically powerful Martian factions – the **Clone Masters**; an antiquated and somewhat vestigial body at the time of the Reconquista, they are traditionally loyal to the office of the empress, over and above their loyalty to the other houses. What arrangements went between them are state secrets and not to be known but they are wealthy as they have ever been in their 30+ thousand year history.

Secrets of the Martian Shaper Houses - *or* how to actually use them.

The Shaper houses are emblematic of more conservative forces in the imperial core – the aged seek to support the (real or imagined) status quo and stymie away change that might upset that, no matter how bad an idea it may be. They also are sitting on lots of history they would just as soon the rest of the galaxy forget, or continue to not know, or to never look up.

Public domain – if you can make it to the imperial data vaults in Luna prime, you can look up aspects (in detail) of the Second Imperium because of how much data integrity survived the final war in the Solar federation proper. Among those are files that talk about attempts on the part of one or more houses to introduce “domesticated” humanoid populations about halfway through the (Second Imperium) Imperial Era. 10 – 40 generations is all it takes apparently. Which presumably means they could do so...now. Right?

Aliens among us – less well known, the Imperial technology of Full Biological Exfiltration, which allows nearly unlimited biological transfer across species and clade, is old. Older than anyone outside the houses might suspect. During the Second Empire, or possibly even older, the shaper houses were biologically ‘invaded.’ But not for the first time....

Sometime after the first Empire’s fall, a surviving group of Gray Vem managed to inveigle themselves and, well, insinuate their ways amongst the houses. In doing so they brought with them several hundred thousand years of genetic manipulation tech, history, and lore (most certainly including the full sequencing of most precursor species still active at this time) , which most certainly fueled - if not entirely composing - the early *Progen* factions of the Second Empire.

Venture seeds - possibly the highest levels of the shaper houses are presently run by a consortium of Vem descendants who nonetheless continue (to some degree) gene experiments hundreds of thousands of years old.

Certain shaper houses seem to have an awfully accurate idea where to find alien ruins....

Second Invasion after the Second Invasion – at some point during the struggle between *Progen* and *Mechanics* factions of the Second Imperium, a number of the lesser shaper houses created the Infiltration Panic, creating an environment of fear and distrust

within the Solar system regarding non-Teragen life infiltrating the system via genetic engineering. This created and fueled various anti-Aesian movements, as well as Aesian supremacy. But all of this was, according to official records, the result of a controlled memewar released by hostile mechanist interests during a cold war phase of the conflict) Of some irony, these houses were then actively engaged in attempting to resurrect two differing strains of extinct Martian sapient life, leading to (in part) the creation of certain strains of the Insectivroid gens.

Those houses also uplifted the Kunh wasps, creating an entire strain of type 2 Insectivroids, many of which live underneath mars in a traditional 'hive' style. The descendants of these houses comprise the Hive faction above, long since overtaken by an invasion from within, as a dead culture almost autonomously seeks to replicate itself within modern genetics labs on the again dying wasteland of their own desiccated world, millions of years after their own destruction.

Martian Zero Levels

D7 Martian 0 levels in thrall to the Shapers.

(swap out for profession)

- 1 Egg attendant
- 2 Cell Growth maintech
- 3 Lab intern
- 4 Junior Atmo Engineer
- 5 Labtech
- 6 Administrator
- 7 House aide - Oath of secrecy, private keyed recorder implant

Manipulator Stock – (Zero Levels of the Houses of the Shapers - for organics; humanoids, bioshaped, Saurids, Insectivroids,, elves, dwarves, halflings, etc. etc.)

1. Egg Layer
2. Swollen head
3. 'Partial features, human' soft pudgy face, nonspecific
4. Large featureless black eyes
5. Clay like gray skin (smells faintly of incense)
6. Sponge-like yellow skin (smells faintly of wet cardboard)
7. Character is much taller than is normal for their species, with spindly limbs and beautiful features.
8. Antennae sensitive to pollens and magnetic fields
9. Compound Eyes
10. Character shorter than norm
11. Different brain structure (various lobes located different parts of the brain)
12. Eyes have additional lids for extra protection; cannot be dazzled but relays upon visual scanning at -1.



Down but not Defeated - The Navigator Families

The power of the navigator families has been waning for much of the Third Empire; the Reconquista and the Empress' reforms afterward, served to break the monopoly hold the remaining families had on space travel as well as their power base in general. (If the Empire is to properly control the space between member worlds then, it can be reasoned, the Navi families' hold on that needed to go.) Increasingly indolent and dreaming, or so it is thought, the three remaining major navigator houses put up a united front but at this point their primary struggles are with each other.

Birth of the Navigator Houses

In the dim mists of prehistory, the first navigators were engineered, believed among the first works of genengineering the First Empire produced.

Numbering today only three, their power broken by successive emperors before the final decline and conquest of the Sunset Empire. Despite the tacit alliance of those three houses in the Reconquista, Vaena Martel I held the houses' power in check afterward and instituted a policy that continues to this day. However, the numbers of them that actively are in imperial service is at an all-time high. Was this Martel's ultimate goal? Time will tell.

The Navigator houses are all, all three of them, the direst rivals. In an earlier age they would have been in particular at each other's throats in many matters.

But that was then, and the Houses have never been at a lower point.

The three who remain have each had to absorb the remainder, those houses who do not constitute in numbers or materials any matter of realpolitik. Some have resisted this matter but...for the other houses, their numbers are few.

Nonetheless, much ancient navigator wisdom has been lost, or is in the hands of elder members of the family, who are cryonically, anachronistically or splinter displaced....all are functionally asynchronous and – pr in any other name Busy. The houses have records of “fallow” times like this though the histories suggest that the best and brightest of the all the houses have merely skipped ahead to a more suitable age – leaving one imagines their more useless cousins behind.

They do not talk about this, hardly inside and never outside of the houses.

But circumstance has dictated an apparent closeness. They do not for the most part trust each other to various degrees and many of their leaders have long issues with one another....but the empire itself seems hellbent on trying to do on without them. This ... cannot be allowed. As they exercise more influence as a united bloc, or so they believe, they act in apparent concert but only after much internal fighting and deliberating

Currently

Today those same houses are at their lowest point. Every possible power group in the Empire has them in check and has had them thus for some time. It is at least somewhat their own fault, not least due to their prior success.

But also because of the level of augmentive technology those mighty seers are *still* sitting on and not sharing. So adroit at the houses are they at amplifying their own abilities, that for all intents and purposes, given that all of them are nobles, they can functionally spend their waking (or sleeping lives being functionally anything and anyone they want, anywhere in the known omniverse.

A great many Navigators spend a fair bit of their time projected into other universes or such living lives as other people. Hobby wise this is their version of playing an RPG. Sometimes Navigators doing this will get so caught up in that life that...over time they will forget.

That's one of the ways you get "lost navigators"

Even now the navigator families should be the single largest influence over the psionics industry; they should really be the reason the Third Empire used so much of it.

Members of each of the three houses are presently planning the construction of a set of 'warp gates' that will allow more rapid travel about the empire. Also, will (theoretically) allow non-jump capable ships in the relevant systems to jump between linked systems. 3 are in various stages of semi-operation including the Orion Gate (which they operate) and another two are in advanced planning stages.

Absolutely all "seer-tech" (Farsight devices and all Farstep technology) is exclusively their domain. The Navi houses, as the primary manufacturers of their own technology of course have an array that they do not share with the others.

Opteras – An insectivroid dominated core world. It has three moons - Ofred, Ophelia, and Ophis, all once the joint stronghold of House Opheearis Opteras. They opposed the Reconquista, even after the other Navigator houses ceased to do so. The Empress' battlefleets pounded the three moons for a full progression before they begged off. Certain of those who remained (empire-wide) that would oath to the Empress were permitted to find a home among the other navigator houses, and Ozma took them *en masse*. This is one of the seven houses that were "stricken from the record" as well as destroyed during the Reconquista.

The Three Remaining Navigator Houses

House Ozma Ozox

Emblem Hexagon with bee and cow

Strongholds: Procyon,

Notable Members - Founder (*Samantha Brighton il-Baum*) alleged to have been a Golden Age navigator found herself alone, in the future and on a ship with a dead crew (stasis or time travel ? no one knows) who, after assembling a crew and amassing a tremendous fortune courted several lucrative offers for her genetic material but instead began the 'admixture and dispersal' of her own. Several generations of clone sisters later, they were foundational in establishing the Third Empire,

Bloodlines – MANY *Brighton Il-Baum*, the mostly intact remnants of house *Opheearis Opteras*. (a whole line of Caretaker navs),

The "First" navigator house is a wild card; founded during the centuries prior to the rise of the Third Empire and, several generations of clones later, they were foundational in establishing the Third Empire, and so have infused their breeding stock with some of the finest minds, the most dedicated, and the most visionary. Five thousand years after the Empire's founding, they began refusing offers of courtship and turned inward, among the first of the great houses to do so. It is said they still trade genetic material with the other navigator houses...and whisper some, any number of alien species. Easily both the most varied in appearance of the navigator families as well as the most mysterious

The most influential Navi house in terms of Spice. Allied with House Tekchitel - courting favor or trying to with the empress' house though that's not going anywhere.

Gens - +1 Pers

House HW'ump Ogolix "the wave"

Emblem Circle of ten eyes

Activities - Privately, have made repeated overtures to the Federation. Equally privately they have been rebuffed or quietly ignored each time.

Strongholds: Siren

Notable Members *Toynbee-9*, deep transtemporal cosmopathic researcher,

Bloodlines – 3 a neo-Fin line, the *HW'ump* Neo-whale line (dominant), and the 'humanoid' line which is the least of the three and pledged to the other two; mostly they are breeding stock

The "Second" Navigator House is that which is quite possibly the house in the weakest position – maintains ties and quiet alliances with Least (Petty) House Symeon the former Navi house, to each other's mutual protection and benefit. .

House members generally lacks body hair; such that those who show "regressive tendencies" are expected to keep it shaved or removed altogether; large hands and feet, webbed in a certain percentage of the house. Gills (spore, spice, and aquatic) are relatively common in house. Some 90% of the house exists entirely in Low Gravity (9% in zero Gravity and 1% other)

Gens - +1 int

House Aveltirith "the star gardeners"

Home: - the frozen nearly airless moon of Maladath

Emblem nine pointed star

Activities – ansible research,

Strongholds – Reticulum star group, Tristillian (Navigator Station - name derived from Zetan habitat ring)

Notable Members

Quite possibly has a small population of Caretaker navs within its number. (the remnants of house *Pakvahti ifl-parkvahiti*), many of whom are diversifying their number with gene seed from older insectivroidous life from old mars.

the third navigator house Aveltirith (though the first one founded chronologically) is the poorest of the three remaining houses, with some secret ties to one of the shaper houses of old mars. It is thought that the House has some tie to one or more variety of Vem successor species. Possibly some ties to some varieties of elves as well.

their eyes uniformly lack the iris; just the white of their eyes and then the pupil.

Believed the 'weak blooded' and threadbare house

Gen s - +1 Agil

Navigator Stock – 0 level members of the Navigator Houses

- 1.Attendant, Pool
- 2.Attendant, Dedicated
- 3.Apprentice biologist
- 4.Apprentice Seer
- 5.Apprentice psionic engineer +1 to all build checks or other rolls involving the design, crafting, or analysis, or manufacture of psionic items
- 6.Apprentice Cosmonoetic Seer (apprentice Navigator)
- 7.Lost Navigator

Base genome Commonalities - tall and spindly, large eyes (many lack the iris - esp. Aveltirith),

Somewhat more rarely - other facial features may appear small and underdeveloped (perhaps some Vem in their ancestry?), hands and feet may be large (sometimes ridiculously so) and are (esp. in house Oool-ix) may be webbed, body hair may be absent altogether. Some members have semi to transparent skin

Navigator stock (For humanoids)

1. Skin is transparent, translucent, white, or a chalky gray
2. Eyes of gold, platinum, indigo or violet
3. Character often experiences waking dreams or visions of far off places
4. Character had imaginary friend as child. Friend is actually far distant hyperspace intellect
5. Touch of character allows conscious telepathic contact 3/day via receptor points in fingertips.
6. Character is very tall.
7. Character is lacking a finger on each hand and or foot
8. Extra thumb
9. Double irises
10. Serpent eyes
11. Character has limited ability to receive radio signals within 1800'
12. Butterfly wings (vestigial)

Issues Facing the Modern Imperium

For some three generations now, quietly, secretly, there has been a cap on the commissioning of new starships. Why? The number of available navigators is at an all-time (literally, since they kept records of this) low. For a generation now the star tribes have been picking up the slack on commercial activity, and that may only continue. While no longer in it's infancy, creation and "training" AI navigator gods is expensive in terms of materials, time, and resources. Most new generation imperial vessels that are not fitted with a navigator berth get one of these instead.

Other notable noble families of the Imperium

Great Families – the Nobility of the Imperium

Rahn

Home – last noble house of old Arcturus

An ancient lineage dating to pre-Revolt Arcturus and the Second Empire beyond. House Rahn are descendants of the Rahnn family, one of the last noble houses of Arcturus before the Revolt and descend before that from the Rand lineage of the immediate post Second Empire period.

Known for their noblese oblige and considerable patronage of the arts and parasciences; in the days of the early empire, they produced many renowned scientists and explorers. In the modern era, the family has become extraordinarily wealthy becoming trading partners with several wealthy noble Saurid families of Suzerein.

The traditional weapon of the house nobles is the Sonic Blaster.

Activities – extensive economic activity alongside and within the Satrapies. Obliquely funding much expansion into New Orien as many of their own members are being resettled by the Imperium. Underwriting many Saurid expeditions into that region. Have a long history of rivalry with House Aresh stretching back literal millennia.

Capital – Triworld, (artificial planetary structure, Old Arienne)

Strongholds – Maleth system, old Arienne sector

Gens Imperial humanoids (Rahnish),

Sei gen

Home – Ceres II, outskirts of the Solar B system (Nemesis).

Emblem – dodecahedron inscribed with the letter pi

Activities secular house; great philosophical and political tradition

House Sei gen were the rulers of the Sunset Empire's third dynasty, and an ancient name whose bloodline stretches back to the days of the Second Empire and beyond. These Lords of Space are a clan of strong philosophical and political tradition - they are a secular house and so suffer for it somewhat under the current, somewhat theocratic dominion of the Empress. Masters of the old sciences, their own super-science is rare, and well thought out.

Long history of great antagonism with house Thetyel (they have been formally at war before)

Strongholds – Alphame,

Gens Imperial Humanoid (Sei genites – a species of Vecs)

Tekchitel

Leader: Myra Marnimoinen, the 'executive maiden.'

Home: Siren system

Emblem – 12-spoke Elemental Wheel

Secret Rule – the 'Consortium' is the body that secretly gives House Tekchitel and indeed most of the Siren system it's marching orders, an elder body of Aquatics, Neofins, uplifted intelligences, and the like. Ruthless in protecting "their" (meaning all Fins, all aquatics, and all things Siren) interests.

Activities – Trade, banking, colonization underwriters, technological R&D funding, Influence over the Spice Commission

Cultural imperialism. Neo-traditionalist house, especially in the Empress era.

Will pay thoroughly vast sums for information about the Federation.

Influence: the entire Neo-traditionalist movement, most Fins, many aquatics; many Maenad captains. House Tekchitel is old, crafty, devious, and supremely gifted at the Game. They have their fin-gers in most of the Great Families and beyond. Their influence is Vast.

Capital: Canopus Prime

Strongholds: Canopus system

House Tekchitel dominates the Commission inside Saxus; Houses Aresh, Bok, and Dhiel also sit astride the Commission. All act without contradiction to their authority within Saxus.

Notable Members *StratCom5* exists on the consortium as an advisory member.

Gens – Multiple Tekchitel boasts five proud bloodlines and over 100 associated families. Imperial Humanoid (Sirens), Chimera (Neo-fins/Sirens), Chimera (Neo-whales/Siren)

Siren? Also branches of neo fins and neo whales? Basically, the Siren house. Very old school, however. Neo trad.

Dhiel – “house of the carbon sun”

Home – Coeur Dielphus

Emblem – the carbon sun

Activities World/geoengineering; also work in large scale megastructure and strange matter engineering; descend from early breakthroughs in what would nowadays be considered basic terraforming.

Starship heavy weapons technology. Starship hull fabrication.

Earns vast wealth by their seat on the Spice Commission alongside houses Bok and Aresh.

Power creation; one of the Empire’s Gravity Drive fabricators Microstar synthesis.

Influence: Have an **earth cult** they manage on the side on primitive worlds of their own design.

the elder Borgs of House Dhiel likely maintain many proxies in the lesser machine houses.

Notable Members: Lord “Drae” Adreyus of Delphus, elder of house Dhiel.

Grushenka Dhiel – spoiled rich girl, experimental necromancer, philanthropist

Great Auntie – an ancient Baba Yaga-like figure within the family mythology. An ambulatory shriveled embryo-like mummy surrounded by red semi-gaseous solution swirling around it, inside a great egg. This egg is attached to an external chassis-frame a ring surrounds the egg, attached to four mechanical, spider-like legs and so walks thusly. The chassis responds to the occupant’s brain waves. The being within the egg is quite ancient, having been at least with the family for many thousands of years.

Gens Imperial Humanoid (Dhielphic)

though many of the elder ranks of the family are near to total conversion cyborgs.

Tyrkinar

Leader: *Domina Ormani Tyrkinar* (head of the Tyrkinar Coreward Imperial Company)

Home - Teranaya

Emblem – the Voxis Tyrkanar displayed against a 21 point starburst

Activities - Military, Defense industries, Starship manufacture, military experience.

The Great House of Tyrkinar is a very conservative, bioconservative house with strong, almost indelible ties, to the military and it's defense industries

Staunchly anti-methane breather. Off the record comments suggest a willingness to partly or wholly genocide the internal Control Zones within the Empire. (Indeed, along the Trail, the trailing edge of the imperial core, the House has tremendous influence on locals' perceptions of their currently non-hostile neighbors)

The Tyrkinian Coreworld Imperial Company was ratified in early 11,017 and even now seeks to subsidize coreward exploration, trade, and commerce. This is bringing them into conflict with the Imperial Coreward Development Company and into increasing competition with individual members of House Rahn, their old rivals, who have old investments in the region. All of this has been upset by the declaration of New Orien as closed to traffic by order of the Empress; the two seed colonies in cluster will have to make do as best they can.

Notable Members: *Lord Klystron Tyrkinar, Lady Sanya Tyrkinar, Tepasi Tyrkinar* (teenager),

Gens Imperial humanoid, *Homo Novus*. As they are a blood line of Homo Novus, it does appear often that there are only 20 of them (ten of each sex) but of course this is untrue. Elaborate tattoos, ritual scars, and items of clothing and hair selection are important especially when dealing with those outside of the family. Nonetheless there are very few of them left; a fact that the house takes great pains to keep secret as an overwhelming number of the House's primary officers (60+%) are not of the blood at all.



Thetyel “the blue house”

Leader – the Lady Bathory k’Thetyel

Home – Irzibete - Planet of Black Sorcery;

a blood soaked world where the darkest of sorceries from prior aeons are collected and kept under the watchful but distant eyes of the Empire itself. Thousands of off-worlders go missing every year. World has a long history of outbreaks of vampirism.

Location of the Black Ledger.

Emblem - the feathered dragon, poised to strike

Activities The House of Imperial Sorcery

Also subverting the power of House Sei-gen, spying on the Spice commission, lots of personal agendas.

Allegations of sorcery & pacts with demons, chaos, and all manner of fell things.

Often mistaken for a bioconservative family, nothing could be farther from the truth.

They insist on ‘natural’ reproduction within their ranks and so this hampers their prospects somewhat. Theirs is a family of Great Sorcery. Members of this house, past and present, live as Oneiromancers on Vyauau Niamh or Sage-wizards at the Imperial Science Academy.

It is thought that the family descends from those whom first deciphered Quetzal - glyphs in the late Golden Age. Their knowledge of such things as the Quetzal - civilization, it’s magics, and where all of the ruins in the galaxy are located are held here second only to the empire’s own data repositories (which may only consist of data gained from the family and other matters as that data syncs with classified matters). Multiple members of the family may well be on staff maintaining the black ledger on Irzibete

Only in the Empress’ era has the house managed to attain Great House status.

Throughout the Third empire its existence has ranged from lesser to least house status.

By way of House Thet’chel, a lesser house they share blood with House Tekchitel. The core family are Liot Felidae originally of Rylot-Llioth where they once enjoyed Great House status during the loyal age of the Second Empire.

-Thetyel may have a ‘slight problem’ with vampirism amongst its older members.

- rather elf-like, but most notable members of this house have a patron of their own as well, some few maintain more than one.

They maintain a secret underground lab (but vast) on Canopus Rex near the south polar volcano region; maintained by themselves and house Tekchitel where they research HIGHLY secretly the history, lore, and nature of the world and it’s riches. They keep this research private from even the other Great Houses

House patrons – Cillithix, Tamarah,

House gods – Leviathan, Great Cthulhu,

Influence: house of sorcery, Goth, Irzibete,

Strongholds –Saxus, Canopus Rex, Vyauau Niamh

Irzibete, Planet of Black Sorcery; a blood soaked world where the darkest of sorceries from prior aeons are collected and kept under the watchful but distant eyes of the Empire itself. Thousands of off-worlders go missing every year. World has a long history of outbreaks of vampirism. Location of the Black Ledger.

Gens Many successful lines; Liot Felidae, Imperial Humanoids, many exceptions
Great Families of the Spice Commission

Aresh

Home: Mars

More precisely, they are the only *remaining* Mars based house – their once long rivals, the Ketha Túrjan (once greatest of the Martian gene shaper houses), now long since shattered into warring city states across the decaying face of Mars - i.e. the parts not controlled by Aresh, though they do pay a decennial tax to Aresh.

Activities *Aresh Conglomerate* the massive imperial backbone business trust controlled and owned by House Aresh. *Conglom Biotics* - in reaction to the trend of pursuing machine body style immortality in the Core, Aresh Conglom has created a series of bio-robotic alternatives (Aresh Bioroids or Biots), up to and including custom chimera crafting.

Aresh is of course functionally The Imperial House and also the Martian House and is very old school. It is dominated by Aesin interests, or perhaps vice versa. The “first” house; first house to declare (without prior negotiation to boot) for the Empress when she sacked the Imperial Capital, slew the former Emperor and declared herself Empress by right of fleet control and by declaration of a return to the Glory days of the Empire. The First house probably does date to the First Empire; in the main they are however the descendants of Martian Shaper houses of the Second Imperium. Official family mythology suggests they originated as a Martian business concern that arose in the Golden Age and then moving into scientific research and space/starship construction in the early post-contact era; within a thousand years it became a premier scientific concern, responsible for a series of biological survey missions over several centuries, recovering choice life forms from throughout charted space and beyond and bringing them back for study on Mars. Also recovering alien learning and technology and making first contact, as well as a xenoarchaeology subdivision, eventually becoming enormously wealthy on the Gene Trade and Gene Splicing markets of the League of Worlds; by the time of the fall of the League, the now increasingly family owned company practically owned Mars, though having been responsible for the creation of the finest collection of private, elite genegeneers, xenogeneologists and the like in a series of arcology sealed pressure domes in the southern hemisphere on one otherwise lightly inhabited and concerned part of the planet (somewhere between creation of silicon valley and) thus seeding the modern gene shapers. Which they came to dominate by the Second Empire period, from which the family can definitely be traced.

Family tendencies are infamous and well known. They are ultra-loyalists to the Imperial Throne but were ready and waiting for an opportunity to bring the Empire back to proper working order. They are a very conservative family in some respect they value reason above all things and while funding it in vast quantities of course, themselves see little serious value in fantasy and escapism. Adherence to detail and accuracy of intent are key. Generally infamous for their pessimism with regard to projected future endeavors.

Capital the Solar Federation

Gens Imperial Humanoids, Aesin

Bok

Leader *His Presence High Lord Esward Bok, the Unimpassioned.*

The High Lord Most-Impassive.

Home the Denisovian moon

Emblem – the eyes of the ancestors

Secret Rule – the Eyes of the Gene Pool; a disturbing genetic construct made of every dead member of the family deep in the home caverns of their house moon. ‘ancestor worship’ indeed.....this **house patron** controls the house, functionally.

Activities Gravity drives, they *are* the Imperial Gravity Control Commission, which maintains its Sub-ether monopoly quite well; a great many in Imperial service.

Also, several elders, all quite barking mad. “*Only vistas huh?*”

They are firmly committed to the imperial status quo. Much of their outward facing presentation involves upholding ancient traditions, cementing them in the minds of some, rightly or wrongly as the ‘second empire house’ – not usually in a complimentary sense.

Ancestor Worship, or demon and elemental worship dressed up as such.

access to ancient vaults and time capsules (they have an entire corporation dedicated to time capsule, information, and tech recovery from Ancient ruins, esp. First and Second Empire ruins)

Infiltration surgeries (many other families actually contain members of house Bok)

Experimental infestations of organic organisms by cybernetic parasites (torture for fun)

Fucking with their lesser like the immortal masters of the stars, life, and death that they are.

Maintenance of house superstitions.

Bloated, wealthy, decadent, and thoroughly corrupt house. The rot in the imperial core one might say. This house has been Void Touched.

Important Planets: Through dimly related sub-species, they maintain control over the crystal trade via massive influence over both Dulcinea system and it’s rival. Saxus.

Notable members *First Trader Denesov Aines Myxender Bok of Old Mars*, house founder c. 36,000 Gregorian; *Lord Scientist Gog Bok* (scientist developer)

Lord Aldelphus Reige Bok (maintenance of house records and Keeper of Secrets)

Gens *Bok Sonne Gries* (grotesque semi humanoid saffron skinned once-hexapods, semi arachnids) Some members of house Bok are partial to total conversion cyborgs, though some effort is made by other members of the family to keep them out of the public eye. Secretly some house members are preparing to en masse assume a form of exotic “and superior” Vec-life of their own weaving (Bokkusvechnatz) .

In truth, this was a trade oriented house of the old Martian Second Empire, one that survived the civil war by betraying the other houses to the mechanics faction when they took mars. Bok was driven off mars much later during The Liberation, but they only prospered in space by then. House Bok are survivors.

Their superstitions are well known but among the most significant – they will not set foot on planets. Moons yes, space stations and starships yes. But they will not touch down on a planetary body in its own orbit around a star, even an artificial one. Some go so far as to become uncomfortable in the atmosphere or gravity well of such.

House Bok is subject to **Carcinization**

The Nobility
Ketha ¹Format Sheet

House
Leader:
Home:
Emblem
Activities
Influence
Capital
Notable Members

(Also!)
Traditions

House Gods
House Patrons
Taboos

Rituals
 Life & death rituals
 Marking time rituals
Folklore

Mysteries

Living Arrangements
 Communal
 Nuclear

Community
 Urban
 Village
 Country

Sibling customs
 No concept

Dominant Clades

Holdings
 (Corporate)
 (Worlds)

¹ Ketha choose in xhosa, al ketha they chose in zulu

Sabella

Leader: Sumakeda Nakuti

Home: Susheeba

Emblem: Atolion¹ (a silver six legged lion with a wiry mane made out of spines & quills, sometimes with a spiked tail)

Long one of the great houses, long ago founded as House Sabaeas² and long ago recognized as it's heir, a rarity of such an ancient bloodlines (Sabaeas was an early Second Empire shaper *affiliated* house. Their homeworld was among the first of the successful custom world ecologies produced by the early Martian houses.

Secret Rule ?

Notable members : *the High Vessel, Idigris Ola Sukaris, her Excellency the State High Priestess of Exterre Ashtereth*, called by some the Silver Lion. Formal (temporal) head of the Exterrene priesthood insomuch as it is incorporated as part of the greater Imperial church (She is a politician not a cleric or an agent, but she is very astute).

Gens imperial humanoids (Sabellan)



Maetel Damiayanae Lahab-Bafil -
the House of the Void Fire

Newest and oft forgotten house; largely amongst Imperial bureaucracy. – the house of Damiana I, also called Vaena Maetal Damiana, later called Vaena Martel I.

Home: Ishtar Solus

Emblem *the Imperial Flame*

The newest Imperial House, the house is the creation of the last Empress of the Vena Maetel line. The name origin is unclear but may refer to the Empress' conquest of the declining Empire before returning it to Solvency.

A surprisingly low key, often even forgotten, Great House. Their numbers of course are scattered throughout the upper levels of the Imp Bureaucracy. Perhaps one day, the greatest threat to the empire (Emerging shadow government? For the empire to

continue it will have to be stopped. No other house trusts them. Though it probably has secret dealings with almost all of them.)

Gens Imperial Humanoids (Maetel dynasty)

¹ Their emblem / symbol is an Atolion (six legs, silver, spiked tail, wiry hedgehog like mane, only the males have manes)

Atolions are near high g hexapods from a (Turian like homeworld) mane and tail are semi metallic - very much something looking like it was drawn by Alex Raymond)

² The present ruler is named for the founder of that house Makeda. In concept this house draws from ideas of an Afrofuturist sword and sorcery/biblical African punt, Kush and Sheeba. IRL drawing from sources such as Ancient Ethiopia and Kenya

“People here seem strangely unaware that their significance diminishes once they are no longer present.”

- The High Lady Bathory of House Thetyel

House factions

Sunset Empire conservatives v. the moderate or Empress houses

Spice Commission v. Navigator Houses

The “gravity houses”

The wild cards

Sunset Empire Conservatives

Aresh, Sei-gen, Tyrkinar, the old guard; the conservatives; also heavy Mechanics faction influence and general opposition to gods and magic to varying degrees.

(Internally, Sei gen prefers dealing with Tyrkinar through Aresh given their ‘propensity for finding a military solution to everything.’)

Aresh unmistakable leader of faction but Tyrkinar exerts great influence on it.

The Empress Houses

The moderate faction; Houses Rahn and Sabella. Both are fully supportive of the present regime and act to moderate the more extreme impulses of the other houses.

Long casually allied houses they are a powerful bloc forming in the Empress Era.

Houses Rahn and Aresh have been in competition for millennia and so it is only natural that there should be renewed conflict now that Rahn is growing again, expanding by trade with the Saurid peoples.

House Rahn is increasingly becoming an empress loyalist house both by reputation and by design.

House Sabella

The Spice Commission

Houses Tekchitel, Bok, Dhiel (Aresh)

The Navigator Houses

Aveltirith, Ozma-Ozox and Ogolix

The ‘Gravity’ Houses

Bok & Dhiel (which could come to dominate the imperium if they opted to combine houses.....)

Thetyel. Kind of

The mystic houses

Bok & Thetyel (Sadly this often means they gather to honor the same patron demon or outsider thing, seldom in the Imperial interest)

The Wild Card houses

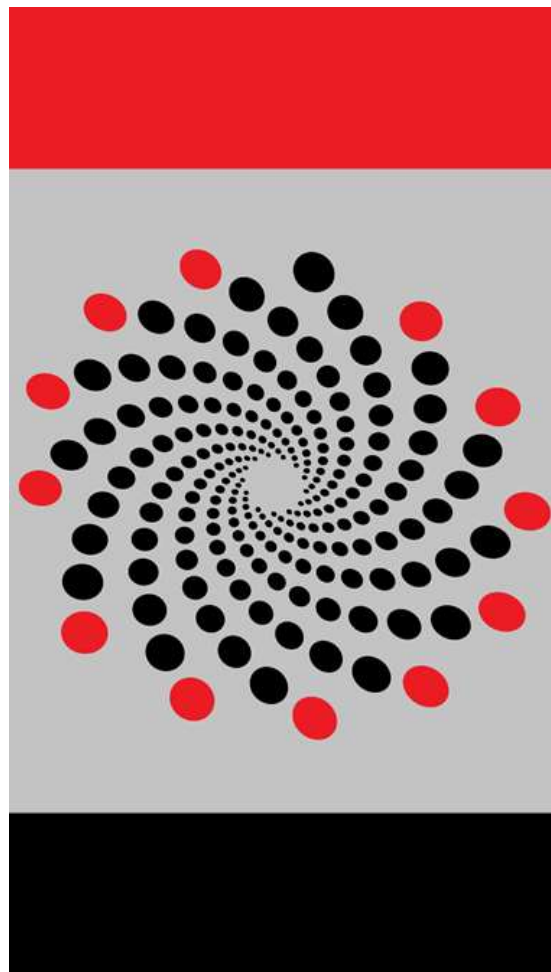
Maetel and Thetyel

Thetyel often side (almost by default) with the Gravity Houses on matters in which they have no stake and so are sometimes considered part of that bloc.

Lesser Houses, Petty houses & Houses Least The 133/"the 67 and 66"

Petty and Least Houses

In addition to the proper and official great houses, there are 67 petty (lesser) houses and 66 least houses. The Empress retains and reserves the right to create a new noble family on the spot.



A note about the Common House

The so-called Common house is a recent recognition; a 'house' made up of the over two million independent Space-Lords that rule planets, habitats, or systems within the Imperium. A shifting house made up of individuals ruling individual states within the greater imperium, it is useless save as a united force, something the Empress Imperium has not – yet – had to contend with.

The genetic congress

During the Second Empire, quite a few of the noble houses have their origins in gene stock set up for long term eugenics. 24 such houses eventually comprised a so-called "Genetic Congress." Each of these houses were symbolized by a creature and flowering plant from old Teranaya or another core world; these being gene lines that each respective house kept the gene seed alive for.

In the aftermath of the Second empire's fall, these noble houses fell into sub-light feudalism – many of their worlds were among the very few not fusion-bombed back to the dawn of civilization at the very end.

The remaining 23 houses of the genetic congress met on a Ceres-sized asteroid called Terranova until it was shattered by the Navigator Fleet when they returned to Imperial space, triggering a period known to the planet bound as the Thousand Year Hell. Those houses and the worlds they controlled were raided every century or so thereafter in a truly Star Viking-like fashion.

Today the modern equivalent in many ways is the Spiral Parliament, only recently convened to confirm the (now current) Empress.

Depicted above *The Informally adopted flag of the Spiral Parliament 10,999/Third Empire*

The Imperial Aristocracy – Petty and Least Houses

Petty Houses

Lesser Houses, Petty Houses

House **Myrgrisse** (MerG-Reece)

A waning economic powerhouse; in the time of Vaena Martel I. the source of some of the most brilliant economic theories in recent history. Presently run as more of a business than a house, engaging in contracted Population resource management across the Middlemarches;

Homeworld - the fourth (fifth) planet of Gilese 581 (Imperial Core)

Emblem -

Activities – maintaining their tenuous hold on their compound on Maximal Secundus, attempting to return to Great house status. Offer market predictions, act as an investment house, acting as insurers to high risk imperial productions

Most of their remaining actual wealth is due to heavy investments in mining and “materials collection” of all sorts. Planet side and belt materials extraction, trade in fuel and energy and starship hull construction of mining and fuel transport vessels. Maintain interests in high energy fuel (ranging anywhere from helium-3 to proton fuel) all along the outer Middlemarches

Have a reputation for controlling every step of the process of any business venture themselves; House exists as 41 separate companies that work together seamlessly because the same 1130 family members control them all.

Notable Members - *Teas Kethemdanys* (house executor), *Seventh of Polis* (house Champion), *Auynaugret May Grisse* (EIN ow-Grett) house founder

Gens & Clades – (dual) Imperial Humanoids,

Seventh of Polis

Champion of the House Myrgrisse

A ruthless and logical warrior who has earned her name and reputation fighting for House in the games on Maximal Secundus. She and her victories are largely responsible for the lesser house to maintain its tenuous ties and holdings on the noble world.

Trained by the very best in the most traditional forms of combat she nevertheless uses custom high tech an psionic implements to give her an edge. Wears her hair bleached blonde and in a startling 13 cm Mohawk.

On at least one occasion, the attempted assassination of *Teas Kethemdanys*, she was responsible for the (out of arena) death of seven trained assassins clad only in boots and bearing only a power sword on minimal charge.

Teas Kethemdanys has since become house executor and is known to travel with Seventh of Polis in her retinue as a bodyguard of sorts.

Factions among the 67 and 66

The Nine ‘Barbarian Houses’ – all petty houses, all less than a thousand years old
3-5 Ketraxian houses, 2-3 Friggian houses, 1 Iocaste? (just one if that)

The Fin houses (the Houses of Siren) - Traditionally there are the “Nine Houses of Siren” For good and for ill, they are functionally extensions of House Tekchitel in everything they say and do.

The **Old Machine Houses** are an emergent allied political bloc of otherwise decadent old houses. The machine houses - Several (6-11) houses of nobles who have fallen into a core world decadent immortal robot bodies state and so are increasingly divided each into two camps. The melancholic and those who have been transplanted to the imperial frontier, likely the future of their houses.

Petty Machine Houses

House Rossum
House Leijit

Least Machine Houses

House Andromeda
House Danh Garde
House Dru Let
House Farloch
House Nyctalope
House Soryama
House Sandor

House Rossum the house of the artificial nobles

A family of synths. In the last “generation” they have begun (selectively and so far quietly) a process of adopting other mechanical created into the house to strengthen their position. Constantly hosting other machine house guests on their homeworld, Capek-VII

House Leijit - center of a movement of some 6-11 other houses who have collectively fallen into an ‘immortal robot bodies decadence’ – many of them are quite melancholic.

A ‘surprising’ number of them have been selected for repopulation along the imperial frontier.

House Andromeda oldest of the machine houses, an entire (now otherwise extinct) branch of Friggian precursor wholly comprised now of house brains inside full conversion cyborg bodies. No one really understands them.

House Danh Garde - built their success on the first generation of battlesuits for the Imperial Legions.

House Nyctalope - A house of cyborgs, entirely comprised of nobles of other houses and other notable folk, all cyborgs, by invitation & investiture. Once a more significant house. Given its composition, among the more egalitarian houses.

House Soryama- once influential machine house

House Sandor - house named for the father of modern imperial parascience; strong ties to Imperial R&D

The Nine ‘Barbarian Houses’

all petty houses, all less than a thousand years old

3-5 Ketraxian houses, 2-3 Friggian houses, 1 Iocaste? (just one if that)

House Metaxis has *enormous* influence over the Widders-side Middlemarches

A banking and negotiation alliance that did VERY well for itself during the Reconquista and, especially, in the 2 centuries afterward. They were granted house status during the reign of Martel II.

Presently engaged in a bit of a cold burn/rivalry with the older and much more traditional Martian house Ares.

House **Symeon**

The 'ex navigator house' essentially the floating fetus people who get around via ectoplasmic this that

The 'head babies' of Psi-Myo 11 - a large extended colonial pressure dome on/under/in the *eleventh moon of the gas giant* Psi-Myo (in the **Coctys** system) - entirely inhabited by a psionic society of evolved humanoid mutants;

- Secretly they have traded genetic materials with one or more of the navigator houses (actually part of one of the lesser, ex Navi) houses throughout imperial history which has aided in maintaining their seclusionary nature
- These are the 'star children' looking humanoids; 'floating space fetus with enormous heads'
- A hairless weird fucking race as class that has astral projection, aura sight & manipulation, and a range of ectoplasmic "cybernetics" as well as telepathy, machine empathy, psi blast etc. (EXTENSIVE Psionics)

Activities – active though declining influence over the whole of the imperial slimes industry

Gens & Clades – Post-humanoid (Symeon)

Note: House Symeon is subject to **Carcinization**

House **Thet'chel**

- which has been dominated by a core family whose lineage goes back to Rylot-Llioth, where they enjoyed Great House status during the era of the Martian dynasties (see Chargen pp. xx **Liot Felidae**). Has ancient blood relations with two (presently) great houses (Thetyel and Tekchitel) which complicates matters somewhat, including a small lineage of mixed humanoid organics that is nonetheless a part of the family. Gens many; Imperial Humanoids, Liot Felidae,

Rossum

the house of the artificial nobles

A family of synths. In the last "generation" they have begun (selectively and so far quietly) a process of adopting other mechanical created into the house to strengthen their position.

Home: Capek-VII

Gens & Clades – all are Created, though increasingly of a variety of mechanized organs.

A few other Petty Houses of the Spiral Parliament

Al Kem Brise

Blish

Bode'

Bholand

Korbin

Gearaude

Least Houses

Lesser Houses, Least Houses

These are primarily the demesnes of the better off Space Lords, those of once significance or prominence, or such. They uniformly possess but a single geneline or line of decent.

House Sekh – house of Liot felinoids, based on Sadeness, a world of Ophir. Once a wealthy house with interests mercantile, spice, and the mystic. They have seen better, longer days. Their primary claim to nobility is a (mostly) unbroken gene line that can be traced back to the first empire.

House diReethe

the descendants of the early Sunset empire emperor Vithas I (*reign: 980-1147*)¹ by reputation a house of ‘science-philosophers.’ Long, long associations with the Imperial Science Academy, many universities throughout the imperial core, and other educational and parascientific bodies of once great aspect. A petty house at the time of the Reconquista, despite having sided early on with Vaena Martel in the modern age House diReethe is presently ranked as a least house in the Spiral Parliament, the gathering body of the assembled noble houses of the imperium.

“There is not change without Entropy.”

- Our Dying Universe: *A meditation on the nature of the parascientific apparatus called the phenomenal universe* by Doctor Vithas diReethe, Professor of the Imperial Science Academy and *Emperor of the Sunset Empire 980 – 1147*

House Ximeneth “Under the sign of the black Terroraptor” old Coreworld noble geneline; can date it’s lineage with some efficacy to the late first empire.

Clade Ximeneth Traits - threadbare Petty house descends directly to old Coreworld first imperial nobility, Organic humanoids, double kidneys, enhanced cardiovascular respiration, other long ago gene mods that have since become family traits.

Golden eyes, dark hair (mahogany, black, or dark blue, some recessive dark green), Infamously tone deaf; eyes have difficulty separating orange-yellow and seeing indigo or violet as other than blue

Made for hardness - +2 to STA, +1 hp/die Normal and Light Gravity proficiency

Also see below

Vithas I. Emperor of the Sunset Empire 980 – 1147 (born 903, expired after long illness early 1148) Founder of the diReethe dynasty, roughly corresponded with the Golden Age of Imperial Progress. In his time ‘Science-Emperor’ Vithas brought many faculty, staff, and fellows of the nascent imperial university to bear on the essential problems of the day, as well as appointing a great many of them to noble posts throughout the then young and vigorous ‘Third Empire.’

Two of his house went on to become Vithas II and Vithas III, only the latter of which managed to escape the shadow of their ancestor.

The Nobility example

Sample Ketha 'Format Sheet

Under the sign of the black Terroraptor - House **Ximeneth**

Leader: *Ilarizhain Cinqath Khoi d'Ximeneth*

Home: **Sennec Senquo** (old outer core worlds, near the Gateway sector)

Emblem Sign of the black Terroraptor² - shape resembles a sort of propeller lifted six legged scorpion

Activities old money founded in materials extraction, patronage/sponsorship of missions of material conquest, and colonization underwriting.

Influence minimal, some lingering influence in their home sector and connections in Gateway. Have not had major influence since the (preMech) Martian Imperium.

Capital: **Torqual Minor** (low g world neo-garden world)

Notable Members

Traditions

House Gods the Imperial Cult (Exterre, Leviathan)

Possibly certain honored ancestors as well.

House Patrons Pharmacopeia,

Taboos

Rituals

Life & death rituals

Marking time rituals

Folklore

House mythology depicts death as a twisted machine made out of parts of dead bots

Mysteries

Living Arrangements

"the 21Households" ea. number in the hundreds and is descended from a commune (or two), each comprised of 3-6 nuclear families, all of the clade.

Community

Urban

Village

Country

Sibling customs

No concept

Clade **Ximenet** - Petty house, old Coreworld imperial nobility, Organic humanoids

Clade **Ximeneth Traits** - Petty house, old Coreworld imperial nobility,

Golden eyes, dark hair (mahogany, black, or dark blue, some recesives dark green), Infamously tone deaf; eyes have difficulty separating orange-yellow and seeing indigo or violet as other than blue

+2 to STA, +1 hp/die Normal and Light Gravity proficiency

Holdings

(Corporate) Transstellar banking and holdings, materials & commodities exchanges

(Worlds) Cisneros Marillion, Sennec Senquo, Torqual Minor & Major, Siranar,

¹ Ketha choose in xhosa, al ketha they chose in zulu

² What is a terroraptor? "flying scorpion" Lifeform vaguely resembles a hybrid dragonfly-scorpion

Least Houses - Second Empire 'infiltration houses'

Houses di Kamolinh and di Kamrom

This house was originally a clade created late in the Martian Dynasty of the Second Imperium; literally made to be assassins. Later they were nearly replaced by a second generation that were true molecular shapeshifters. During this time, they were "downsized" and placed into the imperial security apparatus.

Shortly thereafter they uncovered a conspiracy within that apparatus – eventually finding that the shapeshifters created to replace them had loyalty to no one but themselves. A nasty purge followed. This among many crisis permitted the Fall of Mars and the debacle that led to the Maleth Dynasty of the (Loyalist) Second Imperium. During that that they became essentially the secret spy network of the Martian emperor in exile.

After many centuries they came to appreciate an opposite number amongst the Mechanix faction, AI created dedicated to their infiltrations and homicide. After many encounters with one another the two groups defected together, at the end, each group essentially faking their collective destruction before the very end.

Their descendants (of both groups) became two of the first houses of the Third Empire. Quite likely they played some part in the conflict with the White Sun Saurids.
Clade Imperial Humanoid Kamolinh

polymorphic body structure (imitative polymorph)

Beings with a polymorphic body structure can alter their appearance within certain biological limitations; they may alter the colour and texture of their skin, reshape cartilage and move bones.

+1 Fort and REF saves, +1 Will in intelligent varieties

+4 innate biological trait to imitate other lifeforms of the same approx. mass and dimension

House di Kamrom?

Biological imitation machine

Designed to infiltrate, spy, and ultimately, kill. They were made to fool 'machine sniffers' of the late Second Empire to detect micromachines and nanotech (and robots in disguise of course)

Once the machines samples the molecules to be imitated it alters it's molecular structure to best resemble an imitation of that being. This is an early form of transmolecular shapeshifting.

+1 HD, -1 BAB, +1 fort save

Guild-branded Assassin (apprentice)

You, a member of the petty aristocracy, of houses di Kamrom or Kamolinh, have acted in the traditions of your family and undertaken the first steps to becoming a certified imperial assassin.

Kit: an oath to uphold the *Curia Muy bhang*; the **code of ribbons**, a credo of assassin's law in the imperium under the Second Compact. An honor blade. One weapon of choice registered with the guild.

Assassin's Law - I see ribbons

Like almost any other activity in the Imperium, assassination is a formalized affair and when pursued through proper channels, legal.

Types of contracts

Justice – a justice contract has certain protocols that must be met but if they are, and the assassin is both licensed to kill and for this kind of killing, carries the force of law; SecFor will not attempt to interfere with a lawfully sanctioned assassin on a mission of justice.

Those who do pursue justice assassinations must be certified and there is periodic examination of skill and thought.

Special applications can be made to such organizations for truly indigent individuals with need to waive up to 95% of the operational expenses and fees.

Other types of contracts

Corporate war – murder

Government contract – removal of compromised asset

Noble Challenge – asset warfare

Kamolinh Mimic Hunter

You are part of the nobility, a member of house Kamolinh or Kamrom, and you are aware of the biological infiltration of the Empire by bizarre entities capable of mimicking common physical objects.

+4 to discern disguises or undercover identities, even those utilizing magic or technology to achieve shapeshifting.

Some Least houses

Borges
Kaza
Dah Li
Di Kamolinh

Di Kamrom
Gendible
Gimenez
Royo

Lost houses

Spinraid Allegedly among the oldest of the houses, they were the first and most successful of the Navigator Pirates, and are remembered accordingly, the original name for the house and bloodline have been lost to time and history, working against their favor in establishing their claim.

Anselbile
Chambers

Priest
Vasolev

Stupid noble tricks

Exodites – Perhaps not surprisingly, many nobles, armed with sufficient free time, fret about the most abstract things. The “immanent” collapse of the universe for example. Many research cross-splinter, or multi-brane travel, though many such follow an even wider array of doomsayer beliefs. That the dead will one night overwhelm the living. That a demon will come and eat the stars. That imperial star drive is somehow damaging space its-STAND BY CITIZEN HELP IS ON ITS WAY DO NOT DEPART THIS POSITION THANK YOU FOR YOUR COOPERATION /runtime error memwipe 99%



Carcinization - *“all will be kreb”*

Is a strange affliction which seems to strike clades, often imperial noble houses, without warning. As emergent phenomena go, it stresses even the otherwise highly xenophilic imperial culture. Carcinization means, To become crab-like; here meaning, your body has changed.

Stage one – *posture deterioration, body wracked by arthritic-like syndromes*

Stage two – *shrinking of tendons and ligaments in legs and arms,*

Stage three – *now walks with a distinctly scuttling motion; spine twisted in early scoliotic contortions.*

Stage four – *individual is no longer fully bipedal; movement in full gravity 1/3 starting – this represents a climbing crawl action that is the only movement they are capable of.*

A surprisingly large number of clades in the imperium seem subject to this variety of mutational change. Houses Bok and Symeon most notably.

If a noble is determined to be subject to carcinization, roll 1d6. If they are part of one of the Great Houses add 3. If they are of an Imperial petty house, add 2, and if they are a member of one of the least houses add one.

Members of house Symeon add 2. House Bok add 4.

Residing in the biologically hazardous area near the galactic center? Add 1 Native to that region? Add 2.

1. 1 emergent mutational strain. If you make a DC 14 Fort save the Carcinization is recessive and has not (yet) manifested though it may with exposure to radiation, cosmic power, or other mutational agents.
2. 2 as above, save that the DC is 20. Success on this indicates that it is recessive (as above) but that you will pass this trait on to your genetic offspring.
3. 3 Stage one – *posture deterioration, body wracked by arthritic-like syndromes*
-1 AGIL, -1 STR
4. 4 Stage two – *shrinking of tendons and ligaments in legs and arms,*
-2 AGIL, -2 STR, -1 STA
5. 5 Stage three – *now walks with a distinctly scuttling motion; spine twisted in early scoliotic contortions.*
-2 AGIL, STR, and STA
6. 6 Stage four – *individual is no longer fully bipedal; movement in full gravity 1/3 starting – this represents a climbing crawl action that is the only movement they are capable of.*
7. 7 becomes nonverbal
8. 8 partial carapace, eyes swivel 320 degrees in sockets.
9. 9+full carapace, eyestalks,

At 7+ roll 1d6 again, adding STA modifier. Any result of five or more provides an additional cosmic trait

1. Extra Eyelids
2. Extra Joints
3. Metal plated exterior
4. Radio sensitive metal lined antenna (if gained twice becomes radio emitter)

Corporations, mercantiles, and trading alliances

Chemgyn

Transalkemachs – Industrial and contract slime synthesis.

Praxitel Synthesis – Leader in the Slime Industry

Goddess Omnimechanix

Reielkimaze Droidwerks

Aresh Conglom

Somatech divine mechanics – Pharmacological design house and manufacturing bloc.

Stott-Penobscott – arms and weapons manufacturers “*Strife is our business, business is good.*”

Preserver Formwerks – top “procurer” for the neural parasites and other body harvester lifeforms of the empire

Baoosh Formworks – the second largest provider of bodies for the Necroparasites of the empire;

Psionics industry controlled by the Navigator houses

- Strong ties to the spice, slime, space travel, naval, and genengineering industries
- Crystals, slimes,
- Persona backups, any kind of memory or mind reading apparatus, memory storage (organic or otherwise), psi-circuitry, psibernetics, soul circuitry (to capture free souls),

(Note: from an engineering standpoint it is relevant that certain materials work better in psionic devices than others, just like any other magic items.)

Mindcraefts

Enceledan Psiwerks

Psionique Fabricaitalle – an ancient coreworld design house

Bors Mango

Lei-lan Two Moons Psicorp – maker of low end psionics but primarily a manufacturer of psi booster drugs

Imperial Wireless – a chartered corporation that runs telecommunications on a thousand worlds, also a backdoor for most imperial intelligence agencies. Has rare beam stations which are functionally planet bound ansibles.

Imperial Atlas -



Regions of the Imperium

"It is a time of remarkable change within the Imperial Volume...."

The Imperial Core

Deep core /Old core

The Martian Way

New Core

The HAAIZ

The Friggian Reach

The Middlemarches

The Saurian Worlds

The “Ketraxian core”

The Widders

The Rim Frontier

The Core Frontier

- Overview -

The Imperial Core - Not a nice simple sphere but more resembling an amoebae under a microscope; the oldest area of settled space, and where the history of the first and second empires transpired.

There is an unstated divide between the core and the rest of the imperium; the life experience of core dwellers has little in common with their fellow imperial subjects. The divide is cultural and technological; there is no actual physical separation of the regions. IT is not by any means a lawless region, however. Every world is considered a fully Imperial world and there are no obstructions in the pursuit of imperial justice; the overall technological level here precludes much crime and lawbreaking in any case. Or so is the perception.

As of 11,019 There are precisely 13,666 star systems officially designated as being in the imperial core

Radiating out from around the imperial core area are the **Middlemarches**, the vast majority of the imperium. Each member system likely has an imperial monitor class vessel; a small artificial moon at the fringes of the system, often acting as that system's ansible relay as well.

Unevenly in each direction from there you eventually reach the ever expanding **Imperial Frontier**, and it is here where there is again a sharp drop off in technology and facilities, much as the difference in moving from the Core to the Mid-imperial region but far more pronounced.

Coreward Beyond the coreward 'border' of the Imperium lies a vast and wild but not lawless region. Here are the Satrapies.

The **Satrapies** a vast region where various polities, many of them Saurid, have sworn fealty or allegiance to the Empress; many imperial colonies also exist in this region, some of the Satrapies are run by imperial subjects, former adventurers.

The Satrapies are distinguished by being on a timetable for full integration into the Imperium while also acting as marcher baronies for the vastness of largely unknown space beyond.

The **Widders** or the Drag or the Trail, in older parlance, is the counter-Spinward side of the empire, extending to the nearer fringe of the Orion arm. Long an underdeveloped region of the Imperium, House Tyrkin has vast power and influence here, especially in the more lawless and undeveloped regions within. The Widders are the edge or frontier of the imperium in 11020, containing the Doom Star and the (failed) Imperial Ring (as well as the new, secret, imperial ring structure, this time being assembled from scratch with Imperial tech).

At present the Widders are known amongst spacers for lots of Maenad activity. The sort of "coreward boundary" of the Widders is considered to be the expanding nebula called the Maenad Veil. The **Maenad Veil**⁴⁰ is a young nebula, known for its bright swirling turbulent colours.

⁴⁰ The Carinae hypernova fragment spins rapidly deep within the cloud, accounting for it's archaic designation as the Carinae supernova nebula

Rimward

The Somtow Expanse

On the far side of **tradergrave** space? A lonely place that, it is suggested, the Traders once reached out to but retreated from. Poss. this is where whatever happened ... happened
An ice world on the edges of a dead star system where a species of FTL telepathic space creatures come to die....and they sing sorrowful music to each other, singing their song, so that their knowledge is not lost but sent on to others of their kind.....where once someone hunted them for their brains to use as critical components in their FTL space craft / navigational computers

- The critical component allowing AI space drives to function. Possibly this is the Second Empire after the Flight of the Navigators, and so the first gen of shipboard AI Gods is born. For reasons the second gen doesn't come along for thousands of years.
- species likely hunted to extinction by Second Empire's fall then

Typical travel times –

(if larger or slower Imperium is sought multiply these figures by ten. To shrink the empire or increase the efficiency of it's drives, divide these figures by ten.)

Travel times represent an average and nothing more. Average meaning a standard large body citizen/commercial starship traveling primarily in the shallows (the first and second sub-ethrae)

Imperial core to world in Middlemarches

- The deep core (Solar, etc.) to penal colony? 8 mos ship time. Quite likely longer real time.
- Ishtar to Tanix (Capital to Capital run) – about 8 weeks ship time
- Mars to Maleth Noir – about 9 weeks ship time

Imperial core to world on Frontier

- The deep core (Solar, etc.) to the Orion Reclamation Zone? About 47 months ship time.
- Tanix to the Forgeworlds? 60 months ship time.



destinations for pilgrims

Eshterre – the holy world of The Empress and sacred to Exterre; millions of pilgrims flock to the inner core each sidereal in hopes of touching down on Eshterre and breathing it's air and touching it's soil but nothing could be less possible. No one unauthorized is permitted to enter the atmosphere; the world remains Closed, as it once was during the reign of Vaena Martel I. Instead, they are congregated within the glimmering towers of Tabernacle Station where the high clergy lead them in transcendental mass before sending them on their way.

The Imperial Core

Deep core /Old core Regions

There is an area of the old core known as **the Martian Way** – there holdovers from the loyalist era of the Second empire are strong and many culture legacies continue (frex Maleth Noir – the naming scheme is Martian era; primary, then planet name, presented as one name. q.v Solar Mars) – generally a bubble surrounding about 50 planets of the old Second Empire, from Solar Mars toward the core into Aldebaran sector.

*Some Star Sectors of the Deep Imperial Core*⁴¹

Garden, Ouroboros, Ophiuchus⁴², Siren, Capella, Altair

Some Star Sectors of the Outer old Imperial Core

Aldebaran

New Core Regions

The HAAIZ / Hyda-AIZ – *sometimes' the Amber Zone'*

Deep in the new core is the Hyades Autonomous Ancient Interdiction Zone a 35x13 light corridor of space closed to commercial traffic and subject to regular patrol by the home fleet. A dangerous region of warped space and devastating precursor artefacts. Persisting rumor suggests one or more of the Primordials, freed at the end of the First Empire may have long slumbered there.

And of course, some say one of them may yet still.

Per naval beacon the primary danger is “Precambrian time distort” and so the Naval elements have reason to formally explode vessels attempting to enter the zone as much as leave it.

Nevertheless, it is a lawless region deep in the heart of imperial space and so naturally those on the run with nowhere else to go will make ‘the Hyades Run,’ or the ‘Corridor Run.’

Only very rarely will an ISA party be allowed in with special escort, usually to explore the Ven ruins that the region is said to be littered with. How many garden worlds are located within must be determined from observation as all imperial records on the matter are classified and locked away.

-67 days from Maleth Noir on a straight shot in the first sub=ether.

Tanix 281 days beyond at the same depth and speed subsequently.

The Friggian Reach –

probably began as a somewhat pejorative term in the years immediately after the Reconquista; today it refers to the area of widest Friggian economic and cultural extent; roughly the area of the new imperial core between the Pleiades and the Hyades star clusters; a literal “reach” or from the origin of what is now called the Friggian Diaspora,

⁴¹ This includes some famous and very successful core systems: Solar (Ishtar, Imperial Centre, Teranya, Mars), Sirius (Siren), Vega, Procyon, Surya and Altair (an archeological site) and Tau Ceti (Presently being demolished as a star system and replaced by a large scale dyson swarm).

⁴² Between Oroboros and Ophiuchus, these sectors encompass every star system within 13 Lights of Solar. The Judge is free to move or ignore this of course.

an era that began shortly after the collapse of the Third Empire with the displacement of some 25 million Friggian “Unidenticals”

Many of the worlds were subject to raids and privation by those Friggians for a desperate nine hundred or so years before they joined the empress’ battlefleets. In that time, they conquered and occupied hundreds of worlds in her name, and remain in control of a great majority of them, a ruling class existing coequal or atop the “indigenous” population from before the Reconquista.

So too does this area and era correlate to the struggle of the Maternals to achieve full rights independent of cultural expectations in the traditional societies of Friggia. Some 90% of so-called “emancipated” maternals exist across the worlds of the Reach, often in an administrative or other leadership capacity. Closer to the Friggia itself in the Saybin *Some Star sectors of the New Imperial Core*

Hyades

Gateway

Gordium

the Ketraxian Colonization Sphere. The rough radius from the Ketraxis that has the heaviest dominant population of Ketraxians in system or on world.

A /substantial/chunk of the new/outer core. The fiscal/economic hub of the Empress Imperium.

Strong cultural touchpoints to “*The civilizing corsairs*” (*strong meme +1*) of the Empress Crusade “Hello we are here.” on their flag

1d12 Systems & Worlds of the core list

Bienividao (Bee IN a VEE Da OW)

Cancer Echo– Imperial Fabrication technology was originally not practical enough to prevent the mining of Cancer Echo, an core world planet made of carbon in the form of diamond & graphite. At this point what is left of the world is scheduled for substrate demolition and then disassembly to fuel the raw material needs of the empire’s great industrial fabricators. 55 Cancri likely will follow onto the list of core systems to be fully demolished within the next decade.

Eden – one of the oldest and among the very first truly terraformed worlds; presently midway through its 1500 year evacuation as the world is declared Fallow. The ISA is in negotiations to set the planet up as a historical preserve indefinitely.

Far Paravel – one time Gateway to the Middlemarches; infamously the “outermost core world” – a custom world with planned ecology planned during the Imperial Century.

Halcyon – Ancient core world

Irzibete – planet of black sorcery, world of the star Osil; it is the location of the Imperial Sorcery Archives and the Black Ledger

Mau’Shuran – the minarets of Mau’Shuran are home to the Imperial Coreward Development Company

Ophir – ancient core world

Sadeness – world of the Martian Way in the old core.

Sheeba – ancient core world

Sorik – ancient core world

Xalbador – outer core world towards the Widders

The Middlemarches

The “Ketraxian core”
The Saurian Worlds

The Saurian Worlds – a vaguely cone shaped area of the core extending out to the Satrapies. The dozen or so once independent Saurid polities now fully integrated as imperial worlds over the last 7-9 centuries.

The coreward Middlemarches

The **Scythian Drift** sometimes “called Emiko’s Drift” – a safe sub-ether route through an intense star forming region of great and unpredictable gravity. Extends out to part of the coreward frontier.

Systems and Worlds of the Middlemarches list

Yimpatho – world where the Aesin inhabitants exclusively utilize biotechnology and exist in mobile hunter-gatherer groups; evolved descendants of a survivor group of Second Empire loyalists who found themselves on a world with a deep rich biosphere and gene history at war’s end.

The Floating Continents of Rhylnaphar

New Helium – as part of the Third Empire’s millennial celebrations, ten of the Martian Shaper houses announced an ambitious plan to find a world, terraform settle it in an effort to recreate somewhat of Old Mars.

Niceal – imperial moot world; thousands of largely automated estates of noble families past and present maintain this quiet pastoral world for those times when matters of galactic import require the noble families and heads of state to meet in a common and secure location with much tradition to keep it secure. For most of the Empress era, that world has been Niceal.

Grend’l

Judith

The one-kilometer deep warm weird seas of **Paragaeam** Snorkel at the equatorial horizon and watch Parasoi and Paradio its two moons (one an actual moon one a late era asteroid capture) rise over the tides at night.

The poor backwaters of Old Ariene sector

What today we could call Orion. Long exploited by House Ares and it’s company. Only formally reintegrated during the middle Empress era. Has been most ruthlessly exploited by Ares both house and company for centuries.

The Widders

Systems and Worlds of the Widders list

Cassius 193 B – the Doomstar

The Rim Frontier

Systems and Worlds of the Rim Frontier list

Foomh – Gateway to the rim frontier; infamous for it's hallucinogenic moons-vapours

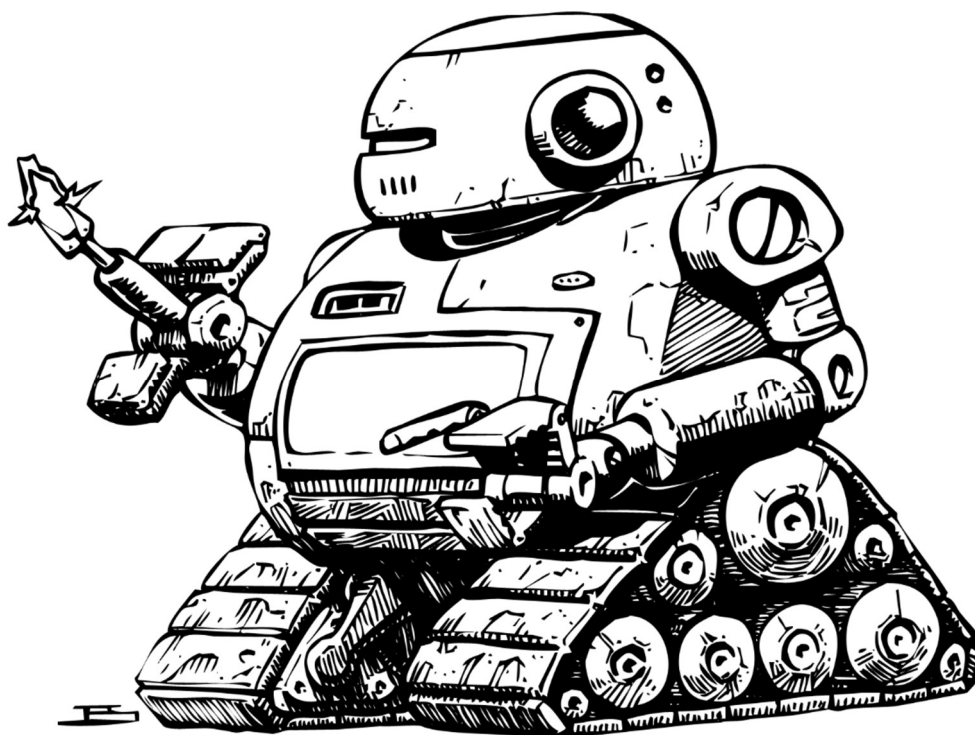
The Core Frontier

Worlds of New Orien sector list (see Colony Black)

An-Lat, a world of New Orien sector

Worlds of the core Frontier

Asha – world infamous at first contact for its extensive Quertzal and Nagah ruins. (and slaxxenar, of which there were some 16 million on world at the time of contact)



Relations, External and Internal

Internal divides

Atmospheric Control Zones - the Empire maintains three “Atmospheric Control Zones” within its controlled boundaries. These are systems controlled by chlorine & methane breathing creatures that have historically opposed the Empire’s peoples. Of the three Zones, one is an annexed imperial ‘reservation’ (a bit of an experiment, and a recent one), one is imperial in the sense that it is a demilitarized zone under imperial military occupation, slowly being worked into the imperial mainstream (To a limited degree; these creatures simply do not get on well with the sorts of creatures that prefer to inhabit Garden worlds).

The third is a hostile power but is surrounded by the Empire and thus de facto controlled by the empire while in fact no power is leveraged internally.

The alternative is likely genocide. Sometimes, co-existence must be by force of guns.

Another divide exists between the population descended from the worlds of the First and Second Empire, and those brought into the empire subsequently. The former have ties to the core worlds, a history stretching back to the Second (or First) Empire, and are passably related to one another. Those brought into the Third Empire, and especially those brought into the Empire in the last thousand years tend to exist on the fringes; individuals may excel but most of their fellows will be stuck on the edges.

Spec. group of Neo-fins and ursoids from the Coalsack that are staunchly anti-monarchist and anti-imperial and long resisted Imperial attempts to intrude. However, some of both were part of Vaena Martel’s invasion force in the Reconquista and so this led in subsequent decades into the Coalsack’s gradual absorption into the Imperium peacefully.

A great many of the older and settled worlds of the imperium further away from the core belong to the imperium simply for the privilege of, in essence, not having to worry about the world beyond their world. Which is, to a certain extent, how the Imperium likes it.

Spacers, the Zero, and “Slow Time”

Certain traditionally “automated”-stable, long manifest transports flit about the core worlds of the Imperium just barely on the far side of the Toum-Var. The shallowest Sub-ether penetration possible is an area called “The Zero.” Not practically usable by most modern starships, the Zero is a region where mass bearing craft may reach (but not exceed) the speed of light.

The Zero is the most shallow region of the Sub-ether, and the one most subject to the physical laws of the phenomenal universe. It is also, consequently, the safest region of the Sub-ether, from those threats native to it.

A tradition that is actually quite ancient, as it dates to the period of massed deletion of the information volume of the Second Empire, is Slow Time. Those who retain a spacer’s outlook in many ways (indeed, they are the antecedent to many modern spacer tribes) but with an even greater emphasis on self-reliance and non-interaction, for they spend much of their time in the Zero. Much, if not most or all. In modern imperial space, this population is evenly distributed between organic humanoids long born to it, and mechanical Created and datalife, who can operate physically or in substrate during such

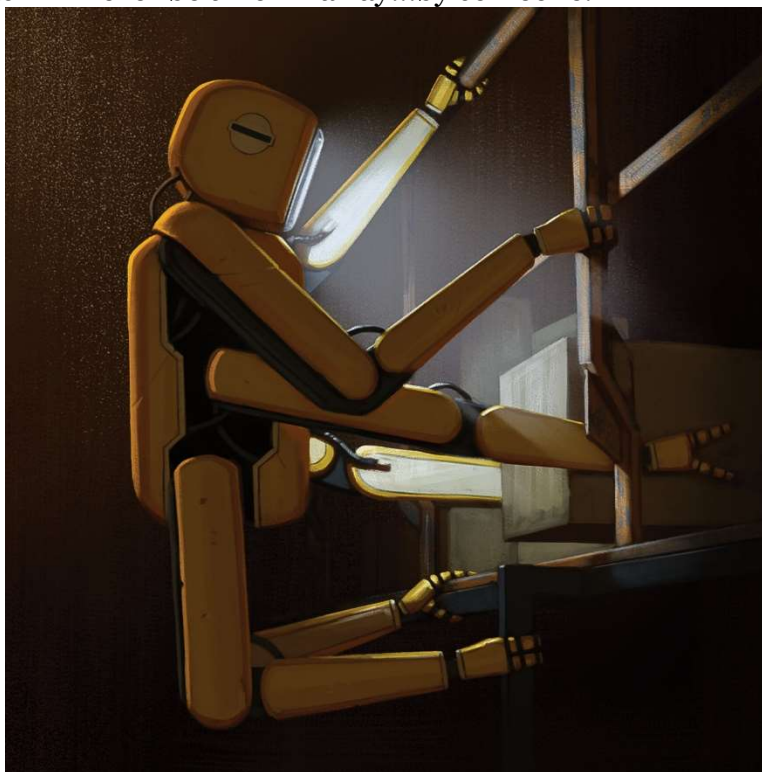
a long voyage. Not properly isolationists, they do like to be left alone to their own devices;

A persistent but racist early Third Empire rumor continues to surface now and then - it suggests that the vast majority (98%) of organics “on the long haul” are in fact second empire biots, created for the veery purpose but ‘gone wild.’

Not that it would matter in the modern Imperium, but racism is not rooted in rationality. Aboard these many and varied, often quite ancient starship hulls, a surprising variety of insular micro cultures are known to exist, both in application of, and in defiance of, traditional Spacer ethics.

Unlike almost any other ship class in the Empire, it is believed that as many as 73% of these vessels do not even utilize a traditional gravity drive at all, but a relatively primitive, much smaller version called (in modern parlance) a Skim Drive. Skim drives only allow shallow Sub-etheric incursion (0th) and are in fact linear developments of what are ultimately second and even first empire technology.

That which works will never be thrown away...by someone.



Many/most imperials, even ones brought up on actual planets exist under such breathtakingly artificial circumstances that the transition to fully space based living on starships or in non-terraformed asteroids is not too much of an adjustment for the most part.

And so for most of them it is easy and also for many desirable to not think about the horrors of an unnatural (to them) past where their ancestors lived primitive lives on single planets constantly subject to the rigors of environmental contamination, disease, hunger, war, and other horrors.

Code F

Federation Agents – Stare into the Hypnospiral and wait for further instructions

“We landed the Cutty Snark under a swirling pink mist for a sky, strangely blocking most of the light from it’s primary; throughout the day it seemed extraordinarily overcast. Jepidous says it’s particle and dust contamination in the upper jet stream.

So the Machines where spewing the ground up superheated remains of the dominant life form, in such concentrations as to change both the weather and the light levels.

Do I need to say we had to blast and stab our way past the ‘charming locals’ at that point? See, this small population - I don’t know if they were some mutant breed, another species, or just miraculously spared - but they live in awe of the thing. IT’s their God.

Or so we thought. We were all still standing and the way was clear back to the Boat when this six armed bug faced thing just swirled into existence from Else, demanding our immediate supplication. Possibly the AI running this outfit got religion too..“

The Federation – unlike the Empire, which is from many, disparate, and competitive (historically) the races of the federation are dominated by aquatic symbionts with vast telepathic powers and a great distaste for violence.

They ultimately seek coexistence with the empire but also yes to curb it’s more....pointy elements. They seek symbiosis and consensus.

They are somewhat horrified by the Empire’s decision that worlds and planets are resources to be broken up but *at least they seem to have **some** system of ethics in place.*

Those few who have any experience with them (mostly in the Co-Development Zone) have a variety of names for them – collectivist fish-bugs, cock lobsters, and far less charitable epithets.

Right next door...in another Galaxy

The Federation

The Federation - the single largest foreign power and the only one of significant size or sophistication sufficient to pose a threat; they rule over the Greater Magellanic Cloud and are primarily aquatics and aquatic descendants. They are all psions and they are founded on a bizarre (by imperial standards) pacifism. They do not kill. (Allegedly. Many Imperials simply cannot believe that.)

At present the empire is enjoying warming relations with them, but historically have been in a cold war with the Empire over a star cluster on the very edge of their Galaxy which, by treaty, each side is free to develop commercially but non militarily. There is a tremendous commercial and economic push to explore and develop as much of this cluster as possible and as quickly as possible as the Federation is doing the same thing. Of course, keeping "their military" out means somewhat nothing to imperial sensibilities.

Presently have established an embassy and cultural exchange enclave in the Siren system, as the Federation gets on much better with Imperial aquatics as a general rule.

Gene trade with the Federation is a gray area and *highly controversial*.

Ultimately the differences between the Empire and the Federation are fundamental - the empire favors an ego driven individualistic existence though through 'aggressively cooperative' means. The Federation on the other hand, acts from Collectivism. So thoroughly have their telepathic and empathic powers affected their society's development, it favors a group approach where the individual is noted but part of a whole. Pods and schools are the smallest points of achievement in this society, individuals of merit are not specifically awarded or noted.

Further, their galactic telepathic network works differently than the imperial ansible network and so it builds bonds of community across species by overwhelming emphasis on similarities and oneness. The purpose of individualism and individual skills and experiences is to be an asset to the group in this society. (Only in that last point do the Federation and the Empire Have any common points of reference really)

Also, they really are pacifists and genuinely do not kill. Violence is generally abhorrent to them.

For the first time since the Reconquista, and certainly for the first time in many millennia, the Empire has not only a neighbor but a non-inconsequential one. The 'Federation,' a multi millennia old polity of several thousand star systems in the Greater Magellanic Cloud depends even more on psychic powers and psionics than does the Imperium.

The Federation is the dominant force within its own galaxy; it certainly speaks for the whole. While they are of notable size and seemingly comparative technological sophistication, there are many differences. The dominant races of the Federation, indeed, the majority of them, are aquatics, and all of them are telepaths, save a few isolated species that are, somewhat arrogantly, restricted to their own worlds or likely second class citizenship. The Federation is even more psi oriented than is the Imperium. They make far greater use of biological technology and genetic engineering, than does

the Empire though they do not lack for understanding of advanced engineering and materials technology, it seems to be a matter of preference and focus, not limitation. More notably, they are devoted to non-violent, slow expansion of allied telepathic species and territories, and absolutely opposed to violent expansion by any life form. Further, while the Federation has long benefited from the most far out scouts and pioneers traveling outward from the Imperial volume, the Empire knows very little about their nearest (only) known intergalactic neighbor. Getting intelligence out of the Federation is very difficult even for the most dedicated and resourceful of Imperial intelligence and the Office of the Empress.

Contact was established late in the rule of Vaena Martel I. though it was she who ultimately decided the course of both civilizations. Every ruler since has in some way built on or reaction to her policies, designed to give the Empire a chance to expand and stabilize beyond the Federation's ability to destroy it, as quickly as possible.

Currently, the most notable aspect of the young mutant Empress' reign has been the greatly warming relations with the GalFed, the establishment of formal, civilian, diplomatic protocols...and allowing a Fed envoy to exist, full time, within Imperial borders. IN the core no less.

The current Empress is a polarizing figure in Imperial politics, many reactionary elements fearing she is both corrupting imperial values (false) and selling the empire to the aliens (also false). In truth, the young empress is of the (private) opinion that there is more in common than not between the two and so perhaps co-existence should not be the goal so much as *partnership*?

The current imperial capital of Tanix is the system that hosts the Gate – a stable wormhole leading to a cluster on the outskirts of Federation territory. With warming relations, this cluster of some 500 stars – a DMZ for both Federation and Imperial vessels – is rapidly becoming a new (if unofficial) imperial frontier. Much that is strange an exotic are the found on the ruins these worlds are rife with.

But as always, the Federation is watching. Analyzing. And perhaps...waiting.

What does the GalFed want to know?

Agents and Observers from the Galactic Federation have a very hard time sorting fact from fancy within the Imperial Volume and adjacent spaces.

Chief among their (covert) investigations are

Rumors of the “hell tithe” a supposed practice where a randomly selected population of those facing death are instead packed aboard dedicated prisoner transports called Doomships and ferried to Hell. Literally. In exchange for which (it is said) the Sub-ether ways are kept “safer.”

The GalFed is aware that the polity is in league to several degrees with a variety of hyperdimensional entities. They do not seem, for the most part, beholden. Yet.

The polity is a mess of superstition and myth-lore.

These inform the view of both covert and overt observers. For the most part they are non-violent life forms and seek to curb Imperial excesses and “guide” the empire to a more civilized way of behavior

RP Notes: Many Federation telepaths experience something of a hard disconnect in understanding how their imperial counterparts can stand existence in such a chaotic and populated volume of space.

The basis of imperial law may be co-existence but to Federation sensibilities, Imperials have yet to even learn the basics of such cooperative behavior.

Cozmik Phenomena

Starseeds

Star seeds are undiminished possibility fragments – literally tiny ‘event elements’ (here meaning areas of space as well as time) untouched since the early universe but broken into a compact fragment by the energies of the First War.

In essence they are tiny super dense points of mass wherein are compacted 5,6,7, or even 11 dimensions worth of ‘unrealized universe’ and the inherent possibilities, “dark energies,” and the like.

They are highly dangerous but both nearly impossible to detect and almost as impossible to harness safely. For those who can however, such a ‘seed’ can be tapped for almost unlimited power...at the slight side effect of their thoughts slowly ebbing outward and – just perhaps – becoming somewhat to very, very real.

Star cults seek out such things, sometimes embedded in the great Weapons, though more often they seek to entrap such Starseeds to make or capture their won. On at least two of the great weapons that are known to be still in transit and ‘quasi alive’ the parasitic beings ‘aboard’ long ago captured a Starseed and harnessed it to create light, heat, and foodstuffs as they crossed the void between galactic clusters.

When viewed using metaphysical sight or from the near Fundamental branes they are known to appear as seemingly infinite but compact multifaceted jewels of immaculate beauty and wonder.

Starseeds represent unstable points of gravitational and zero point energy and so tapping their possibilities can have quite disastrous results. Other material planes are known to have brought about their own vacuum collapse simply by virtue of a single world tapping one such Starseed to use as a Creation Engine, a sort of super industrial maker.

Stable Wormholes - Traversing Tanix Gate

While many vessels do maintain their ghost and other screens for the duration of the voyage (indeed such is encouraged) a ship’s gravity drive is largely on standby and maintenance for the duration. The properties inherent in the wormhole inside the gate allow for stable channels that travel in each direction. Each are stable relative to one another as well as to the material universe outside each aperture of the wormhole. The natural flow (particle, energy and well, space) from one ‘gate’ to the other along these energy pathways means that any vessel that can achieve this trajectory will be naturally carried to the other side of the wormhole in approximately one sidereals time.

Attempting to travel away from these stable pathways is not advised and in fact illegal in imperial space.

Attempting to shortcut by traveling further away from the ‘edge’ of the wormhole is extremely dangerous; the most dangerous phenomena involves the twin energy channels that at ‘random’ intervals spit streamers of strange matter at each other, doing so at half c. To even ‘approach’ this zone of the wormhole is to be bathed in the strangest radiations. Time flows irregularly away from the energy pathways. Some ships have been known to be lost “forever” in such a drift

The Great White Tunnel

In some continuities there was once a stable wormhole traversing from an immense post supernova black hole to the past, to 15 billion years in the past, to the Dawn era. It was likely brought about during the War, then, reaching forward from the past into the future, as was part of their mien.

While a proper grand old wormhole, it 'terminates' in an immense white hole near the then center of the universe, perhaps in fact among the very first such phenomena.

It has been said that at least part of the vortex' instability comes from time travelers of later eras consistently using it as a shortcut into their own past. The number of splinters, paradoxes, and the like spun off of it gives the impression in fact of some tremendous multidimensional engine, perhaps in some way designed to create such effects, to 'pair' the actions of various travelers.

Could this act as some vast unexpected universal safeguard against altering the past in a fundamental way? Who knows?

Direct and Actual Time Travel in the Imperial timeline

Traveling into the actual past

Despite all of these things yes of course travel through time that does not involve the Sub-ether is certainly possible. However, any form of transit or seerage that could or could result in violations to the causality of the present era are almost impossible thanks to time's guardians.

They have not always been there; it seems that the Empress' machinations at empire's founding may have had ought to do with it.

There are six angels, powerful

ones, dedicated to Watching and Protecting the Histories.

At any given time, three exist in the present, two in the past, and one -always moving-in the futures.



For the duration of the recovery period however for all intents and purposes the only source of space travel were the navigator families.

Exotic Matter

Addendum on dark and exotic matter

Dark Matter – the creature is wholly composed of non-baryonic ‘dark’ matter which ignores matter and energy completely but affects and is affected by gravity. Lower forms of such life are common along the galactic rim and the void beyond as well as in specific concentrations that seem to follow ancient galactic ‘leys’ splayed outward from the core as a spiral. Such creatures are commonly destroyed by the use of Gravity Drives, It is thought by some that the empire’s artificial gravity technology attracts such beings.

Class I Dark or “*Ghost*” matter

Class II Extragalactic “*non-conventional*” matter

Believed to be left over from the chaotic period of the early universe,

Exotic matter breaks down into two, though technically three varieties - a third option is left for those who want to introduce different varieties. But briefly the first variety is what I’ve mentioned as **Ghost Matter** - they aren’t subject to gravitational effects (mostly), they can phase through though things when they are not on their worlds, etc. they can be found on planets made of the stuff (which is postulated to be functionally not baryonic matter unlike most things BUT as this is not a hard SF setting I don’t lean into that too much; but the wild thing is that whole planets of this stuff exist where the entire ecology will functionally ‘vibrate’ at the same frequency. Not all ghost matter is compatible with each other. As a secondary cause proximity to wormholes creates the stuff (in setting).

The **second** variety (“nonconventional”) is more common but almost entirely dates to the early universe; it’s tougher and more resilient than normal matter, and almost entirely found in living and semi living things (some vacuum life is made of the stuff) - in play this represents the stuff that Lovecraft had many of his aliens and space gods made out “non-terrestrial matter from strange eons and their radiations” - much of it is toxic to other types of organic life, especially over long periods of time. They take energy effects a bit differently. All of the actual matter is ultimately left over from the dawn of the universe and its early chaotic period so it’s similar in composition (in setting) to certain types of demons and outsider things, especially when those manifest in the universe.

AS the universe continues to collapse (setting conceit - the universe portrayed is an oscillating one and Imperial science knows the collapse has started) more and more of these types of things seem to be evolving suggesting a passive or inverse relationship with entropy and fate.

Imperial Parascience recognizes a third category – but that is anti-matter

Beyond the Imperium



Where to go in Deep Space – Into the Beyonds, beyond the Imperium

Beyond the Empire – locations in the Galactic Volume

Imperial scout vessels have reached these places, but these are well beyond the imperial border and are generally unknown to the vast majority of the imp population

The Whorl – the galactic center; well beyond the radiation tolerances of most non-Created (A few Saurids may wish to differ)

Galactic Inner Life ring

Well beyond the Forgeworlds, there exists an unexpected phenomena; a vague ring around an area 4.5 - 10,000 lights around in a radius from the galactic core, circling the Whorl.

Descended from a vast number of Nagahnar “Food planets” established some 6-7 billion years ago on their outward wave of galactic expansion; a billion years later, these planets are evolving life of their own, which then expanded outward from the Whorl.

According to some, the Saurid ‘home world’ under five suns – if it exists – would most likely exist somewhere in this zone.

Spacer legends

The winding path or the Serpent path – allegedly somewhere in the Sub-ether’s deeps there is a place or door to a realm where there is nothing but an immense golden (some say scarlet) energy ribbon that twists and turns throughout an infinite blackness but is hundreds of thousands of light years long....and if you can safely descend into this path it is like a ‘slipstream’ or ‘galaxy river’ taking you rapidly where you want to go anywhere within the galactic medium. Some in current times call it the 11th ether or 11th sub ether

Truth - Perhaps however this golden path is a great ley flow created by the Nagah early in their “patterning” of the galaxy, mystically; and many eons later it would perhaps be the thing that the collapsing aether “settles” upon to become what is currently the Sub-ether.

Second Empire Remnant – the Phoenix Empire

Far to coreward, the Second Empire, or a faction of it, still exists. A series of ‘long conquest’ mechanics faction near light ships were sent coreward over a two thousand year period traveling a near light velocities.

At least a few of these craft successfully made it to their destination, on the cusp of the ring of Nagah Food planets, and near a relatively safe radiation corridor providing (limited) access to the galactic core itself.

It is thought that the civilization that resulted attained a somewhat borg-like status until one of their worlds was contacted by human descendants, the forefront of the great exodus that began sometime in the dim prehistory before the First Empire. Contacted and perhaps within a few generations overrun by the far more ‘rigorous and adaptable’ coreganics.

Towards The Rim

The custodian corridor –

a region of space some 70 lights wide; all of the tool using civilizations within this wedge shaped triangle of space show signs of having been visited at a period (all within 2,000 years of each other) – in each case, the society was seemingly arrested, given strict specific survival oriented moral codes and then leaving a custodial AI behind to “watch over” it’s charges. Each of these worlds exist in a state of technological and cultural arrest; any deviation from norm is dealt with most severely.

(ref. Star Trek TOS episodes Return of the Archons

Tell us about the Neighbors

Extra imperial threats and external issues in the Near Rimward Beyonds

The Kine Cluster –

Another area In the Rimward Beyond, this home to and somewhat named for, the dominant 'native' life form; 3m, hooved bull (or cow) headed killing machines. They do not like meat eaters much.

They like you less.

They exist in great herd-like bands, nomadically wandering the Rimward Beyonds, most commonly setting into clan wars with each other, but sometimes a steady place as mercenaries.

A few have arrangements with the Imperium and are distinctive in that sense. Deep Space Naval Explorers are urged to work with these particular locals with an eye toward eventual assimilation.

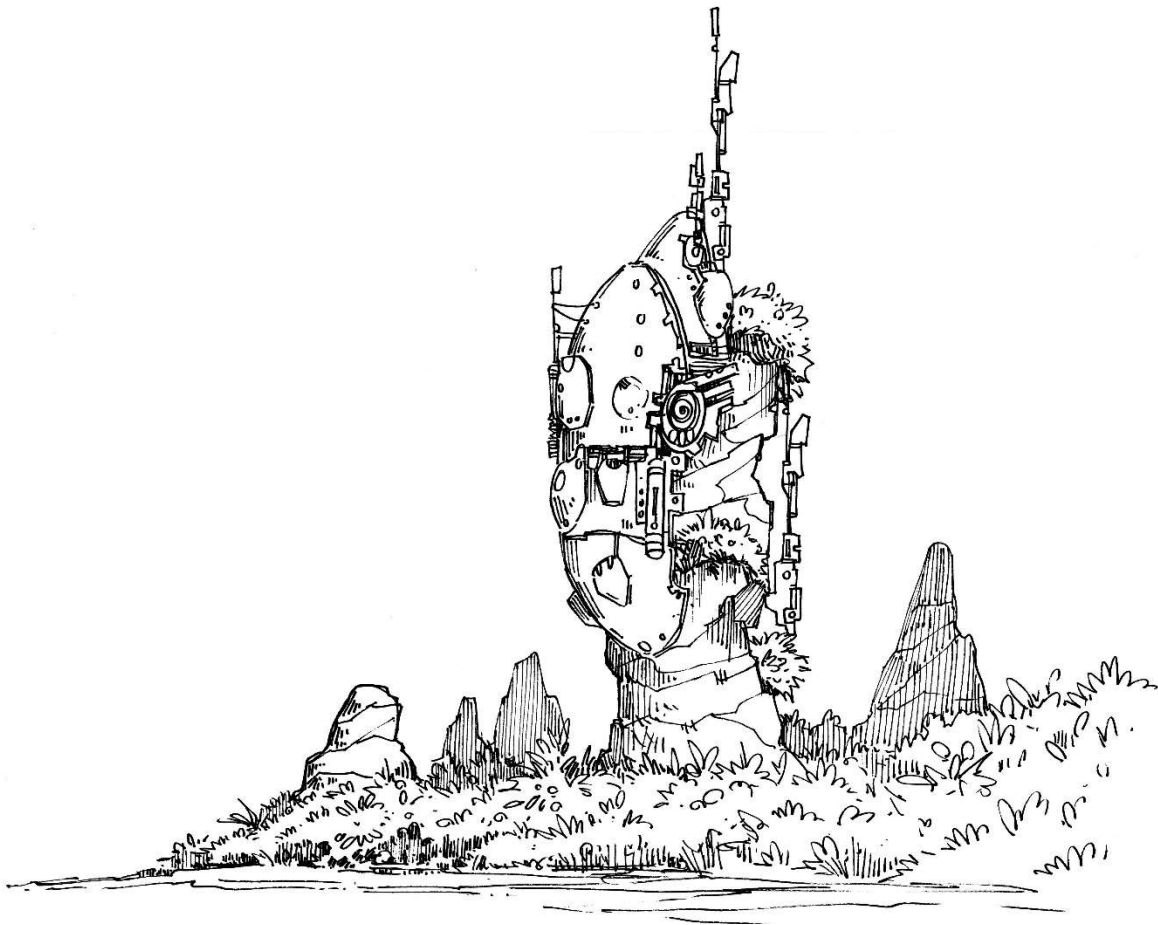
As the current sitting empress must remind people, *she is not in any way related to them.*

They are of descent from a very specific second empire uplift race - the **Taurauchs**.

The **Taurauchs** infamously were the first and most successful of the gene-slaves to rebel in the first middle-third of the Second Empire, so thoroughly and in so organized and ruthless a fashion making their exit from said empire in a score of years, laying absolute waste to all in their way in the interim.

Shake Hands with Beef – Why are the Taureochs here now?

1. A small upstart would-be clan leader has influenced a bunch of her friends, loaded up with illegal arms and are now touching down looking to see the sweet sweet rewards of mercenary life
2. Oh good. Crusaders. They can smell the carnivores and will be coming for you
3. The herd is landing in support of a maenad raid that will strike the nearest monied/wealthy settlement in d12+30 minutes.
4. They are as confused as you, maybe more so – they warped in just now from a far splinter where they are the imperial soldiers, and you are the aliens. They may have Legion loadouts so run like hell
5. They are hunting a Godbeast.
6. They are Mu cultists
7. Their leader fetishizes the empress; they seek to swear fealty
8. Three among them are seeking to engage in a formal reproductive contract, either with a crèche on world or meeting a third party likely corporate.
9. Weapons acquisition ((roll a d10; 1-2 capitalism 3-8 'frontier capitalism 9-10 it's a raid mooo BLAM)
10. Cows with Ultraguns. Where did they get illegal high tech firearms? All the hard rads tossed about when those things are fired will draw imperial attention if they are not stopped.



An enigma, the *unity ships* of the **Perseus Far Cluster;**

A small electrostatically active species of ‘tadpoles’ (more sperm like than tadpole but much larger of course) existing in high viscosity ponds comprised of three primary elements.....they exist in a state of symbiotic contact when not doing other tasks, when sleeping, or when frightened etc. in such states, their empathic powers combine with their bioelectric systems to create a mass mind that retains self in its component entities forever after. The Collective is always with you, literally a small part of you that is with you always in your head. Heh.

Essentially though, they feel they have found utopia and now want to share it ...vigorously with others. The empire regards them as an existential threat. They originate from the Galactic Rim. Their unity ships appear as massed “sporacles” aloft on the ether winds

No formal diplomatic contact exists, and the Empire has only surmised the origin point of the dozen or so ships encountered in the last 756 Sidereals from extrapolation.

An armed and reinforced imperial contact team is en route to this region under escort by Deep Space Fleet elements Depending on the local Sub-etheric conditions they should be arriving any year now.....

The Holdfast Species

Physical Qualities silicoid pseudo arachnids that exist under conditions of great pressure & heat; their spun silk has incredible tensile strength but is capable of being wrought into cloth. Heat (der) and dirt resistant naturally able to emit certain bands of radiation; can use this to communicate with each other over short distances (their crystalline structure allows them to act as a kind of natural radio transmitter)

internal organs perhaps suspended in a liquid state, their structure determined by mineral heavy carapace

extragalactic (from M81) initial colony of one billion of them expanded slowly over 200 years - survivors of an empire that was overthrown by one or more slave races

Ten limbed segmented, crystalline Silicoid beings, low to the ground; from high G, high temp, High energy world relatively near it's ferocious primary; intense atmospheric pressures akin to the deep ocean on most garden class worlds.

Bio Requirements: Dense atmosphere, High Heat, high electrical activity

Outer mineral carapace/exoskeleton; organs within are suspended in a liquid state, their structure determined by the mineral heavy carapace.

Natural radio receivers, naturally able to emit certain bands of radiation, they long ago learned to use this to communicate with each other over short distances.

AC 18-20

So relatively imperious to common harm but if you get one of them bleeding they'll be dead in a few rounds

Early civ was very decentralized and took millions of years to develop from basic communication to early civilization. Organized bands however proved greatly successful and so began the functional history of this civilization.

Early space travel was problematic as few worlds offered habitability from their standpoint, however those hell worlds as the imperium classes them are uniquely suited to their biology and so recovery of Radioactives, monopoles, and other unstables was unimpaired in their early space industrialization.

Their own engineering is based on augmenting their innate biological abilities.

Their outermost layer of exploration has seen them set up outposts in the upper atmospheres of very large gas giants and failed cores, from which they survey the nearer star system and beyond.

Imperial contact specialists have classed this the Holdfast species after a variety of aquatic substrate known to a lead member of the contact team.

The systems of the Holdfast are primarily hot Jupiters, close in asteroid belts, and large Jovian systems; all of these become rearranged through microengineering techniques and then interconnected by the "web-root" a root like structure composed of tiny rod structures, seemingly an artificial variation of their own natural 'silk' production; these 'roots' eventually bind all bodies in a closed system creating a vast microcomputing substrate that acts at times as an enormous maker.

The Imperial navy has dispatched an observation and threat assessment task force to the area with full diplomatic colours. The level of threat possessed by this polity remains unknown.

It is presently unknown if this species possesses FTL capability.

A Galaxy of Archeologists

At present, the galaxy that exists well beyond the Imperial border contains 126 other intelligent species that have independently left their own world utilizing technological or magical assistance and not yet met with their own destruction. Hundreds of times that number exist in a primitive or client state status to other species.

An unknown number of species exist that evolved outside of this galaxy but are presently resident within it. Assume 1d3 unless the Referee wishes a particular galaxy to be of greater importance then increase the number to 1d10 (crossing the void between galaxies is not for the timid and seldom - 40% - successful)

Countless millions of extinct species have arisen, climbed to intelligence, and become extinct in the history of the galaxy. Only 10% left any ruins. Of those only 1% left any ruins that likely still exist.

That is still, however, 2d30x10000 species that have left intact ruins the galaxy.

The number of sapient and non-sapient life forms that have entered or colonized this galaxy from foreign timelines, alternate futures, far splinters, higher planes of existence, and the like is unknown, but the incidence of such occurring is quite high. Higher than the rate of tool and/or magic using species achieving FTL in fact. (Which see, reasons why ruins often contain magic or esoterica but not science)

Of those species who are, one way or another, interstellar in distribution, most (75 %) are limited to conventional, STL space flight. The remainder (25%) utilize precursor technology, magic, super science, psychic power, or the like to achieve an end run around the light barrier.

Per Imperial metrics, per 10,000 years, on average 150 medium emission (Kardashev I to II) level civilizations emerge in the galaxy

Of those approximately ¼ do not survive (though this could mean technological change, or civ change rather than merely extinction); It is believed that “Super High Efficiency” civilizations (aka Low energy emission civilizations) comprise perhaps 3x that number and may exist more stable

Recurrent cultural artefacts

Erratic Technophobia – one or more core imperial technologies provoke great social and ethical anxiety in this society and so relations are at best strained.

Prehistoric Terran Contact – Terran Humans are considered an extinct precursor species throughout the remainder of the galaxy. For short lived mundane creatures, they ranged far and wide even before the First Empire was founded.

Only 5% of such of these will be evidence of massed or long term habitation. Of those, only 10% will still exist in any noticeable form.

Most likely the world ‘benefits’ from (35%) early Terran genengineering or uplift or (60%) Terran cultural influence (mostly in deep mythology and early history) in 5% of cases, it will be both.

Anywhere Terran humans have ben, assume many of the lower tech resources of the world have already been consumed.

Anywhere Terran humans have settled for any length of time or in numbers, have had a pronounced effect on the local ecology, rendering presently 1d20x5% of that ecology undergoing or recovering from major extinction.

However, anywhere (95%) that Terran humans have been for more than 3 generations are likely (73%) covered in whole or in part by trees if it is possible for that within a world's ecology.

Beyond the Borders The Deep Beyonds

How to explore the many sectors and regions well beyond imperial space

The coming of the empire often creates waves and ripples in the nearer technological civilizations, spreading out until it is a vague distant idea. But on world that vague and distant idea *is* the empire to the locals. This can create interesting results. Besides, the first gravitational distortions and mass (observable at a distance) transformations of the First Empire are now visible to emergent technical civilizations clear on the opposite side of the galaxy, provided they have a clear line of sight. The Empire is known. They know you are coming.....

A rumor of Empire

The Empire of the Necromancers –between the mutant empress, the ghost scoop, and the slimes industry, across the splinters and the stars the empire is becoming known as a bastion of technological necromancy.

Contrariwise, and more importantly to the DCC Judge, this section is presented with as few hard facts as possible, to allow the Judge to develop the remainder of the Galaxy as they see fit. Understandably, this section could and should be mined for rumors, inspiration, and of course, raw adventure fodder. Use, mangle, or contradict, we'll never provide an "official" answer on most of these (as though I'm here to tell you how to run your game)..

Brutalities table for worlds beyond the frontier

1. Sentient beings kept as livestock
2. Undead warlords prey upon the living
3. Psychic 'surgery' on pre-adolescent life forms prevent occurrence of active or usable psychic or magical powers.
4. Undeath as a means around unachievable FTL
5. Star drive, power source or other local core technology actually powered by mass ritual sacrifices of sentient life forms.
6. Off-worlders hunted for "spare parts" surgeries.
7. Active or past genocide

!. The (Near) Galactic Rim

A designated region of space a thousand lights on a side

Habitation – history of two star faring species plus an extragalactic race

Extragalactics arrived via a White Hole (wormhole – 25% it is a stable gate) fleeing their far distant galaxy. Flight from 1. Galaxy's death, Galaxy's destruction

Extragalactics are Asolids (blob like)

Politics - Confederation (past or present), Dominated by (one of three species)

2. Adjacent Rim Sector

“The Frontier”

This vast region, 1,500 cubic light-years, contains 38 star systems. Only 17 of these systems have been explored and tagged for potential colonization sites; there is however an abundance of apparently natural Garden class worlds, making this a likely future priority for incorporation.

3. Adjacent sector to 1. above

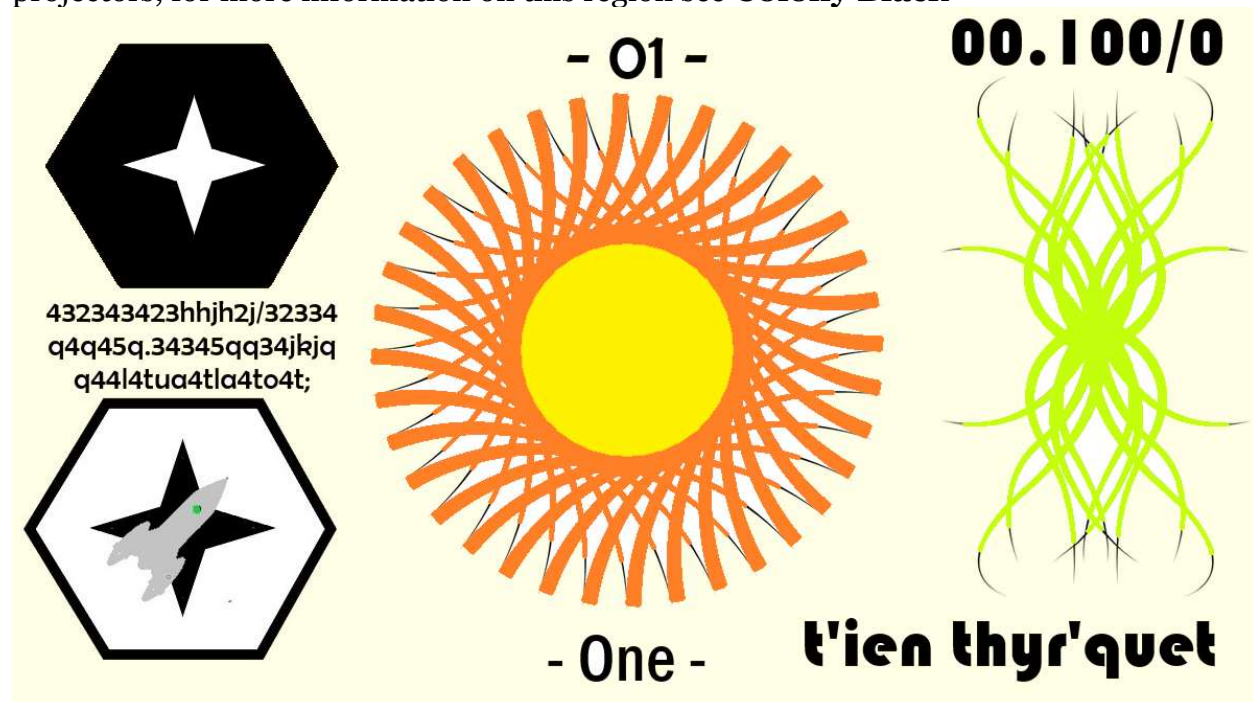
Will be found to contain one or two Star Empires - One of them long ago constructed a dyson sphere and moved their civ within it, isolating themselves from the universe

4Mycovoird Sporespace - a vast but chaotic area stretching back to the Rim, on the far side of the explored Rimward beyond. Ruins indicate that a vast resource gathering civilization once existed before stripping nearly all precious metals and useful elements out of nearly all the worlds in this sector. Ruins of immense war machines float aimlessly in the black gulfs between the star systems.

5The New Orien Sector (Imperial development)

History – a site of many great conflicts over the prior 60000 sidereals and site of at least two civilization ending conflicts; extensive First Empire ruins; one of the few places in the empire the Navigator families could be said to be ‘active’ in at present. Much of the sector is still under military “protection” and whole star system grids are interdicted for unknown reasons.

A great variety of imperial humanoids native to the region; Cyborg soldiers, force field projectors, for more information on this region see **Colony Black**



6 an adjacent beyond imperial frontier sector (to the Widders of the Imperium) inhabitants largely pre-and early First Empire peoples during its diaspora and any surviving hardy species that have resisted them.

Contains up to two independent multi system polities;

If just one, it is a small federation of many star systems; founded on contents of two data vaults on one world which (75%) is culture dominant.

If there are two Polities, then the second is located halfway between the Imperial border and the above. It is a much smaller group of independent worlds in two star systems which are united under a single stronger government than the above. These 'united independent worlds' are inhabited in part or whole with many imperial species and some remaining pre imperial species

Imperial humanoids, Insectivroids, hominids and the **Kuh**, a surviving First Empire strain of humanoids with a warrior nomadic culture and redundant organ systems.

(Found in much smaller numbers in New Orien as well)

Polity is likely (25%) an imperial client state; or (756%) is slowly becoming one presently

If hostilities exist with the Federation (above) this increases to 95%)

7A sector FAR beyond the Widders of the imperial border

The location of a single large polity. Containing up to 1,000 star systems (roll 10d100) an entire star cluster plus some depending on size.

Beyond these thousand stars, is a *seemingly dead region*. There is some (archeological 95% or living 5%) evidence of Pre Imperial life reaching this far and then dying out.

The whole of the sector, centered on the dead region, may (35%) be seeded with an ancient, designed virus targeting organics (humanoids, Insectivroids, Saurids, etc.) exposure is (75%) inert to imperial life But (25%) virus is both active and able to adapt to imperial metabolisms. These viruses spread through their populations rapidly. (1d5 years per exposed population group). The offspring of those exposed find that a percentage of their population (roll 1d10x10%) are incapable of violence even in self-defense due to viral pacification.

! In 3 chance that any PC exposed to this virus is somehow immune be it from hybrid vigor, hyper adaptability, or simple genetic 'superiority'

8The Galactic Core Beyond the galactic habitable zone is a region around the center of the galaxy; the 'core worlds' were ravaged by a multimillennial conflict that ended well before recorded history.

Extraordinarily high rates of mutation

75% Terran humans (not Imperial humanoids) have already reached the fringes of this area of the galaxy; only a 20% chance that they have found a way to survive in the region, however. Most intelligent life (80%) will be wholly artificial, or (20%) sufficiently alien as to make inhabiting such a dynamic and radioactive region of the galaxy feasible.

(Campaigning) Imperial Events

Simulating an enormous galaxy-wide empire in your spare time



“Your activities have attracted the attention of the Spice Commission. They sent. Us.”

SPICE RUSH

Sometime in the next few Sidereals, it is likely that someone (and who that someone will be, momentarily, vitally, important) will discover a dead world well beyond the imperial frontier in that region (likely the far Coreward reaches well beyond the Forgeworlds or out towards the Rim). However, and perhaps unlike others who have run across this plainly dead planet before, this time they will land and investigate and chart and analyze. And find that Canopus is NOT the only naturally occurring source of boosterspice in the galaxy.

As soon as the word gets out, the rush will be on. Much like Canopus this is another Graveyard, where it seems all of the galaxy's Draco forms gathered in sites to die. Much like first survey Canopus, it is a turbulent cloud covered world with a thick atmosphere covered in rocky outcroppings of unusual design.

Once the Spice exchange gets an agent here things may become more complicated. The 'remains' (a secret they do not let out) date to many millions of years older than the ones on Canopus.

Within a sidereal hundreds of thousands of Transactions will be pouring into the suddenly new declared Imperial frontier sector and it's development. Deep Space Fleet elements will draw duty (patron and exploration) and it's likely an imperial legion will be dispatched to the new wealth-world. In the meantime, it will be an extremely cutthroat and lawless system to be in. Until more figure out where the system is and how to get there however, full anarchy is held off for another prog.

Further if this exists on the far side of Saurid space, certainly elements of the various non-imperial Saurid polities will be making their way here to cash in or at least engage in a little old fashioned piracy.

If the Navigator families get wind first then things will get very complicated very quickly between them and the agents of the Spice Commission.
The kind of complicated that keeps PCs employed.

Though one does wonder why (or how) the Navigator families could have been surprised by such a thing? Are these graveyards immune to the sight? Or has their use of the spice harvested from the younger, newer Graveyard world rendered them incapable of perceiving such?

Why the navigator families are not trusted

Most ships are going to have Ship's Gods, sometimes that will be a so-called AI God. If you're really 'lucky' though, you might get a ship with a Navigator. That sounds great. However, the Navigator families are what happen when you monopolize clairvoyance and teleportation. They have been breeding for these abilities, and genecrafting, and trading chromosomes with enlightened aliens (and other things probably) for tens of thousands of years.

So, when you have a Navigator running your ship, remember, it's really their ship.

Why? They are seers with the ability to predict placement of planets across multiple star

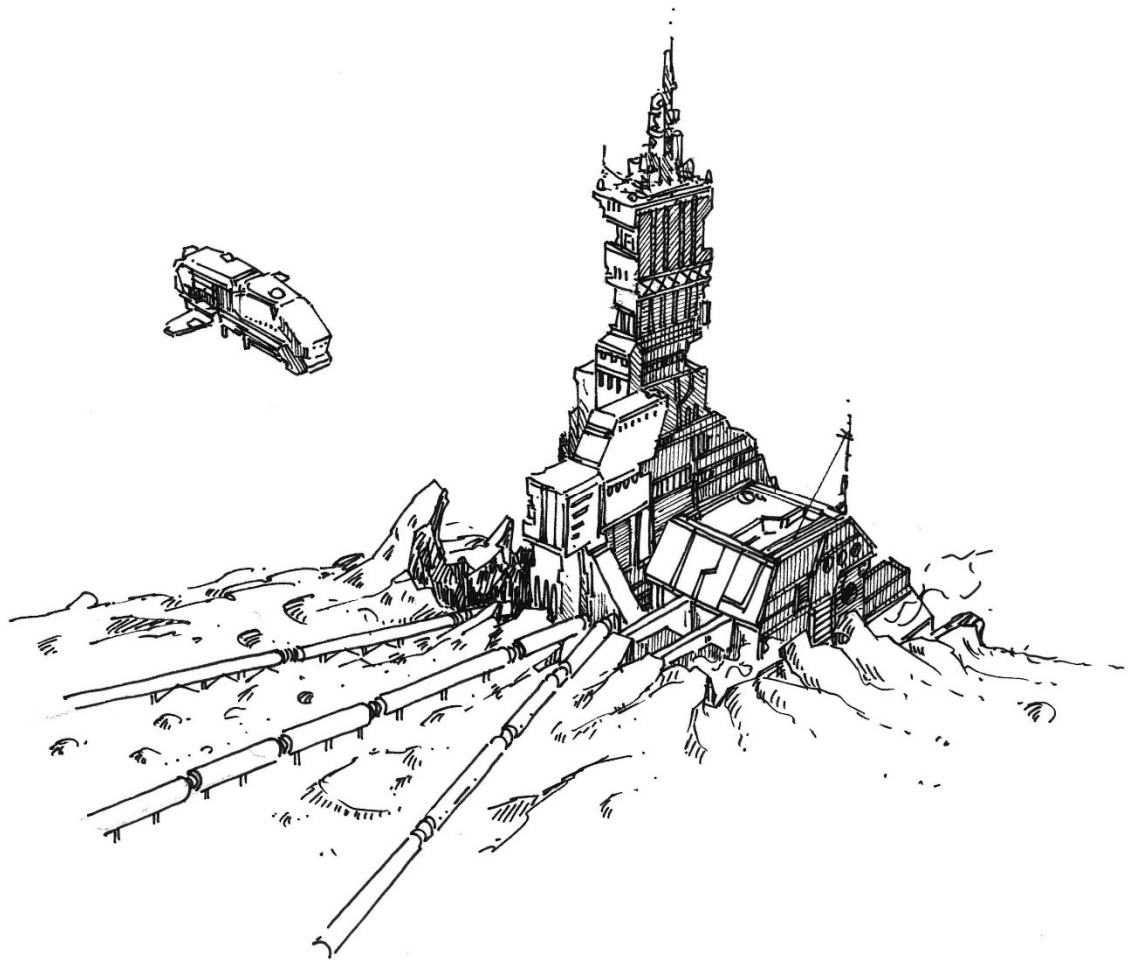
systems separated by hundreds of lights in Real Time, while also swimming through all of the myriad possibilities of the moment and finding the best outcome.

Well, allegedly.

While the ship's in transit though, that Navigator has seen the Ship, everyone aboard it, everyone who could be aboard it, and most of the ways that they might potentially interact. In short, you have no privacy whatsoever aboard ship, nor any secrets.

Yes the Navigator has seen you fap organic. Get over it.

Functional navigators (95%) fall into this category at least at some point in their serviceable life spans. Those without such inclinations tend not to serve as actual Navigators aboard starships; they form the bulk of the family leadership in most cases.



Going with all this mindless newage...

Judge note the "Talking to objects effect"—Remember when PCs speak to inanimate objects or the strangely sentient, that their thought processes are quite alien. Matter experiences time differently than does energy

NOMAD FLEETS

This is somewhere between an encounter and a campaign event

Nomad Fleets – some spacers are not content to move in single vessels but in small packs. The Empire has done all it can to discourage this practice. Most Nomad fleets that persist for more than a few centuries flee imperial space or at least adapt a come and go attitude with regard to the imperial border.

1. Nomad fleet of second imperium style **cathedral ships** that roll in from deep space, drop to strategic location at the top of the G-well and begins conquest by conversion.
2. **nomad trader fleet**; d3 large trade arks and up to d12 smaller support vessels; simply by mass this group will likely encounter imperial naval attention. If they have already been checked out (say if encountered in the core) then add 1d4 naval escorts and possibly up to 1d5 trading vessels docked or tethered.
3. **Locust Fleet** Nomad fleet are locusts; traveling from star system to star system exploiting it and moving on. Any such fleet entering imperial space will draw a naval response
4. **Refugee or migration fleet**
5. **Single organism hive intelligence**
6. **Cultural indexers**; *functionally they are someone else's "extra imperial survey"⁴³*
7. **Mobile state**
8. **Wandering slab of computronium**

*Do understand that some of the larger Spacer Tribes *very* much fit the above categories.*

campaign seed – the Imperial Scout Inspectors

The characters would be imperial save that rather than seeking internal threats it is the Scout - Inspector's duty to travel beyond imperial borders into the wilds of unknown space with an imperial charter and possibly science equipment/personnel and/or military assistance

- essentially their mandate is to be D&D “adventurers” but in SF, they go into the unknown and assess which worlds are worthy of contact, worthy of study, or have resources the empire desires.....as well as to determine threats and deal with them.
- they literally get to decide which planets join the imperium and which do not

campaign seed – Imperial public security

One of the themes of the setting's Empire is that “Civilization is better than no civilization” – and in this campaign style the characters would be defenders of that civilization. Inspired by the Public Security Section Nine service from Ghost in the Shell, Imperial Public Security would be an obscure section of the planetary government dedicated to dealing with imperial threats on world. Easily lends itself to games featuring high level Uber characters with basically unlimited expense accounts “defending the Empire by any means necessary.”

⁴³ And by imperial protocol a Theoretical Existential Threat. Those draw hazard rations.

Campaign concept - *The Galaxy Crawl*

(Much) more a campaign premise than a simple Venture seed.

The Grandest of Surveys along the Imperial Fringe

The party is approached to do a special survey for certain parties within the imperial government (in fact they are doing this for the empress' clone sisters through proxies) The concept is they and their ship will attempt to undertake the "galaxy crawl" and travel from one side of the empire to the other along a traditional route. If they are remotely successful they should be able to go make basic commercial traffic on this basis alone (they are told)

The Crawl: Walking the Path of the Solar Trader

One of the commonest subjects between strangers in spacer bars, "The Galaxy Crawl" is a legendary sort of grand tour of known space, a tradition among daring or exceptionally well-traveled (or well ego'd) spacers. Many tell or hear stories of how one crossed the empire "from one side to the other" but few can definitively name a single spacer who can demonstrably have done so. In many a tavern along the spaceports of the Imperium can be heard arguments – who has completed, who hasn't, how you measure "one side of the empire to the other," what are the bare minimum of sights to be hit?

-also the form of the composition of what is currently held by most standards to be the bare minimum sights to hit.

Generally, though there are a few standards. A few points that everyone can agree, at least for the moment, are bare minimum requirements.

Crawl points – *"Walk the path of the Solar Trader!"*

Saxus (Caonpus II)

Maleth Noir (Aldebaran sector)

Maximal Secundus

Tanix

The New Orien Reclamation Zone

Suzererein

Dulcinea

Tanix

The Imperial federated co-development zone



10 character types who might cross your paths on the Crawl

1. Navigator Supernaut; explorer in the outer realms of experience.....psychedelic astral
2. Imperial Recontact Specialist – a Scout whose skills are entirely directed to historical and ethnolinguistic research.
3. Navigator Exorcist – a Sub etheric and Superspace expert who, on their own power, aids those (esp. the mind blind) suffering from predation from other dimensional perspectives.
4. Imperial Xeno Archeologist – multidisciplinary scientist used to working alone or in small groups for extended periods.
5. Siren 5-mind. One melded mind and personality but five constituent bodies. An eclectic form of group marriage amongst the aquatics in the Sirius system
6. Created Socialator
7. Imperial Robo Psychiatrist
8. Vec altered Saurid (red sun caste)
9. Red robed alien priest of uncertain origin and type of being, speaking of black triangles within black triangles.
10. Scarred and wizened red sun caste Saurid, a veteran of wars with the imperium.

Venture Seeds (Immediate needs – Starting Patron)

Sometimes the GM needs a starting patron with flavor in a very short time to help jump into the action fast. Here is one such.

Tea and bugs with T.T. at the Hungry Garden (patronage encounter)

Location The Hungry Garden - A midscale Insectivroid restaurant;.

You walk inside and the dining area is a light sandbox with a variety of clusters of trees and shrubs growing in large radial clusters; Each of these shrub-tree complexes hosts its own tiny eco system of small crawling insects and plant life. Usually these are eaten down to the bark by a hungry group of ‘vroids.

In an alcove in the far right back, there is to be found a large, well off, Hexapedal insectivroid. This is Tau Chi, and he is plucking ladybugs off of branches with a pair of chopsticks and eating them. He is waiting for the PCs

Tau Tlenieb Chi – Caretaker ‘vroid, and the employer of the party in this scenario; asks to meet the party leaders at the Hungry Garden where it has reserved a corner bush alcove to itself; if the (non-‘vroid) party can handle the sounds and sights of dozens of bug people chewing on small insects and the like then they will gain his respect.

Tau Chi is a former member of the Imperial Deep Space Survey and served for many decades in the navy. Now he is an independent contractor

Goes by many variations of his name in the many circles in which he walks – Tau Chi to most, Tau Ti Chi to others, T.T. Chi to yet others.

From the habitat ring in Procyon. Most of his time in the Survey was spent servicing Ansible stations and so spent a lot of time traveling *through* the empire, not beyond it.

Venture Seeds are fundamentally one page scenario outlines or initial situations to get going quickly. “Take some risks, maybe get something.”

Each is usually accompanied by an approximation of

- What size of group this is for by default
- what they will need,
- and any other precursors the judge may find useful.

Venture Seed – 3. Prison Break

For 14-24 0 level DCC characters, characters made for the Galaxy Crawl, or MCC characters, OR up to 9 first level characters or a blend thereof

All of the characters are on a prison ship for some reason' a bunch of extra os just for this will be included

Basically, though the backstory is one guy on board is Ormal Rios, who went to a planet (named for the appropriate mythology) and did a job there 20 + years ago. The ship misjumps into that system and shit happens.

Shortly there is a prison break and resulting ship crash. Very **Planet of Adventure / Crash on Vulturous**

The world however is a post ecological crash hell. This the world such and such pulled the job on. Rather than a Jaynestown type situation the characters find a world that one of their number basically killed by dumping bodies in the local ecology and bailing.

The last few wizened members of a local race clearly have held some sort of blood magic ceremony at some painted rocks. When if the group arrives on scene, the presence of SAID GUY (Rios) immediately brings into being the face of Azi Dakha who wishes to claim said person's patronage for their unrivaled capacity for rapine and destruction.

Ideally Ormal would be rather sickened by the whole affair.

With a robust group this easily becomes three sessions all by itself -

Section one - Prison Break

Section two - Crash on

Section Three – Judgement on

Possibly in the third part, a small handful of Created, a mixed population of Synths, Bots, etc, that were on world at the time of the quarantine who have found each other and gathered any other survivors. They are attempting to carry on in the world's name, albeit in a new direction of course but also they will demand the guy's head. The very least they can do to help quiet the souls of all of these justifiably pissed off organics

Venture Seed - Disturbances

Post solar system life form

The 'brand new ship' was of course an old hull.

What they didn't tell you was the condition they found her adrift in. The bodies were still aboard the ship. The Ghosts were still aboard the ship. Did they get the church, do an exorcism? NO. They vented the ship's atmo and spaced all organic material....including the bodies. Making for some very upset ghosts.

The ship flew, all was well.

But then the bright one came aboard.

She attracted them. Soon the vessel had an immense trail or wake in the sub-ether; a traveling circus of the dead waiting to come aboard after the ship entered real space. Watching...waiting.

The scenario is basically the movie poltergeist but on a moving spacecraft. This should be a pretty terrifying idea – and it is.

Venture Seed - Inside the Dread Rock

A straight up asteroid crawl. Dread Rock is an infamous place to die in this star system, coming back into the inner system only once every 33 years.

Haunted lab of an old star mage? Highly magnetic? Part of a shattered world?

Venture Seed – the Ansible Rock

preponderance of twins working important ansible stations - clones and twins in high use by the navigator families

high incidence of familial telepathy on mars and in Martians thanks to the gene shapers early use of clones for, well, everything.

Second gen colonist (orig. From Sirius 9) Fin; comms officer; gregarious af

Appearance: male neo-Fin, mesh top with print; detailed image of Fin penis with caption in Interworld DICKS OUT

Venture Seed – The theft of the decade! Ancient, preserved Third Dynasty Martian sepia oil painting “*the sad eyed kentauri maiden*” Stolen. This famous work of the Second Empire’s Martian dynasties depicts one of the Muzikatauri, a young foal-maiden, weak and hobbled, under-developed legs tucked underneath her, one leg clearly manacled to a golden throne, that of a rich Martian gene trader. She plucks at a Still-harp and visibly fights back thin tears. The very image of Martian Imperial era decadence and perversion of morality, called by one scholar, “the death of so-called Martian superior rule⁴⁴.”

⁴⁴ Do you have that palpable sleepy thought feeling you get after a long day at work watching PBS yet? Good. Haha. Now give me an award for that fucker.

Quick Characters and Quick NPCs

(Contacts and Allies! Get your contacts right here!)



Non-adventuring NPC types

1. **Cell** – Cell is an *Imperial Ramen* kiosk intelligence; she is also master ranked in 37 of the 39 designated sectors of the imperial Game Grid. In games of strategy or planning, she especially loves to virtually kick organic ass
2. **Poppy Zeeolder** – Whalefin, female/femme MicroG native Has elaborate tattoos of an extinct Teragen flowering plant, the ancestor to the modern Imperial Poppy (*Papaveroideae panspermatis*) along her underside and fins. Older than she looks, has borne 4 pods of offspring, one of them the natural way, and raised most of them herself or communally. Lots of wisdom. Not very wealthy. Affectation – collects old analog recordings of antiestablishment music Runs a discreet system shuttle somewhere in the core.
3. **Jaquynne Zabrunder** – Assimilating Communal; Overly gregarious CIFAL Medical Officer aboard an Imperial starship.
4. **Doctor Hajae Hiragurana** – humanoid organic, partial cyborg, male/ager; specializes in micromachine repair, & nanotech reprogramming/refabrication.

5. **Exalces** (Ex AL says) **Zaszenstein** Low G native, internal g-web allowing for Normal and High G functioning. Optic filters include UV, IR, X-ray, Microwave, and a ghost filter. Very little body hair, cybernetics tastefully blended into body's organic lines while not covering them with artificial / natural skin or concealing them.

Proudly wears the three red triple chevrons, tattooed to just outside the corner of each eye, sign of achievement in ISA culture..

An imperial scientist studying the universal collapse phenomenon, their internal g-web allows them to ship out on High G Starlifters and other transports to more directly study the extreme forms of matter and energy that they encounter in their travels. Has a large neo-trad family back in the core.

6. **Sventholuk Kahzdahmuz** – alien humanoid (Forgeworlder/dwarf) male/male High G native, trained and experienced in standard G as well.

Tinkerer and free trader; one of a handful of such that have been tasked to explore the deep empire and report their findings in a dozen or so years. Only on year two and having quite the time of things. Commonly affects broad brimmed hat and somewhat “primitive” demeanor. Can of course immediately talk engineering with someone from Imperial Command on a dime if it suits them to do so.

Carries a sub molecular compacting mithrilite battle-axe (in a small Data Dot worn on a chain around their neck) in case of emergencies. They strike with an additional +2 with this

weapon as it is the recreation of a 6,000 year old family weapon they grew up training with.

Carries little in the way of trade goods but is chipped to do transactional business within the empire; it is thought that it was he who sold the current gen 'collapsing sword' tech to imperial authorities as a "patent." Such would give him considerable (albeit low end) purchase power across the Imperium.

May indeed be hosting a neuro-mapped member of Forgeworld Intelligence on their cerebral cortex. Such a being may or may not be seeking information about imperial ansible technology.....

7. **Orcanth** - neo-cetacean (Orca descended) genelift from Gantu, which is 90% water. Waveform hyper-physicist and advanced telepath.

8. **Coricyx** (Kor iss ix) An empath and trained as an empath but somewhat despises this condition.

List of five juvecit's pets

1. A giant space bug essentially. Your favorite thing but like a foot long. Ew (Kid has painted the chitin up with racing stripes; if you hurt the bug you will traumatize the kid)
2. Robocanid
3. Tiny shape shifting alien
4. Vapour being that only the juve and sometimes their friends can see
5. A space going burrowing rodent.

Notable Nobles

1. Lord Gastor Gendible - While only the lord of an extremely minor petty house, the Lord Gendible is among the most notoriously distinguished and well thought members of the petty aristocracy. Disfigured from birth due to a crippling genetic affliction (or something) he has steadfastly refused augmentation or transplant since taking office (in fact, since his coming out at 14)
2. Doctor Gaegess Jagestott - exiled member of Martian shaper house and the architect of your destruction
3. Clavorn Garavel - Imperial Administrator and Space Lord of Maxis Adiba.
4. Born on Mareskil, moon of Maxis Adiba.

Random NPC identifiers

1. Roll twice on the Manipulator stock table (Page XX)
2. NPC has their home world's "sun calendar" tattooed or otherwise impressed visibly upon their back or otherwise exposed frame.
3. Possesses obvious tattoo, impeded wirework, or other cosmetically non-hidden implant/decor
4. Character is a broken sort of 'trans channel' the mere possession of any psychic discipline or use of a psionic device will set off a constant exuding of ectoplasm, slowly but constantly bleeding across the Toum-var - inside the character's body. Functionally it's like they have a cold; they are constantly needing to drain this excess pseudomatter from their bodies. However, attempts to reach across the wall in any fashion occur at +1 on the die roll.
5. NPC has HIPS

Character enhancers - Flesh those (N)PCs Out! - great for Galaxy Crawling up adventures for other SF rpgs

What Do You Seek?

1. The Blue Star (OHAH!)
2. The person(s) who killed your father/sister/dog/programmer
3. The answer to the ultimate question
4. Enough money to get off this ship/station/habitat/world
5. A way back to your homeworld
6. The Second World
7. Tanix Gate
8. To kneel at the hoof of the mutant Empress
9. A teacher in an obscure and quasi mystical religion
10. Someone who can beat you in single combat
11. The high Crusade - you will claim this galaxy for God and Country!
12. The *Abydosi Spiraconsumere* - The Demon Galaxy

What's stopping you?

1. The pangalactic solid state conspiracy
2. An Imperial Death Machine
3. Blackmail
4. The Attention of a Petty or Vengeful God
5. The Code of Quicksilver
6. Three golden humanoids in togas from the future.
7. Machine induced neural deviance - the 667th century's version of an Air Loom.
8. You have two days until retirement
9. One last duty you must discharge

1d10 - What is your karma, what is your fate - Where are you going? What do you feel?

1. If you go to (Zha'dum/Mustafar/Xanadu/New Haven) You will die
2. It has been foretold that you will turn to the dark side.
3. You WILL get off this
4. No one will believe your prognostications of doom regardless of proof (Ah yes....REAPERS)
5. You will die on the Rim
6. Anguish and pacification. Hidden agendas.
7. Exultation. Freedom. Liberation. Vast and total uncertainty.
8. God Damn the Preacher Man
9. Avarice and malediction. Patience.
10. Whatever you brought with you shall determine your fate

Skeletons hiding in the closet

1. Murder rehab
2. Bug Juice - the NPC shoots up bug powder. Possibly somewhat less literally for Created
3. GENEJOKE Filthy (unregistered) mutant (see also Genecraft table no. 9 below)
4. Extreme Sexual Dimorphism - Character is actually of a species of tremendous sexual dimorphism; the 'other gender' of the npc's species will look VERY different than they. (monster girls and twink boys would be a nice change up)
5. Character is not actually green; that's a fungal infection local to the next spiral arm. Um...also it might be contagious?
6. Character secretly fetishizes a particularly brutal dictator, warlord, or military commander of the last 200 years, one known for butchery, atrocity and massive deaths. 45% character has secret stash of collected paraphernalia anyone else will poss. Lose their shit over.
7. The....egg should have hatched years ago. It was *Just That One Time*. And so you should have died, badly, many sidereals ago. But you didn't. Every now and then though, the egg...wiggles. Like it's still alive somehow.
8. Character has undergone death of personality and their recent backstory is an implanted set of memories. Somewhere else, they are known for great evil.
9. Character had ...liberal affiliations once, when they were younger. Lives in fear of being caught up in sweeps for Red Redemptionists, Revolutionaries, First Speciesists, Democrats, Anarchists, terrorists, and other rebel scum.

Random NPC complications

13. Individual is contracted to a body bank, and a pre-sale has already been selected by one of the many deadites of the imperium.
14. Individual is living under a false identity; in fact, they have been on the run from imperial authorities for the past 15 years.
15. The NPC is a contracted host/host mother/mother for a second organism, which may or may not be juvenile.
16. "You're not supposed to be here." NPC has actually be (very recently) behaviorally co-opted by an unknown force to act according to pre-arranged instructions.
17. NPC is under observation from the local Sub-ether; but by whom or what?
18. Individual is a member of a Bonded Empathic Group Marriage - an ancient practice dating to the First Empire; Telepathically linked as a group mind, such people frequently prove incapable of deep space service and exploration; especially for those in a long term relationship of such fashion, a certain amount of neuroplasticity is lost - for all their intelligence, the aloofness of others can be a hindrance to them.

And finally, why are you leaving your home?

1. I fell in love with a starship trooper – Really? You are led by your gonads (or equivale.) perhaps.
2. Space Truckin’
3. Ice Planet Hell – Why would I STAY?
4. Blackstar – is calling you; you have d3 standard years left to exist.
5. Orgone Accumulator – specifically the running of an unauthorized Orgone Accumulator; flee.
6. Binary Sunset – You are bored beyond belief. You have long yearned for adventures among the stars – adventures that would take you beyond the farthest galaxies to distant and alien worlds. No really. You’re THAT farmjuve.

DAGGER LAW

“It is the nature of the organic and sentient mind to read what is unknown into its own internal narrative. The less hard information you give, the more you imply, the easier it will be for those around you to fit them into your worldview.

Say nothing, imply...everything. Then, when the time is right, let the assumptions of your enemies destroy them.”

Mother Iris, Cadre mother of Assassins



NEW RULES SUMMARY

Section 667 – New Rules summary and essential table cheat sheets

This accompanies the identical section from book IV, (pp 98-102) compiling essential rules and a few play aids to cut down on page flipping.

DCC optional rule - at chargen/funnel any zeros who survive the funnel with hp loss (e.g., injury) can take an extra xp out the gate for that hp loss to become a distinctive scar or attribute. (long healed by first level of course)

Suffocation - without the correct gasses, an organic or other respiring body will begin passing out after (their Stamina rating in rounds) has passed. In an environment suit or other protected medium even a trace amount of the original atmosphere can as much as double that.

In hostile circumstances (mammal on a cold methane world without a heated suit) the time to passing out can be halved. In any case, once the requisite number of rounds have passed, each round the subject must make a Fort save (DC14 initially) to stay conscious. Every passing round increases the DC by one.

When they do fail the save they pass out. If a check for rolling the body or checking the vitals is made soon thereafter (three to six minutes conservatively), they save at +1 and if a medtech is present may revive automatically at the Judge's option.

Optional Rule - temp hp

One or two things in here make use of a concept of temporary hit point loss. If this rankles your old, new, or middle school sensibilities, just ignore it. Otherwise recognize this is a stand in for stun/shock effects and PCs recover at a rate of (class HD) + sta bonus / hour.

Quick Reinstantiation, Possession, and Body Swapping rules

IF you wish to “upgrade” to a body with less of an Agil, Str, or Sta penalty that is understandable.

Basically, you keep an “orgonne” rating for your stats that reflects what you originally dived in chargen. The idea is that while it is possible, if not cheap, to get a (for example) tweaked clone body with a custom physical appearance, that has a higher innate agil, str, and sta than they started with fine, but it is FAR easier to buy off those low stats and replace them with high stats.

So, “Agil 7 dood” scraps up every last penny they have and buys a new meat body. While it is possible (tho fuggin expensive) to buy one with a base Agil of 10 (and it will be expensive, maybe a thousand per point, to instantiate someone with noticeably greater or lesser attributes than the body default)*

If using the Instantiated Concerns table, each point also adds one to the roll on that table. Additionally, each point beyond 12 costs triple and so thus adds *three*, not one, to that table. Disregard if that table is not available to you.

Yes, even in Galaxy Black, Death Has Limits.

Each time you resleeved, are reconstructed by nanotechnology, or are vat grown from a backup (or whatever) no matter what fate will catch up with you. Consequently, you will pay the price of a luck point. This is no more retrievable for a thief or halfling (or any other luck bender) than it is for a warrior, wizard, etc. A part of you is gone, spent, for good¹.

When this brings you down to zero luck, ooh, resleeving failures are bad. Luckily for the rest of us, they are usually the stuff of adventures. Thanks! Your Judge appreciates the story hook. *Make three zero level characters please.*

Affecting Force Fields

Where not otherwise stated, the DC to affect a given force field is deemed equivalent to its current HP rating. (a Force field with 24 points of damage remaining out of 50 would have a DC of 24 to one attempting to mess with it)

Firearms & Guns Combat mods

All spray multiguns are designed for auto fire.

Conducting Auto fire - firer decides how many rounds to squeeze off in advance; each round in spray is rolled separately but on a descending action die. (Example: A first level legionnaire fires a three round burst; the first rolled is d20 and conducted normally, the second used a d16 and the third a d14)

Spray multiguns only critical on a 20 and only on the initial roll. IN legal weapons, fumbles on subsequent dice are ignored. In illegally manufactured weapons, they frequently count for fumbles as well.

Scoot and Shoot :: Suppressive fire

- The shooter holds action; whenever ANY opposing force attempts to recon/use perception abilities to gather information, move, or do otherwise than fully defend against the incoming attack
- Shooter adds 4 to any attacks; For each additional person engaged in the suppressive fire, add one to this, to an ultimate maximum total of 6.
- For each round of suppressive fire however, allied forces move with +2 to their AC for the duration, regardless of speed of movement.

Note: an allied sniper on overwatch performs all of the above duties at +1.

Note that Gunfighters and their abilities both build upon and where applicable, supersede these rules for Gunfighters only.

¹ Fate's weave is happy you are still dangling around to play your part but my wasn't that a wrinkle?

Psy powers tables & cheat sheets

The Devotional Sciences – Clairvoyance, Teleportation, Psychokinesis, Autoharmonics, Empathy, and Telepathy

All ranges are standardized & durations are standardized

Durations –

- Instant (no time at all)
- Immediate – takes effect immediately
- Trance (defined as with sustained concentration requiring one round of pre activity before using ability)
- Extended (for ritual stuff) – duration in the description

Ranges would be -

- Personal (within their personal space)
- Touch (within 3 feet)
- Near (a six foot sphere around the Manifester or another designated area)
- Far (7 or more feet area, more than seven feet away from the Manifester, or as designated)

Visibility – most psychic powers are relatively subtle; many times, it's difficult to tell when a psion is Manifesting, though some Disciplines are more subtle than others. This indicates if/how the use of that discipline will be visible to non-psions. Note that in the Sub-ether and the Noosphere, most psychic powers are a little more “visible.” The most reliable means of detecting psi in use remains various means of corona perception

Psychic Manifestation modifiers

Psi is in physical contact with the subject	+1
Psion is touching 'bioelectric points' on subject	+3 (supersedes above)
Psion is using a psychic focus	+1
Empath is using a Cathexis	+3

Save where noted in the text, the DC for saving throws v. psychic disciplines is the result of the Psi check.

Corona & Resonance :: Aurorae observation rules What is visible in one's Corona, or psychic aurorae?

The ;What Can You See in the Corona?' List

Lawful or chaotic aligned magic leaves a station.

With observed psychic discipline use you can identify which DS.

Most telepaths can communicate the most basic concepts easily for example

Telepaths have been known to broadcast

Nostalgia – a certain atmospheric tang, bittersweet, old music, fresh memories

Lawful or Chaotic aligned magic leaves a stain Using a psychic discipline, you can identify which Devotional Science is at work - or which school of magic if they are somehow also acquainted with that.”

Psychic Auras

Bonding rite
Group Coordination
Empathic Healing
You could make a case for imbue disturbance

Meld disciplines

Kything,
Group Coordination,
Mind Meld
Empathic Healing

Attacking the Etheric Body

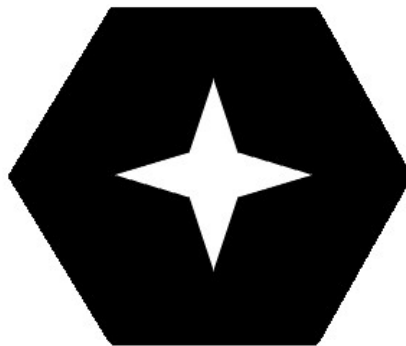
Psions are aware that they exist simultaneously, as do all living things to a lesser or greater extent, in the shadow each world casts in the Sub-ether. Trained and active psions are more aware of this aspect of themselves as it must be refined to be better able to access the relevant parts of the Noosphere to their particular psychic skill set.

Means of psychic combat - various disciplines allow interaction with and assault upon a rival Psion's etheric body.

If a Psion's orgonne flow can be disrupted they will have difficulty manifesting and may be unable to for a short time. (the ancients called this attacking the body of light)

Curiously, the touch of the undead seems also to temporarily disrupt this. At least in the mind blind. Presumably psions have some hardier mental defenses than that. But some kind of energy drain might have the same effect.

It is easier if the two parties are 'Entangled' (as specified in certain power entries)



Psychic Networks

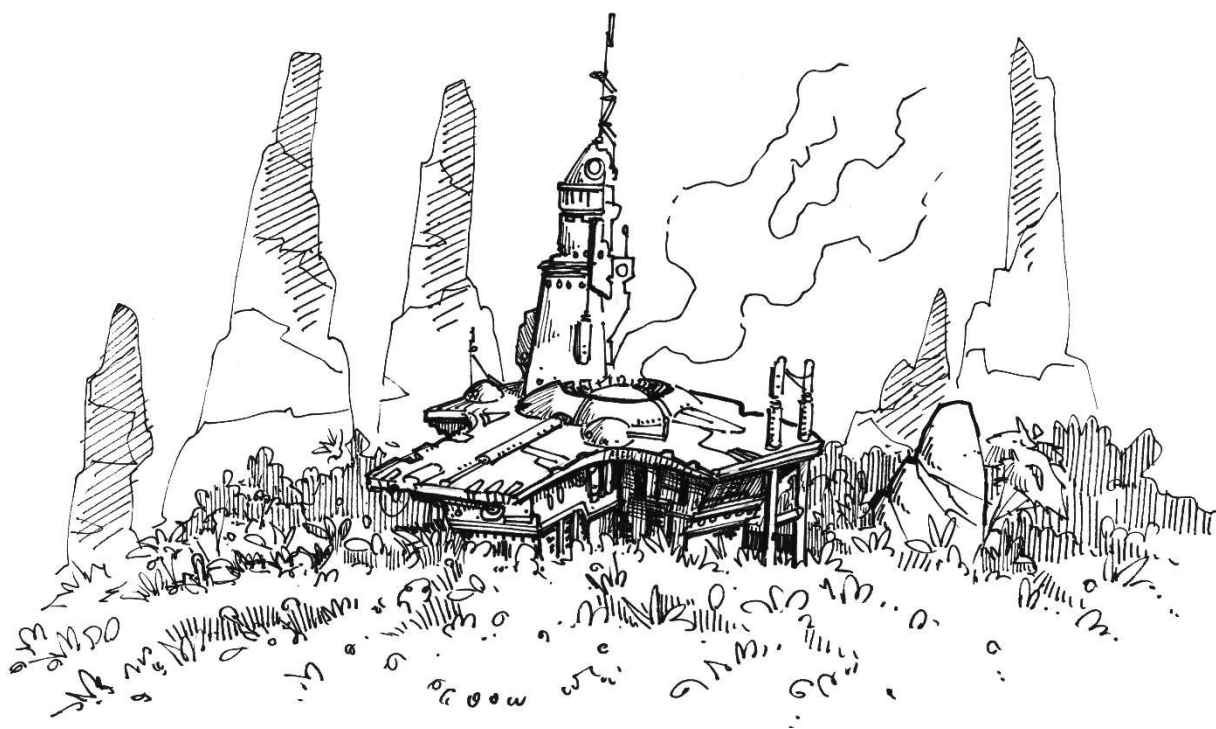
Various abilities herein allow certain psychic characters the opportunity to become part or host to several telepathic networks. The maximum number of such networks that any character can voluntarily belong to is equal to their Int score. If this is exceeded, the psion goes barking mad, beyond the common psychosurgeon's ability to fix.

Legend suggests that the most ancient of psychic monasteries, on the Rim, toward the Core, and Elsewhere, may be able to restore such an individual could they be found.

Optional Rules Index

Compile a list of all the optional rules and put that on a list in the index

Affecting Force Fields	286
Alignment by Faction	Book V pages 52-53
Check their Vitals (Psychics)	Book II page 158
Electronic Warfare,	Book IV page 16
Gods of the Empress Dynasties	Book V page 9
Optional Rule - temp hp	285
Random Starting Items	Book IV pages 9-10
Reinstantiation, Possession, and Body Swapping rules	285
Wealth Level	Book IV page 25



Fast Find Index

FUMBLES AND CRITICALS CHARTS	Book IV pages 92-97
Imperial Social Class Cheat sheet	114
Psy powers cheat sheet	287
Psychic Burnout	Book II page 50
Psychic disciplines	Book II pages 61-62
Spell List	Book II page 11
Warp tables	Book II pages 51-58

A quick navigational guide to the Tables

Aesthetics Tables	pp 187-191
Random NPC names	pp 189-190
Carcinization	245
Character Options	
o-level Navigators	226
o-level Shapers	222
Corporations Merchantiles and trading alliances	246
Facefull of Alien Wingwang	174
“Fucking vampires”	pp. 84-86
Funky lazer sheepdipfunksauce your hole	41
Maker Sequences	
Adventure, Campaign, and Encounter Maker sequence	153
Adventure generator & utilities	(main tables) pp 153-159
	(Secondary tables) pp 160-180
Ghost ships	pp 165-171
Unshielded Vac Encounters	180
When will the betrayal come?	164
Alien Zoomaker Sequence	pp 88
Exotic Consciousness	94
Shapeshifter sub table	91
Special abilities	pp 99-110
Godmaker	
Sleeping God or Primordial Being sub table	237
Demonizer	113
Rapid creation of Little Gods	pp. 75-76
Tech makers	begins Book IV page 107
Weapons makers	book IV page 111
world/system/generation sequence	116
Culutremakers	pp. 136-151
Progression Index	pp 133-135
World index	131
Preconception’s Possible Goals	69
Spectral Un-death attributers	pp.54-55
Star beasts sub table	50
Starbeasts and other divine beings	114
Unstable Vampiric Ichor	86
What century is it?	<i>I dunno, maybe 667th, maybe 2,000,087th? You’re the Judge What even is time?¹</i>

¹“ It s always the same fucking day man.” - -Momma Janis

"Hey Farmjuve!

The Imperial Academy of the Metasciences is always seeking soyfarmers and Rintha herders who want to better themselves and the Empire by sending your application to the Academy this date. The radiation scarred vacuum worlds of ancient and exotic alien species contain many dangers and many great cultural, scientific, and technological rewards.

Go the Academy, See the Imperial Periphery, Get off your Homeworld!

Transmit your application today

Impsec analog/break - ansible fee waived, duty free"

Designation of Product Identity

All place names, character names, names of organizations and similar proper nouns introduced in this publication are product identity, including but not limited to Nikas Liet, and Cillithix the Collector.

Designation of Open Game Content

All game statistics for any game elements included in this publication are designated open game content. This includes but is not limited to monster statistics, magic items and spells.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

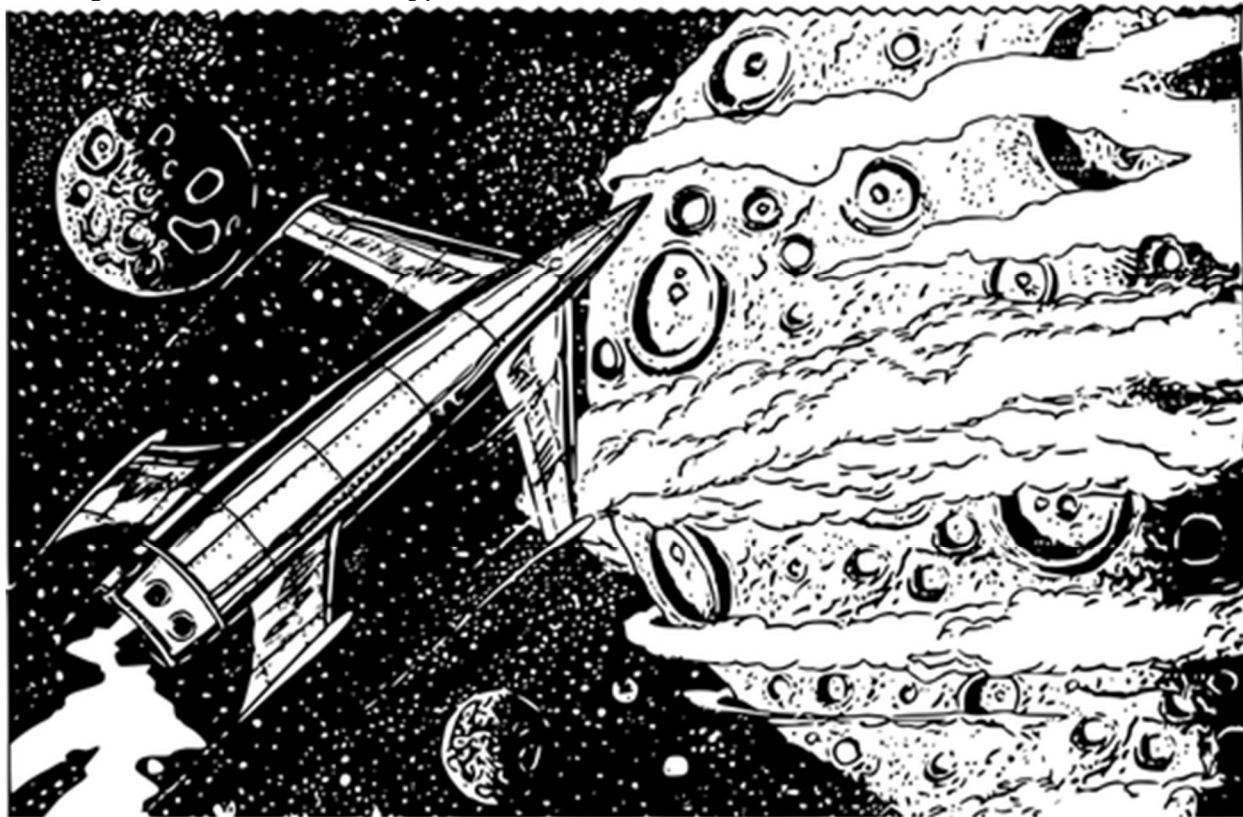
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Dungeon Crawl Classics, Copyright 2012 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

Galaxy Black winter 2019, copyright 2019 Dreaming Gynoid Studio

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license.

"Affirming, we have wave-ping, Ser. Pulse ping confirmed, wave channel o,o Message detected. Shall I decrypt?"



*The Stars.
Colonialism
And trillions of sentient souls in the balance.*



Dreaming Gynoid studio

<https://dreaminggynoid.blogspot.com/>



GALAXY BLACK

An Empire of rock and roll space adventure, fueled, primed, and autoinjected by the Dungeon Crawl Classics RPG from Goodman Games.. Dungeon Crawl Classics is way cool. You should check out <https://goodman-games.com/> immediately.