Superpowers: Dominant empires with vast territories, strong economies, and powerful militaries.

* **The Republic of Mah**
* **The Sovereignty of Avalon**
* **The Draconis Federation**
* **The Orion Hegemony**
* **The Celestial Empire**

Great Powers: Significant players on the interstellar stage with considerable influence but not as dominant as superpowers.

* **Cat Empire**
* **The United Nations of Sol**
* **The Tryno Commonwealth**
* **The Zenith Syndicate**
* **The Sirius**
* **The Nebula Dominion**
* **The Technocore Imperium**

Regional Powers: Strong within a particular area of space or sector, influential in regional affairs.

* **Republic of Darriana**
* **Gutu Alliance**
* **DAAR Hub**
* **The Brotherhood**
* **The Will of Aura**
* **The Tethys Enclave**
* **The Lyrae Coalition**
* **The Procyon League**
* **The Arcturus Assembly**

Emerging Powers: On the rise technologically or economically, potentially challenging the status quo.

* **The Perseus Ascendancy**
* **The Nova Republic**
* **The Cetus Alliance**
* **The Pegasus Network**
* **The Sylphian Regime**
* **The Helio Confederacy**
* **The Mycelion Conclave**

Local Powers: Control one or a few star systems and have influence only over their immediate vicinity.

* **The Verdant Kingdom of Thalassa**
* **The Astra Cartel**
* **The Cygnus Collective**
* **The Lyrids Confederacy**
* **The Cassiopeia Pact**
* The Eridani Alliance
* The Triangulum Coalition
* The Cassiopeian League
* The Lyran Syndicate
* The Vulpes Dominion
* The Miniature Empire of Cygnus
* The Psilon Mind
* The Solitary Core
* Corp Industries

Protectorates: Small empires or territories under the protection or control of a more powerful empire.

* **The Altair Haven (Tributary of the Republic of Mah)**
* **The Gemini Sanctuary (Subsidary State of the Sirius)**
* **The Aquila Ward (Bulwark of the Lyrae Coalition)**
* **The Tauron Enclave (Vassal of the Republic of Mah)**
* **The Perseid Territories (Vassal of the Cat Empire)**
* **The Aquarian Refuge (Protectorate state of the United Nations of Sol)**
* **The Canopan Haven (Protectorate of the Republic of Darriana)**
* **The Outposts (Tributary to the Sovereignty of Avalon)**
* **The Lyrid Sectors (Subsidiary State Orion Hegemony)**
* **The Frontier Bastions (Bulwark of Draconis Federation)**
* **The Argus Collective (Prospectorium of the Celestial Empire)**
* **The Athenaeum Worlds (Scholrium of the Zenith Syndicate)**
* **The Ptolemaic Archives (Scholrium of the Tryno Commonwealth)**

Trade Alliances: Groups of systems or empires focused on commerce and trade, possibly controlling key trade routes.

Research Collectives: Focused on science and technology, these may be smaller but highly advanced.

Mercenary States: Provide military services to other empires, known for their martial prowess.

City-States: Single planetary or space-station-based entities that are independent and often neutral.

Free Worlds: Planets or systems that are not formally aligned with any empire and value their sovereignty.

Nomadic Fleets: Groups that travel the stars, with no fixed territory, often trading or scavenging.

Frontier Worlds: Outposts on the edge of explored space, often with untapped resources.

Isolated Enclaves: Culturally or ideologically distinct, with minimal interaction with others.

Pirate Havens: Unofficial and illegal, operating outside the laws of major powers.

Former Powers: Once significant but now in decline, either through war, economic hardship, or other crises.

Remnant States: What remains of once-great empires, holding on to past glories.