The  
Commonwealth  
Encyclopædia  
of Human Space

A Compendium of the Peoples, Technologies, Histories, and Ideas of Human Space,

plus some fragmentary Knowledge of the Ancient and Galactic Races.

First Edition

The Commonwealth Encyclopædia of Human Space

A Guide to the Transcendence Universe

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Aa

Abbasid Survivalists

Abbasid Survivalists are followers of al-Hakim, who prophesized in 2230 that a Flame War would destroy most of humanity, leaving only the faithful to inherit the galaxy. Many saw his prophesies come true with the start of the Syrtis War and millions were convinced to retreat to fortified outposts, where they awaited the inevitable.

After the war, many followers deserted the faith, but a few persisted in their beliefs. Today, Abbasid Survivalists continue to exist, choosing well-defended, deep-space outposts for their retreats. They attack anyone who approaches.

Abbasid Thanogram

These rare and precious objects are optical neural networks initialized from the cerebral patterns of one or more Scholars of Abbasid. The legal, ethical, and moral knowledge of the Abbasid Survivalists is contained and interpreted by these constructs.

It is rumored that the thanogram of al-Hakim survives somewhere in Human Space, but none have been able to find it.

See: **Abbasid Survivalists**.

Admiral Decker

See: **Decker, Conrad.**

Amundsen, Johann

Johann Amundsen was a miner and explorer who discovered many of the asteroids in the systems of the New Beyond and who gained immense power and wealth from his discovery of an alien data store.

He was born in 2163 and moved with his family to Starton Eridani when he was a teenager.

In 2221, on an expedition to a distant star system, he found a buried alien archive. Amundsen used the knowledge that he found inside to plan and execute several expeditions, each one further and further from Human Space. Each time he returned, he brought back fabulous riches and technologies. But he also returned altered—Amundsen had used the alien knowledge to enhance his ship and himself.

The last time that he returned, in 2229, he was almost unrecognizable. He had attained powers far beyond any human. A massive Commonwealth fleet was deployed to prevent Amundsen from getting too close to a populated area. He spoke for several days with high-level representatives and scientists of the Commonwealth, but the transcripts of those conversations were marked Highest Security and have to this date not been made public. A few days later he left Human Space and has not returned since.

Anarchists

See: **Freeworld Anarchists.**

Antimatter Power

Antimatter reactors are simple: any quantity of antimatter will generate immense energy when in contact with ordinary matter. The problem has always been obtaining the antimatter fuel—Earth contains no deposits of antimatter minerals.

As humans explored other worlds, however, minerals that contained antimatter particles were soon found. Pteracnium is one of the most common sources of antimatter. Xenotite and chronimium are other common sources.

Arc

An arc is a unit of Galactic time equal to one-thousand generi. There are two-hundred arc in a trisem.

In human terms, an arc is roughly 35,000 years. In ancient times, this was considered the average lifespan of a civilization or sovereign.

Archcannon

Archcannons are a type of weapon used in starships. The term is generally reserved for extremely powerful weapons. For example, *Ares archcannon*.

Ares Orthodoxy

After the defeat of the Syrtis Conclave, the remains of the Ares Sect moved out to the Outer Realm to rebuild their empire. Using cloning and genetic engineering they have become a major power in a little over a century.

The capital of the Ares Orthodoxy is the planet Monavius, one of the only biosphere planets in Human Space.

See: **Ares War, Syrtis Conclave.**

Ares War

The current war between the Commonwealth and the Ares Orthodoxy is known as the Ares War. The war began in the 2340s and has seen periods of intense fighting amid many years of relative calm. Since 2416, the Ares have begun a new wave of attacks and both sides have intensified the pace of operations.

## History of the Ares War

The war began in early 2342 as both Ares colonies and Commonwealth settlers claimed the same systems in the Outer Realm. Negotiations between Commonwealth and Ares failed after a few months and Ares ships began attacking Commonwealth settlements. Throughout the 2340s, the Commonwealth evacuated several settlements in the disputed area while simultaneously building up its military capabilities.

In 2352, the Commonwealth stronghold of Point Vesta was completed in a disputed system near Ares space. Point Ceres, Point Pallas, and Point Juno were completed in other systems over the next five years. In 2353, the first Commonwealth Star Carrier, the *CSC Europa* was launched and deployed to the war zone. Eleven more star carriers were built and deployed by 2357.

In 2372 and ’73, the Ares responded to this Commonwealth build-up by launching a massive attack using their (then new) *Cometfall* missileships. The attack failed to overcome the Commonwealth Fleet, but the Ares did destroy Point Vesta in 2372 and two star carriers in 2373.

For more than forty years after 2373, the Ares War remained stalemated. Occasional battles flared in the disputed zone, but few systems turned. The Ares used these years to build up their fleet; their new *Olympus*-class carriers are generally considered to be superior to the aging CSCs.

In 2416 a new wave of Ares attacks began with a surprise attack on Point Pallas. After a massive battle, reportedly involving eight *Olympus* carriers and four CSCs, Point Pallas was destroyed and the Commonwealth Fleet forced to retreat.

As of 2419, the Ares War has intensified further and unconfirmed reports suggest that Point Ceres and at least one star carrier have been destroyed.

## Opposition to the War and the Rogue Fleet

In the late 2390s, various antiwar parties in Parliament rose in popularity. A plurality of people in St. Katharine’s and the New Beyond support a withdrawal of the Fleet from the Outer Realm.

Opposition to the Ares among Commonwealth settlers in the Outer Realm remains strong, but support for the Fleet continues to drop.

In 2398 a group of Commonwealth captains rebelled against the Fleet leadership and formed the so-called Rogue Fleet. Rogue ships prey on Ares and Commonwealth colonies alike.

See: **Ares Orthodoxy, Commonwealth Fleet.**

Asian Pacific Directorate

This Terran sovereign is a union of the countries in the Asian Pacific.

Assembler Corporation

The Assembler Corporation is a large nanofacturer that produces industrial and military materials. They are the prime manufacturer of diamond lattice.

Asteroid Miners, Unlicensed

Unlicensed asteroid mines can be found in many Commonwealth systems. These wildcat operations avoid both Corporate profit-sharing and Commonwealth taxes. In exchange, however, they need to defend themselves against both rival miners and Commonwealth militias.

Although the mining lasers on *Borer*-class ships are a powerful deterrent, unlicensed miners often hire mercenaries for additional protection.

Aubrey Enderfeld

See: **Enderfeld, Aubrey.**

Augmented Humans

Augmented humans refuse any kind of germ-line engineering but they take advantage of other technological augmentations. Drugs, prostheses, and surgical alteration are all accepted by these humans, as long as they are voluntary and they are designed to improve. The mainline descendants of Earth tend to fall into this category.

See: **Human Augmentations & Enhancements.**

Auton

An autonomous ship, generally smaller than a gunship, and designed to support and/or defend a larger, crewed vessel.

The most popular autons are manufactured and sold by OmniDefense Systems, rce.

AutoSentinel

OmniDefense Systems sells a line of consumer autons under the AutoSentinel brand.

Bb

Belt

The large group of asteroids between Mars and Jupiter in the Sol System are known as the Asteroid Belt or the Belt.

The United African States founded mining colonies on Ceres in 2056.

Bennin Xenophobes

Bennin Xenophobes have a closed society which thrives in the depths of the Ungoverned Territories. They do not tolerate other life-forms.

Xenophobes travel through the galaxy in gigantic ships, looking for raw materials and military technology.

Biofactor Paste

Biofactor paste is a genetically engineered substance that promotes healing and delays aging.

Biospheres

There are only three planets in Human Space known to have a biosphere: Incandescent (in the St. Katharine system), Monavius (in Ares space), and Earth.

Black Market

Outlaws in Human Space run a black market that trades in illegal items and services.

Certain items, such as drugs and nuclear material, are illegal in Commonwealth space. If the player docks with a Commonwealth station, illegal items will be confiscated (unless the player has a smuggler’s cargo hold).

Once the player has a black market ID, she can dock with black market stations. Black market stations allow the player to buy and sell illegal items and may allow her to join as a member of the Sindikat.

Boson-Condensate

This is an exotic state of matter that can support extremely high energy densities. It is used in zero-point energy generators.

See: **Zero-Point Energy.**

Book of Patterns

The *Book of Patterns* is an ancient database maintained by the Halo Races. It describes every form of technology and power known to the Halo Races. The *Book of Patterns* is constantly being updated and it is believed that much of human technology is described therein.

Booster

Booster is the street name for an illegal human narcotic. The drug consists of a strong base of O3 “boosted” with a pure dose of metaendorphile paste.

Bushido Corporation

The Bushido Corporation is a small, innovative weapons designer and manufacturer. They are a subsidiary of Honoku-Tomashi and are best known for the following items:

Gusoku armor

Hanzo blaster

Katana star cannon

Nandao bolt cannon

Shuriken neutron blaster

Yoroi S100 shields

Yoroi S500 shields

See: **Honoku-Tomashi.**

Cc

Cancer Dust

Cancer dust is the street name for a complex blend of oncokillers and nanomachines that cures most forms of human cancer.

The formulation is patented and sold under license only to the wealthiest members of the Commonwealth and Corporate Hierarchy. It is believed that a full, legal course of cancer dust treatments is sold for at least one million credits, depending on the assets of the patient.

There are various illegal, reverse-engineered versions of cancer dust, most distributed by the Death Drugs Cartel.

Capital Ship Classifications

Capital ships are starships larger than 1,000 metrics tons. The following are general classifications:

**Destroyers:** Destroyers are small, fast, and maneuverable capital ships. They are often used as anti-gunship vessels.

**Frigates:** These are larger than destroyers and generally used as escorts.

**Cruisers:** Cruisers are large, multi-role capital ships.

**Carriers:** These are large starships designed to carry a complement of gunships or other small ships.

Carbide

A carbon-based synthetic material, related to diamond.

Caterpillar-Komatsu, rce

Caterpillar-Komatsu is a St. Katharine’s-based corporation and is the largest manufacturer of heavy machinery for construction and mining.

The CAT M520 is one of the largest machines they produce. It is used for construction and salvage.

Cenobite Laboratories

This complex of military laboratories has produced many innovative technologies.

Cenotropes

The Cenotropes are the most powerful of all the guardian races in the Galaxy. Their sole mission is to guard the tomb of Oracus and Domina and to prevent them from bringing chaos and havoc on the Galaxy.

The Cenotropes are associated with light and fierce energies.

Centauri System

The Centauri System is a triple-star system a little over four light-years away from Earth.

The Kuiper Stargate leads to the Centauri System, the first star system outside of Sol to be colonized by humans.

The North Atlantic Union reached the Centauri system in 2100. Later, in 2120, the Commonwealth founded the first colony in Centauri.

Centauri Warlords

Centauri warlords will generally take over a small Commonwealth settlement and turn it into their base of operations. The local population will be forced to provide food, fuel, and credits for the warlords.

Centauri warlords originated in the Centauri system, more than a century ago; today they have spread out to many parts of Commonwealth space.

Ceralloy

Ceralloy is an innovative blend of ceramic and metals, often used for starship armor.

Charon Pirates

With all the shipping of goods and information across Human Space there is a lucrative opportunity for piracy. The Charon Pirates started out raiding the Earth-Titan run during the twenty-second century, but now they are spread throughout many star systems (even some non-Human ones). The Charon Pirates are loosely organized; individual groups have a high degree of autonomy but pay a tribute to the larger organization.

The Charon Pirates have been using United African Ships bought on the surplus market.

Chronimium

Chronimium is a high-energy elemental gas. In pure form it can be used as fuel for anti-matter reactors.

See: **Antimatter Power.**

Cholovka Cabal

This Russian/Ukrainian crime syndicate was named after a Stalinist labor camp to reinforce the idea that all forms of political authority are selfish and corrupt. The Cholovka Cabal deals in almost anything that is forbidden or restricted anywhere in Human Space⎯from drugs to weapons to illegal implants and genetic modifications. The leaders of the Cholovka Cabal are numerologists who are attempting to determine the fate of the Galaxy from a radio signal that they claim to be receiving from the Core.

Clavius Insurance Conglomerate

The Clavius Insurance Conglomerate is one of the oldest hazard insurance corporations in Human Space. Founded on the NAMI Lunar Colony in 2071, the Clavius Insurance Conglomerate now has branches in most human star systems and deals in all forms of insurance and risk management.

Commonwealth

The Commonwealth was founded in 2116 by citizens of the NEOs, Earth-orbiting, and Lunar colonies, after Earth enforced bans on human germ-line genetic engineering. In the next few centuries, the Commonwealth became the most powerful human sovereign and was instrumental in the fight against the Ares Sect.

The Commonwealth is a federal system in which individual worlds and stations run their own internal affairs. A Commonwealth Parliament decides inter-station issues including the regulation of commerce, the relationship with other sovereigns, and defense against pirates and other threats to commerce (through the Commonwealth Militia).

The only institution not controlled by Parliament is the military. The military forces of the Commonwealth are controlled by the Council of Lords, a group of seventeen people elected by the Parliament.

Commonwealth Fleet

The Commonwealth Fleet is deployed in Outer Realm, fighting against the Ares Orthodoxy.

See: **Ares War.**

Commonwealth Star Carrier

The Commonwealth Fleet is organized around Star Carrier task forces. Each task force is centered on a gigantic carrier and surrounded by a dozen escort cruisers and almost a hundred gunships.

The Commonwealth originally built twelve star carriers, but only eight remain.

Commonwealth Transport System

The Commonwealth Transport System is the bureaucracy that manages the stargates throughout Commonwealth space. The CTS also licenses commercial captains and other starship crew.

Concatenated Digital Metropolis

The citizens of the Concatenated Digital Metropolis live entirely in a networked cyberspace whose nodes orbit in a ring around a planet in the Sirius star system. Biological entities cannot become citizens of the CDM although they are often used as contract labor to maintain the cyberspace nodes.

The CDM has immense knowledge of neural networks, and artificial intelligence. Almost any computational problem can be solved faster and more accurately by the CDM. Because the citizens of the CMD have no material needs except for energy, they tend to value information above all else. For example, the CDM generally accepts a recorded neural pattern as payment for their services.

Corporate Hierarchy

The Corporate Hierarchy is an amalgamated free trade zone that covers most of Human Space but that is open only to members of the Hierarchy. The Hierarchy is generally considered to be the wealthiest human entity but its members seldom agree on anything except the desire to increase their wealth.

The Corporate Hierarchy consists of the following major members:

Assembler Corporation

Earth Industries Conglomerate

Honoku-Tomashi Kereitsu

Humagen Biosystems Corporation

NeuroSoft Technologies

North Atlantic Manufacturing Industries

Pacific Defense Corporation

Tenhove Defense System

The Hierarchy also recognizes the following minor members:

**Colliseum Games Corporation:** Owner and operator of the Maximus Gladiator Arena.

**Commonwealth Security Systems:** Contract militia protecting Commonwealth stations from pirates.

**Korolov Shipping:** Interplanetary and interstellar shipping.

***Teijin-Nomura Holdings***

**Zubrin Systems:** Luxury yachts and custom ships.

Council of Lords

The Commonwealth Council of Lords is the highest executive body of the Commonwealth. The Council of Lords is responsible for all military and diplomatic actions of the Commonwealth. The Commonwealth Fleet answers only to the Council of Lords.

See: **Commonwealth.**

Cyanavir

Cyanavir is the trade-name for a class of antiviral drugs effective against various families of filoviruses.

Dd

Dark Matter

Dark matter is defined as any kind of matter that is composed of supersymmetric particles (i.e., particles beyond the Standard Model menagerie of quarks, leptons, etc.)

Dark matter interacts only weakly with the electromagnetic force and the nuclear-weak force.

There are four kinds of dark matter: dark acid, dark steel, dark lightning and dark fire.

Human technology is too primitive to manipulate dark matter.

Dark Matter Power

Some theories propose that the powers of Oracus and Domina are entirely based on dark matter. Nevertheless, no know human technology is able to use dark matter (or dark energy) as a power source.

Death Cube

A death cube is the mnemonic imprint of a dead person (we know the person is dead because the technology requires a destructive read of the cerebral network). Transferring the memories of a recently deceased loved-one was a common ritual in the last century, but fell into disrepute after moral questions were raised—particularly after it was revealed that some vestige of consciousness survived in the death cube.

Death Drugs Cartel

The Death Drugs Cartel sells the genetically tailored drugs needed for hyper-clonal therapy, a life-prolongation treatment. The drugs, which must be created specifically for an individual’s genome, were outlawed in the twenty-third century (in the middle of the Syrtis War) because their manufacture involves the growth and exploitation of a genetically altered, ancephalic clone. Though unavailable to the general Commonwealth, it is well-known that most people of wealth and power use these drugs to prolong their life.

No one knows how long a human life may be extended using this therapy, but many people believe that the original creators of death drugs are still alive and are running the Cartel. If so, they would be over two-hundred years old.

Organization

The Death Drugs Cartel is led by the secretive Cartel Directorate, which is said to reside in a hidden station inside of Human Space. The Directorate controls five regions, each region organized by a Cartel Lieutenant in a well-defended stronghold. The Lieutenant has control over the labs and distribution networks for each star system in the region. Individual base commanders has jurisdiction over specific stations and labs.

Decker, Conrad

Admiral Conrad Decker commands the Commonwealth Fleet from his flagship, *CSC Terra*.

Domina

The transcendent entity known as Domina inhabits the Galactic Core, yet her power and influence is felt throughout Human Space.

See: “Oracus and Domina” in the **Book of Tales and Memories.**

Duralloy

Duralloy is the tradename for a kind of regenerating steel. Duralloy consists of a precise blend of titanium, hexanium, and other exotic metals. The properties of this alloy are such that it is possible to lace it with nanomachines that can repair any damage or imperfection.

Dvalin

Dvalin is the brilliant, though single-minded, chief scientist of the Rasiermesser Corporation.

Dwarg Raiders

The Dwarg emerged as a powerful sovereign only a century ago, somewhere near St. Katharine. Their leadership caste consists of enhanced humans, but the bulk of their population consists of zoanthrope laborers and warriors.

Dyon Dust

Dyons are subatomic particles with both an electric and magnetic charge. Ferromagnetic dust, activated by dyons, immunizes a ship against ion effects that can damage or disable the ship’s systems.

Ee

Earth

The planet Earth, the third planet in the Sol System, is the cradle of humanity and the standard against which all other worlds are measured. All humans and neo-humans can trace their ancestry back to Earth and the history of human life on Earth is far longer than our history among the stars.

After the rise of the Commonwealth and the Corporate Hierarchy and especially after the Syrtis War, Earth decreased in importance and the St. Katharine System is now considered to be the capital of humanity. Nevertheless, Earth remains an important world and the fashions, customs, and tastes of Old Earth are eagerly sought out by the citizens of the Commonwealth.

Earth Industries Conglomerate

The Earth Industries Conglomerate is a giant industrial, consumer goods, and military manufacturer based in St. Katharine’s Star. EI, as it is commonly known, is the largest member of the Corporate Hierarchy by market capitalization.

## EI Weapons Division

This division is responsible for developing, manufacturing, and selling military equipment to sovereign entities and individuals.

EI weapons are generally competitive and of good quality, but seldom display innovation. They are best known for the following items:

Bolide laser blaster

Laser cannon

Mining laser

TeV 9 particle blaster

Turbolaser cannon

Earth-Like Worlds

See: **Biospheres.**

Earthzone Armed Shuttle

The *Earthzone*-class shuttle was a popular design during the mid-twenty-fourth century. Anarchists groups often start with the frame and add weapons and armor.

Enderfeld, Aubrey

Aubrey is Lord Mikho’s personal assistant.

Enhanced Humans

Enhanced humans have minor, germ-line genetic modifications that allow them to adapt to particular environments. For example, spacers have enhanced lungs that can survive a greater concentration of carbon dioxide than pure humans.

See: **Human Augmentations & Enhancements.**

Eridani System

The Eridani system was colonized by the Commonwealth in 2176.

Etherium

Etherium is a rare ore with mysterious properties.

Crystals of etherium are used to generate energy fields, such as those produced by shield generators.

Europan Ice Moss

This exquisite spice is made from a dried moss originally found on the frozen Jovian moon.

Evdorikov, Mikho

Lord Mikho is a high-ranking member of the black market Sindikat.

Exoarchaeological Society

A small group of wealthy explorers founded the Exoarchaeological Society at the end of the twenty-third century to promote the exploration (and often, the exploitation) of nearby alien archaeological sites.

Today, the Exoarchaeological Society is best known for its XAS Classification system, a system for categorizing alien races and cultures.

Ff

Ferian Miners

Almost nothing is known about Ferian miners, since they avoid all human contact. They are believed to be zoanthropes who devote themselves to a simple existence as asteroid miners.

Ferians are known to trade with Ringers and (possibly) Teratons.

Field Crystal

Field crystals are used to moderate and sustain the force fields produced by shield generators.

The kind of field crystal used affects the properties of the force field. For example, yellow etherium field crystals create force fields that reflect positron energy.

Fission Power

Fission reactors work by splitting the nuclei of heavy atoms such as uranium and plutonium. The process generates heat (which can be converted to electricity).

Fission reactors, invented in the twentieth century, are still used in small stations and backwards worlds.

Freeworld Anarchists

The Freeworld Anarchist Movement is a fanatical group that seeks to disrupt and destroy the Corporate Hierarchy. Anarchists groups are aggressive and somewhat sophisticated technologically, but their numbers are few and the Corporate Hierarchy does not (currently) consider them to be a strategic threat.

Freeworlds

The Freeworlds are a loose association of stations and individuals that attempt to stay out of the mainstream corporate world of the Commonwealth. With their own industries and their own populations, the Freeworlds are independent enough that they do not participate in any of the economic structures of the Human Space.

Philosophically, the Freeworlders have developed a blend of socialist and free market ideas that affirm individual rights over megacorporation hegemony. The moderate majority believes in co-existence with the rest of humanity and only conflicts with the Commonwealth over intellectual property rights (which the Freeworlders abhor). Nevertheless, there are radical elements (such as the Anarchists) who actively and violently seek to topple the Corporate Hierarchy.

The most successful and the largest Freeworlds enterprise is the family-owned Revolution Designs Association which manufactures most everything from personal appliances to starships.

Freeworlds Shipyard

The Freeworlds Shipyard is a communal shipyard that also serves as the public gathering place for all Freeworlders involved in space activities. Though mostly used by individuals to repair and retrofit their starships, the Freeworlds Shipyard also has a manufacturing plant run by the Revolution Designs Association that produces many good quality starships.

Shuttle and Transport Designs

The vast majority of ships built by the Freeworlds Shipyard are small shuttles and transports. The following are some of the most common designs:

EarthZone shuttle

Freespace 350 starrider (personal shuttle)

Freespace 750 starrider (high-performance shuttle)

Solidarity R5 transport

Solidarity T51 light freighter

Armed Ship Designs

Although Revolution Designs does not create nor endorse any military designs, many people have created modifications that include weapons and shields. All of the above designs have armed variants.

Fusion Power

Fusion reactors generate energy by fusing light atoms such as hydrogen and helium to generate heat (which can be converted to electricity).

Fusion power is still the most common source of power in Human Space. Almost all non-military stations and starships use a fusion reactor.

Gg

Gaian Terraformers

Gaian Terraformers are descended from the Ringers. They possess the technology to control immense energies, which they use to terraform worlds. Unfortunately, they consider all other human races as inferior and have no problem destroying their worlds and their works.

Galactic Regions

The Halo Races traditionally divide the Galaxy into the following regions:

**The Halo** is the spherical region around the Galaxy, mostly containing globular clusters.

**The Core** is the central bulge of the Galaxy and the home of most of the Ancient Races.

**The Ordered Arm** is the major galactic arm opposite the Solar System.

**The Chaotic Arm** is the major galactic arm that contains the Solar System.

**The Creation Arm** is spinward of the Chaotic Arm.

**The Annihilation Arm** is spinward of the Ordered Arm.

Gamma Crucis

Gamma Crucis is a red giant star eighty-eight light-years from Earth. Astronomers are interested in it because it is emitting more gamma rays than standard stellar models predict.

Generi

A generi is a unit of Galactic time defined to be one-thousandth of an arc. A generi is roughly 35 years.

Gravitic Energy

Scientists believe that the Galactic Races use a form of gravitic energy to power their machines and starships. Theoretically, gravitic energy, which powers quasars and black holes, is almost limitless in power. Harnessing this power, however, requires the technologies to manipulate mass, inertia, and the fabric of space—none of which are available to humans.

Guardians of the Core Races

Four ancient races serve as the guardians of the Core when threats to the Galaxy arise. The *Iocrym* race guards the periphery and often deals with internal threats (such as new ascensions). The *Yataghans* guard the border with the Halo. The *Vizerom* are the guardians of the main disk. The *Cenotropes* guard the tomb of Oracus and Domina.

Hh

Hadron Archeolith

This rare resource was originally created in the Big Bang and cannot be replenished. It is used today as a fuel for zero-point energy generators.

See: **Zero-Point Energy.**

Halo Gems

The Halo Races creates these gems to help them contemplate. To them, these gems are trinkets, imbued with no more than whispers of power. But to comparatively less-advanced humans, these mysterious gems glow with dark energies more powerful than a fusion reactor.

Ten kinds of gems are know:

**Gems of Wrath** are glowing red, like the center of a sun.

**Gems of Desire** are golden and glow from within.

**Gems of Sacrifice** are violet spheres, harder than diamond.

**Gems of Knowledge** are silver, reflecting all light.

**Gems of Despair** are a sickly yellow, fading in any light.

**Gems of Communion** are clear, brilliant stones.

**Gems of Exultation** are opaque green.

**Gems of Contrition**are a deep, translucent blue, the color of the ocean.

**Gems of Eternity** are aged spheres of scryth.

**Gems of Oblivion** are black.

The gems of Wrath, Sacrifice, Desire, and Knowledge, seem to posses more power than the others. Gems of Oblivion are extremely rare and (so far) seem to possess no powers.

All halo gems look alike until their power is invoked.

Heliotropes

Heliotropes are members of a quasi-religious organization founded on principles opposing entropy and energy-death. They gather in colonies in the inner part of a star system, collecting solar energy and converting it to high-density fuel.

Heliotropes are generally hostile to all other human groups, whom they consider inferior and unworthy of the gift of energy.

Heretic Gate

The Heretic Gate is the only stargate that leads out of Human Space into the rest of the Galaxy. The Heretic Gate was de-activated by the ancient alien races in the twenty-fourth century to keep the upstart humans from disrupting the Galaxy.

Hexacarbide

Hexacarbide is a form of carbide manufactured by Taikon Ventures.

Hexagene

Hexagene is a high-explosive compound, generally used in missiles. Hexagene is the main explosive in MAGs.

Hexanium

Hexanium is an exotic mineral found only on asteroids. It is a component of Duralloy.

Hexphase Armor

Hexphase armor was developed by the Commonwealth to defend its starships against the ion weapons of the Ares Orthodoxy.

Hierosteel

Forged by the Halo Races more than a billion years ago, hierosteel is the strongest substance known. There is no known method of manufacturing it and it is possible that even the Halo Races no longer know how to forge it.

HIG (Hofstadter Intelligence Group)

See: **Intelligence Classification.**

Himal Separatists

Himal Separatists are fighting Corporate expansion in the systems around Starton Eridani. Their refuges can be found in the outer, icy worlds of red dwarfs.

Honoku-Tomashi Keiretsu

The Honoku Corporation started in 2162 as an importer of low-cost goods for the growing population of the Incandescence colony. By 2230, Honoku had diversified to become a manufacturer of consumer goods, industrial equipment, and space systems.

After the Syrtis War, Honoku merged with Tomashi Star Systems, a designer and manufacturer of military starships and weapon systems. Throughout the 2300’s Honoku-Tomashi grew by forming ownership relationships with various smaller companies across Human Space. It allied with InfoNet Publishing in 2301, with Bushido Corporation in 2334, and with Habitat Holdings in 2340.

Huaramarca System

Only the Huari know the location of the Huaramarca system.

Huari Empire

The Huari Empire was once the supreme power in the Ungoverned Territories, but the civilization of the Sung Slavers has displaced them.

The ancestors of the Huari settled in the Loriol System in the early 2120s. Later, they expanded into the surrounding systems and formed the Huari Empire.

The Huari are not as technologically advanced as the Sung—particularly with respect to cyber-technology. Nevertheless, their massive fortresses protect them from the Slavers.

Hull Manufacturers

The following Human sovereigns and corporations are able to manufacture starships:

Concatenated Digital Metropolis

Earth Industries Conglomerate

Freeworlds Shipyard

Honoku-Tomashi Kereitsu

North Atlantic Manufacturing Industries

Pacific Defense Corporation

Ringer Shipyards

Syrtis Industrials

Terraformer Shipyards

United African Shipyards

Zubrin Systems

Humagen Prosthesis

The Humagen Corporation produced a line of biomechanical prostheses in the 2350s replaced damaged internal organs. Although the company dissolved in 2371, many doctors still consider Humagen prostheses to be superior to more modern vat-grown, organ replacements.

Human Augmentations & Enhancements

Humans have been improving themselves physically and mentally since the dawn of civilization, but the widespread use of genetic modification in the twenty-second century makes it difficult to speak of a single “human race”. Humans can be categorized by their relationship to augmentations and enhancements (in increasing order of technological sophistication):

**Zoanthropes** have jettisoned all higher brain functions and act only on instinct.

**Simples** have radically altered their brains to remove all violent and unpleasant emotions.

**Luddites**eschew all technology developed after the twenty-first century.

**Pure Humans** use modern technology but refuse all kinds of augmentation or enhancement.

**Augmented Humans** use technology to improve themselves but avoid all germ-line genetic modifications.

**Enhanced Humans** employ minor germ-line genetic modifications to improve themselves.

**Neo-Humans** have radically changed their genome and no longer appear or behave completely human.

For more information, consult the encyclopedia entry for each category.

Human Civilizations

The conquest of the Solar System in the late twenty-first century led inevitably to the birth of several new civilizations. As the new space communities grew, isolated by the vastness of interstellar space, and increasingly altered by genetic engineering, more and more people came to think of themselves as Martians or Europans rather than as Earthers or even humans.

The Near-Earth Objects were settled even before the Moon was, and UAS colonists raced against NAMI settlers and Earth Industries exploration teams. After the Gene Crisis of 2105 the NEO realm was firmly in Earth’s control, but colonists who supported genetic engineering were driven out to Mars or to the Belt.

Thousands died settling Mars, but the combination of cheap fusion power and genetic engineering created self-sufficient colonies. The fledgling civilization, born out of the NEO conflict, never forgot the shame of being forced out of their home orbit. But unlike the resource-poor NEOs, Mars was a world on which the civilization could grow, and the growing colonies, united into the Syrtis Conclave, soon hoped that they would grow powerful enough to challenge Earth herself.

Meanwhile, two more shocks awaited Earth. One shock was that the first colony in the Jupiter system, founded by an Asian-Pacific expedition, proved to be immensely successful. The planet-grab was on again as the North Atlantic Union competed with APD and the Corporate Hierarchy to colonize Jovian space.

The second shock was the Humboldt Rebellion, in which a corporate enclave on Nearside seceded from corporate control and demanded to be recognized as a sovereign power over half the Moon.

Human Space

Human Space is the term used to describe the group of human-populated star systems centered on Sol and contained within the quarantine zone established by the Ancient Races.

The star systems of Human Space are commonly divided into regions, each one colonized in a different wave of human expansion.

Humanity’s first interstellar colonies in the dozen systems around Sol are known are the Near Stars. These systems, colonized in the first decades of the twenty-second century, include Centauri, Sirius, and Kibo.

The discovery of a biosphere on a world in Saint Katharine’s system sparked a new wave of colonization. By the twenty-fourth century, after the devastation of Earth and Mars in the Syrtis War, Saint Katharine’s had become the political center of Human Space.

As the Saint Katharine’s colonies grew and developed, various groups pushed further out into the New Beyond. The Commonwealth colonies of Rigel Aurelius and Eridani were founded in the late twenty-second century.

Meanwhile, other groups leapfrogged the New Beyond and settled in the systems around Jiang’s Star. The Huari settled in the early twenty-second century, but were later displaced by the Sung civilization. Since the twenty-fourth century, the Sung have claimed dozens of systems as Sung Space. The Commonwealth, which also has colonies in the region, disputes the claim and instead calls the systems the Ungoverned Territories.

In the late twenty-second century, Ringers from Saturn colonized many systems beyond Sung Space. This region, now known as the Outer Realm, has only a small Commonwealth presence. After the resurgence of the Ares however, the Outer Realm has become the main battleground for Commonwealth and Ares forces.

See: **Near Stars**, **New Beyond**, **Ungoverned Territories**, **Outer Realm**.

Hyperglyph Rod

Hyperglyph rods are black, two-meter long rods of alien origin. The entire surface of every rod is micro-engraved with cryptic symbols and most scientists suspect that these rods are a form of information storage or perhaps even a fully functioning alien computer of some sort.

Hypermycin

Hypermycin is the strongest civilian antibiotic in Human Space. Only a few strains of phobos aerium are immune to it.

Hyperonic Ore

Hyperonic ore has a very high concentration of hyperson and consequently can be used in zero-point energy generators.

Ii

Identification Chip

These etched holographic chips are impossible to duplicate and often used for sensitive data or identification.

Ice Farmers

Ice farmers grow special crops adapted to the frozen terrain of comets and asteroids. The most lucrative crop is Europan ice moss, which can command high prices in the finer restaurants of the Commonwealth.

Incandescent

The third planet in the St. Katharine star system, Incandescent, is one of only three planets in Human Space known to have a biosphere.

See: **Saint Katharine’s Star System.**

Intelligence Classification

In 2354, computer scientist Ronald Hofstadter developed a system for classifying general intelligence based on his studies of AI and fragmentary alien archives.

Hofstadter defines seven levels of intelligence:

**HIG I** *(Hofstadter Intelligence Group I)* is capable of simple decision-making. This is the level of intelligence displayed by insects and simple computer systems.

**HIG II** can make sophisticated decisions and can learn from past experiences. This is the level of animals and sub-AIs.

**HIG III** is equivalent to standard human intelligence and human-level AIs.

**HIG IV** surpasses human intelligence. This is the intelligence level of hyper-AIs and the Ancient Races.

**HIG V** is the level of intelligence of the Halo Races.

**HIG VI** is the level of intelligence of the Hierodules.

**HIG VII** is the level of intelligence of transcendent entities.

Iocrym

The Iocrym are an ancient, alien race that visited Human Space in 2363. They are one of four ancient races that serve as guardians of the Galaxy. The Iocrym race guards the periphery and often deals with internal issues, such as first contact with intelligent species. In their racial hierarchy, which is difficult to understand, the Iocrym are associated with ice and stasis.

Although rumors of alien ships began almost as soon as humans left Earth, the first confirmed sighting of an alien vessel occurred in the Sanctuary star system when a freighter captain ran across a small fleet of Iocrym scout ships.

Soon afterwards, a massive Iocrym ship reached St. Katharine’s star and began a series of communication attempts. The Iocrym mastered human language after a few months—although some experts believe that Iocrym AIs are translating human language for the Iocrym.

After a brief exchange of information, which yielded many technological advances, the Iocrym proceeded towards Sol.

A similar exchange of information occurred with experts in Sol. The Iocrym were particularly interested in human history, spending much time trying to understand the sequence of events that led to humans leaving our native solar system.

In 2364, the Iocrym left Human Space and have yet to return.

Ithalium

Ithalium is a rare ore found on volcanic worlds. Alloys of ithalium are particularly resistant to thermonuclear energy.

Jj

Jiang’s Star System

Jiang’s star system was populated in 2154 by dissidents fleeing persecution in the Asian Pacific Directorate.

Today, this system is controlled by the Sung Slavers.

Jinn-Khan

Created by the Ringers, the khan plant is a genetically-engineered, cancer-fighting descendant of the lowly tea bush. The jinn-khan variety is one of the most popular in Human Space.

Kk

Kabuto Defense Corporation

The Kabuto Defense Corporation is a small corporate entity that specializes in deflector shields for commercial and military starships. Their most popular line is the Yoroi series of shields ranging from the inexpensive S100 to the military-grade MX version.

Keene, Erica

Erica Keene is the station master of Raisu Station in the Eridani System. Her husband, Jorgen Keene was killed by Arco Vaughn.

Kibo System

The Kibo star system was colonized by the United African States in the twenty-second century. Kibo is the most populated UAS system and it is home of the United African Shipyards, the government-owned shipyard monopoly.

Kibo is named after one of the two peaks of Mount Kilimanjaro on Earth.

Kobol Warlords

The war-torn systems between Commonwealth space and the Ares Orthodoxy are the domain of the Kobol Warlords. In systems where every ship is armed, there is no shortage of recruits for the warlords. Mercenaries and rogue fleet officers make up the senior ranks but gunship pilots and crew come from the desperate mass of refugees left homeless by the war.

Almost all refugee camps in the area are controlled by the warlords. They will buy weapons at a low price.

Kuiper Belt

The Kuiper Belt is a group of asteroids orbiting Sol past the orbit of Neptune, roughly 30 to 100 AUs distant. The primary stargate leading out of the Solar System is located in the Kuiper Belt.

Ll

Laudanum

Laudanum is the street name for an illegal drug popular with the middle members of the Corporate Hierarchy.

Longzhu Sphere

Longzhu spheres are antimatter containment vessels used by the Sung Slavers as power sources.

Lord Mikho

See: **Evdorikov, Mikho.**

Loriol System

The Loriol System was colonized in the 2120s by settlers from Centauri who later expanded to become the Huari Empire.

Luddites

Luddites reject any technology developed after the twenty-first century. Luddites refuse to be augmented or enhanced in any way but they tolerate those who are different. Luddites hate and fear all forms of artificial intelligence, however.

See: **Human Augmentations & Enhancements.**

Luminous AI

Although little is known about Luminous’s origins, experts believe that he/she derives from code at the Concatenated Digital Metropolis.

The exact location of the AI is unknown, but systems at the edge of Commonwealth space contain Luminous subprocessors—local controllers that construct and direct Luminous’s ships.

Luna

Earth’s only moon is known as Luna. Although human beings reached the Moon in 1969, it was not until 2024 that a permanent colony was established.

Mm

Makayev-Energia Space Systems

Makayev-Energia is a heavy-industries manufacturer, best known for its weapons systems.

## Shipyards

The Polyarny Shipyards on the asteroid Ceres are owned and operated by Makayev-Energia. The *Antares* freighter class is built in the Polyarny Shipyards.

Marauders

Marauders split-off from Charon pirates last century, colonizing deeper systems and generally attacking larger targets.

Marauders are more advanced and more powerful than Charon pirates. Their bases are in deep space, built on large asteroids, but their main form of power consists of large mobile platforms that serve as a launching point for their raids.

Mars

The fourth planet in the Sol System, Mars was the third celestial body colonized by humans.

See: **Syrtis Conclave.**

Martian Nori

This exotic seaweed grows only in the subterranean water havens of Mars. Martian nori is strongly hallucinogenic if consumed and is consequently banned throughout most of Human Space.

Metaendorphile Paste

Metaendorphile paste is a component in many recreational drugs.

See: **Booster.**

Meteorsteel

Meteorsteel is an exotic alloy invented by the Bennin Xenophobes. Meteorsteel is extremely strong and capable of enduring higher energy densities than plasteel and orthosteel.

The ferromagnetic properties of this alloy interfere will most force fields, including those produced by shield generators. Because of this incompatibility, most starship manufacturers abandoned the use of meteorsteel.

Mnemonic Cubes

Mnemonic cubes are quantum-optical devices containing non-Turing programs and holographic data. Mnemonic cubes require a quantum CPU.

Molbidium

Molbidium crystals are used in shield generators.

Monavius

Monavius is the only known habitable planet in Ares space. It is the capital of the Ares Orthodoxy.

Monopole Dust

Monopole dust is a rare substance that has exotic electromagnetic properties.

Monopole dust is sometimes used to coat starship armor. When properly applied, monopole dust can protect against electromagnetic pulses by dissipating their energy.

Moren-Lin System

Moren-Lin is a binary star system about 30 light-years away from Sol. The star system is also known as HR-4523.

Nn

NAMI

See: **North Atlantic Manufacturing Industries.**

Nanofacturing

The process of creating materials at atomic-level precision is known as *nanofacturing*.

Near-Earth Objects

The group of asteroids in the Sol System that cross Earth’s orbit are known as the Near-Earth Objects (NEOs). Though sparsely populated and now entirely devoid of resources, the NEOs are historically important because they are the birthplace of the Commonwealth.

Near Stars

The star systems nearest Sol along the stargate network are known as the *Near Stars*. The Near Stars include the systems of Centauri, Kibo and Sirius.

NEOs

See: **Near-Earth Objects.**

Neo-Humans

Neo-humans have radical, germ-line genetic modifications that make them superior to pure and enhanced humans in many environments. Neo-humans rarely consider themselves to be human anymore.

See: **Human Augmentations & Enhancements.**

Neolinen

A synthetic fabric superior to cotton and generally cheap to produce.

Neuranase

Neuranase is a non-addictive painkiller used both for acute and chronic pain.

Neutronium

The densest substance known, a ton of neutronium could fit in the palm of your hand. The secret of its manufacture is known only to the Ancient Races.

New Beyond

The area of space on the edgeward side of St. Katharine’s Star is known as *The New Beyond*. The systems of Rigel Aurelius and Eridani are considered part of the New Beyond.

The New Beyond is mostly controlled by the Commonwealth.

New Marineris

New Marineris is a region of Mars known for its wine.

North Atlantic Manufacturing Industries

North Atlantic Manufacturing Industries (NAMI) is one of the original conglomerates that founded the Corporate Hierarchy in the twenty-first century.

North Atlantic Union

This Terran sovereign is a union of the countries of North America and Europe.

Oo

Octocarbide

Octocarbide is a form of carbide manufactured by Taikon Ventures.

OmniDefense Systems, rce

OmniDefense Systems (ODS) is a medium-sized corporation specializing in the manufacture of autons.

ODS started manufacturing autons for Corporate defense in the late 2260’s. Though they did not invent the concept of an autonomous escort ship, they were the first to perfect the sophisticated algorithms required. Previous models had suffered from glitches that sometimes led to friendly-fire incidents.

In 2356, ODS began selling a version of their low-end defense auton to consumers interested in home defense. Although initially controversial, sales of this consumer model far exceeded expectations. In 2359, ODS produced the first AutoSentinel model, and since that time ODS has derived more than half its revenue from consumer sales.

Oncokiller

A class of drugs used to treat cancer.

See: **Cancer Dust.**

Oracus

The transcendent entity that inhabits the larger black hole of the binary core is known as Oracus.

Among the diamond rods and optical arrays that hold the arts and sciences of the Halo Races there is a hierosteel monolith micro-engraved with the history of the Galaxy. The story begins almost four billion years ago with the tale of Oracus and Domina.

See: “Oracus and Domina” in the **Book of Tales and Memories.**

Orbis

An orbis is a unit of time corresponding to one complete Galactic revolution (at mid-disk)—approximately 210 million years.

See: **Time (Galactic).**

Order of Penitence

This religious sect began at the end of the war with the Syrtis Conclave. After the devastation suffered on Earth and Mars by the war, many believed that humankind was not worthy to leave its own solar system. The Order of Penitence began as campaign of voluntary extinction in which members foreswore the right to have children. Although it never reached mass appeal, the Order attracted extremists who twisted its charter to include forced human extinction.

Today the Order of Penitence is a feared cult of fanatics who seek to destroy as much human life as possible before their allotted time expires (no member may live beyond sixty years of age).

Penitents worship Oracus, and it is believed that He has given them access to advanced technologies. The heavily modified UAS ships that the Penitents fly are armed with dark matter cannons that cannot be created with known human technology.

Orthosteel

Orthosteel is an advanced variant of plasteel.

Outer Realm

The systems between Jiang’s Star and Ares space are considered to be part of the *Outer Realm*.

Because of the distance and the dangers of traveling through the Ungoverned Territories, the Outer Realm remains partly unexplored by the Commonwealth. Ringers are often found in Outer Realm systems, but it is not known how far their influence reaches. The Ranx Empire and the Teraton Host are also found in the Outer Realm.

The Commonwealth and the Ares Orthodoxy have been fighting a prolonged war in the Outer Realm.

Outlaws

The term *outlaws* refers to a loosely organized criminal group that deals in drugs, smuggling, and extortion. Outlaw bases are found in most Commonwealth systems. These bases manufacture and distribute most of the illegal goods that enter the black market.

Pp

Penitents

See: **Order of Penitence**.

Periweed

This subtle spice is grown only on some Centauri planets.

Phobos Aerium

A rare infectious disease that attacks the central nervous system. The disease is airborne and spreads through breath and sweat. Some strains of *phobos aerium* are untreatable even by the hypermycin.

Photocotton

Photocotton is modified variety of cotton that can be died by simple exposure to light of different wavelengths.

Plasteel

Plasteel is a zero-gravity alloy that is stronger than titanium.

Point Juno

Point Juno is one of four strongholds built by the Commonwealth Fleet in the 2350’s to defend against Ares expansion, and it is believed to be the only one still in operation. Point Vesta was destroyed in 2372 and Point Pallas was destroyed in 2416. And although the Fleet has not made an official announcement, most observers believe that Point Ceres was attacked and destroyed early in 2419.

Point Juno is under the command of General Maureen Verner.

Power Generation

Starships and stations need generators to power their engines and devices. The following power generation technologies are known to exist (in order of increasing sophistication):

**Fission Power** uses radioactives such as uranium and plutonium.

**Fusion Power** relies on helium and other light elements.

**Antimatter Power** uses antimatter-bearing minerals such as pteracnium.

**Zero-Point Energy** harnesses the power of quantum vacuum fluctuations.

**Gravitic Energy** taps the power of supergravity.

**Dark Matter Power** uses dark matter to generate immense power.

For more information, consult the encyclopedia entry for each power.

Promethium

Crystals of promethium-147, an exotic and powerful isotope, are used by Ringers as currency.

Pteracnium

Pteracnium is a stable transuranic compound of immense energy density. When bombarded with high-energy particles, pteracnium releases a cascade of antiprotons that can sustain an antimatter reaction.

Raw pteracnium is often found on asteroids. Refined and packaged as fuel rods, this compound is ideal for gigawatt-class reactors.

See: **Antimatter Power.**

Pure Humans

Pure humans use modern technologies of all kinds but they refuse any kind of personal augmentation or enhancement. Unlike luddites, pure humans tend to consider themselves superior to all other “devolved” races.

See: **Human Augmentations & Enhancements.**

Qq

Quadrocarbide

Quadrocarbide is a form of carbide manufactured by Taikon Ventures.

Quantum Vacuum

Exotic vacuums are the ground-state for zero-point energy generators. There are 8 known kinds of quantum vacuums (each of a different energy level and polarity) but some theories proposed a total of 16 different kinds.

Vacuum3 and vacuum7 are the ones most commonly used for power generation.

See: **Zero-Point Energy.**

Quinary

A quinary is a unit of time corresponding to five orbis, roughly 1 billion years.

See: **Time (Galactic).**

Rr

Raisu Station

Raisu Station is a small suburb station in the Eridani system. Like many small stations, Raisu is threatened by Centauri warlords.

Erica Keene is the station master of Raisu.

Ranx Warlords

Ranx Warlords control several star systems in the Ungoverned region.

Rasiermesser Corporation

A small but innovative weapons manufacturer.

RCE

Abbreviation of *Registered Corporate Entity*. Members of the Corporate Hierarchy must submit annual registration documents in order to do business in Human Space. Most corporations use the abbreviation after their name, as an indication of their legal status. For example: “NeuroSoft, rce”

Rejuvenation Tank

Often called “rejuv tanks,” rejuvenation tanks are large medical chambers filled with an active fluid that promotes healing. Patients suffering from wounds and traumas are healed in half the time if places inside a rejuv tank.

Rejuvenation tanks are not particularly effective against diseases, however.

Rigel Aurelius System

The Rigel Aurelius system is famous for the gigantic Battle Arena Maximus.

Ringer Ambrosia

Ringer ambrosia is an exquisite nectar containing active ingredients that help Ringers to concentrate. Its effect on pure humans is not well understood.

Ringer Spice

Corporate chefs seek out this spice, grown only by Ringers, which produces unlike anything from Earth.

Ringers Collective

Ringers are descended from the human outpost on Titan, Saturn's largest moon. Ringers have successfully modified themselves to be able to operate in the vacuum of space, typically inside a planetary ring or dense asteroid system.

In the 2180’s, Ringers unhappy with the economic situation in Sol, began to colonize the Outer Realm. Today, only a small percentage of the Ringer population remain at Saturn.

Because of their adaptation to space, Ringers are expert and efficient miners and they supply heavy metals and radioactives to much of Human Space.

Ss

Sanctuary System

This system was colonized by the Sisters of Domina in 2155.

Saint Katharine’s Star System

The Saint Katharine system was discovered in 2124 by the Commonwealth explorer ship *Independence*. The third planet in the system, Incandescent, is one of the only known biosphere planets in Human Space.

The Saint Katharine system was originally known as the New Sun system, but was renamed in 2184.

## Planets

The closest planet to St. Katharine’s Star is known as Redglow. It is a rocky, cratered world with very little water. A stargate in orbit around this world leads to the Ungoverned Territories.

Radiant, a desert world, is the next planet out.

The third planet is Incandescent, now the capital of the Commonwealth.

The fourth planet is a gas giant known as Majestic, which has two large moons.

The fifth planet is an icy world called Fulgent. A stargate here leads to the New Beyond.

The sixth and outermost planet is known as Tenebrous.

Salmon

Salmon is almost extinct in Human Space but it is still prized as a delicacy. The best salmon comes from Earth. North Atlantic Salmon and Siberian Salmon are the top varieties. Clone farms of the Senpaku Hogei Corporation make a well-respected product at a reasonable price. Kennebec Salmonite is a synthetic meat that tastes almost, but not quite, totally unlike salmon.

Salvagers

Salvagers crisscross the freighter lanes of Commonwealth star systems in their giant ships looking for lost cargo and the corpses of derelict starships. They refurbish their loot as best they can and sell it or trade it for fuel and supplies.

Each salvager ship is a miniature community and most salvagers live and die without landing on any body larger than an asteroid. Salvagers fear strangers and are likely to open fire without warning if a ship gets too close to them. Their weapons are adequate, but they rely mostly on the sturdy hulls of their ships and the fact that they have almost nothing worth plundering.

Sapiens

The Sapiens Preservation Society started in the twenty-first century as a group opposed to germ-line genetic engineering. Over the centuries, however, this group has turned into a destructive cult bent on eradicating all humans that deviate from the ancestral gene pool.

Sapiens are a small group, relegated to the most inhospitable systems, but they sometimes deal with anarchists and many of their ship designs are based on Freeworlds Shipyard designs.

Sapiens use radiation and other biohazards as their weapon of choice against the “devolved”.

Severstal Khan, rce

The Severstal Khan corporation is an old, closely held registered corporate entity with headquarters in the Ceres region of Sol.

Severstal Khan, along with Korolov Shipping and Makayev-Energia are the three largest corporations in the so-called Kievan Oligarchy group, a set of corporations controlled by Russian oligarchs.

Simples

Some humans have decided that the strong and violent emotions are the root of all of humanity’s ills. Through a combination of surgery, drugs, and minor genetic enhancement, Simples are able to retain a calm and detached attitude towards the universe. Simples retain full human intelligence (unlike zoanthropes) but they lack the drive to apply it in any practical way.

A small minority of Simples develops an amoral disregard for all life-forms, including their own.

See: **Human Augmentations & Enhancements.**

Sindikat

The Sindikat is the governing organization of the Black Market.

See: **Black Market.**

Sirius System

The Sirius system is colonized by the digital denizens of the Concatenated Digital Metropolis.

Sisters of Domina

The Sisters of Domina are the ordained leaders of those who worship Domina.

See: **Visions of Domina**.

Slang, Commonwealth

The following words and phrases are in common usage in the Commonwealth:

**crank up:** To make someone angry, especially by some injustice. E.g., “He really cranks me up.”

**cunnu:** Expletive.

**elegant:** Exclamation of coolness. E.g., “You’re a pilot? Elegant!”

**flipper:** An idiot or fool.

**kack:** Expletive.

**kacked-up:** Expletive.

**kilocred:** Short for kilocredit, meaning 1,000 credits. E.g., “He owes me a dozen kilocreds.”

**merda:** Expletive, equivalent to “shit”.

**piss acid:** To be extremely angry.

Slave Coffin

The Sung Slavers of Jiang's Star System transport their slaves in life-support canisters that keep their captives in biological suspension.

Solon Industries

Solon Industries is an innovative defense contractor working for the Commonwealth to develop new technologies. The Solon Deflector is one of its most popular products.

Stargates

The worlds of the Galaxy are connected by networks of stargates built by various races throughout history.

The first stargate network was built by the Majellen Dynasty during 1.4.15. Even after the demise of the Majellen, the network remained in use.

In the 8.1.3 period, the Qain Dynasty extended the original Majellen network.

During the war against Oracus thousands of worlds were destroyed and vast sections of the Galaxy were sterilized, but the stargates remained. Even now there are thousands of stargates orbiting silently in lifeless regions of the Galaxy. The area now known as Human Space was once such a region.

After the war, the Ugural Consilience continued extending the stargate network and reached Sol.

Most of the stargates in Human Space were created by the Ugural, but some ancient Majellen stargates can also be found.

Starton Eridani

Starton Eridani is a Commonwealth station in the Eridani system founded in 2176.

Stimuzine

Stimuzine is a popular drug that stimulates muscle growth in low-gravity environments.

Sung Slavers

The Sung Slavers are an advanced but mysterious civilization that inhabits the Ungoverned region beyond St. Katharine’s Star System. They enslave humans of all races and use them for organ transplants, drug manufacture, and processing power.

Sung Slavers are particularly skilled at cyber technology and there are some who believe that they have an alliance with Luminous.

Syrtis Conclave

The Syrtis Conclave originated on Mars during the twenty-second century. Their knowledge of genetic engineering and neural programming enabled them to create a population of neo-human clones. Over the many decades, the architects of the Conclave created a prosperous civilization free of dissent and division.

During the 2230's a sub-culture within the Conclave, known as the Ares Sect, rose to power and assumed control over the entire Conclave. Guided by what they believed to be a divine intelligence in the Galactic Core, the Ares waged war on Earth and the surrounding systems. After attacking and destroying various Commonwealth colonies, the Commonwealth organized a fleet to defeat the Ares. The Commonwealth Fleet succeeded in destroying the Ares fleet and nearly sterilized Mars from orbit with fusion weapons. The remaining survivors were driven out of the system.

Today the Ares have re-established their civilization in the Outer Realm, and the Commonwealth Fleet continues to fight them there. The Syrtis Conclave also remains as a nomadic diaspora that has small colonies in various human star systems. Even there, they tend to populate the outer asteroids or inhospitable worlds.

Syrtis War

See: **Syrtis Conclave.**

Tt

Taikon, Ren

Ren Taikon was born in 2374 in the Kitamura System. After the death of his mother, Kei, in 2394, he inherited sole control over Taikon Ventures, a mining and resources exploration company.

In 2403, Taikon embarked on a well-publicized journey to the Galactic Core. Although he never left Human Space, he returned with wondrous artifacts and tales, sufficient to continue funding his explorations.

Taikon Ventures, rce

Taikon Ventures is a Edo-based corporation that explores uncharted systems looking for rare minerals and alien artifacts. Taikon Ventures has a reputation for being daring and for doing business in dangerous areas. They are one of the only corporations with stations in the Outer Realm.

Taikon Ventures is the only company that manufactures and sells quadrocarbide (and its variants).

Tempus

Tempus is a popular amphetamine that slows down the user's subjective time. Tempus is illegal throughout most of Human Space.

Teratons

Teratons are a race of neo-humans living in the outer fringes of Human Space.

Tetramite

Tetramite is a rare mineral used by Ringers and Teratons for many of their advanced industries.

Time (Galactic)

The Ancient Races divide galactic time according to the rotation rate of the galaxy. An *orbis* is equal to one complete galactic revolution or roughly 210 million years.

Five orbis make up a *quinary*.

An orbis is divided into 30 *trisem.*

A trisem is divided into 200 *arc.*

And an arc is divided into 1,000 *generi* (each approximately 35 years).

Transpace

The higher dimensional place accessed by stargates is known as *transpace*.

Trisem

A unit of Galactic time corresponding to 1/30th of an orbis, roughly 7 million years. In the first quinary, a trisem corresponded roughly to the average lifespan of an intelligent species.

Uu

Ungoverned Territories

The star systems between St. Katharine’s Star and Jiang’s Star are known as the *Ungoverned Territories*.

In the 2120s, colonists from Centauri settled in the Loriol system. In the 2150s, a loose collection of stations formed the Huari Empire and conquered many of the surrounding systems.

In the 2280s, the Huari Empire was displaced by the Sung Slavers of Jiang’s Star.

United African Shipyards

United African Shipyards, located in the Kibo star system, is the UAS-owned shipyards monopoly. Founded in the twenty-second century on Earth, the United African Shipyard moved to the Kibo star system soon after it was colonized.

Though not known for particularly innovative designs, the United African Shipyards has produced some of the most popular ship classes in Human Space. Most of their designs are rugged and reliable.

Most ship classes are named after African tribes.

Mining Ship Designs

The United African Shipyards are the acknowledged experts in mining ship design, an understandable accomplishment given the fact that so much of the UAS economy is based on asteroid mining. The *Borer* class is the basic workhorse for miners. Other mining ship classes include the *Bantu* class and the *Pangwe* class.

Gunship Designs

The UAS has created a wide variety of gunship designs and many are still being used by local militias or outlaw groups. The *Zulu* class is one of the oldest designs still in service. Other gunship classes are:

Ashanti

Dogon

Kikuyu

Oromo

Sotho

Upale

Wutu

Capital Ship Designs

Capital ship classes are named after mountains of Africa: *Uhuro, Kilimajaro, Kirinyaga, Mikeno,* and *Gahinga.*

United African States

The UAS is a Terran sovereign that controls most of the African continent of Earth and many of the near-Earth asteroids.

The UAS often finds itself at odds with the Corporate Hierarchy because of corporations’ defiance of UAS laws. Although the UAS has never openly fought the corporations, it does occasionally supply ships and weapons to the enemies of the Hierarchy.

The UAS has founded many colonies in Human Space, principally in the Kibo star system.

Ship Designs

UAS ships are designed for use in asteroid fields and so they are generally slow and bulky but well-armored. The *Borer* class is the basic workhorse for miners.

Another popular design is the *Zulu*-class gunship, which is light and maneuverable and ideal for cheap defenses.

United Earth Military

The United Earth Military was organized in the twenty-third century to defend against the Syrtis Conclave. All major powers on Earth and in the Asteroid Belt joined under this one command and succeeded in invading Mars and destroying the Syrtis Conclave.

Urak Warlords

In 2194, the Urak system was colonized by Russian exiles from Earth and Luna. The colonies prospered in the first half of the twenty-third century, mostly on the strength of ceralloy prices.

In 2247, an outbreak of phobos aerium decimated the population. With many other systems occupied by war, few were able to help the Urak and the system descended into chaos.

In 2276, one warlord clan triumphed over the others and imposed a strict military order in the system.

Since 2300’s, Urak warlords have expanded into the surrounding systems, establishing unlicensed mines on various icy worlds. Urak warlords generally will not attack without provocation, but they will defend their territory vigorously.

Vv

Vaughn, Arco

Arco Vaughn is an elite gunship pilot and one of the leaders of the Centauri warlords.

Ventari Settlers

Ventari Settlers populate the edges of Human Space.

Verner, Maureen

General Maureen Verner was born in the St. Katharine System in 2354. She joined the Commonwealth Fleet in 2385 after traveling in the Ungoverned regions for several years.

General Verner is currently commanding officer at Point Juno.

Visions of Domina

One of the most popular legends in the Commonwealth concerns the three saints who founded the religion of Domina.

See: “Sisters” in the **Book of Tales and Memories.**

Vizerom

The Vizerom guard the main disk of the Galaxy and often serve to mediate disputes between different alien races. When needed, they are the enforcers of Galactic Law.

The Vizerom are one of the strongest of the four races that guard the Galaxy. They are associated with indestructible rock and metals.

Volkov, Mikhail

Mikhail Volkov is an elite pilot who flies for the Korolov Shipping Corporation.

He flies a highly modified *Wolfen*-class gunship.

Ww

Weapons Manufacturers

The following entities are known as weapons manufacturers:

Ares Orthodoxy

The Syrtis Conclave has been manufacturing warships since the twenty-second century, but the Ares Orthodoxy perfected them into the terror ships that almost conquered Earth.

Ares archcannon

Ares lightning cannon

Ares micronuke cannon

Heavy Tharsis plate

Light Tharsis plate

Bushido

A subsidiary of Honoku-Tomashi and associated with the Asian Pacific Directorate. Bushido is a boutique manufacturer known for its excellence.

Gusoku armor

Hanzo blaster

Katana star cannon

Mammoth deflectors

Nandao bolt cannon

Shuriken neutron blaster

Yoroi S100 shields

Yoroi S500 shields

X-ray laser cannon

Earth Industries Conglomerate

This human corporation manufactures a range of mech-order and nuclear-order weapons for individual and military use. Their weapons tend to be good quality but seldom display innovation.

Bolide laser blaster

Laser cannon

Mining laser

TeV 9 particle blaster

Turbolaser cannon

Makayev-Energia Space Systems

A manufacturer of heavy weapons, especially howitzers and other cannons.

Makayev launcher

Mark I howitzer

Mark III howitzer

Slam cannon

Strelka missile series

North Atlantic Manufacturing Industries

NAMI is the largest manufacturer of weapons in Human Space. Their most successful weapon is the NAMI missile launcher system.

AK15 Partisan cannon

DK10 Arbalest cannon

KM100 Longbow missile

KM500 Stiletto missile

NAMI missile launcher

Recoilless cannon

TK10 Trident cannon

XM300 Reaper missile

XM900 Lucifer missile

Rasiermesser Corporation

Most famous for the Rasiermesser SmartCannon.

Akan 30 cannon

Akan 600 turret

Rasiermesser SmartCannon

Rasiermesser launcher

Xx

Xenophobes

See: **Bennin Xenophobes**.

Xenotite

Xenotite was one of the first minerals to be discovered in another star system. Xenotite can be refined to produce a fuel for antimatter reactors.

See: **Antimatter Power.**

Yy

Yataghans

The oldest of the four guardian races, the Yataghans once fought against the Halo Races and were the most powerful race in the Galaxy. Now, after so many quinary of peace, the Yataghans retain only a shadow of their former powers, a fact that they have only grudgingly accepted.

The Yataghans are associated with nebulae and swarms.

Zz

Zero-Point Energy

Energy permeates the universe, and even the most perfect vacuum is filled with virtual energy from quantum fluctuations. This energy, known as zero-point energy, can, in principle, be tapped for useful purposes.

Since the twenty second century, scientists have been able to extract zero-point energy from hadron archeolith using an exotic vacuum state as a ground level.

The Commonwealth currently does not have any working zero-point energy reactors. Ringers, however, have been able to harness this energy in limited ways.

Zoanthrope

The term *zoanthrope* refers to any human race that has bred out the abstract intellectual capacity of pure humans. These races retain some vestiges of human behavior but otherwise rely entirely on instinct. Zoanthropes have reverted to the innocence of animals and as such are both enslaved and protected by other humans.

Zonathropes are immune to the influence of Domina and Oracus.

See: **Human Augmentations & Enhancements.**

Timeline

# SOL SYSTEM a.d. 2000–2400

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Earth** | **Luna** | **NEOs** | **Mars** | **Asteroid Belt** | **Jupiter** | **Trans-Jovian Space** | **Kuiper Belt** |
| 2000–2024 | **2018:** Twelve countries, including China, Thailand, and Malaysia form Asian Pacific Directorate to counter-balance US power.  **2022:** First orbital power station online (Earth Industries).  **2024:** After Korean incident, Embryonic union of US and EU becomes North Atlantic Union. | **2024:** Research colony founded by North Atlantic Union. |  |  |  |  |  |  |
| 2025–2049 | **2043:** Corporate Hierarchy formed by Earth Industries, NAMI, and Pacific Defense to coordinate exploitation of space resources. |  | **2049:** Mining colony founded by Earth Industries. |  |  |  |  |  |
| 2050–2074 |  | **2055:** Mining colony founded by NAMI. |  | **2067:** Colony founded by Asian Pacific Directorate. | **2056:** Mining colonies founded by UAS. |  |  |  |
| 2075–2099 | **2083:** First human born in space. |  |  |  | **2077:** UAS scientists receive extra-terrestrial signals; impossible to decipher. | **2089:** Europa colony founded by Asian Pacific Directorate. |  | **2098:** Kuiper anomaly explored by North Atlantic Union; stargate discovered. |
| 2100–2124 | **2100:** Population in orbit 20,000. | **2100:** Population 50,000.  **2103:** Humboldt rebellion is suppressed by combined Corporate Hierarchy and North Atlantic Union forces. | **2100:** Population 10,000.  **2115:** Start of Gene Crisis. Genetic engineering banned; armed ships sent to enforce laws.  **2116:** Commonwealth founded; first members are: NEO colonies, Lunar colonies, and Earth-orbiting stations. | **2118:** Supporters of genetic engineering found Syrtis colony on Mars. | **2100:** Population 2,000. | **2101:** North Atlantic Union founds stations around Ganymede. | **2102:** First colony on Titan founded.  **2118:** Ringer’s collective founded in Saturn’s rings. |  |
| 2125–2149 |  | **2127:** Treaty of Clavius between Commonwealth and Corporate Hierarchy. Hierarchy is granted right of free trade in all Commonwealth areas, in exchange for recognizing Commonwealth jurisdiction. |  |  |  | **2137:** Jovian colonies join Commonwealth. |  |  |
| 2150–2174 |  | **2150:** Population 500,000 | **2150:** Population 50,000 |  |  | **2150:** Population 100,000 | **2150:** Population 50,000  **2163:** Titan colony joins Commonwealth. |  |
| 2175–2199 |  |  |  |  |  |  | **2189:** Charon Pirates begin raiding Earth-Titan run. |  |
| 2200–2224 |  |  |  |  |  | **2200:** Population 350,000 |  |  |
| 2225–2249 | **2243:** Syrtis Fleet enters Earth orbit; nuclear bombing kills millions. | **2242:** Commonwealth colonies occupied by Syrtis Conclave. | **2238:** Syrtis launches surprise attack on major Commonwealth NEOs. | **2230:** Systis Conclave invades Asian Pacific colonies on Mars and UAS Belt colonies; start of Systis War.  **2236:** Earth Fleet (formed by the three major Earth powers) is destroyed in Martian orbit. |  |  |  |  |
| 2250–2274 |  |  |  | **2251:** Commonwealth invades Mars; nukes much of it from orbit; end of Syrtis War.  **2251:** Ares Sect driven outside of Commonwealth space; begin colonies on Ares Prime. |  | **2250:** Population 1 million |  |  |
| 2275–2299 |  |  |  |  |  |  |  |  |
| 2300–2324 |  |  |  |  |  |  |  |  |
| 2325–2349 |  |  |  |  |  |  |  |  |
| 2350–2374 | **2364:** Iocrym scouts reach Earth; they conclude that Humans are a new blight and must be quarantined. |  |  |  |  |  |  |  |
| 2375–2399 |  |  |  |  |  |  |  |  |
| 2400– |  |  |  |  |  |  |  |  |

*Notes:*

* *Mars region includes the two moons, Phobos and Deimos.*
* *Belt region includes Ceres, Juno, Pallas, Vesta, and all other populated asteroids.*
* *Jupiter region includes Callisto, Europa, Ganymede, Io, and all other populated moons.*
* *Trans-Jovian region includes Saturn, Uranus, Neptune, and all their populated moons.*
* *Kuiper region includes Pluto, Charon, and all Kuiper belt objects.*

# Human Space a.d. 2100–2400

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **The Near Stars** | **St. Katharine’s Star** | **The New Beyond** | **Sanctuary** | **The Ungoverned Territories** | **Jiang’s Star** | **The Outer Realm** | **Ares Space** |
| 2100–2149 | **2100:** First mission (North Atlantic Union) to enter Kuiper stargate reaches Centauri system.  **2111:** Sirius system colony founded by extopians; beginning of Concatenated Digital Metropolis.  **2120:** Commonwealth colony founded in Centauri system.  **2123:** UAS colony founded in Kibo system.  **2125:** Commonwealth colony founded in Kibo system. | **2124:** Commonwealth explorer ship *Independence*  **2128:** Incandescence colony founded in October by Commonwealth merchants. | **2140:** Commonwealth colony founded on Rigel Aurelius. |  |  |  |  |  |
| 2150–2199 | **2169:** Freeworlds founded in Centauri by disenfranchised Commonwealth and corporate citizens. | **2150:** Population 100,000.  **2162:** Honoku Corporation founded. | **2176:** Commonwealth colony founded in Eridani system.  **2194:** Urak system colonized. | **2155:** Sisters of Domina build temple. |  | **2154:** Dissidents from Asian Pacific Directorate found colony. | **2183:** Ringers from Saturn begin to colonize the Outer Realm. |  |
| 2200–2249 | **2238:** Commonwealth shipyards in Centauri begin building carriers and gunships for Syrtis War. | **2200:** Population 1 million.  **2238:** Commonwealth votes to go to war against Syrtis Conclave. | **2247:** Phobos aerium devastates Urak system colonies. |  |  |  |  |  |
| 2250–2299 |  | **2250:** Population 5 million. | **2278:** Battle Arena Maximus constructed in Rigel Aurelius system. |  | **2265:** Sung Slavers begin to displace Huari Empire. |  |  | **2251:** Remnants of Ares Orthodoxy retreat to Outer Realm and begin new colonies. |
| 2300–2349 |  | **2300:** Population 30 million. | **2334:** Conrad Decker born in Cairn system. | **2311:** Adventurer Outfitters founded. |  |  |  |  |
| 2350–2399 |  | **2350:** Population 120 million.  **2363:** Iocrym scouts reach St. Katharine’s Star. |  |  |  |  | **2372:** Point Vesta destroyed. |  |
| 2400– |  | **2400:** Population 350 million. | **2400:** Population of Eridani system reaches 29 million |  |  |  | **2416:** Point Pallas destroyed. |  |

*Notes:*

* *The Near Stars includes Centauri, Kibo, and Sirius.*
* *The New Beyond includes the edgeward systems beyond St. Katharine’s Star, including Eridani and Rigel Aurelius.*
* *The Ungoverned Territories includes the coreward systems beyond St. Katharine’s Star.*
* *The Outer Realm includes the systems between Jiang’s Star and Ares Space.*

# Galactic History

|  |  |
| --- | --- |
|  | **Events** |
| 1st orbis | History begins with the signing of the truce between the Core and the Halo.  1.4.151: Majellen Dynasty completes a vast network of stargates uniting most of the galaxy.  1.18.011: End of Majellen Dynasty. |
| 2nd orbis |  |
| 3rd orbis |  |
| 4th orbis |  |
| 5th orbis |  |
| 6th orbis |  |
| 7th orbis |  |
| 8th orbis | 8.21.093: Qain Dynasty extends the original Majellen network to more star systems. |
| 9th orbis |  |
| 10th orbis |  |
| 11th orbis |  |
| 12th orbis |  |
| 13th orbis |  |
| 14th orbis | War with Oracus. |
| 15th orbis |  |
| 16th orbis |  |
| 17th orbis | 17.7.120: Ugural Consilience continues stargate network to the periphery of the galaxy, including Sol System (presently devoid of multi-cellular life). |
| 18th orbis |  |
| 19th orbis |  |
| 20th orbis | 20.3.037: Iocrym detect complex life on Earth; entire region is declared a sanctuary for indigenous life-forms; Iocrym shut down Kuiper gate. |
| 21st orbis | [Present time] 21.2.198: Oracus opens the Kuiper gate. |

*Notes:*

* *Dates in Galactic History indicate the orbis, trisem, and arc on which the event took place. See:* ***Time (Galactic).***

Random Notes

# General Information

* This encyclopedia contains information that is known to humans as of 2419. The encyclopedia does not contain any game concepts.
* The current year is 2419.

# Main Belt Asteroids

* Main belt asteroids are divided into sub-groups: Hungarias, Floras, Phocaea, Koronis, Eos, Themis, Cybeles, and Hildas.
* 21 Lutetia will be the first Main Belt asteroid imaged by a space probe in July 10, 2010 (by the Rosetta spacecraft).
* M-type asteroids include: 16 Psyche (the largest), 21 Lutetia (may not be metallic), 216 Kleopatra, 22 Kalliope.