Stranded Series Bible

Ben Wilson

SERIES TITLE

Other Books in the series:

Book in Series
Book in Series

Stranded Series Bible

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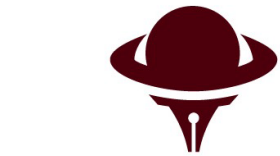

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Chapter 1

Tropes Detailed

1. Beign Good Sucks

2. CrapsackWorld

A Crapsack World is a horrible setting where the jaded notion of "anything that can go wrong will go horribly wrong" almost always applies, and it corrupts its inhabitants into perpetuating that nastiness against each other. More succinctly, trying to survive in one of these places is gonna suck.

Although there are countless ways Crapsack Worlds can be depicted (often with Scenery Gorn), it is usually dark, and on the cynical end of the Sliding Scale Of Idealism Vs Cynicism, so it will have either Grey And Gray Morality or Black And Gray Morality, if not outright Evil Versus Evil in the worst of cases (beware of Darkness Induced Audience Apathy if you decide to go this route though). Settings like these are not kind at all to idealists, who usually get traumatized and/or die horribly when their attempts to change the world through idealism meet tragic ends.

3. Knights in Sour Armor

The world is filled with idealists who believe in truth and justice and devote their lives to fighting for it. And then the world keeps letting them down. For them, Being Good Sucks. But rather than giving up on their goals, they replace their shiny armor with a full plate of pure cynicism. These characters realize they live in a dark, cruel and brutal world and choose to fight not because they believe they will truly make a difference, but because it's the right thing to do.

More often than not these characters are in settings that feature Black And Gray Morality. They're usually survivors who have largely given up on believing in Honor Before Reason, but still strive to be Lawful Good or as close to it as reality allows them to be. They are willing to bend the rules to save them. In Lighter And Softer settings, these characters are Grumpy Bears and are often mocked by the other characters for being so sour all the time.

4. Hobbes Was Right

Man requires a strong government to manage, though not often wisely.
https://tvtropes.org/pmwiki/pmwiki.php/Main/HobbesWasRight

Chapter 2

Great Powers of Haserian Lur

- Eutanio Empire
- Herritar
- Mofricka
- Sakumani Empire
- Tedesko

1. Eutanio Empire

Eutanio (England) avoids aggression due to its efforts to consolidate its global empire and make sense of the technology discovered in new world Khēmi (Aztec) temples. This is the most mercantile and privatized society. They retained the 13 colonies by embracing equal representation.

2. Herritar

Herritar (Ottoman) was the traditional boogeyman of Haseria, but emerged from the Imperial Struggles a shell of its former self. On the decline, the other powers vacillate between shoring up its power and exploiting its weakness, depending on their strategic needs. Mofrika seized its temples soon after confirming there was alien tech within. This leads to most referring to Herritar as the Sick Old Man of Eutanio. A toothless power kept alive only because of rivalry.

3. Mofricka

Mofricka (France) is an ancient rival to Eutanio. When news emerged of Eutanio's discoveries in an ancient temple, they commissioned a government exploration of similar (Vaŝinĉik, egypt) temples. They waged war against Herritar after confirming the existence of alien tech, grabbing the necessary territory before Eutanio forced an end to the war by threatening naval blockade. Mofrika is a republic (after a fashion).

4. Sakumani Empire

Sakumani (Germany) is more aggressive as it is the newest power that is geographically vulnerable to two of its ancient enemies (Tedesko and Mofricka). They have an effective spy network that helped them get accelerate their alien-technology growth by stealing technology from other empires. They call the Imperial Struggles the Haserian Khampo.

5. Tedesko

Tedesko (Russia) is a great power with vast untapped resources. It is viewed rather exotically. It held its own during the Imperial Struggles due to its expanse and large population. It is not directly involved in the Slipstream arms race as the Struggles led to internal conflict bordering on civil war and a stalled economic engine.

Chapter 3

History

1. Point of Divergence

- 1756-1763 - Seven Years War occurs as the 4th intercolonial war between England/France.
- 1765-1771 - Strain between American colonies and heavily indebted Britain led to a new Parliament that incorporated representation of American colonies. This prevents the American Revolutionary War.
  - 1765-66 - Stamp Act passed and repealed.
  - 1766 - Parliament invites a delegation of American colonies to work out differences. ***The Declaratory Act of 1766 never occurs.***
  - 1767-69 - A series of conversations were had between Parliament and colonial legislatures.
  - 1769 - Rights of Englishmen Act of 1769 extended to continental colonial Englishmen.
  - 1771 - Reform in America Act of 1771 transforms the continental colonies to six provinces: Canada, New England, Pennsylvania, Virginia, Carolina, Georgia. Each province given limited representation in British Parliament.
  - 1772 - Rights of Religious Liberty Act of 1772 permits provinces to manage their own religious affairs. In exchange, the American provinces cooperated with levying taxes that paid down British debt.

- 1783-1815 - French economy collapses due to Seven Year's War debt and speculation and takes the government with it. The French Revolution is a decade early, ends the same but with American participation in Europe.

- 1802-1815 - War between France and most of Europe. Ended by British & American deployment of Toltec weaponry

- 1783-1833 - Anglo-American anti-slavery movement ends slave trade

  - 1807 during a break in the French Troubles
  - 1833 ends slavery in all British holdings by stages & "apprenticeships". Slave owners were compensated. American high-society slave owners were well-compensated, lower-class owners were not, leading to some animosity.
  - 1846-48 - Apprenticeships ended in American provinces (Virginia, Carolina, Georgia) to increase representation in Parliament, leading to local civil conflicts in each province by the lower class "masters," which was put down by General Scott.

2. Society for Toltec Technology Trove Research Efforts (ST3R) / Society for Alien Research (SAR)

- 1799 - American archeologists discover Toltec temple inside the Arkansan Toltec Indian Mounds. Within the mounds is a trove of technology and modern-era weaponry, including an advanced, operating computer storing alien technology. The computer and all technology was transported to Philadelphia, which is the center of American social & political life.

- 1800 - The Society for Toltec Technology Trove Research (ST3R) was chartered by King George III to decipher the technology. The war increased the zeal of the research, with the major

breakthrough occurring in 1814 discovering that the computer was a patent library exposing centuries of advanced technology.

  - Robert Fulton is ST3R's First Chairman until 1815
  - Simeon North, ST3R 2nd Chairman 1815-1826.
  - Samuel Morse joins in 1810 as apprentice after graduating Yale, ST3R Chairman 1826 after wife's death
  - Henry Blair joined ST3R in 1830

- 1807 - Computer re-energized using what were later identified as solar panels
- 1812 - Language reverse engineered, technology deemed "Alien" instead of "Toltec," though some posit that the Toltecs are descended from Aliens.
- 1814 - ST3R realizes computer stores alien patents
- 1825 - Yale establishes the "Society for Alien Research" (SAR)
- 1826-28 - ST3R moved from Philadelphia to New Haven, Connecticut (Yale)

3. Weapons Development

Personal Weapons

Several weapons were found in the Toltec Indian Mound Temple. Anglo-American first reverse-engineered the actual weapon as the first generation. A second iteration led to improvements

- 1803 - Pennsylvania Toltec Arms, Ltd. (PTA Ltd.) chartered by Jacob Dickert and Martin Meylin Jr. to reverse-engineer & produce Toltec weapons, moved by royal request to Harper's Ferry.
- 1807 first successful reverse-engineered prototype built

- 1814 - PTA Ltd. completed 4,000 rifles Harper's Ferry Model 1803, also known as the Toltec Battle Rifle Model '03 (HFM-03, TBRM-03 or BRM-03) essentially the StG-44. This is a straight reverse-engineer
- 1815 - Battle of Waterloo turned by use of the BRM-03
- 1815 - PTA Ltd. charter revoked. Crown forms "Harpers Ferry Arsenal" with the same leadership
- 1819 - The Model 1819 (M1819, AK-47) "Hall Rifle" replaces the BRM-03
- 1808-17 - Semi-automatic pistols reverse engineered and improved, essentially the boxy Glock is the improved result.

Field Artillery

The cannon was quickly replaced by what we would consider modern field artillery.

- 1813 - Reverse engineer of Toltec field gun complete. Never entered mass production.
- 1818 - the Harper's Arsenal Ordinance (HAO) 5-inch howitzer fielded. Deemed to bulky to deploy in service
- 1829 - the HAO Improved (HAOi) 4.5-inch accepted by British military
- 1830 - HAOi 4.5-inch placed in service.

4. Power (Engines, Electricity & Locomotion)

Engine development was slower as it derived from patent research. Dates below indicate when they were commercially available.

- Oil discovered - 1826, knock 20 years off of evolution of oil
- Diesel engine - 1828 (as biomass engine)

- Gasoline engine - 1836, limited use to highly urban environments due to poor infrastructure and lack of access to gas.
- Diesel locomotive - 1839 - Slow and mechanically inefficient
- Diesel-magneto / Diesel-electric - 1842
- Gasoline automobile - 1845, limited utility in favor of biomass trucks.
- Oil-burning naval ships - 1888
- Electricity - 1820 - using hydropower. Biomass generators commercially available by 1839

5. Slipstream Technology

Slipstream technology describes the ability to get from Earth to Slipstream and through Slipstream

- Slipstream travel discovered in computer - 1828
- 1881 - Society for Slipsteam Research (SSR) established
- 1828-1870 - Building out the infrastructure
- 1870 - Earth to Orbit - Reusable spacecraft.
- 1876 - Orbit to Slipstream
- 1880 - First successful jump between Earth and another system
- 1880 - SSR Renamed Odyssey, Ltd.
- 1889 - Slipstreams all mapped out
- 1898 - Orbital in Migdal system started
- 1904 - Migdal Orbital operational
- 1907 - Migdal Orbital attacked

Khēmía

6. Timeline

- 1860 - Slipstream technology theorized
- 1870 - Archeologists discovered rocket-launching technology in ancient Khēmi temples
- 1871 - Discover the same technology in Vaŝinčik temples.
- 1872 - Odyssey Ltd. formed.
- 1878 - Slipstreams confirmed
- 1889 - Other slipstream systems identified
- 1898 - Orbital in Migdal system started
- 1904 - Migdal Orbital operational
- 1907 - Migdal Orbital attacked

7. Peoples

They call the planet “Luominen”
The continent is called Tashemeaw, Tamehew
Word for God “Subirano” Sortzailea (Basque)

- Abjad
- Hawaz
- Hutti
- Kalama
- Safaŝ
- Karaŝat
- Thakhadh
- Zaguŝ

Chapter 4

Odyssey Limited

This is the limited charter company established by the Eutanio Crown for Slipstream exploration.

Chapter 5

Space travel

1. Spacecraft

Design. Spacecraft are symmetrically built around a frame. Propulsion is reaction-based, so a considerable amount of the ship's total mass is its consumable reaction material. Ships cannot travel in atmosphere as gravity will crush the frame. Travel between planet and orbitals is done through interface vehicles. **Ships are built like office towers** (Pringles cans), with small decks stacked on top of each other, which experience gravity only when the ship is under thrust.

Travel. When traveling, ships accelerate to the midpoint of their journey, turn around, and decelerate. No dogfights, no Immelmann or Crazy Ivan maneuvers. Safe travel means accelerating to a midpoint at 1.0-1.5 G, turn around, decelerate at 1.0-1.5 G, over a period of several days.

Heat. Heat is always a problem. An inability to dissipate heat can get one into trouble. Burn your engines too much, or fire too many lasers, and you start to have problems in combat yourself, because of an inability to radiate heat into the darkness of space.

Payload. These concerns combine to suggest that a ships payload section is relatively small (10-30% of the ship's mass), Given the limits on payload, space for crew, weapons, cargo, and extras is limited. Slipdrives are small to allow FTL travel within the design constraints (i.e. we wanted ships both with slipdrives and with guns), and so the limit on FTL travel comes from the point of departure, well above the ecliptic of the system.

2. Slipstream

Knot

3. Inner System

V-shift	Acc.(g)	Duration (extended range)	typical range to slipknot (5AU)
0	0.01	130 (520) days	65 days
1	0.1	40 (160) days	20 days
2	0.5	18 (72) days	9 days
3	1	13 (52) days	6.5 days
4	1.5	10 (40) days	5 days
5	2	9 (36) days	4.5 days
6	3	8 (32) days	4 days

- Civilian ships never travel at more than 1G (V-shift 3) for longer than a full day.
- Military ships never travel at more than 2G (V-shift 5) for longer than a full day.

Chapter 6

Society for Toltec Technology Trove Research Efforts (ST3R) / Society for Alien Research (SAR)

1. Directors

- Robert Scot (1793 until his death in 1823)
- William Kneass (1824 until his death in 1840)
- Christian Gobrecht (1840 until his death in 1844)
- James B. Longacre (1844 until his death in 1869)
- William Barber (1869 until his death in 1879)
- Charles E. Barber (1879 until his death in 1917)
- George T. Morgan (1917 until his death in 1925) <!– * John R. Sinnock (1925 until his death in 1947)
- Gilroy Roberts (1948 to 1964)
- Frank Gasparro (1965 to 1981) –>

Chapter 7

Albert Harred

- He thinks that there's a pyramid or ruins that has slipstream tech to let him leave.
- Falls in with a rebel faction who realize who he is and lie to him to get him to help them in their rebellion…promise to help him when they win.
- Works for the Odyssey Ltd. company
- Quantum GmbH is the other company.
- Can't go home because of the gravity well…
- Wife name "Tearsa"
- Was 38 in 1915 when his daughter Anne was born.
- Born 1877 in Chicago

A Visual. When I see the face of my character, it automatically starts the cauldron bubbling with possible characteristics. So I immediately figure out my character's age and then go looking on the internet for a headshot that reaches out and says, "I'm your character." I want the image to surprise me a bit, too.

A Voice. I begin a voice journal, which is a free-form document of the character talking to me. I may prod them with questions, but I mainly want to keep typing until a distinctive sound begins to appear. As a bonus, what the character tells me about their background may prove useful in the book.

A Want. What is the thing this character, at this point in time (as the story begins), want more than anything in the world? To become a great lawyer? Nun? Piano player?

A Mirror. As TKZ regulars know, I am big into the "mirror moment." So I begin to brainstorm this early. It's subject to change, but I'm finding more and more that it operates as my North Star, shining its light on the whole book. Knowing it up front is a tremendous help.

A Secret. I've found this to be a useful item to have in your back pocket. What is one thing character knows that he doesn't want any of the other characters to know?

Chapter 8

Key Locations

KEY LOCATIONS lays out the central narrative spaces in the series, the recurring locations that are important to the characters and the world and the dominant locations where the story will play out.

In a good series these Locations will not be arbitrary - they will be specifically chosen for their natural dramatic pressures, their stylistic or aesthetic significance to the narratives, or their metaphoric relationship to characters, contexts and themes.

This section should list the locations and provide a 1-2 paragraph description of each.

Chapter 9

Elysion Habitat

The **Elysion Habitat** is a precursor orbital in a geostationary orbit over Western Cronus, the largest continent on Elysion. The English occupied it only a few years before series start and use it for a base to study the inhabitants below.

The Habitat is a hexagonal, rotating wheel space station, 617 feet in diameter. The hexagon is 34' high and comprises three decks: Outer, Medial and Inner. The floors are outward due to the spin-created artificial gravity. Each deck has 8' high ceilings, with three feet between floors for mechanical. The width of the hexagon has a 4:9 ratio with the diameter, with the Outer floor being 137' "across the beam" and the Inner floor being 127' wide.

External ship access is accessed via the central hub, itself 59 feet across. The hub is connected to the hexagon via three spokes; each labeled Alpha, Beta and Gamma. The hexagon comprises three decks, Outer, Medial and Inner, each being roughly 11 feet high.

Gravity is created by the Habitat's spin (π rpm). The Medial floor has an effective gravity of 1G, with the Outer and Inner off ± 0.3G.

From the surface of Elysion, the space station's angular diameter is 1/2 the size of Jupiter's Europa, making it impractical to detect with telescopes under 60 power.

1. Artificial Gravity

#	Metric	Imperial
Radius	90.61m	297' 3-7/32" // 0.056mi // "about half a fur
Angular Velocity		π rpm // 0.3289 rad/sec // 18.849°/sec
Tangential Velocity	29.81m	97.97fps // 66.8mph

Centripetal Velocity	1G	

The values above are calculated via SpinCalc.

Monolith ratio in 2001 = 1 x 4 x 9. Therefore:

Measure	Ratio	Metric	Imperial
Radius:	9	90.61m	297.277 or 99yds
Width:	4	40.27m	132’ 0-1/8” or 44yds
Height:	1	10.06m	33’ 0-1/32” or 11yds
Area:	x	7.44 hectares	800,559 sqft or 18.37 acres

This provides a three-story/level space. * Gravity on the first level is 1.02G * Gravity on the second level is 1.0G * Gravity on the third level is 0.91G

Floor	Radius (Metric)	Beam
Ground (Outer) Medial Top (Inner)	93.9m 90.6m // 297’ 3-1/4” // 99yds	

Chapter 10

Elysol System

Elysol is a binary system comprising Elysol Senior (G2V, primary) and Elysol Junior (KV5, companion). They orbit one another with a periodicity of roughly 79 solar years, where Senior's circular diameter to viewers on Elysion from 1' to 3' wide in the sky. Junior appears 5% closer than the Sun from the Earth.

Star	Type	Temperature	Luminosity	Mass	Diameter	HZ
Senior	G2V	5790K	1.5L	1.1M	0.011	1.0–1.44
Junior	K1V	5260K	0.5L	0.9M	0.008	0.67–0.97

Semimajor Axis	Eccentricity	Closest	Furthest
17.57 AU	0.5179	8.4	27.0

Note: Habitability calculation provided from Tobias Mueller's calculator based on data frim Müller & Haghighipour (2014)

#	Name	Distance	Type	
0	Elysion Senior	0	G2V Star	
1	x	0.3	??	
2	x	0.6		
3	X	0.9		
4	X	1.5		
5	– empty –	2.7		
6	– empty –	5.1		
7	Elysion Junior	9.9		

#	Name	Distance	Type	

0	Elysion Junior	0	K5V Star	
1	x	0.2	??	
2	x	0.5		
3	Elysion	0.8		
4	X	1.4		
5	x	2.6		

Chapter 11

Elysion System

Chapter 12

Summary

Elyson is a binary star comprising Elysol Senior (primary) and Elysol Junior (companion).

Elysion System comprises a primary star (Elysol); five planets: Moho, Eve, Kerbin, Duna and Jool; and two dwarf planets: Dres and Eeloo.

1. Stars

Star	Type	Temperature	Luminosity	Mass	Diameter	HZ
Senior	G2V	5790K	1.5L	1.1M	0.011	1.0–1.44
Junior	K1V	5260K	0.5L	0.9M	0.008	0.67–0.97

Semimajor Axis	Eccentricity	True Anomaly	Closest	Furthest
17.57 AU	0.5179	0°	11.2	35.6

Note: Habitability calculation provided from Tobias Mueller's calculator based on data frim Müller & Haghighipour (2014)

Junior looks 5% larger in Elysion sky than our Sun. () Senior looks

0834 C160222-9 T ..G.. .. De,Lo O K2V HWG..GG Bergerac – 1. H // X6E0000-0 // 0.3 au / 10 rad. X630000 – 2. * W // C160222-9 // 0.6 au – 3. G // Large GG // 1.2 au

2. Planets

Junior

Name	Distance	Orbit

Elysion	0.8	300d (1.21 years per earth year)

3. Elysol

Elysol is the parent star to the Elysion stellar system. It is a Class K main-sequence star with a temperature of 4540K. It has a stellar mass of 0.9, a solar luminosity of 0.5, and solar radius of 0.86. It is more orange in color than the Sun. “Elysol” is a portmanteau of Elysion and Sol. It appears similar to Toliman (A-Cent B), but lack of a companion star leads scientists to conclude

4. Moho

5. Eve

It has one small moon: a captured asteroid called Gilly. It is especially notable for its extremely thick, dense atmosphere

6. Elysia

Two moons.

7. Duna

One moon.

8. Dres

9. Jool

Five moons

10. Eloo

Chapter 13

Episode Breakdown

The EPISODE BREAKDOWN provides a focused summary of the major plot arcs for each episode showing both the storyline within each episode and how each episode contributes to any over-arching storylines across the series.

Each Episode should be summarized in 3-4 paragraphs and specifically detail the Inciting incident that triggers the episode (or which is carried over and extended from previous episodes) and the central dramatic conflict or challenge of the episode. It should clearly embody the Dramatic Questions the audience are prompted to ask about the characters and outcomes.

Chapter 14

Season One Outlines

The Episode Storylines provide a focused summary of the major plot arcs for each episode showing both the storyline within each episode and how each episode contributes to any over-arching story line across the series. Each Episode should be summarized in 2-4 paragraphs.

Follows the seven stages of grief

1. 0x01 - Pilot: Crash / Shock

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

2. 1x01 - Denial

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

3. 1x02 - Anger

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

4. 1x03 - Bargaining

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

5. 1x04 - Depression

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

6. 1x05 - Testing

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

7. 1x06 - Acceptance

Backstory sentence. Catalyst sentence. Big Event sentence. Midpoint sentence. Crisis sentence. Showdown sentence. Realization sentence.

Chapter 15

Crash

Normally, a Pilot is 2x as long as the main. So, 180 minutes…36-40kwords.

Starts with him in an escape pod hurling toward the alien planet, fading into/out-of conscious. Echoing in his mind are the words “you promised” shrieked by his wife from when he told her in the parking lot he would not refuse the two-year assignment on the observation orbital.

… This is because his biggest regret is lying to her and going…that he has had a son he never met.

Chapter 16

GLOSSARY

Many episodic series take place in a world removed from our own. This may be because of a SciFi or Fantasy setting, or it may be due to jargon of a particular sub-culture (eg the Military or Prison)

In such cases it can be useful to compile a glossary of terms and terminology to inform the writing and development of the story and contribute to a consistent and authentic story world as the series progresses.

- Knot - the point where a ship can use the slipstream to travel to another system.
- Slipdrive - a small FTL drive that allows one to travel between two systems
- V-Shift - the rate of motion (0-6)

Thank you for reading

Stranded Series Bible

will return in .

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