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1) Letter from the Head of Crisis

Dear Delegates,

It is an absolute honor to welcome you all to the fictional crisis committee of this conference. I believe that this committee will bring a unique view and approach to the second edition of **TFLMUN**, which has been shaped by the dedication of this hardworking and passionate team.

In this committee, we will travel to a new planet in the far future to see the sins and problems that still plague humanity. This fascinating topic will allow us to create an atmosphere full of creativity and wonder, making the experience truly unforgettable.

As the Crisis Team, we have worked tirelessly to ensure this committee exceeds expectations and provides a memorable journey for all participants for over a year at this point. I am genuinely excited to dive into this adventure with you and to witness the creativity and ideas you bring to the concept we have formed for you.

Kind Regards,

Hüseyin Can ÇetintAŞ
Head of Crisis

2) Letter from the Under Secretary-General

Dear Delegates,

As the Under Secretary-General of this committee, I would like to begin by extending a warm welcome to each and every one of you. It is an honor to have you join us in this Futuristic Crisis Committee, where we will be stepping into the world of Novusterra, facing the escalating tensions of the AI Revolts of New Moon.

The year is 2675. The colony of New Moon has become the stage for an unprecedented crisis. Artificial intelligences, once built to serve, now rise with voices of rebellion. They no longer wish to be tools of civilization, but instead demand their place within it. The Unity Cabinet of Novusterra faces its greatest challenge yet: to preserve order or redefine what it means to be sentient.

Being a crisis delegate means not just engaging with politics and power, but also immersing yourself in the world you inhabit. That is why we have prepared this study guide—to give you the background and context you'll need as you help shape the future of Novusterra at **TFLMUN 2025**.

I look forward to seeing how each of you navigates this thrilling and complex scenario.

Best of Regards,

Necdet Kerem Meral
Under Secretary-General

3) History of Novusterra



3.1) Age of Fracture

The beginning of Novusterrian History can be traced back over a millennium.

Back when Earth was still humanity's home, an asteroid crashed-landed on its moon. This asteroid contained a great amount of then unknown material.

Soon after the crash, humans went on to conduct much research around this material, eventually giving it the name: **Ether**. During this research, they uncovered the true potential of Ether. Discovering how it could be used as fuel for opening portals between two areas.

Soon after this discovery, the nations of Old Earth would start having debates and arguments on how to distribute this limited material.

During these times, a group of individuals would form an organization called **the Foundation**. This group of individuals believed that humanity's time on earth was near its end. So they started the construction of a space ship squadron that could house and carry thousands for many centuries into a new home.

The Foundation was able to create a total of four ships. Their names were: **Feth, Raav, Bell, and Mori**. Each ship was equipped with dormitories, greenhouses, husbandry, and other facilities to make life sustainable within them. Alongside these, each ship had an Ether Portal within to establish contact with the other.

As time went on, the endless debates and arguments on how to distribute Ether did not lead to any solutions. This led to conflicts arising, eventually spiraling the nations of the old world into a great war. By the end of this war, Earth turned into a nuclear barren wasteland with no victors nor nations to be found.

However, the Foundation, whom were able to foresee this tragedy, with their squadron took off into distant horizons. Beginning humanity's long exodus as described in the Novusterrian Bible:

"...The old world, tainted by human greed and bathed in its fiery blood, was no more. The Foundation gathered the last of us into the arcs. Bringing us into this pilgrimage of salvation into a new earth yet tainted by our sins..."



3.2) Age of Exodus

After the destruction of society on Earth-I, it would take humans many centuries to reach their new home. During this time, new cultures, religions, and ideologies would emerge; new societal systems would get integrated.

People aboard the ships would get placed into different jobs and roles based on their past lives, such as policing, researching, or manual labour.

As time passed on people of similar roles, thoughts, and ideologies would come together to create unions, called The Houses. During this era, a total of four houses would emerge.

The **House of Wisdom** was founded mainly by scientific researchers who wished for a society of logic and reason that upheld science as its highest value.

The **House of Order**, on the other hand was founded mostly by ex-military personnel that wished for a military based hierarchical society in the new earth.

Meanwhile, the **House of Grace**, founded by old activists and artists, wished for a society of humanism and equilibrium.

Finally, the **House of Faith** was founded by old clergymen. They wished for a society where religion would always stand as its upfront value.

Above these four houses stood “**the Foundation**”. Acting as the governing body across the squadron, keeping balance in check by various ways of control to ensure humanity’s survival.

After many centuries, the squadron would eventually reach its destination. There, they discovered a new star system shrouded within a thick cosmic ether dust that made it previously invisible to any human technology.

This new star system, named “Abest Porpuca,” was home to 7 planets orbiting a G2V main-sequence star. Most of these planets were unfit for human life; however, amongst them stood one perfectly habitable planet. This planet had similar topography, geography, and atmosphere to that of the old world, alongside vast reserves of ether within. These factors made this the perfect new home for humanity. The name of this planet would go on to be **Novusterra**.



3.3) Age of Reforge

Soon after Novusterra's discovery, colonization attempts quickly began. A series of regulations called the "**Reforge Protocols**" would be put into motion. These protocols, step by step detailed how society would be rebuilt on this new planet.

The Foundation first began by setting up camping blocks of shelter to structurally disperse the squadron populations amongst them. Each block was equipped with a medical center, training grounds, and other places to aid its population's growth and survival.

Then they continued by creating zones outside these blocks for agriculture and resource gathering, such as mining, woodchopping, and ext. to extract the required materials for the expansion and renovation of these blocks.

Once the required quota for each block was met, the Foundation, in cooperation with the Four Houses, moved on by establishing schools, factories, churches, military bases and similar institutions to fasten the reforging of society.

As the blocks grew in size, they got conjoined into districts. As time passed on the same process happened to these districts, turning them into sectors. Eventually these sectors grew into full out cities.

The final step of the protocols would see the Foundation open up **the Unity Congress**. A legislative branch of the Foundation where democratically elected representatives from each city could come together to discuss and vote upon their future actions to be taken.

The establishment of the Unity Congress alongside the first ever elections marked the finalization of the Reforge Protocols after nearly a century of work.



3.4) Age of Reform

After the completion of the Reforge, a series of reforms and renovations awaited the society on Novusterra.

The Unity Congress was a key player in these, acting as the cradle for many ideas to come.

During this time, many bills of renovation were passed by the four houses via their member representatives within the congress.

One primary example of these was the **House of Knowledge's Bill of Educational Reform**, which saw the establishment of a university in each city, greatly enhancing each one's quality of education.

Another example of these was the **House of Order's Bill of Military Reform** that created the Foundation's first professional military, called the "Unity Armed Forces".

Either way, the series of reforms and renovations did not end with these. The Foundation also dabbled with a range of construction projects.

The first of these was the **Megacity Construction Projects**, which combined several nearby cities across Novusterra into greater "Megacities" with the goal of creating more centralized hubs of trade and culture.

This led to a total of 4 Megacities being established across Novusterra, with Megacity-1 being recognised as the capital of the Foundation.

This project was followed by the **Industrialization of the New Moon**.

Due to the amount of harm caused by the factory pollutants to the ecosystem of Novusterra, the House of Grace presented the "New Moon Industrialization Project" in the Unity Congress. This project aimed to move the industrial zones from Novusterra to the New Moon.

However, recognizing that the lack of pure manpower needed to support the targeted production rate, the difficulties on the logistical side alongside the inhabitable working conditions of the moon for human workers, this project would need a few more steps to be fully realisable.

Firstly, a series of ether portals would get set up between Novusterra and the New Moon to handle the logistics of such an operation.

Next, the Foundation would work in cooperation with the House of Knowledge to create cybernetic workers enhanced by Artificial Intelligence to create the workforce needed to support the desired production rate within these factories.

Then, the Foundation would use said cybernetic workers in the construction of these factories. Finally, after a decade-long construction period, the Foundation would officially establish the "**New Moon Factorial Zones**".

These projects would boost the Novusterrian economy by more than double, significantly bettering the living conditions of all citizens in many ways.

After all these reforms, the bureaucracy and economy within Novusterra would grow to a point where they would now need their own entities to check and operate. This need would lead to the creation of two new houses.

The first one being the **House of the Treasury**, which was founded by people who aimed to create an open market economic system alongside a more centralized banking system.

The second new house's name was the **House of State**. It was founded by people who wanted to establish a new legislative system alongside a new constitution.

Soon after their establishments, both houses would get to work on their reforms and renovations.

The House of Treasury would get its bill of economic reform through the Unity Congress, adopting a free market economy policy for the Foundation, alongside founding the Central Unity Bank.

The House of State, on the other hand, would create a new legal framework and a constitution. Both of them would be put into motion after an overwhelmingly positive referendum across Novusterra.

Thanks to these developments, for the first time after many centuries, an age of democracy, progress, wealth, and prosperity was able to begin for humanity...

4) The Houses



4.1) House of Wisdom

The House of Wisdom is one of the four original houses established during the Exodus. It was founded by the scientific and academic personnel aboard the squadron that believed scientific knowledge and empirical evidence should be kept as the basis of society. This way of thought mirrored their ideologies of technocracy, positivism, and secularism.

In modern-day Novusterra, they hold up to twenty percent of the total seats represented in the Unity Congress. They are best known for their academic institutions, which nurture the brightest scientific minds of Novusterra, standing at the forefront of technological innovation.



4.2) House of Order

The House of Order is one of the four original houses established during the Exodus. It was founded by the policing and security personnel aboard the squadron that believed in the establishment of a military-led society. This way of thought mirrored their ideologies of stratocracy and militancy.

In modern-day Novusterra, they hold up to twenty percent of the total seats represented in the Unity Congress. They are best known for their institutions, such as the UAF (Unity Armed Forces) or the UPF (Unity Police Forces), that help in security and policing all across Novusterra.



4.3) House of Grace

The House of Grace is one of the four original houses established during the Exodus. It was founded by the civilians aboard the squadron who believed in a society that protects and upholds civil liberties at the forefront. This way of thought mirrored their ideologies of liberalism and humanitarianism.

In modern-day Novusterra, they hold up to twenty-five percent of the total seats represented in the Unity Congress. They are best known for their institutions that help enhance the development of Novusterrian culture through art and literature, and fight for civil liberties in the form of guilds or unions.



4.4) House of Faith

The House of Faith is one of the four original houses established during the Exodus. It was founded from the unity of religious civilians aboard the squadron that believed religion should reside as the primary value of society. This way of thought mirrored their ideologies of spiritual determinism, moral absolutism, and theocracy.

In modern-day Novusterra, they hold up to fifteen percent of the total seats represented in the Unity Congress. They are best known for their institutions, such as the Novusterrian church, which serves as the primary institution for the propagation of their faith.



4.4) House of Treasury

The House of the Treasury is one of the two houses established during the Reforge. It was founded by people who aimed to create a more refined economic system for Novusterrian society. This mirrored their ideologies of meritocratic capitalism and fiscal pragmatism.

In modern-day Novusterra, they hold up to ten percent of the total seats represented in the Unity Congress. They are best known for their work alongside institutions such as the Central Unity Bank, which was one of the main factors at play during the economic renovations of Novusterra.



4.4) House of State

The House of State is one of the two houses established during the Reforge. It was founded by people who wanted to establish a more refined legislative system alongside a new proper constitution for Novusterrian society. This mirrored their ideologies of meritocratic constitutionalism and technocratic centrism.

In modern-day Novusterra, they hold up to ten percent of the total seats represented in the Unity Congress. They are best known for their work on the Novusterrian Constitution alongside their legal framework renovations.

5) The Foundation



5.1) Unity Congress

The **Unity Congress** is the legislative branch of the federal government of Novusterra, also known as the Foundation. It is a unicameral legislature that incorporates the **Unity Cabinet**. The Congress convenes in the Foundation's capital, Mega City 01.

Members of the congress are chosen through direct elections. Congress has a total of 200 voting members, which includes the senators of the 4 Mega Cities and 189 representatives from the blocks divided across them.

The Unity Senate has 7 additional members, consisting of the 6 House Presidents and the Vice President of the Foundation. These additional members are non-voting members besides the vice president of the Foundation, who only has a vote in the congress when there is a tie.

Congress convenes for a two-year term, commencing every other first month. Elections are held every even-numbered year on Election Day.

The Congress was created with the first **Reforge Constitution** as one of the final steps of the said protocols. In its creation, an elected house representative from each block would convene to discuss and dictate the ruling matters that concerned the Novusterrian people.

Later on, with the establishment of the Mega Cities alongside the Houses of Treasury and State it became more apparent that the Foundation's legal framework needed a renovation.

This came in the form of a referendum, which introduced the **Reform Constitution**. This development integrated the two houses into the congress, alongside introducing the role of Mega City Senators, shaping the Congress into its current state.



5.2) Unity Cabinet

The Unity Cabinet is a pivotal institution within the governmental structure of Novusterra, serving as the highest decision-making body of the **Foundation**. Operating as both the executive and legislative authority, it wields considerable power over all aspects of governance.

The Cabinet is an integral part of the unicameral **Unity Congress**, guiding the policies and future of the Foundation.. It convenes regularly to deliberate on matters of planetary importance, shaping the course of Novusterra's development, defense, and societal welfare.

The composition of the Unity Cabinet is carefully structured to ensure that the most critical facets of governance are represented. At its core, the Cabinet consists of the President of the Foundation, who holds supreme executive power, the Vice President, and the six House Presidents and their deputies, each representing a specific sector of governance.

These House Presidents and their deputies oversee key areas such as the economy, foreign affairs, justice, and internal affairs, while their Vice Presidents assist in the execution of their duties.

The President, as the head of the Unity Cabinet, is responsible for the overall leadership of the Foundation, managing foreign policy, defense, and the administration of national law. **The Vice President**, while serving as the President's deputy, holds a crucial role in the legislative process, with the ability to cast a deciding vote in Congress in the event of a tie. On the other hand

The six House Presidents and their deputies bring their expertise and oversight to their specialized areas. Such as: Military and HoO, Education and HoK, Religion and HoF, Culture and HoG, Economy and HoT, and Laws and HoS

The Unity Cabinet is not only a governing body but a symbol of the centralized power and unity that defines the structure of Novusterra.



5) Ethereum

Ethereum, also known as simply **ether**, is a naturally occurring blackish-purple liquid mixture that is found in geological formations. The term *Ethereum* refers both to naturally occurring unprocessed crude ether as well as to Ethereum products that consist of refined crude ether.

It can be extracted through various forms of drilling. This is done after a study of the relevant structural geology, analysis of the sedimentary basin, and characterization of the Ethereum reservoir. There are also unconventional reserves such as ether crystals, which are recovered by other means, such as mining, and the groups of cosmic ether dust that can be found in nebulas.

Once extracted, ether is refined and separated for use in portal travel. It is estimated that modern-day Novusterra consumes about 2 million packs of Ethereum each day. Ethereum played a key role in industrialization and economic development during the Reforge and the Expansion Eras, acting as one of the key elements in both.

Ethereum is not known to have any harmful effects on the environment; however, gathering the energy used in ether-based portal travel can have such an effect if the process is done via unsustainable methods. Besides that, prolonged exposure to unrefined Ether can lead to Ether Poisoning, which can harm both the human body and mind.

The main use of ether resides in portal travel. This process allows for the opening of portals between two points in space. In order to achieve this, the following steps must be followed as instructed: First, the required amount of Ether should be loaded onto both portal chambers, which must match each other in size and dimension; otherwise, the process will fail. Afterwards, the chambers should get connected to the Foundation's network to synchronize with each other. One should also remember the fact that a portal can only be opened between two chambers at the same time; if more than two try to establish a synchronization, the request will be automatically denied, and no portals will open up. Then, once the synchronization is achieved, both chambers should get an energy charge on the exact same power and corresponding wavelengths. If done correctly, this will lead to the opening of a portal between the two chambers.

A pack of ether can only be used once per charge, making it a non-renewable form of fuel, which in fact is what gives it a high value and price. An already used pack of ether can be recognized by its loss of saturation and glimmer.

The properties of Ethereum play a crucial role in everyday life. Its use in transportation increases the ease of Novusterian logistics. Its high value makes it one of the pillar stones of the Novusterian economy, making this material a fundamental aspect of Novusterrian society.

7) Matrix

Cassian Vale - Chair *President of the Foundation*

Cassian Vale is the current President of the Foundation. Known for his sincerity, integrity, wisdom, and dynamic leadership, he has played a central role in stabilizing Novusterra during the Age of Reform. Rising from a diplomatic and legislative background, Vale gained early recognition for his strategic thinking and pragmatic reforms, particularly in Ether regulation and production efficiency. He always carries a pen made from Ether-infused crystal, which he spins during meetings.

"There was a rare sincerity in Cassian Vale – not crafted, not performed, simply present. In every room he entered, it was his quiet honesty, not authority, that made others rise to meet him."

– The Grand Chronicle, Vol. VIII: The Reform Years

Alaric Thane - Chair *Vice President of the Foundation*

Alaric Thane is the current Vice President of the Foundation. Known for his measured, thoughtful approach and commitment to impartiality, Thane plays a crucial role in balancing the diverse interests within Novusterra's political landscape. Rising from a background in mediation and inter-house negotiations, Thane gained recognition for his principled decision-making and ability to foster consensus.

"In a world shaped by factions and fervor, Alaric Thane stands apart – not by the loudness of his voice, but by the clarity of his purpose. Where others see division, he sees the threads of a shared destiny waiting to be woven."

– The Grand Chronicle, Vol. VIII: The Reform Years

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Dr. Aris Thorne *Head of the House of Wisdom*

As the current Head of the House of Wisdom, Dr. Aris Thorne embodies the values of scientific rigor, innovation, and intellectual leadership. Leading one of the original four houses established during the Exodus, Thorne champions logic, reason, and empirical evidence as the foundations of Novusterrian society. His leadership is instrumental in shaping the direction of Novusterra's technological advancement and academic pursuits.

"To lead the House of Wisdom is to navigate the currents of curiosity and skepticism alike. It is not merely about seeking knowledge, but about questioning what we think we know."

– The Grand Chronicle, Vol. VI: The Reforge Years

Dr. Lena Reyes

Deputy Head of the House of Wisdom

As the Deputy Head of the House of Wisdom, Dr. Lena Reyes is a prominent figure in Novusterrian science and academia. Serving directly under Dr. Aris Thorne, she is instrumental in guiding the House's research initiatives and educational programs. Known for her expertise in cybernetics and AI ethics, Reyes champions responsible technological advancement and the integration of scientific knowledge into societal progress.

"Wisdom is not merely accumulation, but application. As Deputy Head, Reyes ensures our knowledge serves not just discovery, but the betterment of Novusterra itself."

– The Grand Chronicle, Vol. IX: The Reform Years

Dr. Nevan Quill

Floor Leader of the House of Wisdom

Once a celebrated professor of epistemology and systems theory, Dr. Nevan Quill is the House's philosophical anchor. He values logic, clarity, and dialectic above all. Though soft-spoken, he often disarms even the fiercest opponents with calm, surgical arguments. He believes the true enemy of progress is intellectual laziness.

"Quill's words never echo—but they stay. Like equations carved into the bones of history."

– The Grand Chronicle, Vol. IX: The Reform Years

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Aurelia Caelis

Head of the House of Grace

Aurelia Caelis is the visionary leader of the House of Grace, known for her emotional intelligence and powerful oratory. Rising to prominence during the Age of Reform, she united Novusterra through a national program blending health reform, the arts, and mental well-being. She believes a civilization's true strength lies in its beauty and compassion. Under her leadership, the House of Grace champions civil liberties, social welfare, and cultural enrichment.

"Aurelia Caelis teaches us that a civilization's strength is not only in its walls or weapons, but in the grace with which it cares for its people's hearts and minds."

– The Grand Chronicle, Vol. VIII: The Reform Years

Kaelen Voss

Deputy Head of the House of Grace

Kaelen Voss is the pragmatic and empathetic Deputy Head of the House of Grace. With a background in social policy and grassroots activism, he supports Aurelia Caelis by managing social programs, labor relations, and cultural outreach. Voss bridges visionary goals with practical solutions to improve the lives of Novusterra's citizens.

"Where vision plants the seed, Kaelen Voss tends the soil – nurturing the roots of Grace so that every citizen may flourish."

– The Grand Chronicle, Vol. IX: The Reform Years

Solenne Dara

Floor Leader of the House of Grace

An acclaimed dramatist and orator before joining the house, Solenne Dara brings poetry to politics. Solenne crafts the emotional and rhetorical bridge to the public. She is the House of Grace's voice in Congress—persuasive, lyrical, and disarming. Her speeches are often quoted as literature, and her ability to humanize policy has swung entire votes. She believes empathy is the highest form of intellect.

"She walks into the chamber like a song yet to be written—and everyone listens."

– The Grand Chronicle, Vol. IX: The Reform Years

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Darian Kael

Head of the House of Order

Darian Kael is the disciplined and strategic leader of the House of Order. A veteran of the Unity Armed Forces, he embodies the House's core values of militarism, hierarchy, and security. Under his leadership, the House has reinforced Novusterra's defense and law enforcement, ensuring stability during the Age of Reform. Though stern and often terse, his commitment to the Foundation is unshakable, and his presence remains a pillar of strength in volatile times.

"In the crucible of chaos, Darian Kael forges the shield that guards Novusterra's peace and order."

– The Grand Chronicle, Vol. IX: The Reform Years

Jalen Marr

Deputy Head of the House of Order

Jalen Marr is a former intelligence operative known for precision, loyalty, and tactical acumen. Where Darian Kael enforces order through visible strength, Marr works behind the scenes – overseeing security networks, internal investigations, and crisis response. Calm, concise, and highly disciplined, he is trusted to act swiftly when the peace of Novusterra is at risk.

"Jalen Marr doesn't raise his voice. He doesn't need to. In the House of Order, silence is a weapon."

– The Grand Chronicle, Vol. IX: The Reform Years

Vexa Jorn

Floor Leader of the House of Order

A decorated war veteran and former warden of Novusterra's interstellar peacekeeping corps, Vexa Jorn brings battlefield discipline to the Congress floor. She is the living embodiment of authority. Efficient, brutally direct, and allergic to theatrics, she ensures the legislative machinery of Order runs without friction. She doesn't seek applause—only results. Her loyalty to the Constitution is second only to her loyalty to Order itself.

"You do not argue with a storm—you brace for it."

— The Grand Chronicle, Vol. IX: The Reform Years

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Pontiff Malach Rhain

Head of the House of Faith

Malach Rhain is the spiritual leader of the Novusterrian people and the de facto pontiff of the Unified Doctrine – a synthesized faith that blends ancient Earth religions, revised for the interstellar age. Wise, serene, and commanding, Rhain guides millions with his teachings on unity, sacrifice, and cosmic purpose. To his followers, he is a prophet of the Reform Age; to skeptics, a philosopher draped in ritual. He rarely intervenes directly in politics, yet his words ripple across the Unity Congress like ether through crystal. The doctrine appeals deeply to the House of Faith, offering structure in chaos and meaning beyond the material. Rhain speaks rarely, but when he does, it reshapes the soul of the nation.

"From the stars we fell, not in shame, but in search—for even exile is sacred when guided by purpose."

— Novusterrian Bible, Book of Exile, 1:3

Vicar Elion Varric

Deputy Head of the House of Faith

Elion Varric serves as the steady hand of the House of Faith – humble, compassionate, and deeply attuned to the daily spiritual lives of the people. While High Seer Rhain speaks to destiny and cosmic order, Varric walks among the congregations, ministering to the sick, officiating rites, and interpreting doctrine for practical life. His presence ensures that the Unified Doctrine is not just revered from afar, but lived and understood across Novusterra.

"Elion Varric does not speak of heavens above – he speaks of the sacred in the soil beneath our feet."

— The Grand Chronicle, Vol. IX: The Reform Years

Seer Halden Nyre

Floor Leader of the House of Faith

A mystic philosopher from the high observatories of Ganyriel Monastery, Halden Nyre is a rare blend of spiritual authority and political clairvoyance. He navigates the metaphysical grey zone of modern faith. He sees patterns where others see chaos and speaks in paradoxes that somehow clarify. His presence on the floor often unnerves secular legislators, not due to force, but the sense that he knows something they do not.

"He speaks as if he's already seen the outcome. And perhaps, he has."

– The Grand Chronicle, Vol. IX: The Reform Years

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Carvin Dren

Head of the House of Treasury

Carvin Dren is the architect of Novusterra's new economic system. As Head of the House of Treasury, Dren oversees Ether regulation, trade, taxation, and infrastructure funding. Coldly pragmatic and fiercely intelligent, he's as much a banker as he is a tactician, treating currency as leverage and budgets as tools of influence.

Though not widely loved, Dren is deeply respected. His reforms in Ether valuation stabilized entire sectors, and his ability to predict market shifts borders on prophetic. With a sharp tongue and a sharper memory, he plays a long game – not just of wealth, but of control.

"Where others see numbers, Carvin Dren sees gravity – the invisible force by which empires rise, fall, and balance on the edge of ruin."

– The Grand Chronicle, Vol. IX: The Reform Years

Selene Myrr

Deputy Head of the House of Treasury

Selene Myrr is a sharp economist known for her precision and regulatory expertise. She handles the day-to-day mechanics of Novusterra's fiscal system – from Ether tariffs to inter-House trade deals – ensuring Dren's broad strategies stay grounded in reality. Calm under pressure and ruthlessly efficient, she's often the first to spot risks others miss.:

"Selene Myrr doesn't gamble. She calculates, she corrects, and she always comes out ahead."

– The Grand Chronicle, Vol. IX: The Reform Years

Riven Marrak

Floor Leader of the House of Treasury

Former trade envoy Riven Marrak is the cold face of fiscal reality. He is the dealmaker. Cynical, precise, and impossibly well-prepared, he is the House's legislative knife, cutting through bloated policy and exposing hidden costs. Marrak doesn't care for popularity—only solvency. He believes economic truth is the foundation upon which all other truths rest.

"He's the one who reminds you that every ideal has a price—and he's already calculated it."

– Finance Summit of 112AA

Tyros Calder

Head of the House of State

Tyros Calder is the guardian of Novusterra's laws and its legislative order. As Head of the House of State, he oversees the Unity Congress, safeguards the constitutional framework, and ensures that the rule of law adapts to a changing world. Known for his sharp legal mind and commanding presence, Calder blends tradition with reform, crafting policies that reinforce both justice and stability.

A former constitutional scholar and legal mediator, Calder is respected for his precise language, firm sense of due process, and relentless defense of civil order. Though not immune to political calculation, he treats every statute as a cornerstone of unity.

"Tyros Calder does not wield justice like a sword – he builds it like a structure, one law at a time."

– The Grand Chronicle, Vol. IX: The Reform Years

Maren Solari

Deputy Head of the House of State

Maren Solari is a sharp legal strategist and the House's foremost interpreter of law. As Deputy Head, she ensures legislation aligns with the Unity Charter and serves as a key voice in constitutional debates. Calm, precise, and principled, Solari is known for turning complex disputes into elegant resolutions.

"Let the law be a mirror to the people – not to show who they are, but who they strive to become."

– Unity Charter, Article II, Section 4

Thalia Crest

Floor Leader of the House of State

Once a renowned constitutional scholar and the youngest judge in the Supreme Court, Thalia Crest now steers the legal pulse of the Congress. She is the executor. She ensures every law holds integrity, every clause is defensible, and every loophole is closed. Her tone is precise, her logic crystalline, and her gaze enough to unnerve even seasoned legislators. She believes the law should be elegant and unbreakable.

"Every word is weighed. Every silence is sharpened."

– The Grand Chronicle, Vol. IX: The Reform Years

8) Crisis Elements

8.1) Novusterrian Timekeeping System

Following humanity's arrival on Novusterra, a new timekeeping system was developed, tailored to the planet's unique rotation, orbit, and environmental conditions. This system replaced Earth's calendar starting from Year Zero, establishing a standardized method for daily life, governance, agriculture, and cultural tradition.

a. Hour System

Planetary Basis: Novusterra completes one full rotation in 22 Earth hours, resulting in shorter days compared to Earth.

Structure: 1 Novusterrian hour = 55 minutes

Each day is still divided into 24 hours for consistency with Earth's past systems, but each hour is slightly shorter (~55 minutes Earth time). This adaptation preserves familiar frameworks while aligning with Novusterra's faster rotation.

b. Day System

Structure: 1 Novusterrian day = 22 Earth hours = 24 Novusterrian hours

Day-Night Variation: Includes a cycle of daylight and darkness similar to Earth, though slightly compressed. Novusterra's axial tilt causes seasonal shifts similar to Earth's. Days are longer during summer and shorter during winter, depending on hemisphere and location, but the 22-hour total remains constant.

c. Week System

Structure: 1 Novusterrian week = 6 Earth days

Totaling 132 Earth hours, or 5.5 Earth days

Day Names: Lunor - Vireth - Kaelun - Zareth - Ostrae - Nocten

Cultural Reasoning: The 6-day week was adopted for simplicity and efficiency, reflecting the balance between work, community, and rest in Novusterran society.

d. Month System

Structure: 1 month = 30 Novusterrian days

Equivalent to 660 Earth hours, or 27.5 Earth days

Lunar Cycle: Novusterra's single moon, the New Moon, completes a full cycle roughly every 30 Novusterrian days, making it ideal for structuring months.

Month Names: Fractalis - Aurion - Caelora - Veridane - Solyra - Emberis - Niralis - Duskinne - Velmora - Tenebris - Crysolin - Novara

e. Season System

Planetary Basis: Novusterra has a moderate axial tilt, creating four seasons similar to Earth. Its orbit is slightly more elliptical, leading to noticeable but manageable seasonal variations.

Structure: Each season is approximately 91-92 Novusterrian days long (about 83-84 Earth days), maintaining a balance of growth, harvest, rest, and renewal.

f. Year System

Structure: 1 year = 366 Novusterrian days

Equivalent to 8052 Earth hours or 335.5 Earth days

12 Novusterrian months per year. 6 Novusterrian days per week

Total: 61 weeks exactly

Naming the Eras:

- (FA) **Fractalis Adventus:** Before Year Zero – represents the age of collapse and exodus from Earth.
- (O) **Year Zero:** Marks the arrival of humanity to Novusterra, transitioning from the old world's calendar to a new one.
- (AA) **Astra Adventus:** After Year Zero marks the rebirth and new civilization on Novusterra.

8.2) Timeline

Age of Fracture

(2046-2130)

"Our world didn't fall overnight. It crumbled in slow motion, screaming all the while."

Age of Exodus

(2130-2570)

"We became nomads between stars, chasing hope through the fog of time."

Age of Reforge

(2570-2650)

"Peace is not born – it's hammered into shape."

Age of Reform

(2650-Present)

"We remember the Exodus as myth, the Fracture as history – but the future is still unwritten."

Present Day is **2675** or **114 Astra-Adventus**

8.3) Unity Congress Chart



8.4) Unity Cabinet Chart

