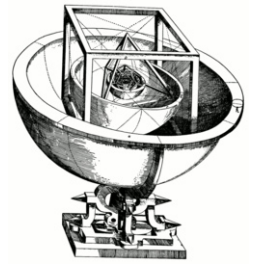


THE ORRERY

SPACE STEAMPUNK IN THE KNOWN SOLAR SYSTEM



HISTORY

Colonialism as we know it never happened. The regions of earth developed at an equal rate, creating eight great civilizations. Though each empire had a vastly different culture and polity, they all shared the human propensity to produce and consume. The race to progress was fierce and not without conflict. By the mid-nineteenth century, the globe was pockmarked with sprawling, sooty metropolises, surrounded by the wastelands of denuded forests and gloomy skies cluttered with dirigibles and airships.

THE EIGHT CIVILIZATIONS

The Alexandrians [*Western Europe and the British Isles*]

- Rational, Aggressive, Theoretical

Russia [*Eastern Europe and Asia Minor*]

- Stolid, Creative, Productive

The Mthethwa Paramountcy [*South of Africa*]

- Spiritual, Technological, Political

The Nation of Islam [*North of Africa and Middle East*]

- Scholarly, Mercantile, Patient

Hindustan [*South Asian peninsula*]

- Theatrical, Financial, Militaristic

Han [*East Asia*]

- Academic, Conformist, Efficient

The Inoka [*North America*]

- Exploitative, Exploratory, Stubborn

The Inca - Nahuatlaca confederacy [*South America*]

- Ingenious, Communal, Ferocious,

DENSE OIL

Desperate for resources, humanity turned its eye to the stars. It was the invention of Dense Oil that made them accessible. A cube the size of a die could power a steamship for a year. Dense oil was rapidly applied to powerful engines that could propel manned vehicles out of the atmosphere. The race was on! Smoking, clanking rocketships exploded into the sky, reaching first the moon and then onwards to the other planets in the solar system.

CLICHES

Buyer (negotiating, land-assaying, scamming, inventorying)

Diplomat (talking, drinking, speaking languages, understanding cultures)

Engineer (spaceship fixing, monkeywrenching, parts-buying)

Explorer (tracking, camping, trailblazing)

Gasser (freefalling, breath-holding, line-climbing)

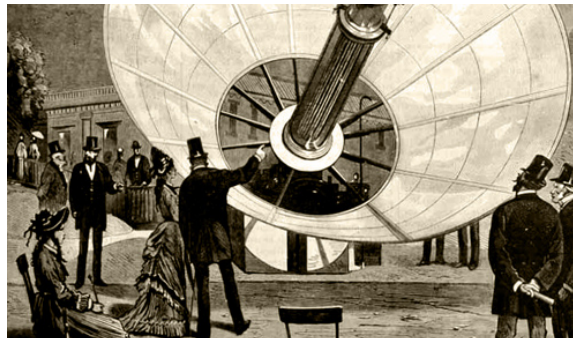
Miner (digging, exploding, tunnelling)

Naturalist (capturing, cataloguing, analyzing)

Navigator (planet-hopping, asteroid-avoiding, chart-making)

Prospector (gas and oil finding, claim-jumping, haggling)

Spy (sneaking, listening, duping, observing)



OUTWARDS

What humanity discovered outside its orbit was as fantastic and fruitful as their pulp literati had imagined and as dangerous. From deadly environments, to hostile natives to unplumbed resources, heroes of sometimes competing sometimes cooperating earth empires will find the solar system is a world of adventure and risk.

THE PLANETS

The Moon - Colonized by Hindustan, who installed a mining operation and now hold a monopoly on the best ore rights.

Port Shiva is a frontier town.

Mercury - Despite its heat, Russians have developed Dense Oil refineries on cobalt islands in the lava seas.

Venus - The steamy, deadly jungle planet is still barely explored and has yet to reveal the riches of the other planets and so is mostly attractive to naturalists, crackpots and foolhardy Inokan explorers.

Mars - The desert planet offers rich mineral deposits, already claimed by the Han; the natives are not so generous.

Asteroid Belt - Perilous for navigation, and a perfect hideout for Islamic space pirates.

Jupiter - Floating Alexandrian cloud cities fueled by gas mining dot the atmosphere, but who or what is sabotaging the operations on the ground?

Saturn - No human has made it past the rings alive.

Mthothwan scientists claim evidence of ghosts on the surface.

Uranus - An Incan prison planet of unspoken atrocities.

Neptune - The ocean planet has yet to be developed, only a few floating outposts run by the hardest of adventurers stake claims for their earth civilizations.

Pluto - The ice planet has so far proved to be utterly unwelcoming to man, but there is evidence of great reserves of oil under the white.

*A campaign setting by Olman Feelyus for **Risus: the Anything RPG**
part of the November 2012 #risusonepagechallenge.*