

Bermuda Void

Cushy Caprican politicians like to think of the Bermuda Void as detaining the 12 colonies' worst. Though the reason most prisoners are here is that to someone else, they were worth more by disappearing.

When the Galactic Spheres approaches the Bermuda Void, Kent is the first person to welcome them as the prison Warden. Kent introduces the President to the practices in the prison and channels his inner Cylon when referring to them as stinking meatbags, hot-blooded, bad-tempered, etc.. Kent will argue that the lowest forms of humanity don't deserve being handed the key to paradise, the mythical 13th colony.

Tom breaks up the discussion right after Kent is done explaining what his Human Hunt company is for and cries foul as a Human Rights Activist. Tom first makes his case before Kent starts interrupting him with counter-arguments. Tom will plee for all these essentially political prisoners to be let onto the Galactic Spheres, and it will be up to Sherin to decide what to do with the inmates.

While Kent & Tom argue, Erin represents the full prison population and keeps to the side-lines. Only when Sherin decides whose recommendation to go with does Erin reveal her character's reason for being there.



Rainbow Rising

A safe-haven for those escaping the stifling morality of the Colonial order. For years, Rainbow Rising devotees have followed a strict curriculum of universal love, unconditional acceptance, and spiritual connectedness. In absence of constraints, there are hundreds of men and woman aboard this ship who have indulged in insanely exotic fetishes. All in all these social experiments aren't exactly vital to the survival of the human race, if it weren't for a very special member of the community. Two decades ago, a man joined the Rainbow Rising, and has been adored by all the members since. The man's ritualistic experience and resilience are fabled, earning him the title 'The All Knowing God of Human Pleasure'. He literally never tires, which in a community of free love sure comes in handy.

Sherin will come ask you to join her on her journey to the Mythical planet Earth. Half of you claim to have been there, the other half already know the way. So you will all join Sherin's party.



The Galactic Sphere

One of the fastest ships in the Human fleet. It's the ship that made the Kessel Run in less than eleven parsecs. Its speed was instrumental in clearing the blast zone when the Cylon nuclear strike hit Caprica. The ship's mission is to contact the remaining civilian jump-drive enabled ships, and plot a course for the mythical planet Earth. With the president of the 12 colonies on board, a make-shift executive office was set up from where the president governs. A provisional brig has also been built into the storage facilities of the ship. One mustn't forget to uphold the law, especially in times of war. The Galactic Spheres used to be a luxury leisure cruise, making the cabins spacious and a-plenty! There is room for a small city - if only that many humans were left



Palace Potomkin

Palace Potemkin

This illicit gambling den is the space-fairing equivalent of a floating Macau with the twist that all communications with the outside world are strictly forbidden, and expressly jammed. The hull is specifically designed to deflect all out-going and in-coming radio communication. It's a simple measure that ensures the house keeps its advantage. Get too lucky with the cards, get less lucky on your way to the hangar. I'm not saying that folks go missing here, just that there's always good deals on previously owned space craft. Relying on couriers for news services, the casino bosses aren't yet aware that their clientele has been decimated by the Cylon attack, or even that Sherin has since assumed the presidency. When the Galactic Spheres dock with the Potemkin, the flamboyant casino boss laughs away Sherin's claims, but is willing to bet the course of the Palace Potemkin on a game of Spacers. If Sherin or her crew win, the Potemkin joins the fleet. But if the house wins, the Casino will have to find a bigger hangar for its previously owned space craft



Humanity's Hope

An Elite conference facility which regularly brings together the brightest minds of the galaxy. Following the Cylon invasion, this weekend's 'Cylons Revisted' topic has become poignantly relevant. Completely oblivious to the real world consequences of the total annihilation of the human race, the intellectuals however continue to pontificate on hyper specific aspects that have come to light following the invasion.

Despite your alarming lack of social tact and concern about the plight of the human race, Sherin will still insist that you join her as advisor on her journey to planet Earth. You'll all gracefully oblige.



Pilgrim's Blessing

A religious retreat welcoming the various religions to foster interfaith dialog and understanding. Sherin will come to your ship while the crew is having a discussion over which faith is the one true faith.



Cylon Cypher

A stealthy science vessel with two of the greatest Cylon minds on board. An ancient master teaching his apprentice the value of Pacifism and the promise of science. Together, they developed a technological innovation which could define the course of both Human and Cylon civilisations. The 'Synthetic Synthesis' process promises a hybrid of species. The science vessel has operated out of sight of both human and cylon eyes for the past two decades, but the attack on the colonies has forced them out of hiding.

Consequently, the technology that they were developing has yet to leave the prototyping stage and has a short-coming that it cannot tell Cylon from Human, but just takes a representative sample of a group's genetics or synth-netics before rewriting all the subject's core DNA. It is therefore vital that before commencing the synthetic synthesis, that humans and cylon are expressly split into two groups. A second requirement for the process to be successful is for the Cylon group to contain all five ancient Cylon, cause only then will a complete picture of the Cylon synthnetic structure be transferred to the hybrid form.

The Cylon Cypher is the last ship to be approached by the Galactic Spheres. After all other ships have been interacted with, your ship will hail the Galactic Spheres and ask for a meeting with the president. The Master will urge the president to think carefully about her options but insist that this is the correct path: The best of both species, without the hate of either.

You will also carry a third Cylon on board. This Cylon is part of your telekinesis research unit, and is wholly unremarkable in your opinion. However, throughout the narrative this Cylon will have been appearing in Sherin's presence as a figment of her imagination planting seeds of doubt about her loyalty to humanity. She is a bad agent, and not in line with your vision of unity, so feel free to give her up if the dialog goes that way.



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