

CULTURAL PROFILE		1. Date of Preparation																																										
2. World/Government Name <b>Prometheus A7859698</b>																																												
<b>PROGRESSIVENESS</b> Attitude <input type="checkbox"/> Radical <input checked="" type="checkbox"/> Progressive <input type="checkbox"/> Conservative <input type="checkbox"/> Reactionary Action <input type="checkbox"/> Enterprising <input checked="" type="checkbox"/> Advancing <input type="checkbox"/> Indifferent <input type="checkbox"/> Stagnant		<b>EXPORTS</b> Natural Resources <input type="checkbox"/> Agricultural <input type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input checked="" type="checkbox"/> Petrochemicals Processed Resources <input checked="" type="checkbox"/> Agricultural <input type="checkbox"/> Alloys <input type="checkbox"/> Agroproducts Manufactured Resources <input type="checkbox"/> Weapons <input type="checkbox"/> Mechanical Parts <input type="checkbox"/> Heavy Equipment <input type="checkbox"/> Electronics <input checked="" type="checkbox"/> Gravitics																																										
<b>AGGRESSIVENESS</b> Attitude <input type="checkbox"/> Expansionistic <input type="checkbox"/> Competitive <input type="checkbox"/> Unaggressive <input checked="" type="checkbox"/> Passive Action <input type="checkbox"/> Militant <input type="checkbox"/> Neutral <input type="checkbox"/> Peaceable <input checked="" type="checkbox"/> Conciliatory																																												
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<b>TECHNOLOGY PROFILE</b> <table border="0"> <tr> <td>High</td> <td>Low</td> <td>Energy</td> <td>Computers/Robotics</td> <td>Communications</td> <td>Medical</td> <td>Environment</td> <td>Land</td> <td>Water</td> <td>Air</td> <td>Space</td> <td>Personal Military</td> <td>Heavy Military</td> <td>Novelty</td> </tr> <tr> <td>B</td> <td>A</td> <td>9</td> <td>A</td> <td>9</td> <td>A</td> <td>A</td> <td>9</td> <td>B</td> <td>B</td> <td>D</td> <td>6</td> <td>B</td> <td>C</td> </tr> <tr> <td colspan="2">Common</td> <td colspan="4">Quality of Life</td> <td colspan="4">Transportation</td> <td colspan="2">Military</td> <td colspan="2"></td> </tr> </table> <p align="center">Achievement Tech Levels</p>			High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty	B	A	9	A	9	A	A	9	B	B	D	6	B	C	Common		Quality of Life				Transportation				Military			
High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty																															
B	A	9	A	9	A	A	9	B	B	D	6	B	C																															
Common		Quality of Life				Transportation				Military																																		
Notes on Technology: - General Sonic (Army) commands navy ↳ He's crazy - Governor is getting older and likely to select a new governor																																												

Terra-dominated

Sol Subsector

3. Government Code and Description <b>6 <del>Colon</del> Captive Government</b>																
GOVERNMENT DIVISION OF AUTHORITY																
<input checked="" type="checkbox"/> Executive <input checked="" type="checkbox"/> Legislative <input checked="" type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial														
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DETAILED LAW LEVELS (optional) <table border="0"> <tr> <td>Overall</td> <td>Weapons</td> <td>Trade</td> <td>Criminal Law</td> <td>Civil Law</td> <td>Pers. Freedom</td> </tr> <tr> <td>9</td> <td>A</td> <td>9</td> <td>A</td> <td>9</td> <td>7</td> </tr> </table>		Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom	9	A	9	A	9	7	UNIFORMITY OF LAW <input checked="" type="checkbox"/> Undivided <input type="checkbox"/> Territorial <input type="checkbox"/> Personal		
Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom											
9	A	9	A	9	7											
RELIGIOUS PROFILE (optional) <table border="0"> <tr> <td>God View</td> <td>Spiritual Aim</td> <td>Devotion Req.</td> <td>Organization</td> <td>Lit. Formality</td> <td>Mission. Fervor</td> <td>Nbr. Adherents</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>		God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents								Notes on Religion: <b>NA</b>
God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents										
Notes on Culture: - Fashionable to wear gloves and surgically remove fingernails for everyone - Colonized by Terran Federation - Nepotism / corrupt 10/10 Trade Codes		- Interdicted for nuke tests														

IS Form 22

Cultural Profile Form

IS Form 22 (Reverse) Cultural Profile Form

- General Sonic: Cabinet members; T-Rex #12, Al Khaled

Systems you have saved in the past:

Random number seed for maps and details:

☒ Include World Details in downloads

3597291119

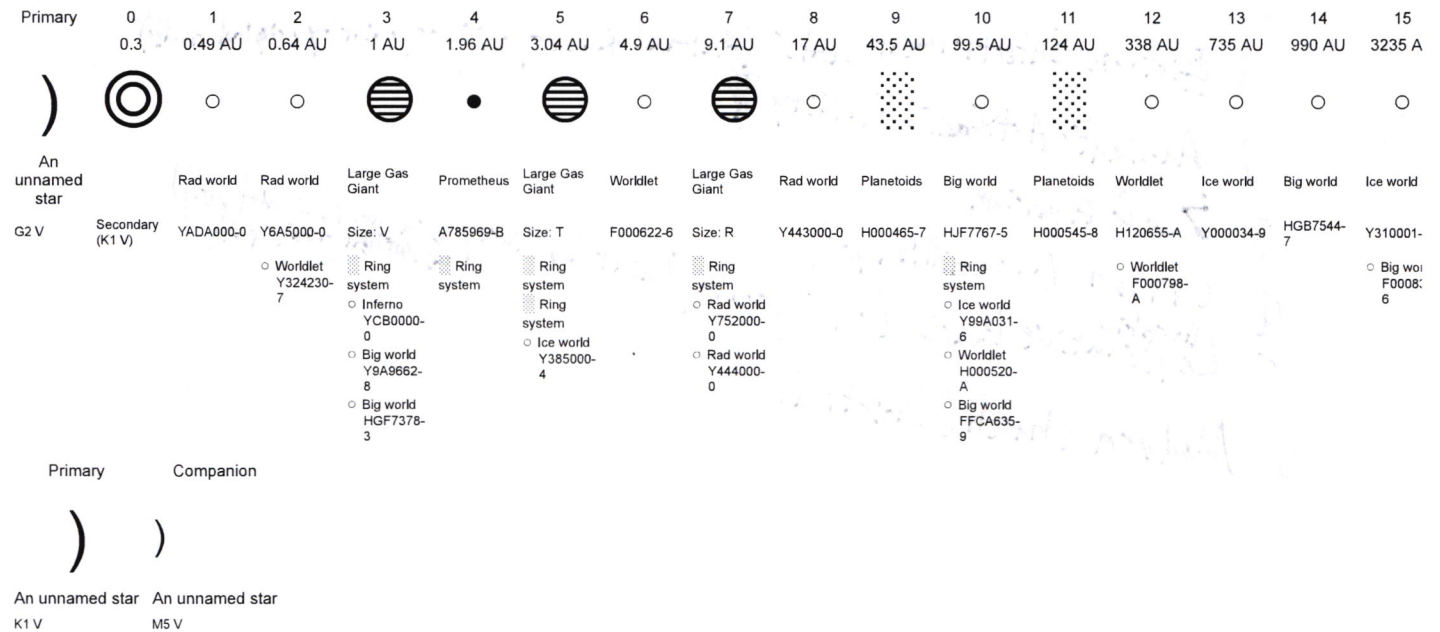
[Save](#) [Update](#) [Load](#) [Delete](#) [Export](#)[Clear Seed](#) [New Seed](#)

Import File:

[Choose File](#)[Download System as HTML](#)[Download System as Plain Text](#)[Download System as CSV](#)

Click on any details button next to a planet to generate more details at random. The details will appear in a new edit box overlaying the web page.

## The Prometheus System (2027 Solomani Rim)



Orbit	Decimal Orbit	Orbital Distance	Name	Content Type	UWP	TCs and Remarks	Albedo	Greenhouse multiplier	Average Temperature
Primary				Star	G2 V	Radii (Sol): 0.982 Mass (Sol): 1 Luminosity (Sol): 0.994			
0		0.5		Secondary Star	Secondary (K1 V)				
1		1.3		Rad world	YADA000-0	Oc Ba Tz <a href="#">Map</a> <a href="#">Details</a>	0.5	1.15	34°C
2		1.8		Rad world	Y6A5000-0	FI Ba Ho <a href="#">Map</a> <a href="#">Details</a>	0.52	1.4	41°C
		eye	186080 km	Worldlet	Y324230-7	Lo Ho Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.27	1	68°C
3		3		Large Gas Giant	Size: V				
		cee	862841 km	Ring System					
		dee	1150454 km	Inferno	YCB0000-0	He Ba Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.36	1.7	133°C
		ee	1438068 km	Big world	Y9A9662-8	FI Ni Cy Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.6	1.3	-79°C
		kay	11504545 km	Big world	HGF7378-3	Lo Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.64	1	-139°C
4		4.3		Hospitable	A785969-B	Ga Hi Pr Co Tu <a href="#">Map</a> <a href="#">Details</a>	0.31	1.15	-61°C
		ay	10848 km	Ring System					
5		5.1		Large Gas Giant	Size: T				
		ay	153594 km	Ring System					
		bee	307188 km	Ring System					
		kay	6143760 km	Ice world	Y385000-4	Di Fr Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.33	1.15	-108°C
6		5.9		Worldlet	F000622-6	As Ni Na <a href="#">Details</a>	0.24	1	-145°C
7		6.8		Large Gas Giant	Size: R				
		cee	339549 km	Ring System					
		eye	2263660 km	Rad world	Y752000-0	Ba Po Fr Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.2	1.05	-169°C
		jay	3395490 km	Rad world	Y444000-0	Ba Fr Sa Lk <a href="#">Map</a> <a href="#">Details</a>	0.25	1.05	-176°C
8		7.7		Rad world	Y443000-0	Ba Po Fr <a href="#">Map</a> <a href="#">Details</a>	0.15	1.05	-192°C
9		9.1		Planetoids	H000465-7	As Ni Re	0.24	1	-230°C



10	<div><div></div><div></div></div>	10.3	<div><div></div><div></div></div>	99.5 AU	bee57068 km	Big world	HJF7767-5	<div>Map</div> <div>Details</div>	0.64	1	-260°C	
					cee85602 km	Ring System						
					eff171204 km	Ice world	Y99A031-6	Wa Fr Sa Lk	<div>Map</div> <div>Details</div>	0.3	1.15	-243°C
					eye570680 km	Worldlet	H000520-A	As Ni Sa Lk	<div>Details</div>	0.28	1	-246°C
						Big world	FFCA635-9	FI Ni Sa Lk	<div>Map</div> <div>Details</div>	0.6	1.4	-252°C
11	<div><div></div><div></div></div>	10.6	<div><div></div><div></div></div>	124 AU		Planetoids	H000545-8	As Ni		0.25	1	-248°C
12	<div><div></div><div></div></div>	12.1	<div><div></div><div></div></div>	338 AU		Worldlet	H120655-A	De Ni Na Po	<div>Map</div> <div>Details</div>	0.24	1	-258°C
					wye1120800 km	Worldlet	F000798-A	As Na Pi Sa	<div>Details</div>	0.32	1	-259°C
13	<div><div></div><div></div></div>	13.2	<div><div></div><div></div></div>	735 AU		Ice world	Y000034-9	As	<div>Details</div>	0.32	1	-264°C
14	<div><div></div><div></div></div>	13.6	<div><div></div><div></div></div>	990 AU		Big world	HGB7544-7	FI Ni	<div>Map</div> <div>Details</div>	0.73	1.5	-268°C
15	<div><div></div><div></div></div>	15.3	<div><div></div><div></div></div>	3235 AU		Ice world	Y310001-8		<div>Map</div> <div>Details</div>	0.23	1	-268°C
					tee1449600 km	Big world	F000835-6	As Ph Na Pi Sa	<div>Details</div>	0.32	1	-269°C
16	<div><div></div><div></div></div>	16.1	<div><div></div><div></div></div>	5391 AU		Ice world	Y459001-4	Fr	<div>Map</div> <div>Details</div>	0.46	1.05	-270°C
					dee22464 km	Ice world	Y160000-9	De Di Sa Lk	<div>Map</div> <div>Details</div>	0.2	1.1	-269°C
					pee561600 km	Big world	H100562-A	Va Ni Cy Sa	<div>Map</div> <div>Details</div>	0.25	1	-269°C
					ess1404000 km	Worldlet	Y160385-5	De Lo Sa	<div>Map</div> <div>Details</div>	0.2	1.1	-269°C
Orbit	Decimal Orbit		Orbital Distance		Name	Content Type	UWP TCs and Remarks	Albedo	Greenhouse multiplier	Average Temperature		
Primary					Star	K1 V	Radii (Sol): 0.8394 Mass (Sol): 0.774 Luminosity (Sol): 0.352					
Companion					Star	M5 V	Radii (Sol): 0.358 Mass (Sol): 0.331 Luminosity (Sol): 0.007					

- 1 Historic Entertainment Center (Animal Races, 275yrs, built by original founders) ★★★★★
- 2 Ancient's Artifact-Facility ★★★★★
- 3 Zoo & Aquarium — ★★★★★
- 4 Canyon (200+million yrs) ★★★★★
- 5 Historic Legislative House (275 yrs old, built by early era protectionist party) ★★★★★
- 6 Modern Church (Christian) ★★★★★

Has native life.

World

Prometheus

UWP

A785969-B

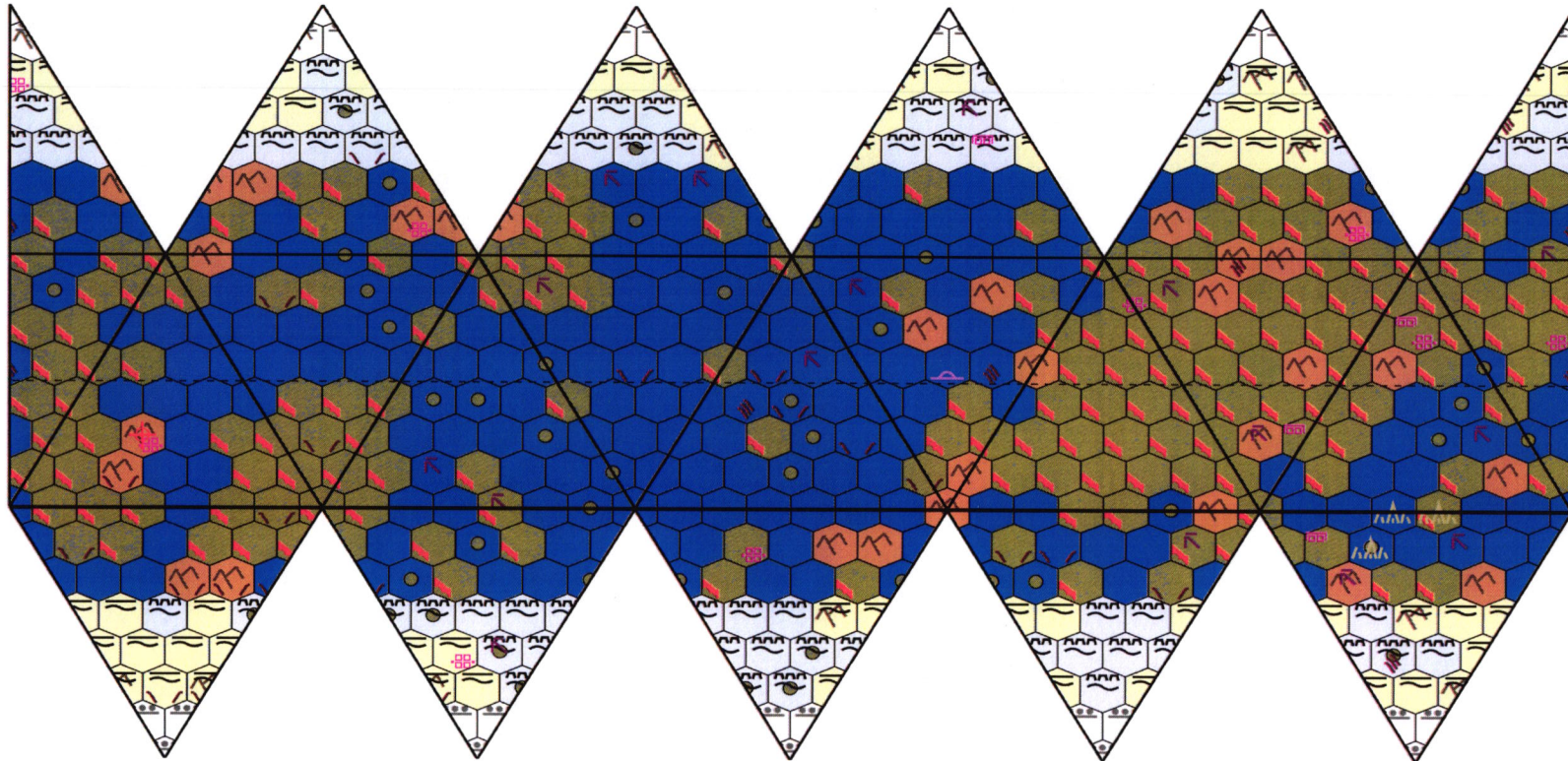
Trade Classifications and Remarks

Ga Hi Pr Co Tu

System

Prometheus (2027 Solomani Rim)

-61°C



Arcology

Exotic Terrain

Mountain

Rural

Chasm

Frozen Land

Ocean

Starport

City

Ice cap

Precipice

Wasteland

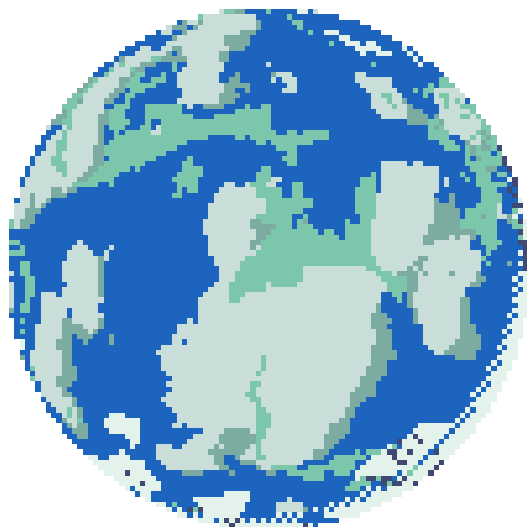
Clear

Ice Field

Resource

Scale

## PROMETHEUS LIBRARY DATA



### Background on Prometheus (A785969-B)

Prometheus is a cautionary tale of corporate greed, mismanagement, and unchecked genetic experimentation. Its dense population of 9 billion lives under the oppressive rule of a corrupt and dysfunctional government supported by the dominant corporate entity, **GeneVita Corp**. The planet is rich in raw resources, but its industrial base is decaying, with poorly manufactured goods such as the notorious "**Prom Cars**"—a symbol of the planet's mediocrity and corruption. Rampant inflation (local currency exchanges at a 5 to 1 ration), crumbling infrastructure, and skyrocketing poverty have made life miserable.

#### Governance:

The governorship is essentially a hereditary dictatorship, with power passed through the **Kandros Family** for generations. The current governor, **Lucas Kandros**, rules from a fortified palace and is widely despised. His son, **General Sonic Kandros**, is unpredictable, erratic, and ruthless. Sonic views the rebels as little more than pests, relying on excessive force and dubious allies to maintain control.

#### WARNING: Corruption:

Bribery and extortion are commonplace. Officials are more loyal to their own wallets than to the state, often selling out valuable intelligence or resources to the highest bidder—including rebel factions.

#### Life on Prometheus

Life on Prometheus is harsh and deeply unequal. The cold climate and lack of sufficient agricultural production make basic necessities a struggle for much of the population. The widespread adoption of genetic modifications to enable limited photosynthesis has alleviated some food shortages but has also created social divides, as not all individuals have access to the technology. Wealthier citizens and corporate elites live in well-heated, luxurious enclaves, while the majority reside in crowded, poorly maintained urban areas reliant on imported food and goods. Fuel is inexpensive due to the planet's **petrochemical** resources, making transportation and heating relatively affordable. However, the rampant corruption and mismanagement by the government exacerbate economic struggles, leaving much of the population in poverty. The **uplifted animals**, designed for menial labor and combat roles, are treated as property by the upper classes and are barred from citizenship.

**NOTICE:** Prometheus has a bifurcated educational system, with widespread illiteracy in poorer areas due to economic instability. However, the middle and upper classes fiercely compete for roles at GeneVita, fostering a culture of intellectual achievement. Prestigious schools and academies specializing in science and engineering train the brightest, many of whom end up working in GeneVita's research and uplift programs. These individuals are highly regarded and seen as symbols of success, with educational attainment becoming a key social differentiator on the planet.



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## Leadership

### Governor Lucas Kandros



**UPP: 5659AC**

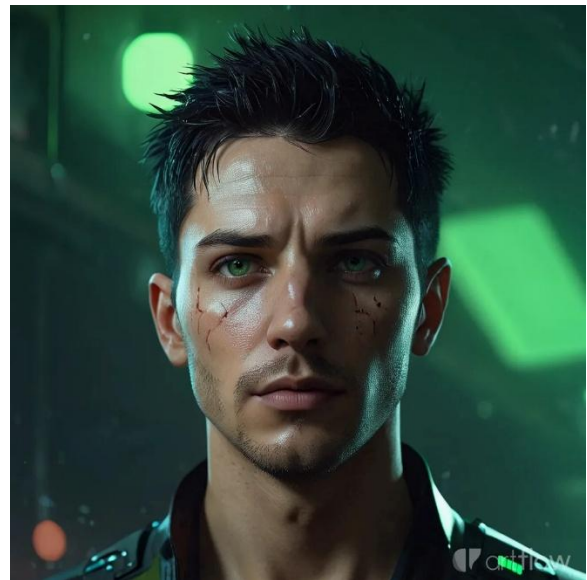
Lucas Kandros is the 12th governor of Prometheus, the fifth governor of the Kandros family, and embodies the entanglement of corporate and political power.

**Early Life:** Born into wealth, Kandros was groomed for leadership from an early age. His father, also a governor, ensured Lucas received a prestigious education at Terra's finest universities. He developed a reputation for cunning and pragmatism, securing a seat on GeneVita's Board of Directors before ascending to the governorship.

**Governorship:** As governor, Kandros maintains tight control over the planet's political and economic systems. His vast holdings in GeneVita ensure his policies align with corporate interests, and his wealth allows him to buy loyalty among the Promethean elite. Kandros presents himself as a benevolent leader, but

rampant corruption and inequality under his rule have fueled rebellion. As a ruler, Lucas rarely engages directly with his subjects. Instead, he relies on proxies like General Sonic and a network of bureaucrats and enforcers. His speeches often highlight GeneVita's "achievements" while downplaying the suffering of the uplifted beings and impoverished citizens.

### General Sonic: Heir Apparent



**UPP: 5988AA**

At only 34, General Sonic has become one of the most polarizing figures in Promethean history.

**Early Life:** Born Sonic Kandros, the eldest son of Governor Lucas Kandros, he grew up in the privileges of a powerful political family. Known for his boundless energy, competitiveness, and fascination with military history and prehistoric creatures, Sonic's education was a blend of Promethean politics and Terran Federation military traditions. His volatile temper emerged early, causing outbursts in academic and social settings, smoothed over by overt threats and lavish bribes, but his intelligence and tactical insight led to his enrollment at the prestigious

Terran Federation Military Academy, where he trained alongside future officers.

**Military Career:** Sonic served with distinction in the Terran Federation Army, earning accolades for bravery and strategic brilliance. While some stories of his heroics are exaggerated, many are grounded in truth. His combat skills, leadership under fire, and tactical acumen are undeniable. However, his temper and erratic behavior often overshadow his accomplishments.

**Rise to Power:** Upon returning to Prometheus, Sonic was appointed to the Promethean Army, quickly ascending through the ranks with his father's support. His victories against rebel factions—most notably uplifted apes and dolphins—cemented his reputation as a fierce enforcer of the governor's will.

**Obsession with Uplifted Fauna:** Sonic's fascination with uplifted prehistoric creatures led him to broker a deal with GeneVita. The result was the creation of creatures like the uplifted T-Rex, a controversial and expensive project that many see as a vanity endeavor. Sonic views these creatures as the ultimate warriors, though their effectiveness is unproven.

## The Advisors of General Sonic

### Uplifted T-Rex #12 ("Rex")



A towering, genetically engineered dinosaur with augmented intelligence. While he's brilliant tactically, he struggles with clumsy hands and a

simmering rage. Rex views uplifts as superior beings and considers the rebellion a betrayal of their "intended purpose." No one has told him about how the previous 11 advisor T-Rexes disappeared, but seeing General Sonic's notorious temper, "Rex" has come to his own conclusions and has navigated the general well becoming his closest living advisor and friend.

**Quirk:** Loves classical music and often hums Wagner before a battle.

### DJ Khaled (Head only)



The result of an ill-fated experiment involving the digitization of celebrity personalities. "DJ Khaled" is an AI mounted on a hovering platform, endlessly dispensing bizarre motivational advice and military slogans.

**Quirk:** In battle, it broadcasts obnoxious soundtracks that both inspire and irritate Sonic's forces. "All I do is win win no matter what!"

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# History of Prometheus: A History of Power, Corruption, and Rebellion

## Founding of Prometheus

Prometheus was colonized in the early days of interstellar expansion as a resource exploitation hub. Located in a mineral-rich system, its proximity to Terra and natural wealth attracted corporate interest despite the sub-zero temperatures. GeneVita Corporation, renowned for its genetic engineering expertise, was established on Prometheus and is the planet's claim to fame.

Since foundation, Prometheus evolved into a stratified society. The corporate elite lived in luxury, enjoying the profits of bioengineering, while workers and uplifted beings toiled in substandard conditions. Generational governance blurred the lines between corporate control and political authority, creating the current conditions of a nearly failed state. In the last few decades, this has erupted into full scale rebellion.

## The First Rebellions

**The Uplifted Ape War:** The Uplifted Ape War erupted about 25 years ago when the genetically modified apes, designed as heavy laborers and shock troops, rebelled against their mistreatment and lack of autonomy. Led by charismatic commanders who had been promoted to leadership roles, the apes turned their backs on Promethean forces. The conflict spread rapidly across industrial hubs and frozen jungle regions, with the apes. This conflict came to a close about 5 years ago when General Sonic led the brutal counterinsurgency, deploying overwhelming firepower, and eventually crushing the rebellion at the cost of massive collateral damage.

**The Uplifted Dolphin War:** The Uplifted Dolphin War started only a decade ago, sparked by the abuse of aquatic species forced into dangerous mining operations and underwater warfare research. The dolphins, learning from the apes, focused on a guerilla warfare, and sabotaged facilities and disrupted supply lines in the planet's oceans. The war reached its peak when dolphin insurgents attacked Promethean shipping fleets, causing widespread economic turmoil. General Sonic ended this war as well bringing in advanced submarine weaponry, and a heavy use of aquatic drones to gain advantage in the war though this war didn't end until the deployment of

**The Promethean Nuclear Program:** During the Uplifted Dolphin War, a captured GeneVita scientist revealed the existence of the Promethean nuclear program, originally developed as a last resort against the apes. The Federation, alarmed by reports of deployed tactical fusion weapons against dolphin enclaves, launched an investigation. Evidence of widespread nuclear contamination in ocean zones led to Prometheus being interdicted under interstellar law. The Federation imposed severe sanctions, further destabilizing the planet and resulting in the current economic and political instability.

**Devastation of the Uplifted Communities:** As the Promethean forces stabilized the situation, the forces sought to prevent further rebellions and enacted a genocidal program. When this program ended a year after the end of the conflicts, both populations had faced a nearly complete genocide. During the Ape War, Promethean forces employed chemical weapons and mass bombardments on civilian targets, leaving only a handful of apes to flee into wilderness areas, where they now exist as a scattered and dying remnant. The Dolphin War concluded similarly, with mass extermination campaigns poisoning entire oceanic ecosystems mostly with deliberately radioactive nuclear weapons. While a few uplifted dolphins survive



in isolated aquatic reserves, their numbers are insufficient to rebuild a sustainable population.

## Seeds of Rebellion

Now after a five years of uneasy peace, the years of exploitation, systemic oppression, and failed promises of equality have fueled widespread dissent again on Prometheus. The rebellion is led again by the uplifted beings who now fight for freedom, dignity, and survival in a world that has repeatedly tried to erase them. The two main rebellious populations and the two largest (by far) populations of uplifts are

**Uplifted Whales:** Numbering in the hundreds of millions and respected by the other inhabitants of Prometheus as poets, philosophers, and scholars, the whales were forcibly integrated into underwater facilities for research and labor in both corporate and governmental facilities after the last wars. Promises of autonomy were shattered when they were subjected to grueling work and stripped of their cultural identity. The whales' leaders emphasize their intellectual and cultural contributions, arguing for a society where they are equals, not tools.

**Uplifted Eagles:** Numbering close to 1.5 billion, these uplifts were the earliest uplift on Prometheus and lived on societies outskirts. The uplifted eagles found themselves conscripted as surveillance drones and messengers by both the Promethean military. General Sonic is known for his irrational hatred of avians and as such has made their lives even harsher, with eagles often targeted for public humiliations and summary executions. The eagles see their fight as not only for freedom but also for survival in a society that seeks their annihilation.

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## Prometheus Military

### Promethean Military Overview

The Promethean Military is a paradoxical force: simultaneously powerful and dysfunctional. Its undisciplined nature stems from endemic corruption, nepotism, and a lack of cohesive leadership, yet its personnel are highly skilled due to rigorous training programs instituted by leadership and an emphasis on practical combat experience. Many units are battle hardened and concerns have been stoked and in some cases realized that the defeat of human forces could see a genocide against the human population of the planet. The military is a mix of elite units and poorly organized conscripts, with the latter often used as cannon fodder in the frequent uprisings and skirmishes that plague the planet.

### Key Strengths

**High Technology:** The military has access to the most advanced weaponry, vehicles, and defense systems on the planet by far. This includes laser weapons, grav tanks, and drones making them a formidable force in direct engagements.



**Space Superiority:** The military is the only force that possesses spaceships and jump-capable vessels, giving them complete dominance in orbital and interstellar logistics. They maintain a

fleet of frigates and destroyers, equipped for both space combat and planetary bombardment.

#### **Elite Units:**

- Imperial Guard: Sonic's elite guard, named after Napoleon's Guard, undergoing training under his supervision and direction, the most disciplined unit in the military
- Raptor Corps: Specialized units working with uplifted prehistoric creatures specifically velociraptors and sabertooth cats in cavalry and scouting roles.
- Aerospace Wing: Skilled pilots operating advanced atmospheric and orbital fighters capable of ground support and dogfighting.
- Remaining Uplifted Prehistoric Species: GeneVita has successfully uplifted six species of prehistoric animals, including the T-Rex, velociraptors, woolly mammoths, saber-toothed cats, and two species of pterosaurs. Uplifting process has granted these creatures enhanced intelligence, allowing them to understand commands and perform specialized tasks. However, their behavior remains erratic and their numbers low. Despite these risks, Sonic views the program as a symbol of his power and Prometheus' technological capability and refuses to dismantle it.

**Resource Access:** Military personnel benefit from a privileged status, with access to more secure food supplies and imported goods. This ensures better physical and mental conditions compared to the general populace, further enhancing their effectiveness in combat.

### **Loyalty of the Prehistoric Uplifts**

#### **1. Hierarchical Leadership and the "Alpha" Role**

The T-Rexes, being the most intelligent and dominant of the species, serve as enforcers and mediators for the others. Sonic builds a relationship of mutual benefit with them, treating them as extensions of his command rather than mere tools. He praises their capabilities publicly and grants them symbolic rewards like ceremonial armor or marks of distinction. Additionally Regular demonstrations of dominance—such as orchestrated victories in staged combat or personal appearances at feeding times

#### **2. Social Bonding and Pack Dynamics**

Uplifted species, particularly pack-based ones like velociraptors and pterosaurs, are conditioned to see themselves as part of a larger "pack" under human leadership. Bonding activities, like joint hunts or controlled exercises, build trust between the uplifts and their human officers

#### **3. Specialized Training and Positive Reinforcement**

Prehistoric uplifts undergo extensive training from an early age, instilling routines and roles that they perform for rewards. This is encouraged by a fast maturation cycle thanks to GeneVita's modifications. Each species has a defined role in the Promethean military-industrial complex, from guard duty (velociraptors) to aerial reconnaissance (pterosaurs) to ceremonial displays of power (T-Rexes).

#### **5. Strategic Alliances with the T-Rexes**

General Sonic treats the T-Rexes as his most trusted allies. Additionally T-Rexes act as Sonic's proxies in dealing with other uplifts, creating a hierarchy where they help maintain order among the less intelligent species.

## Weaknesses

**Internal Corruption:** Officers and officials often siphon off resources for personal gain, leading to supply shortages, outdated equipment, and morale issues among rank-and-file soldiers.

**Factionalism:** Rivalries between different units and commanders, often tied to political loyalties or personal ambitions, prevent the military from acting as a cohesive force.

**Logistical Challenges:** While technologically advanced, the military struggles with infrastructure bottlenecks and inefficiencies, delaying troop movements and supply lines.

**Militias:** The Promethean government leans heavily on human militias for support. Among them, the Americans, with their unusual Amish sect and U.S. regiment, play a pivotal role. While the Amish militia maintains independence, they reluctantly cooperate with the government, further complicating the volatile situation.

## Military Power Projection

**Space Fleet:** The fleet consists of about 20 starships. These ships are formidable in combat but are rarely used outside Promethean space due to resource constraints.

**Ground Forces:** The army numbers approximately 4 million active soldiers, supported by conscripts and paramilitary groups. They are equipped with grav tanks, exosuits, and autonomous drones.

**Aerospace Forces:** The Promethean military has a small but elite force of multi-role fighters and bombers designed for atmospheric and orbital combat.

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## The Militias

### Prometheus Government Militia and the "Americans"

In the chaos of the rebellion, Governor Lucas Kandros and General Sonic rely heavily on independent militias to maintain control over Prometheus. These militias, while ostensibly loyal to the government, operate with significant autonomy and often act as warlords in their own territories. The largest and most influential of these groups is known as **The Americans**.

### The Americans: Amish Defenders and U.S. Regiment

Firstly, the "Americans" is the name given to the faction by General Sonic. They are an unusual two part faction, comprising a non-pacifist sect of Amish settlers and a regiment of soldiers from the United States of America. Originally resettled by the U.S. government to escape Earth's sprawling industrialization. Their presence, and the support of the U.S. military, creates a complicated relationship between the Americans, the USA, the Promethean government, and the rebel factions.

### Amish Settlers

**Background:** The Amish settlers arrived on Prometheus not long after foundation as an agreement with the U.S. government, which sought to establish colonies for Earth's rural religious communities. Over time, the harsh environment and local politics pushed some of these Amish to abandon pacifism, forming a militant sect to protect their way of life.

**Culture:** Despite their turn to violence, this Amish sect maintains many traditional practices. They eschew advanced technology. Their militia uses mostly modern small arms, but don't operate any modern vehicles or artillery and have no air support. They maintain



significant numbers of small units that no the land well and are almost entirely mounted on genetically engineered horses (a necessity to survive the cold weather)

**Military Force:** Their militia, **The Plain Defenders**, is organized around tightly knit family units, wielding weapons that range from modified hunting rifles to improvised explosives. Their emblem is a simple black-and-white barn outline. Their leader is General Bill "Wildfire" Jackson. Who while not officially a U.S. officer, Jackson serves as the leader of the Amish militia and holds honorary status with the American regiment. A charismatic figure, Jackson inspires loyalty among his people with a blend of traditional values and fiery rhetoric. He presents himself as a defender of freedom and faith. His leadership style is pragmatic but passionate, using his community's resilience and resourcefulness to great effect in battle.



**USA Regiment:** A regiment of U.S. soldiers, officially stationed on Prometheus to ensure the safety of the Amish settlers, reluctantly collaborates with the Promethean government. The soldiers see the governor's regime as corrupt and despise General Sonic but uphold their mission out of obligation to long-standing treaties with the community their government resettled. Their leader is Lieutenant Colonel Arthur Hayes commands the regiment. A career officer with a strong sense of duty, Hayes navigates the political minefield with tact, doing his best to avoid becoming embroiled in Prometheus' internal conflicts. His soldiers are highly trained, equipped with top-of-the-line military technology, and capable of delivering overwhelming force when necessary.



## Other Prometheus Militias

**Steel Pact:** A smaller, more professional force specializing in urban combat. They operate out of Prometheus' industrial zones, protecting corporate interests in exchange for GeneVita funding. Their leader is Colonel Andra Tyran, a pragmatic but ruthless tactician. **They** employ robotic units for shock-and-awe tactics, though most are prone to malfunction in battle.

**Ash Blades:** A ragtag militia of desert survivalists, known for their scorched-earth tactics. Their leader is Malik Vrey, a fanatical soldier with a deep hatred for rebels and uplifts. The Ash Blades rely heavily on makeshift flamethrowers and incendiary bombs, earning them their fiery reputation.

**Red Sabers:** A mercenary-turned-militia group with no loyalty to anyone but themselves. They switch sides as it suits their interests but currently fight for the government. Their leader is Captain Liora Vask, a cunning negotiator and opportunist. They are known for their brutal efficiency and refusal to take prisoners.

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## The Rebellion

### The Free Flock (Uplifted Bald Eagles)



**Leader:** Erynig, a charismatic and ruthless eagle who lost her mate to General Sonic's forces.

**Philosophy:** Inspired by the eagles' natural instincts, the Free Flock values independence and aerial dominance. They operate using guerilla tactics, striking infrastructure from the air and vanishing into the dense, mountainous regions of Prometheus.

**Resources:** Armed with stolen GeneVita tech, they specialize in EMP weapons and bombing runs. Their goal is total liberation for all uplifted species and the eradication of GeneVita Corp.

### Cetacean Liberation Alliance (CLA)



**Leader:** Kael'Shar, a humpback whale philosopher-warrior.

**Philosophy:** The CLA operates with a collectivist ideology, emphasizing mutual aid among all oppressed species. Their tactics revolve around disruption of supply chains and naval blockades. Land assaults rely on cybernetic waldoes and extensive combat armor to maintain hydration and protection turning the whale into a walking tank.

**Resources:** Operating from massive oceanic bases, they use submersible weapons platforms and hijacked cargo ships to attack shipping routes.

## Sons of the Soil

**Leader:** Orlando Veras, a human ex-farmer turned rebel.

**Philosophy:** Focused on driving out GeneVita and ending uplifts entirely, this faction views uplifted species as unnatural abominations, but are willing to compromise, for now, in the hopes of stopping further uplifts and ending the wars. They are brutal in the aims and likely to massacre entire military bases to the man.

**Resources:** Largely composed of dispossessed farmers, they use improvised weapons, stolen military hardware, and sabotage to target facilities.

## Unity Front (Mixed Species)

**Leader:** Solene Dax, a former GeneVita scientist turned whistleblower.

**Philosophy:** The Unity Front is a coalition advocating for equality between uplifts and humans, aiming to overthrow the Kandros regime and establish a democratic government. While originally committed to peaceful resistance, the prolonged conflict has driven them toward increasingly radical tactics as frustration mounts.

**Resources:** Initially relying on propaganda, hacking, and peaceful protests, the Unity Front has gradually shifted toward guerrilla tactics. They now employ sabotage, targeted strikes, and smuggling operations to disrupt government and corporate control, blending idealism with pragmatic insurgency to sustain their cause.

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## Corporations

### GeneVita: Company Profile

GeneVita is a powerful, mid-tier interstellar corporation specializing in genetic engineering, uplift technologies, and biotechnological

innovations. Though not a Federation-wide megacorp, its influence spans several systems, and its products are respected (and feared) for their cutting-edge capabilities.

### Corporate Culture

**Employee Benefits:** GeneVita offers competitive salaries in offworld currency, a ticket to financial stability on Prometheus and advanced health benefits. For many locals, a job with GeneVita is a way out of poverty, with salaries well above average and food stipends for employees and their families. However, competition for positions is fierce, requiring exceptional intellect and technical skills. It would be a lie to believe that securing a role only involves merit—it's also about power. Elites often use political influence, bribery, and intimidation to secure positions for their families. Rival factions may resort to sabotage or scandals to eliminate competitors. This cutthroat environment deepens societal divisions, creating distrust and resentment especially since even the most deserving and skilled who get positions in the company must choose a benefactor to side with amongst the elites or risk being eliminated. Despite good compensation, the company's Promethean operations are grueling, with high-pressure projects, demanding deadlines, and occasional safety risks due to the volatile nature of uplifted creatures.

### Business Model

The core services of GeneVita are creation of uplifted animals for labor, companionship, and security. Customized genetic modifications for crops, livestock, and humans. Advanced bioengineering for medical applications, including organ regeneration and life-extension therapies. General clientele are wealthy systems, corporate interests, and even some Federation-affiliated entities seek GeneVita's



services, though ethical concerns limit its appeal in more regulated systems.

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### GeneVita's Assets

**Prometheus HQ:** A sprawling, state-of-the-art facility focused on uplift technologies and prehistoric fauna programs. This includes research labs, gene splicing centers, and containment facilities.

**Off-World Branches:** Smaller research and production centers in nearby systems for crops, livestock, and basic genetic engineering.

**Private Security Force:** While not a military organization, GeneVita maintains a private security force to protect its facilities at approximately brigade strength. This includes genetically enhanced guards, uplifted animal units, and advanced automated defenses.

**Transport Fleet:** A fleet of starships for transporting personnel, products, and raw materials between systems. Most ships are freighters, though a few are lightly armed for defense against piracy.

**Intellectual Property:** GeneVita's extensive catalog of patented genetic modifications is one of its most valuable assets. These include uplift protocols, advanced medical treatments, and proprietary crops engineered for extreme environments.

**Prehistoric Fauna Programs:** Prometheus is the only system with the facilities to uplift and maintain prehistoric species in the Federation. These animals are a showcase of GeneVita's capabilities and a source of prestige.

**Corporate Influence:** GeneVita wields significant power in Promethean politics through Kandros, ensuring favorable treatment and minimal oversight.

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### Key Members of GeneVita:

#### Lucas Kandros

- **Role:** Governor of Prometheus and board member.
- **Focus:** Protecting Prometheus' interests, securing funding for uplift projects, and leveraging his position to sustain the governorship. His presence ensures GeneVita remains closely tied to the political power on Prometheus.

#### Dr. Amelia Zhou



- **Role:** Representative of Helix Dynamics, a major Terra-based genetic engineering conglomerate and significant investor in GeneVita.
- **Background:** A renowned geneticist with expertise in corporate ethics and regulatory compliance, Dr. Zhou serves as the eyes and ears of Helix Dynamics on the Promethean board. Her role is to protect the interests of her parent company while ensuring that GeneVita's practices align with interstellar regulations and ethical standards. However, her influence is often constrained by Prometheus' distance from Terra and Governor Kandros' considerable sway.
- **Motivations:** Driven by the dual goals of advancing Helix Dynamics' stake in groundbreaking genetic research and preserving the company's reputation,

Dr. Zhou must carefully navigate the murky waters of Promethean politics. She strives to balance pushing the limits of genetic engineering with maintaining compliance in Helix Dynamics' regulated home markets.

- **Motivations:** Strengthening GeneVita's presence off-world while reducing reliance on Prometheus' volatile environment.
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#### Vincent Dray

- **Role:** Chief Financial Officer (CFO).
- **Background:** A shrewd financial strategist, Dray oversees the company's expansive operations, managing investments across multiple systems. He's known for leveraging Prometheus' cheap fuel and labor to drive down costs for off-world clients.
- **Motivations:** Prioritizing profits while keeping investors satisfied, often at the expense of ethics.

#### Prof. Elara Vennik

- **Role:** Chief Scientist and Director of Research.
- **Background:** The visionary behind many of GeneVita's most successful uplift and genengineering programs, including the prehistoric fauna project. Her ambitions drive GeneVita's constant push for innovation, though her methods sometimes raise ethical concerns.
- **Motivations:** Expanding GeneVita's scientific reputation and capabilities at any cost.

#### Rashaad Beltran

- **Role:** Head of Operations for Off-World Ventures.
- **Background:** Oversees GeneVita's non-Promethean facilities and ensures the company's expansion into other systems. He's often at odds with Kandros, as he seeks to limit Prometheus' influence over the company.

#### Promethean PetroChem

- **Type:** State-run corporation
- **Industry:** Petrochemicals, Oil Extraction, Fuel Production, Industrial Chemicals
- **Founded:** 7th Governorship, under the second Governor of the Kandros family (approx. 80 years ago)
- **Ownership:** 75% state-owned, 25% privately held by various elite stakeholders
- **CEO:** Eleanor Vane (newly appointed CEO with a focus on modernization and global expansion)

#### Overview:

Promethean PetroChem, founded during the second Governor of the Kandros family's tenure, is the largest employer on Prometheus. Though not the most profitable or influential company—those accolades go to GeneVita—Promethean PetroChem plays a vital role in the planet's economy. The corporation controls the extraction, refinement, and distribution of crude oil and petrochemical products across the planet, ensuring a steady supply of energy and raw materials to the industries that sustain Prometheus. It operates as the backbone of the planet's economy, employing millions of workers across its various sectors.

#### Corporate Culture:

Promethean PetroChem has a corporate culture that prides itself on efficiency and loyalty. The company is known for providing good working conditions for its employees, particularly in comparison to other industries on the planet.

Workers receive excellent benefits, and the corporation emphasizes skill development, offering extensive training programs for employees to enhance their knowledge of the petrochemical industry. Despite the company's deep ties to the political elite, it also fosters a sense of pride and camaraderie among its workers, many of whom view their employment as a vital part of Prometheus' industrial foundation.

#### **Environmental Impact and Government Support:**

Promethean PetroChem has faced ongoing environmental criticism due to the ecological toll of its extraction and refining operations. In particular, the company has been blamed for contributing to smog, acid snow, and other forms of pollution that degrade the environment. However, the government has ignored complaints in the hopes that industrial processes could contribute to warming, believing it could benefit the overall habitability of the planet. While this has garnered some support in specific political circles, it has also sparked significant opposition from environmental groups and citizens who decry the toxic effects of petrochemical production on the planet's fragile ecosystems.

#### **Future Directions:**

Under the leadership of newly appointed CEO Eleanor Vane, Promethean PetroChem is looking toward modernizing its operations and increasing its presence in offworld markets. Vane's vision focuses on reducing the company's environmental footprint by investing in cleaner extraction technologies and exploring alternative energy solutions. However, with Promethean PetroChem's historical reliance on crude oil and petrochemicals, this shift is expected to be slow and challenging. Despite these efforts, the company remains entrenched in its role as the planet's largest employer, and

its future growth is likely tied to continued dominance of the petrochemical sector, particularly as the need for industrial chemicals and fuels remains high on Prometheus.

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#### **Other Corporations of Note**

**AetherFuel Solutions** – A growing company focused on petrochemical fuels and energy solutions, including advanced biofuels and fusion-based power systems. Despite its smaller scale, AetherFuel has garnered attention for its cutting-edge technology, although it struggles to compete with the state-owned giant.

**Vortex Industries** – Specializes in specialized petrochemical products and industrial equipment, particularly for high-tech manufacturing sectors. While it doesn't compete directly with Promethean PetroChem's vast production, Vortex has built a niche in high-quality chemicals for electronics and other precision industries.



## PMC (Prometheus Motorvehicles Corporation)



- **Type:** State-run co-operative
- **Industry:** Automotive Manufacturing, Industrial Vehicles
- **Founded:** During the early years of the Kandros family's rule
- **Ownership:** 55% state-owned, 45% privately held by employees
- **CEO:** Arden Fisk, he rose from assembly line supervisor to executive management. Known for a hands-on approach, he's widely regarded as a good CEO.

### Overview:

Prom Motors Corporation is the primary automotive manufacturer on Prometheus, known for producing the infamous **Prom Car**—a line of low-cost, poorly constructed vehicles that are widely distributed across the planet. These wheeled cars are characterized by their cheap materials, and low build quality. While the Prom Car has become a symbol of the planet's industrial limitations, it remains a ubiquitous presence on the roads, especially among the lower classes who cannot afford more reliable alternatives. Occasionally, you can even see members of the lower class using the

non-functioning vehicles as a stove of sorts as the engine block heats up though the car won't run.

### Other Vehicles:

In addition to the Prom Car, Prom Motors also manufactures a range of industrial vehicles for use in the planet's mining, petrochemical, and agriculture sectors. Such as

**Utility Trucks:** Like their passenger vehicles, these trucks are known for their subpar quality but are cheap to produce and maintain.

**Mining Diggers and Excavators:** Heavy machinery used in the extraction of Prometheus' resources, often criticized for their lack of precision and efficiency compared to offworld models.

**Rough Terrain Vehicles:** Used in the planet's cold and often rugged landscapes, these vehicles are built to handle difficult terrain but more expensive than the other vehicles and chronically out of stock

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