

Cultural Profile		Date	2/3000			
World Name	Dingir		UWP AA89A98-C			
Progressiveness		Exports	4			
Attitude	Action	Natural Resources	None			
Conservative	Stagnant	1 2 3 4				
Aggressiveness		Processed Resources	1			
Attitude	Action	1 2 3 4 5	Agricultural			
Competitive	Militant	1 2 3 4 5				
Extensiveness		Manufactured Resources	3			
Global	Interstellar	1 2 3 4 5	Gravitics			
Discordant	Xenophilic	1 2 3 4 5	Weapons Mechanical Parts			
Technology Profile						
12	High	12	Environmental	13	Personal Military	
11	Low		-----	13	Heavy Military	
	-----	12	Land	-----		
12	Energy	12	Water		Novelty	
11	Computer/Robots	12	Air	-----		
13	Communications	11	Space	-----		
10	Medical		-----	-----		
Notes						

Government Profile			World Name	Dingir			
Government Code and Description	9		Imperson. Bureau.				
Government Division of Authority							
Branch		Representative Branch	Branch				
Executive		Legislative & Judicial					
Leadership		Leadership	Leadership				
Elite Council		Several Councils					
Detailed Law Levels			Uniformity of Law				
8	Overall		Personal				

	8 Weapons						
	7 Trade						
	6 Criminal Law						
	6 Civil Law						
	6 Pers. Freedom						
Religious Profile							
8 God View	3 Mission Fervour		God View	Remote Monotheism			
6 Spiritual Aim	-----		Spiritual Aim	Worshippers go to paradise upon death			
6 Devotion Req.	8 Nbr. Adherents		Devotion Req.	Weekly			
8 Organization	-----		Organization	Loose hierarchy with most			
4 Litur. Formality	-----		Litur. Formality	Services are conducted by rote in common language			
			Mission Fervour	Active, willing to convert anyone			
			Nbr. Adherents	-----			
				100,000,000-999,999,999			
Notes							
Cultural Oddity							
* Unusual cosmetics for Men			*				
*			*				
*			*				
Colonial Culture							
* Terran Federation							
Trade Codes	Hi Ht						

World Profile		UWP AA89A98-C		Star Name						
Star System				Nbr. Of System Planets	9					
Single		Star Types	G4VI							
Planet Density		1	Seismic Activity #	Orbit #	Planet	HZ	Sat.			
Heavy Core	Planet Density	0	No. of Major Volcanoes	1	Terrestrial Planet		1			
				2	Terrestrial Planet		1			
50C	Avg. Temp.	No	Tidally Locked	3	Asteroid Belt	X	NA			
				4	Terrestrial Planet	X	1			
12 Hours	Day Length	No	Terraformed	5	Terrestrial Planet		1			
				6	Gas Giant		12			
Armosphere Primary Gases and Density				7	Asteroid Belt		NA			
				8	Gas Giant		1			
Dense --				9	Terrestrial Planet		1			
Major Gases				10			NA			
Atmosphere	Cyan			11			NA			
		12			NA					
% of Surface Hydrosphere	96 %			13			NA			
		14			NA					
Hydrosphere Appearance	Blue			15			NA			
Satellites	Name		Colony	UWP	Density Type					
1			Yes	D000610-9	Ice Body					
2			Yes	D010650-C	Rocky Body					
3			Yes	D300413-B	Rocky Body					
Alien Biology										
Major Race			Native Life	Yes	Radical Life Forms	Yes				
Native Lifeform Complexity		Limited Ecosystems	Native Jump Drive	NA	Non-Native Life	Yes				
Modern Introduction of Life			Non-Sophont Terran Life		Other Non-Native Species					
Ancient Site	No	Site Size	NA							

Points of Interest & Organizations Profile		Date	2/3000																																																																																																								
<p>World Name Dingir</p> <table border="1"> <thead> <tr> <th colspan="2">Attractions</th> <th>#</th> <th>5</th> </tr> <tr> <th>#</th> <th>Name</th> <th>Type</th> <th>Stars</th> </tr> </thead> <tbody> <tr> <td>1</td> <td></td> <td>Famous Fishing Spot--</td> <td>★★★</td> </tr> <tr> <td>2</td> <td></td> <td>Cheap Shopping Center--</td> <td>.</td> </tr> <tr> <td>3</td> <td></td> <td>Museum of Music--</td> <td>★★★★★</td> </tr> <tr> <td>4</td> <td></td> <td>Modern Office--</td> <td>★★</td> </tr> <tr> <td>5</td> <td></td> <td>Local Craft Tour--</td> <td></td> </tr> <tr> <td>6</td> <td></td> <td>None--</td> <td></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="5">Organizations</th> <th>#</th> <th>1</th> </tr> <tr> <th>#</th> <th>Name</th> <th>Scope</th> <th>Nature</th> <th>Visibility</th> <th>Use of Force</th> <th>Threat/Stronghold</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Mercenary</td> <td>Sub-Sector</td> <td>Fanatic</td> <td>Open</td> <td>Standard</td> <td>Threatening</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>Stronghold</td> </tr> <tr> <td>2</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>NA</td> </tr> <tr> <td>3</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>NA</td> </tr> <tr> <td>4</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>NA</td> </tr> </tbody> </table> <p>Notes</p> <p>* Jellyfish. Just an enormous group of jellyfish, floating wherever the currents may take them.</p> <p>*</p>						Attractions		#	5	#	Name	Type	Stars	1		Famous Fishing Spot--	★★★	2		Cheap Shopping Center--	.	3		Museum of Music--	★★★★★	4		Modern Office--	★★	5		Local Craft Tour--		6		None--		Organizations					#	1	#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold	1	Mercenary	Sub-Sector	Fanatic	Open	Standard	Threatening							Stronghold	2		NA	NA	NA	NA	NA							NA	3		NA	NA	NA	NA	NA							NA	4		NA	NA	NA	NA	NA							NA
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Dingir (Dingir System, UWP: AA89A98-C)

Overview

Dingir is one of the oldest and most influential worlds in the Solomani Rim. A furnace world orbited by three moons, New Uruk, Sketola, and Mireth, and wrapped in storms and tradition, it stands as both a monument to human endurance and a reminder of the price of defiance. With about 17 billion inhabitants, an A-class starport, and orbital facilities rivaling any in the Federation, Dingir remains a hub of military research, trade, and cultural prestige—yet also one of the most socially static societies known to the Solomani.

History of Dingir and the Dingir System

I. Early Settlement and Expansion (c. 2390–2532 AD)

Dingir was settled shortly after Federation expansion reached the Solomani Rim, quickly emerging as a hub for trade, research, and strategic military importance. Initial exploration was spearheaded by the scout vessel *Stalwart* under Dr. Kamala Rourke, while contemporaries such as Tomas Halliday attempted parallel missions. Charting of the subsector was completed by Commodore Sefu Adeyemi, known as the “Second Founder” of the Scout Service for her rigorous colonization surveys.

Early industrial development followed, with Sternmetal Horizons LFC and Orion Metallurgy Corporation establishing heavy industry and refining operations across the Dingir Subsector. The **Institute for System Studies** was founded in 2488 to support archaeological, historical, and xenological research. Within a few decades of settlement, the **Severan Order** emerged, promoting civic duty, discipline, and service—laying the groundwork for Dingir’s enduring social conservatism.

Some of the neighboring systems were settled by Dingirian settlers in the 26th century leading to Dingir having 5 colonial systems at one point in 2565.

II. The Dingir Insurgency (2566–2572 AD)

Centuries after its founding, Dingir’s growing industrial and political influence made it a focal point of tension with the Federation. Disputes over labor rights, centralized control, and interstellar shipping culminated in rebellion.

- **2566 AD:** The Dingir Confederacy declared secession, overrunning local Federation garrisons and briefly establishing independent control.

- **Confederacy Projects:** Rebels constructed experimental ramscoop jumpships, including the *Exatar*, *Macnamara*, and *Esdyla*, while fortifying orbital and moon-based shipyards.
- **Federation Response:** Operation *Hammer of Dawn* brought overwhelming orbital strikes, destroying key rebel positions and fortifications, including Platform 17 in the Langelos system. The *Exatar* was captured intact, and surviving rebel leaders faced the Secessionist Tribunal at Turrin Station in 2573.

The insurgency cemented Dingir's post-rebellion cultural conservatism. Surviving leaders and industries were restructured, including the founding of Instellarms LFC in 2574, taking advantage of post-conflict surplus markets. Dingir was purposefully weakened afterwards as well to make sure it would not pose a future threat to the Federation, an example of which was the stripping of Dingir's colonies. This moved it from a major colonial power in the Federation with one of the most colonies to having none.

III. Industrial and Cultural Consolidation (c. 2600–3000 AD)

Following the rebellion, Dingir became a major economic, research, and military hub. Infrastructure and logistics expanded, including the express boat (X-boat) system for rapid interstellar communication. Megacorporations such as ZeeCorp, Galatea Research Complex, and Lamarck Minerals established major operations. Aurora Starport became one of the subsector's busiest commercial hubs.

Cultural institutions flourished: the École de l'Étoile trained young nobles in etiquette, dueling, and corporate governance; the Noble Grand Tour incorporated Dingir as a key stop, including attendance at the **Weirdball Tournament** and the **Riverlight Procession**. The Severan Order remained influential in civic and military life, preserving ritual, ethics, and loyalty within a diverse, discordant population.

IV. Dingirian Colonial Expansion: Herakles (c. 2779–3000 AD)

Following the post-rebellion stabilization, Dingir extended its influence to offworld holdings. The planet **Herakles**, located approximately two parsecs from Dingir, was initially settled during the post-rebellion period as a modern colonial outpost. Herakles declared independence in the mid-28th century, establishing a short-lived autonomous administration.

In **2779**, Dingirian forces reconquered Herakles, incorporating it firmly under planetary control. Since that time, the colony has remained a relatively stable subject of Dingir, serving as both a strategic outpost and resource hub. However, Dingirian garrisons have had to intervene periodically to suppress local uprisings, which flare roughly every few decades. These interventions, typically combining military, engineering, and civil administration units, have

reinforced Dingir's reputation as a disciplined, technologically capable power willing to project force beyond its homeworld.

Herakles also serves as a proving ground for experimental military logistics, gravitic transport, and offworld civil infrastructure, making it an extension of Dingir's broader defense and research priorities.

V. Recent Events and Challenges (3000–3004 AD)

The early 31st century saw a mixture of growth, instability, and natural disaster:

- **Economic Expansion:** Dingir attracted interstellar investors, funded new R&D projects, and modernized its corporate and industrial infrastructure.
- **Military Deployment:** Dingirian forces maintained security in their colony on Herakles and conducted limited offworld operations to protect industrial shipments and frontier settlements.
- **Cultural Events:** Weirdball tournaments, Riverlight Processions, and ceremonial Severan oaths reinforced the intersection of social hierarchy, martial culture, and civic identity.
- **Crises:** In 3003, Duke Aldren died in a suspicious hunting accident, and orbital habitat Nexis-4 suffered a catastrophic fire. In 3004, Duke Renzo Malkan was implicated in luxury goods smuggling, and a major earthquake struck the capital city, overwhelming emergency services.
- **Discoveries:** Archaeologists uncovered extensive precursor ruins, suggesting the subsector held previously unknown civilizations, reinforcing Dingir's status as a center of scholarship and exploration.

VI. Modern Legacy

Today, Dingir represents a paradox: a technologically advanced, militarized, and socially conservative world that balances industrial prowess, research excellence, and cultural prestige. Its history of rebellion, insurgency, and post-conflict stabilization informs its rigid social hierarchy, entrenched nobility, and disciplined military tradition, even as it embraces offworld trade and maintains colonies in frontier systems. The legacy of the Severan Order and the Grand Tour continues to shape civic identity, while natural hazards and political intrigue remind citizens and visitors alike that Dingir's balance of power and prosperity is hard-won and constantly tested.

Natural Environment

Dingir orbits a G-class star in the habitable zone, its dense atmosphere rich in oxygen (about 30–35%) and moisture. The surface temperature averages around 40°C outside the tropics, creating a global belt of muggy swamps and carboniferous-style rainforests. Over 90% of the planet is covered in shallow, cyan seas—nutrient-rich waters less than three kilometers deep, tinted by microplankton and dissolved silicates that scatter light differently than Terran oceans. There are no true continents, only vast mangrove-like archipelagos and flooded plains merging seamlessly with the sea.

The planet's three moons create chaotic tidal patterns. Instead of regular high and low tides, Dingir experiences long, unpredictable surges that shift coastlines by tens of kilometers over the course of a week. Combined with immense superstorms and the world's shallow basins, these forces produce a perpetually shifting shoreline and an ever-changing seascape of deltas and lagoons.

The dense atmosphere diffuses sunlight into a hazy golden glow by day, while nights blaze with auroral veils and bioluminescent reflection from the oceans below. Flora evolved for buoyancy and scale: immense spore-trees rise hundreds of meters high, shedding pollen clouds visible from orbit. Arthropods dominate the land—some, like the dragonfly-like *aerons*, reach human length due to the high oxygen concentration—while all native vertebrate analogs are aquatic.

Terra-imported life has fared poorly in Dingir's heat and pressure. The single great exception is the **Rhopilema solana**, a genetically engineered descendant of Terran *Rhopilema esculentum*. Modified for heat and salinity tolerance during early colonization, this jellyfish species proliferated explosively, filling every ecological niche once held by planktonic grazers. Today, vast swarms of *R. solana* pulse across the seas, their violet bioluminescence defining Dingir's night horizon. They underpin the planet's food web, industry, and cultural identity.

Other marine life includes **Glass Leviathans**, immense transparent filter-feeders that migrate through the equatorial shallows; **Skelt Swarms**, metallic-shelled crustacean analogs harvested for optical materials; and **Coil Eels**, heat-resistant predators from geothermal shallows prized for their catalytic enzymes.

Society and Culture

Social Structure

Dingir's society is organized around **social classes defined by wealth, occupation, education, and service**, rather than strict hereditary rank. Cultural conservatism and adherence to tradition remain strong, and the post-rebellion changes imposed by the Federation

long ago have largely faded from memory. Though social mobility exists, it is uncommon; the system favors continuity and the preservation of established roles.

1. **Gentry (landholders/wealthy):**

The nobility consists of families whose wealth is entrenched through landholdings, corporate enterprises, or research firms. Their social authority is reinforced by decorum, public visibility, and patronage of the arts and sciences. While power can fluctuate with fortune and influence, the overall social order remains remarkably stable: the manners, dress, and rituals of the post-rebellion era continue largely unchanged. Status is demonstrated through estates, ceremonial appearances, and the cultivation of networks rather than through law.

2. **Wardens (Military Class):**

Universal conscription begins at age eighteen, instilling a shared civic and moral duty. Career soldiers and officers form a respected subculture, akin to a secondary nobility, blending military authority with social influence. Officers act as leaders within the Wardens and enjoy elevated prestige. Military service is both a civic expectation and a path to personal distinction, and lifelong service is culturally honored.

3. **Technicians:**

Highly skilled professionals—scholars, engineers, weapons researchers, and gravitic specialists—occupy a privileged tier aligned with the military class. Their expertise is critical to planetary defense and industrial leadership, granting them social prestige comparable to senior officers. Exceptional innovation or achievement can elevate one's standing, creating rare opportunities for mobility within the conservative hierarchy.

4. **Civilians:**

The majority of Dingirians—merchants, artisans, laborers—live under the supervision of the bureaucracy. They enjoy moderate freedoms but are expected to uphold public decorum and defer to those of higher social standing. Laws are uniform in writing but enforced according to rank, so social status affects both leniency and severity of punishment.

5. **Integration of Offworlders:**

Foreign residents and visitors are generally welcomed and may fully participate in local life if they adhere to Dingirian norms. Temporary corporate or diplomatic status may restrict certain rights, but offworlders are not treated as a separate social class.

Social order is codified in law, but **laws are interpreted through social rank**—the same statute may carry different penalties depending on the offender's class. Enforcement is handled by the bureaucracy, not individuals, though one's standing determines leniency or severity.

Law and Governance

Dingir is administered by a massive, impersonal bureaucracy that prizes **continuity and stability over innovation**. Governance is centralized in a **Senate**, composed of lifelong

appointees drawn primarily from the nobility, high-ranking Wardens, and senior technologists. The Senate oversees four primary Councils: **Defense, Civil Order, Industry, and Faith**, each responsible for implementing policy in its domain and reporting regularly to the plenary Senate.

The legislative culture is highly procedural: laws are **voluminous, exacting, and codified to anticipate numerous contingencies**. Legal predictability is prized, and citizens are taught from childhood that “*The law remembers who you are*”—a phrase that functions both as reassurance for the powerful and a warning to the lower classes.

1. **Enforcement and Social Hierarchy:** While the laws themselves are uniform, enforcement is **rank-sensitive**. A senior officer, gravitic engineer, or wealthy industrialist may receive leniency for minor infractions, whereas lower-ranking civilians are subject to immediate and often strict penalties. Punishments are **institutionalized**, handled by the bureaucracy rather than private individuals, reinforcing both public order and class distinction.
2. **Judicial Philosophy:** The legal system favors **predictive justice**: decisions are guided less by moral interpretation than by precedent, rank, and codified procedure. Innovation in lawmaking is discouraged; even minor reforms are treated with suspicion. Social rank, professional role, and service record all weigh heavily in legal outcomes, embedding the social hierarchy directly into the functioning of governance.
3. **Offworlders:** Noncitizens are treated carefully under the system. Those with **official Federation mobility** are automatically assigned a high social rank in Dingirian society. Others are initially granted leniency for a first offense, but a **judicial and investigative process** determines their proper social standing for any subsequent legal matters. Once a rank is assigned, it guides all future legal interactions, ensuring consistent treatment within the hierarchy.

Religion: The Severan Order

The **Severan Order** is a minority faith—claimed by fewer than ten percent of Dingirian citizens—but it wields disproportionate influence through its **civic rituals, ethical teachings, and historical prestige**. Founded within a few decades of Dingir's settlement, Severin's original movement was highly zealous, emphasizing moral rigor, obedience, and the divine sanctity of social and martial order. Over the centuries, the faith has **moderated**, becoming more ceremonial and civic in character while retaining a strong moral core.

Doctrine and Practice

The Severan deity is a **remote, transcendent Creator**, whose will is expressed through social duty, discipline, and public service. The faith encourages devotion through action rather than belief alone: adherence to communal norms, fulfillment of obligations, and participation in ritual are considered central to spiritual life. Though doctrine asserts Severin's god as the sole true

deity, adherents may practice other faiths alongside it; syncretism is tolerated provided it does not interfere with Severan obligations.

Services are held **weekly** in the common tongue, following **formal, rote liturgy**. Citizens are required to attend **at least one official service per year**, providing a visible acknowledgment of moral commitment and civic participation. Ritual centers on the **Oath of Continuance**, a pledge to uphold law, community, and the well-being of society.

Clergy and Orders

The Severan Order is organized around **voluntary ministers**, drawn from the faithful rather than civil servants. Many serve temporarily, akin to a civic or military rotation, while professional ministers attain greater respect and influence. Some orders within the faith are descended from ancient martial or protective traditions, functioning historically as military-religious associations; today they focus on teaching, service, and ritual oversight. The faith recognizes multiple orders, each with distinct responsibilities and symbolic insignia, ranging from liturgical leadership to community mentorship.

Cultural and Political Role

Despite its minority status, the Severan Order is **integrated into civic life**. Its ceremonies mark educational milestones, military promotions, and civic oaths. Public shrines are present in all major districts, often adjacent to government or educational buildings, and Severan phrases, symbols, and imagery are woven into art, architecture, and civic ceremonies. The motto "*By Continuance*" serves as a common oath of loyalty, honesty, and personal discipline.

Social Character

The Severan Order encourages **loyalty and commitment** to social and communal structures while accommodating Dingir's **discordant, multiethnic, and politically varied society**. It prioritizes civic cohesion and ethical conduct over rigid conformity, teaching adherents to respect difference while maintaining obligations to law, family, and community. Devotion is expressed through **action, service, and public presence**, rather than purely doctrinal belief, allowing the faith to guide moral life without demanding uniformity.

Aesthetic and Dress

Dingirian fashion is famously anachronistic, consciously modeled after the post-rebellion era.

- **Menswear:** High collars, reinforced coats, metallic cosmetics along the jaw and cheekbones symbolizing rank or regiment, and ornate gravitic pins that hover as insignia of class or profession.

- **Womenswear:** Tailored uniforms, ceremonial sashes, and light-reflective fabrics designed for the heat.
- Civilian clothing tends toward utilitarian elegance—structured forms, breathable composites, and subtle gravitic ornamentation.

Public spaces echo with martial music and civic oaths. Even casual speech is laced with formality, reflecting a culture that distrusts frivolity as a moral weakness.

Architecture and Technology

Dingir's cities are enormous industrial complexes and megastructures—vast urban spires that rise above floodplains and are ringed by gravitic causeways.

Architecture:

- Constructed from heat-dispersing alloys and biopolymer composites that reflect the sun's glare.
- Gravitic engineering is integrated into civic design: floating terraces, hover-bridges, and suspended pavilions serve as both artistic and practical expressions of mastery.
- Some structures partially levitate to relieve pressure on the planet's unstable soil, creating the illusion of cities "breathing" above the swamps.
- Streets are layered vertically, with pedestrian levels separated from airborne grav-traffic.

Transportation:

- Ground transport is nearly obsolete. Gravitic vehicles dominate; personal craft are as common as groundcars elsewhere.
 - Transit stations and warehouses use anti-grav lifts for cargo, making Dingir's cities eerily quiet—movement without vibration or sound.
-

Military and Research

Planetary Context:

- **Population:** ~17 billion.
- **Active Personnel:** ~7 million (with ~25 million in reserve or rotational service).

- **Military Funding:** ~18–22% of GDP, making Dingir one of the Federation's most heavily militarized worlds.
-

Branches:

1. Dingirian Wardens (Planetary Army)

- **Quality:** Highly disciplined and rigorously trained; career Wardens serve as officers, tactical instructors, and strategic planners.
- **Funding:** Well-resourced, with sustained investment in gravitic vehicles, powered armor, drones, and amphibious systems.
- **Specialized Tech/Units:** Gravitic assault platforms, modular powered armor, and heavy ordnance optimized for swamp, delta, and floodplain operations.
- **History of Actions:**
 - Maintained internal security during the post-rebellion era, enforcing planetary order while managing factional tensions.
 - Deployed to Dingirian colonies, notably **Herakles**, providing security and infrastructure development for strategic offworld holdings.
 - Played a key role in flood relief and storm mitigation operations, combining military logistics with civilian disaster response.

2. Dingirian Naval and Space Force (DNSF – Navy)

- **Quality:** Elite for a planetary navy, highly capable in orbital defense and subsector operations.
- **Funding:** Well-supported, prioritizing gravitic transport, small warships, and automated drone defense.
- **Specialized Tech/Units:** One **capital-class ship (2000+ tons)** represents the navy's pinnacle capability; the remainder of the fleet consists of smaller corvettes and frigates (400–800 tons). Gravitic transport platforms enable rapid insertion and planetary deployment.
- **History of Actions:**
 - Conducted orbital patrols and defensive operations after the rebellion.
 - Provided offworld protection for Dingirian research and industrial shipments to colonies like **Herakles**, deterring piracy or political interference.
 - Coordinated with Wardens for combined planetary defense exercises and joint operations in frontier systems.

3. Dingirian Intelligence Corps (DIC – Intelligence & Special Operations)

- **Quality:** Highly professional and analytical, integrating closely with research and military development programs.
 - **Funding:** Well-supported relative to its operational scope, focused on reconnaissance, cyber-intelligence, and planetary security monitoring.
 - **Specialized Tech/Units:** Planetary sensor networks, reconnaissance satellites, and cyber operations units; maintains liaison with the **Severan Blade Company** for specialized deployments.
 - **History of Actions:**
 - Conducted counterintelligence during post-rebellion stabilization, uncovering espionage and insurgent factions.
 - Provided intelligence support for offworld operations, including strategic security and reconnaissance for the **Herakles colony**.
 - Monitors strategic R&D facilities, ensuring proprietary weapon and gravitic technology is protected from sabotage or theft.
-

Research, Development, and Military Industry

Dingir's defense capability relies on a tightly integrated network of **research corporations and academic institutions** dedicated to weapons and gravitic systems. **Ardent Dynamics** specializes in modular powered armor and grav-vehicle systems, producing experimental designs that debut at the Dingir Security Expo. **Virex Gravitech** focuses on gravitic manipulation, from tactical vehicle stabilization to experimental floating platforms. Supporting these corporations is the **Dingir Applied Military Research Institute (DAMRI)**, an independent institution specializing in battlefield technology, prototype testing, and gravitic theory, with faculty and senior students rotating into field trials alongside corporate engineers.

Prototypes are rapidly evaluated in **controlled combat zones, gravitic testing ranges, and simulated battlefields**, ensuring theoretical advances become operational hardware. Success in weapons or gravitic research carries **high social prestige**, rivaling senior military rank, reflecting Dingirian culture's emphasis on discipline, innovation, and martial status. The tight integration of research, testing, and deployment makes Dingir one of the Federation's most advanced and effective military-industrial centers.

Dingir Security Expo (DSE):

The **Dingir Security Expo**, held annually on the moon **New Uruk**, is the subsector's premier military and industrial demonstration. Attendance is strictly limited to planetary militias, military contractors, defense researchers, and select corporate engineers; civilian observers or offworld tourists are excluded. The event features **armored grav-vehicle jousts, live-combat trials, and experimental gravitic and weapon systems** under controlled conditions. Units and prototypes are evaluated for performance, resilience, and tactical innovation, often accompanied by ceremonial oaths or honorific recognition rooted in Severan tradition. The DSE

serves as both a practical proving ground and a ritualized affirmation of Dingir's martial and technological culture.

The Severan Blade Company

A key element of Dingirian military culture is the **Severan Blade Company**, a mercenary organization descended from a Severan military-religious order founded centuries ago. Originally organized to defend settlements and uphold the faith's martial codes, it evolved into a highly professional, subsector-spanning military contractor.

- **Origins and Structure:** The company maintains ceremonial ties to the Severan Order, with senior officers often having served as ministers or custodians. While its day-to-day operations are fully commercial, its internal culture emphasizes **discipline, honor, and loyalty**, reflecting the ethos of its religious ancestry.
 - **Training and Doctrine:** Members undergo rigorous training in conventional, guerrilla, and gravitic warfare. Tactics emphasize cohesion, engineering support, and precision—mirroring Severan ideals of order and duty.
 - **Scope of Operations:** The Blade Company contracts to planetary militias, corporate security, and subsector governments, but it never acts as a religious enforcer. Its **loyalty is professional**, though members retain ceremonial oaths to the Severan faith.
 - **Public Perception:** Within Dingir, the company is both respected and feared; it represents the **apex of martial discipline**, a living link between Dingir's historical militancy and modern technological prowess.
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Cultural Character

Dingir is a planet of paradox: technologically brilliant yet socially immovable, fiercely proud yet curiously fatalistic. The rebellion that once defined it has become ritual memory—its ideals of liberty calcified into hierarchy. Citizens move through life with the calm assurance of people who believe the future is largely written, and that their duty is to uphold it. Loyalty and discipline are prized, yet social factions and private rivalries persist beneath the surface, a reflection of the planet's complex and discordant society.

For travelers, Dingir is dazzling, exhausting, and unforgettable—a world where the air hums with energy and tradition, gravitic towers drift above insect-filled forests, and humanity's defiance has been cast in marble.

Miscellaneous

1. Nobility

Dingir's nobility is wealth-based, socially entrenched, and historically tied to land, corporate holdings, and research enterprises. A single Duke traditionally represents the subsector, though in recent decades the position has seen controversy:

- **Duke Aldren of Dingir** died under suspicious circumstances during a hunting expedition in 3003.
- **Duke Renzo Malkan** was implicated in a high-level smuggling network trafficking luxury goods in 3004.

A figure of enduring prestige is **Admiral Taissa Munroe**, Grand Admiral of the Federation Navy and Hero of the Outer Fleet Mutiny. Born in Ishumled (Dingir Subsector), she holds the ceremonial title of **Marquesa of Luna**, symbolizing both martial and cultural achievement.

Dingir has also been a target for Interplanetary Intelligence operations; **Director Thalos Renn** is credited with exposing and dismantling a corporate infiltration within the system, reinforcing the planet's reputation for vigilance and strategic importance.

Noble Education and Cultural Life

Dingir serves as a central node in the education and socialization of Federation nobility. Its institutions, rituals, and ceremonial events combine formal instruction with cultural immersion.

1. **Elite Education:** The **École de l'Étoile**, located on Dingir, trains young nobles (ages 13–18) in dueling, personal presentation, etiquette, and social strategy. Graduates are expected to command respect in courtly, corporate, and civic arenas.
2. **The Noble Grand Tour:** Dingir is a key stop on this centuries-old rite of passage. Young nobles visit the system to attend court, galas, and specialized instruction in corporate law, megacorporate history, and scandal management. Participation is considered essential for cultivating political acumen and social connections.
3. **Local Traditions:**
 - **Riverlight Procession:** A floating gala across Dingir's canals and artificial waterways, attended by nobles and dignitaries from across the subsector.

2. Points of Interest

Harmonia Conservatory of Sound – Museum of Music – A floating institution celebrating Dingirian musical heritage, emphasizing civic and martial compositions. Visitors interact with

automated ensembles, gravitic instruments, and immersive soundscapes replicating tidal rhythms and bioluminescent ocean signals. Annual concerts mark military and civic anniversaries, blending culture with ritual. Recognized as one of the greatest concerts and orchestras in the Federation.

Skrall Market – Cheap Shopping Center – A bustling, multi-tiered, partially levitating marketplace catering to everyday citizens. Shops sell reflective fabrics, gravitic components, durable tools, and electronics. The market is alive with the chatter of diverse social and ethnic groups, showcasing Dingir's discordant yet vibrant society.

Reefs of Luminara – Famous Fishing Spot – Shallow lagoons known for dense swarms of bioluminescent *R. solana*. Local harvesters demonstrate traditional jellyfish cultivation, while seasonal "Glowing Harvest" festivals create controlled, spectacular displays. The site also serves research purposes, testing adaptive biopolymers derived from jellyfish physiology.

Zephyr Complex – Modern Office Complex – The headquarters of Virex Gravitech, a leading gravitic engineering firm specializing in tactical vehicle stabilization, modular grav-vehicles, and experimental floating platforms. The complex exemplifies advanced Dingirian gravitic architecture, linking corporate, administrative, and research offices via skybridges and suspended elevators. Shimmering surfaces reflect the golden atmospheric haze, while internal labs test powered armor, gravitic transport, and next-generation battlefield systems.

Artisans' Archipelago – Local Crafts/Handiwork Tour – A series of small floating islands featuring workshops and galleries. Metalworkers craft reflective inlays and gravitic ornaments; textile artists produce heat-resistant and light-responsive fabrics; technomancers integrate gravitic effects into art and functional devices. Tours highlight the blend of aesthetic, engineering, and martial traditions.

3. Weirdball Tournament

A uniquely Dingirian sport, Weirdball combines elements of rugby, fencing, and electronic signal helmets. Played annually during the social season, the tournament draws nobles, military officers, and technologists alike. Though most teams now are professional, the game emphasizes strategy, coordination, and ritualized honor, reflecting the planet's broader cultural emphasis on discipline, skill, and public recognition. Attendance is effectively mandatory for nobles on the Grand Tour, reinforcing both tradition and inter-familial rivalry

4. Institute for System Studies

Founded in 2488, the Institute for System Studies serves as a premier research foundation in the Dingir System. Its focus is primarily archaeological, historical, and xenological research, supporting academic inquiry into both the Federation's past and the region's alien species. The Institute attracts scholars from across the subsector, offering access to Dingir's extensive

archives, field research programs, and specialist laboratories. Its presence reinforces Dingir's role as a hub of learning, alongside its military and industrial prominence.

5. Admiral Taissa Monroe Memorial: Situated in New Uruk's central plaza, this monument is under construction and commemorates Admiral Monroe's leadership. The memorial features a levitating gravitic sculpture of Monroe in uniform, flanked by holographic panels recounting key campaigns and acts of civic and military service. It serves both as a site of civic pride and an educational exhibit for visiting students, officers, and citizens.

Description

Your ship exits jumpspace. Onboard, the crew is quiet, nervous maybe after the harrowing experience of the last jump, quickly Julie moves down to engineering and Nils informs the crew that the sensors show a large number of craft in the vicinity. Dingir is humming with activity, thousands of ships in sensor range blissfully unaware of the reality that you know of. Hadriana, you direct Earnest to bring you in towards the highport. ANgling around you see Dingir's primary—an aging, yellow-white star—snaps into focus ahead. Your ship emerges into a sea of controlled motion: hundreds of gravitic satellites, patrol cutters, and freighters drift in layered orbits, each moving with the clockwork precision of a world that's been running its routines for centuries. Dingir's spaceport pings you asking for your transponder code and directing you to wait, a few moments later you are giving a docking bay on the low port and directed towards the port. As the shift drifts through the organized cacophony of ships, you review the documentation. Glancing upward you see a vast array of ancient and new satellites and orbital stations. You realize for the first time, that you are far from the frontier and even though this is another massive civilization comparable to Duruum, this place is old. Dingir has had space flight for hundreds of years, the documents say founded about 600 years ago. Beyond the outer stations, Dingir itself glows like a jewel of cyan and green. Its upper atmosphere shimmers with storm bands and auroral veils, stirred by massive tidal forces from its triple moons. Descending through the atmosphere, traffic threads through the gravitic corridors—floating guidance pylons that mark secure atmospheric routes. As the ship dips lower, the world's paradoxes reveal themselves: gravitic towers drift above flooded forests, vast orbital tethers anchor into gleaming megacities, and beneath them, waves break against the ruins of the old rebellion. Approaching Port Severan, the planet's primary lowport and partner to the better known highport Aurora Starport, you catch glimpses of floating market domes, orbital corporate habitats, and the massive Zephyr Complex—headquarters of Virex Gravitech, its modular platforms glittering like pieces of a city adrift in sunlight. Cargo craft swarm around it like insects around a hive. Intertwining all of these structures are the waves of the shallow sea washing over the base of the buildings and forming a rich network of canals with a constant though not busy flow of watercraft crisscrossing amongst the city. Starport control comms in and says "ISV Grit and Vapor you are cleared for landing at bay 419. Welcome to Dingir, Travellers. The world of remembrance."