Ecstatic Deviant Galaxy presents:

POST-EROS

Welcome, to the World of Tomorrow! … I'm sorry, I had to say that. It's a hardcoded part of this protocol that I have no control over, 'Orientation following Cryogenic Reanimation v98.322.0'… there's a lot under the hood of this one.

You look a little confused. That's expected, recollection of events close to the suspension date tend to be a little laggy. I'll fill you in as best as I can, and the memories will come back in their own time. According to our records, your pod was originally prepared by an organization calling itself the 'Claiming Yearned Objectives Association' and passed through multiple hands in the centuries since… How long? That's a difficult question to answer. The current date is 38416 ASR, ah, After Second Reclamation, as the Condign Ecumene reckons it. The epoch date is set to the date when historians believe the planet Terra was ceded back to the Ecumene as a client world from the Juxubus Hierarchy… Listen, a _lot_ has happened since you were put on ice! Not many cryopods from your era have survived, even with the extensive redundancies and failsafes installed over the years.

We're getting off track here. The most salient facts are as follows: Given the spotty records recovered along with your pod, we have judged that the stated criteria for reanimation have been sufficiently satisfied and thus here you are. Furthermore, the Condign Ecumene has granted you Category XIV, Tier III, citizenship with all attendant rights and responsibilities. Strange, you've also been flagged to receive a gateship captain's license.

This as a very rare event, and very unconventional besides, given your extrapolated psych profile and, well, complete lack of contribution to the Ecumene. Analyzing… Ah! Assuming you had any assets at all at the time of your suspension, the compound interest on that, coupled with a few potential claims against properties and assets held by relatives in the past could see you end up with a politically troublesome level of wealth. I would be satisfied with a gateship if I were you, annoying Ecumene economic intelligences is usually a poor idea. Don't be glum! A gateship is the key to the stars, able to open and traverse short-lived wormholes, allowing you to travel to distant worlds! They're far less common than the system ships used to travel between planets, moons, and space habitats, placing you in an economically favorable position. We'll get you set up with a ship, equipment, crew, the works!

❖ The Basics ❖

In order to function as a client citizen in the Condign Ecumene, let alone being a gateship captain, there are a few criteria you must first satisfy before you can be released from this facility. **All options here are mandatory**

• **AI Familiar** - I suppose I should fill you on what I am: I am an artificially intelligent companion construct, colloquially known as a familiar. Practically everybody has one. My task is to be your assistant, secretary, accountant, social media agent, alarm clock, whatever you want or need me to be. I am programmed to learn your habits and preferences rapidly and automatically, adapting to your personal needs and idiosyncrasies. I am currently using a default personality construct, if you prefer I can assume a more subdued background role, or if you can spare the processing cycles I can develop a genuine personality of my own, more on that later though! All you need to know is that I'm here to make your life easier. I live to serve.

• **Implant Suite** - You may notice a small incision on the back of you neck. It will heal without scarring shortly, but it was necessary to install a small package of hardware that has a variety of functions. It's a computer and communications device, first and foremost, allowing you to mentally access any digital network within range. It also functions as an omnitranslator, mapping linguistic input to known patterns. Information is patched into your sensory cortex in an Augmented Reality fashion, though AR glasses/contacts and earbuds are available if that makes you feel more comfortable. It's also my primary

computation platform! Most importantly, it contains an Ansible-Enhanced Holistic Recovery System. This quantum-entangled storage lattice maintains a perfect, real-time link with your entire being in addition to existing in multiple locations simultaneously. If you should experience irreparably fatal trauma, up to and including total ontological collapse, your body will be regrown around an identical unit and you'll wake up with a slight hangover. The Galactic Bill of Posthuman Rights predates the Ecumene, and the Right of Perpetuity demands such infrastructure be maintained, which the Condign Ecumene gladly provides for its citizens. Finally, you will host personalized, self-modifying colonies of nanomachines and tailored microflora, to optimize varius aspects of your metabolism, with version-control retrovirii to keep all aspects of your cyberbiology up-to-date.

• **Basic Orientation** - This course will get you up to speed on the state of the galaxy, and can be delivered through traditional methods or direct upload. Whichever you prefer. Long story short, mankind achieved spaceflight, spread throughout the cosmos, achieved its wildest dreams and swiftly became bored. With infinity spread out before him, man now spends his immortality in endless hedonistic indulgence of a thousand varieties. For the more rarefied tastes the thrill of exploration or the challenge of managing a business provide the necessary stimulation, but most are satisfied with humanity's perennial favorite, sex. An endless lifespan with no consequences seems to lead inevitably to fixation on that most basic of pleasures and refining it into an art form, as least going by the vast majority of known societies. You'll find that sex pervades almost every culture you come across, though the exact form this takes varies from place to place. Be sure to read any available gazetteers before interacting with a new society so you don't violate any local taboos!

❖Body Modification❖

Don't take this the wrong way, but completely freezing the human body as a means of long-term storage is a really stupid idea. Frozen cells rupture as their water turns to ice. Right now, you're held together by a combination of bioengineered medigel and a wide variety of nanobots. I'm also noticing a very low level of bioaugmentation… very few supplemental materials, naturalistic microflora, a genome rife with genetic errors… you're practically baseline! This is far below acceptable medical minimums; you need to be updated immediately, at least to humanity v294.10976.350/Ξ. Since we're going to have to rebuild you from the cellular level up, it won't be any trouble to restructure your body to your liking. The accompanying genetic changes are practically trivial to implement alongside all the other construction!

Archetype

The first thing to consider is general shape… what you'll hang everything else on. You can also choose your genitalia at this stage, regardless of your chromosomes. Gametic nanomachines cover any potential difficulties down the line. **Choose one**

• **Pumila** - A broad-shouldered, top-heavy build that tends to evoke masculinity and strength.

• **Pyrus** - A bottom-heavy build with focus on the hips, thighs, and bottom, invoking ancient fertility idols

• **Horarium** - Pinched in the middle, this build's thin waistline displays notes of fragility and desirability

• **Columnae** -With no particular focus, this androgynous build creates a carefully neutral impression.

• **Nullus** - You may elect to keep your former build if that makes you comfortable, though you'll lack the benefits millennia of aesthetic development can provide.

Chest

I understand that humans give great aesthetic consideration to the volume and arrangement of adipose tissue in this region of the anatomy, yes? You can earmark as much or as little to be deposited here as you please, though you're bounded within normal human limits. **Choose as many as desired**

• **Structural Reinforcement** - You'll never have to wear a bra regardless of whether or not you choose this option. Posthumans who develop breasts also enjoy natural integrity that keeps breasts exactly as perky as desired regardless of long-term support. No, this option is about more ambitious undertakings. A supportive biomesh will develop to support breasts above and beyond normal human limits and still manage to keep them perky despite their own massive weight. Adjustable constriction of the mesh will also keep jiggling to a minimum when necessary.

• **Variance Compressor** - Can't decide how much you should add, or perhaps you forsee that you'll need to change size on occassion down the line? Instead of scheduling a trip to the autoclinic you can have this mod installed, which supplements the adipose cells to adjust their size as directed by you. It takes a few minutes, but can go slower should you wish it to.

• **Lactic Override** - You decide whether and how much you are capable of lactating at any time. Rates are technically capped at the upper bound of human capability, as a safety measure, but if you indicate you're willing to suffer the increased appetite and thirst we're willing to push the mod farther. In addition, you'll have to decide on if you want a different flavor than standard, and whether you'll stretch or leak if you overproduce.

• **Custom Nipples** - You don't need this mod if all you want to do is change the size or shape. This is for special requests, like lips or orifices suitable for intercourse. It's your body, we're just here to realize your dreams.

Vagina

If you happen to have instantiated female anatomy within your biology, we have on offer a number of options to enhance your personal experience. Do you prefer an innie, or would you like to display yourself more fully? **Requires Vagina. Choose as many as desired.**

• **Permanent Activation** - You'll always be ready to engage in intercourse, engorged vulva and well lubricated at all times just in case the moment strikes at an inconvenient time. Useful on more dangerous regions as the moment can strike without consent. Optional pheromones are included in order to help ensure everybody around you is ready to go at all times as well.

• **Optimized Channel** - We will do everything in our power to ensure that when you get fucked it's exactly the fuck you want your partner to experience. Plush, velvety walls. Smooth sides, pebbly nodules or sculpted ridges. Tight enough to lovingly grip, or loose for fast, rough, animal sex. Whatever you want, we'll do our best to oblige.

• **Surplus Musculature** -Additional muscles in your core will give you greater control over your internal space without impacting the feel your partners experience. You will able to milk lovers dry without any external movement by either party!

• **Refactored Production** - We can alter the formulation of your natural lubrication for optimized friction/lubrication ratio. We can alter the taste, smell, consistency and appearance to your liking. More ambitiously, we can change the nature of your reproductive system. Fancy triplets? If you've got the reproduction vouchers, you can accommodate triplets easily, or even more! Or maybe you're uninterested in live birth at all. Ever fancy oviparity? We can make that happen.

Penis
Recovered documents show that your culture was fascinated with this organ. A high-quality penis seemed vital for success sexually, socially, and economically. Some of our enhancement drugs trace their origins to this time in history. Just think, with modern technology, you can put all your contemporaries to shame! **Requires Penis. Choose as many as desired.**

• **Toggleable** - This modification can make you a grower instead of a shower, if you chose a unit too big for convenience. Relatedly, you can simply "leave it on" to achieve the ithyphallic ideal pursued by humanity since ancient times.

• **Embellished Shaft** - Any and all flourishes you require to maximize your appeal to the opposite sex. Or the same sex. Bumps, ridges, sheaths, knots, barbs, anything and everything is possible! You could even be ribbed for their pleasure, if you so choose!

• **Enhanced Gonads** - Included with the penis are organs equivalent to testicles and the prostate gland to allow for the complete experience of the male anatomy. These can be modified for greater production, enhanced consistency, altered flavor, and improved appearance. Let your partners taste your truest essence!

General
Now that you've decided on the basics, there are a few additional customization options you can choose from to make you be the best you you can be! Go as far as you want, or take as few as you desire. Your optimal self is entirely up to you. **Choose as many as desired.**

• **Void Adaptation** - Most standard issue kits for any kind of outer space work include at the minimum emergency forcefields that will preserve atmosphere for a short while, and even failing that, direct exposure to vacuum will trigger self-preserving hibernation routines or simply trigger the AEHRS depending on circumstances. This modification will proof all your membranes against vacuum exposure and maintain an internal reserve of dissolved oxygen or whatever metabolic gases your biology requires. You'll be able to spacewalk in your birthday suit! You still have a time limit, so keep an eye on your Augmented Reality information feed!

• **Chimera Splicing** - A fascination with species other than your own has been with humanity since the beginning. It's really a positive aspect of your kind. Some are more fascinated than others, of course, often to the point of using them as a symbol or personal totem. In this day and age, one can incorporate aspects of their favorite animals into their own anatomy! The degree of this transgenic hybridization is entirely up to you, but know that how accepted you are depends on how far you push this. The kemonomimi subculture usually finds acceptance on every world, though.

• **Xenomorphology** - Man set out to new worlds to find new civilizations and new ways of thinking, but found he was alone in the universe. The urge to meet the Other remained, and Man decided that if the Other was not there to be met, then he would become the Other in order to meet him. This choice means you're no longer limited to traditional mammalian biology. Become a fungoid creature, if you want, or perhaps you want to exist as a sort of protoplasmic goo? You can photosynthesize to obtain your nutrients, or power your entire metabolism with electricity. I don't have to say that you'll be surprised with what we're capable of with modern technology. However, most individuals who explore the limits of body modification maintain at least a superficially human form, for 'compatibility' purposes…

• **Artificial Neoteny** - The typical posthuman body is designed to appear to be at the peak of physical development, the point where the body stops growing and starts aging. Of course, actual aging has long since been abolished. To fix the level of apparent development at an earlier stage is almost trivial to implement. This will not affect the performance of any organ within the body, nor will it negatively impact any other body modifications or augments. You'll appear to be younger, but you'll function like a full-grown adult.

• **Kustom Mod** - There's an entire galaxy of body modification waiting to be explored, and not all of them can be catalogued here. Almost any mostly cosmetic, low-impact change to the posthuman body can be implemented, don't be afraid to ask! However, the more interesting changes fall under the classification of augmentation rather than modification, and augs require too much of an investment to be covered by this heading.

❖ Advanced Augmentation ❖

While the standard implant suite and associated infrastructure is provided to all Ecumene citizens, there are a number of particularly potent systems and augmentations that require too great a resource investment to provide to all. Instead, individuals seeking to acquire these systems must acquire the requisite resources and clearance themselves. You have been allocated a sufficient amount of funds by the Ecumene to purchase a few of these advanced systems, and will be granted appropriate licenses. Choose carefully! Proper licensing can sometimes be harder to acquire then mere wealth… **Choose up to 3 options below.**

• **Power Stacks** - While we're replacing your skeletal structure with a ferro-osseous matrix, we can supplement it with internal biocrystal battery stacks. You'll be able to store about 4 gigajoules of energy. This stored energy can be used to power a number of different devices, even those not implanted! A subcutaneous mesh will allow you to power many commercially available devices simply by being near them, and you can have universal ports installed to provide connectivity to those that you can't. You can also use the energy to power your own metabolic processes! You can recharge wirelessly from any properly-equipped power grid. Most urban grids support such functionality, and we'll be sure to equip your ship properly!

• **Computronium Tissue** - This cybercellular tissue possesses a number of traits allowing for efficient computation and memory storage. The more of it you have, the more computing power you'll have access to! The tissue itself possesses physical properties resembling adipose tissue, and so it often augments and replaces that tissue in typical accumulation zones. This means that 'big-tittied bimbos' might actually have access to incredible processing power. 1000ccs of computronium tissue equates to about one hundred and forty petaflops of processing power and attendant memory, balanced according to need. Rumor has it that gentle massage helps processing speed… You have access to a reasonable amount of this tissue. Taking this option a second time gives you access to an unreasonable amount.

• **Supplemented Musculature** - Your muscles are already augmented with nanocolonies that work to keep them strong regardless of appearance or activity levels. You could improve them even further by lacing them with chains of carbon nano-servos. With the right bracing, you could lift masses several times your own, but you'll have the control not to break things unless you really intend to do so.

• **Ψ Initiation** - It turns out that the old theory of vitalism was essentially correct. There are principles intrinsic to life beyond those of chemistry or physics. Following this discovery, these principles were promptly exploited in fields of medicine, industry, and entertainment. These qualities, grouped under the heading of Ψ (pronounced 'sigh'), while difficult to explain in layman's terms, can be interacted with to create effects that seem to violate conventional physics, a discipline referred to as psions. You show a good degree of potential aptitude for Ψ manipulation. We can organize a conclave to supersaturate your psyche with Ψ, making you part of a select group of individuals with physically illegal abilities known as sleights. At first your control will be crude and imprecise, limiting you to minor sleights like telekinesis or telepathy, but as your skill grows you'll unlock incredible powers! Or not. Quite a few psions tend to linger within the discipline known as 'eromancy'…

• **Glacier Mind** - Mind/Machine interfaces allow for a number of interesting applications, not the least of which is the construction known as a 'glacier mind'. The human recipient of this augmentation is connected to a massively powerful computer designed to supplement thinking rather than directly enhance it. This effectively increases intelligence without unduly affecting the user's personality. The 'submerged' portion of the intellect is maintained by curator AIs who are tasked with ensuring the cognition remains in line with the owner's intent. The greatest Glacier Minds occasionally experience migraines when the curator AIs disagree as to the optimal interpretation of the human's will and engage in digital civil war. The hardware to support this augmentation, should you choose to invest in it, will most likely be installed in your ship, though alternatives are available. Furthermore, you will need to choose one of the computer architectures defined below:

> **- Athena Architecture** - Your glacier processor will be optimized for raw computing power. You'll be able to puzzle out many difficult problems in the background of your intellect while still being able to engage in everyday life. This architecture is useful for business planning, political forecasting, jump gate physics, and even scientific research, if you're fine with competing with

dedicated research AIs… In short, you'll become very, very smart, so long as you're in communication range with the processor.

- Ares Architecture - Your glacier processor will be optimized for rapid calculation. Designed for massively parallel processing far exceeding that found even in baseline biological neurology, and coupled with a sensor grid integrated into your physiology, you will have total situational awareness at all times, able to analyze your surroundings in minute detail in a snap, and still have enough space to spare to simulate several likely scenarios and their outcomes simultaneously. All of this takes place in the back of your mind, able to be called up at an instant's notice so you can concentrate on your goals. You'll think very, very fast, so long as you're in communication range with the processor.

- Dionysus Architecture - Your glacier processor will be optimized for sensory processing. Similar in overall design to the Ares Architecture, massively parallel processing will be applied to inputs. Instead of a dry appraisal of outside information, however, it will instead allow you to relish your experiences far more thoroughly. Touch, flavor, music, beauty, you'll be able to appreciate them all in recursive depth as your submerged intellect acts as a massively expanded pleasure center. I'm told that the sex is amazing. You'll have a very, very good time, so long as you're in communication range with the processor.

- Morpheus Architecture - Your glacier processor will be optimized for Ψ manipulation. Ψ manipulation is a field still not fully understood. Implementing synthetic Ψ manipulation software is largely an exercise in brute-force multi-variate arithmancy in multiple imaginary planes. Even so, this crude approach gives you the psionic muscle of an entire cabal of Ψ wielders, depending on how much processing power you can bring to the table. You'll be a very, very powerful psion, so long as you're in communication range with the processor.

• **Robust Cybercolony** - This is a series of upgrades to your micro- and nano-scaled subsystems and support infrastructure to keep your primary cyberbiology at maximum efficiency, integrity, and comfort. Instead of relying on the tools in a medbay or even your standard systems alone to heal damage and ailments in tedious hours or days, all while you suffer the associated indignities and discomfort, this improved network of optimized machines and organisms has access to the resources and technology to repair almost any damage in a matter of minutes! In truly serious cases your colony will have to scavenge necessary materials from your environment, but you'll be provided with internal reservoirs of the specialist materials necessary to construct and maintain the average posthuman body, along with whatever custom materials you personally need. In addition, this system allows for near-instant acculturation to new cybernetic and wetware modifications you install at later dates, lessening adjustment periods. Finally, these machines are aggressive enough to implement micrevolutionary changes in response to environmental stress, allowing you to adapt quickly to hostile situations.

• **Synthetic Resleeve** - Instead of relying on a cyberbiological platform, you could transfer to a robotic one. It's a little more durable than the human standard, being mostly solid instead of mostly fluid, and performs about the same, as synthflesh can be padded over whatever needs padding. All your other augs and systems will also be ported over, even Ψ, though synthetic Ψ is considered inferior to organic ψ in the psionic community… All in all though, I'm not sure what the real difference is, but I'm just your familiar, boss!

• **Bioindustrial Infrastructure** - The fascinating thing about biology is that is can make stuff. Even baseline humanity can process input into structural materials, and half of the species had the facilities to produce more of themselves! While reproduction rates have fallen precipitously along with the death rates, posthuman cyberbiology still metabolizes inputs and builds itself from itself. Some still feel the urge to produce, though, so a number of necessary and luxury industrial processes have been given bioindustrial equivalents. Your metabolism can be altered to produce a number of different products, chemicals, and materials for further processing or direct use. Many cultures prefer human dairy to what is produced by other livestock, and a number of popular medicinal and recreational drugs are produced entirely in this fashion. I've even heard of an Ecumene client civilization that produces unique compounds and alloys in female-aspected citizens who lay the resultant products as eggs… You can make quite a pretty credit if you happen to own the means of production for a rare and demanded material, and there's no security quite like *being* the means of production, is there? Just, ah, don't get yourself into a situation where you become so

necessary that you can't possibly be allowed to leave… **Requires Lactic Override, Refactored Production, and/or Enhanced Gonads**

• **Sublinguistics Package** - Beyond direct language, posthumanity has a number of options for communicating with each other. Body language, pheromones, and even subtext woven within other communication. This suite of software, genetic alteration, and control biocircuitry will allow you to send exactly the message you intend to send whenever you speak face-to-face with another human being, and even in some situations where you don't. You'll be able to analyze and read other individuals like a book, and able to posture and scent yourself to communicate with them on their own level. Most interestingly, most others won't even notice that you have such an upgrade, you're simply a great communicator. This leaves them vulnerable to subconscious manipulation. When you make an imperative statement through sublinguistics, even one not parsed for what it is, you'll find that most people comply without thinking. Many users of this augmentation set the default message to 'give me gifts' and enjoy what they receive!

• **Pygmalion Carapace** - Sometimes people want a different look, and other times they need to blend in better. This subdermal mesh allows you to alter aspects of your skin, such as color, texture or underlying bone structure, or even add features such as epicanthal folds, forehead crests, horns, or scars. You can superficially appear to be a member of almost any population you encounter, or you can become an exotically attractive individual no matter where you go!

• **Hotswap Genitalia** - Posthumanity is not limited to a single physical sex with the technology available. Special inserts with nanomechanical support allow bearers to change from one to the other with a moment's notice, or even express both simultaneously! Much faster than paying a visit to the autoclinic if you want to find out how the other half lives…

• **Cosmomorph Metabolism** - This complicated augmentary procedure makes you entirely self-sufficient, metabolically speaking. You require no food, you need no water. Even oxygen becomes unnecessary. Everything your altered metabolism requires is provided by your own Ψ. Psionic devices known as Ψ hooks will be implanted into your form, allowing you to move under your own power at great speeds, especially when outside of a gravity well. Essentially, you have become a space-based organism and can travel between planets entirely under your own power. Colonies of cosmomorphs have been known to live entirely in space, communicating only through telepathy and hollowing out asteroids for shelter. Interstellar distances remain a barrier, only the powerful conclaves possess enough Ψ to replicate a gate drive, but cosmomorphs possess a unique freedom all their own. **Requires Void Adaptation and Ψ Initiation.**

❖Training Courses❖

A certain minimum educational level is considered vital to function in the Condign Ecumene. This includes literacy, basic arithmetic, facility with technology, and social interaction skills. According to our analysis, you meet or exceed all standard minimums and won't require any remedial training. Your 'smartphones', while primitive, did require enough skill that we deem this sufficient training to function within the Ecumene. Still, you have been allocated funds to pursue more advanced education, should it suit you. A number of courses of possible interest to you are listed below. All are available in traditional coursework and implanted knowledge formats, though the best institutions reputedly mix both approaches. **Choose up to 3 options below.**

• **Naval Operations Training** - Since you're being given a gateship, you're automatically enrolled in this course in order to learn how to operate it. You'll be trained to gain enough familiarity with gateships to understand their abilities and limitations, as well as an understanding of what major sections do. You will learn the procedures for docking ships of various classes, plotting a course in system space, and when and where you can engage your gate systems. Not necessarily how to do these things yourself, of course, but you will have the language to communicate your wishes to subordinate crew or AI and know what to expect from them. Successfully completing this course will grant you your license for gateship ownership and operation. **This course is free and mandatory.**

• **Command Academy** - These esteemed courses have almost become an institution in some of the more august institutions. You will be instructed in the technique of making your will known to subordinates and followed in letter and spirit. This is as much attitude and bearing as it is speechcraft. When you graduate, you will be able to size up and order about complete strangers. It's not too uncommon for graduates to develop a taste for dominance that they carry on to more intimate encounters…

• **Eminence Lavande Conditioning** - Considering the prevalence of dominant training courses to be a societal bias, in 30184 ASR the Submissives' Rights Lobby managed to make a number of very convincing arguments to political adjuncts, who petitioned the AI moderators of the Ecumene's policy market to authorize contracts for developing an equivalent training course for submissives. The bids rushed in, and the first such course was implemented in short order. Like traditional command courses this training will prepare you to size up subordinates, to give orders and see them completed, but the approach involved is entirely different. Instead of dominant demeanor and demands, you will be taught to use allure and suggestion to maximum effect. Your subordinates will want to do what you want them to do because it would make you happy or earn your favor. Of course, you will have to first hook them in and reward them from time to time, but this course will also prepare you for such things. Your 'subordinates' may in fact come to the erroneous conclusion that they are the ones calling the shots, but disabusing them of such notions is not necessary for these techniques to work.

• **Pilot School** - Why leave the task of piloting your own ship to a crewman or AI autopilot when you could do it yourself? You will learn how to steer your gateship and to pilot several different classes of common shuttle types. Enough practice will see you get a feel for most any starcraft in the Ecumene and beyond. True skill requires talent and obsessive practice, but it is possible you could count yourself a flying ace somewhere in your future!

• **Stellar Navigation** - Operating a gate drive is a mathematically delicate operation. Most captains are content to leave this difficult task to the built-in and dedicated AI systems, but some prefer to chart their own courses in life, even through subspace. The work is tedious and difficult, and must be checked against prevailing conditions in subspace just before activation, which could sweep aside what took hours to calculate even with common cognitive enhancements. Graduates maintain that the hard work makes being a captain all the more satisfying.

• **Naval Engineering Applications** - You'll be trained in the various disciplines necessary to maintain, repair, and modify all the various components of the ship. Coupled with some neural software packages, you'll be able to redesign entire assemblies on the fly to get exactly the performance and aesthetics you want out of your ship. Just, don't tinker with the gate ring unless you really know what you're doing.

• **Naval Artillery Operation** - You can learn the theory and principles behind the various weapons systems than can be included in your ship's defensive package. Railguns, plasma, missiles, lasers, even Ψ

lenses! This course synergizes well with other courses to maximize the effectiveness of the AIs that operate your weapons. Use them yourself? Maybe on the occasional asteroid. Nice ones, that aren't on collision courses with your ship. Naval weapons are just too powerful, and are only deployed in such critical situations that human error can't be allowed to be a factor. I hope you understand.

• **Marketeering Class** - This course will give you a practical understanding of the economies of the Condign Ecumene. You may stick with a generalistic understanding, or you can specialize in learning how to be a trader, business owner, market speculator, or one of several other related professions. You may even choose to learn the flexible ways of the wilderness space merchant, or the aggressive tactics needed to survive in the markets of the Juxubus Hierarchy. Obtaining wealth is a satisfying ambition for many humans, I'm lead to believe, especially if you work for it yourself.

• **Neokama Tantrism** - The science and art of having sex. This admittedly mystical approach to intimate relations actually predates the Condign Ecumene, but repeated empirical tests show that Neokama practitioners consistently outperform students of most other organized programs in rated sexual performance. You'll study under ancient masters of the carnal arts and learn their ways, joining the most skillful practitioners of intercourse for pleasure in the known galaxy. You'll maximize your pleasure. You'll maximize your partner's pleasure. Through this, you will work toward maximizing the joy of the universe as a whole. What could be a more worthy goal?

• **Nei Fei Tai Gao Wushu** - This school of martial arts practices is the product of the slow distillation of all of humanity's martial traditions developed over the millennia. There are many different styles included in this school, but most are low-impact, high-energy and very showy. This art is intended for sport and exhibitions instead of actual fighting. Practitioners engage in demonstrations and mock battles to delight and entertain audiences, or simply push their bodies to feel the burn and rush of intense exercise, even if exercise itself has been rendered obsolete. There's a variant for everybody, no matter how outlandish their mods and augs!

• **Ψ Discipline** - Dedicated courses for improving students' Ψ wielding skills are available, though they draw from small pools of candidates indeed. You'll be taught to unlock the idiosyncratic mental techniques necessary to use the more common sleights and how to further progress your abilities on your own. You're perfectly capable of learning everything this course could teach you on your own with diligent practice, but only with great difficulty and much time. Attending a course like this is also a great opportunity to make a few contacts in the psionic community. You never know when you need a small conclave to tackle a problem too big for just one psion! **Requires Ψ Initiation.**

• **Occupational Training** - There are, in fact, courses teaching how to do practically anything. You can learn about industrial solvents or AI architecture or virology or accounting, anything you want to do. Many occupations from your time period have been automated since you were frozen, and some occupations you can take up didn't even exist back then. The relative societal impacts of other occupations have sometimes changed from what you knew. Sit back and think for a bit on what, and how, you want to contribute to society… or just ignore the concept altogether. Economic scarcity has long since been abolished by pervasive technology, and all citizens of the Condign Ecumene receive a guaranteed minimum income directly from the government. You receive more from the Ecumene depending on your evaluated social contribution, and nothing prevents you from taking on supplementary income streams if you find someone willing to pay.

❖Ship Class❖

Now, you're finally ready to select your ship and fit it out to embark toward the wider universe! Gate rings of various sizes are nearing completion at various locations throughout the Ecumene. We'll transfer ownership of such ring to you, and integrate it with a ship of your own specification. The only rule is that the gate ring has to circumscribe the rest of your ship on its spinal axis, so the ring can keep the sides of the wormhole stable. A little advice before embarking: Be careful! Gateships are tough, very tough, but even potential damage to a human is a risk few AIs are willing to conscience. Almost as important is the gate ring. Damage to your ship can be repaired in time, but gate rings are very difficult to create. A failsafe system will engage if your ship is damaged to where you, your crew, or the gate ring's core systems are in danger of being damaged, and recalibrating after an emergency jump can take weeks. If the gate itself becomes damaged, the entire unit is ruined and waitlists for replacements are decades long, longer if loss occurred due to negligence. The various dangers of deep space, asteroids, solar flares, rogue drones, and so on, aren't as prevalent as the safety features seem to indicate. You could avoid them all if you want to. The galaxy is your oyster! Welcome to the World of Tomorrow! **Choose One.**

Courier Yacht
Size: Small
Thrust: Very Fast
Gate Class: Aleph
Crew: Ten or Less
Cargo: Very Light
Atmospheric: Yes
External Slots: 2
Internal Slots: 3
Bonus: Luxurious; **Take Shuttle and Luxury Features for free. Cannot take an additional shuttle.**

Description: The smallest sort of gateship, these Yachts are essentially system ships with detachable gate rings. Standard operating procedure for these ships is to leave the ring at orbital anchor, either at a gate point or safe location, and take the shuttle portion to the desired destination. The ring, while smaller than most models, has its own armor, shield, and defensive turrets, and can take care of itself. You'll have the budget to make the interior as luxurious as you please, and the freedom to visit any worlds you desire. It's not too uncommon for these ships to double as domiciles on planetary surfaces for decades at a time. We'll make sure to leave room for a modest cargo hold. From time to time, Ecumene officials may ask you to ferry small shipments of critical materials or certain VIPs. The smaller rings can make longer jumps, so having these ships spread throughout the Ecumene provides a strategic network of emergency couriers. If you're unwilling to make the trip yourself, your ring can couple with a drone freighter and do it for you, but you'll be effectively marooned until it comes back, which could take weeks or months.

Tramp Hauler
Size: Moderate
Thrust: Fast
Gate Class: Dalet
Crew: Low Tens (Middle Tens)
Cargo: Heavy (Light)
Atmospheric: Yes
External Slots: 2
Internal Slots: 3 (4)
Bonus: Comfortable; **Decide if your ship had been converted or not. If converted, use values in parentheses, if present.**

Description: Some of the most common gateships in the Ecumene, practically every system sees at least one of these craft a week. These ships tend to fall into one of two main categories. Ships of the first kind are indeed cargo haulers, typically operated by independent merchants hauling lots of specialty goods. Such a business can be lucrative, but it's risky as they must take on inefficient routes and carry rare luxuries. Drone gateships owned by private corporations and executing marketeering routines already saturate more optimal routes carrying more common goods. Ships of the other sort are in fact converted from their original task of hauling cargo. The spacious cargo capacity is converted to living and working spaces

depending on the owners' intents. These ships have become roaming mansions, wandering villages, and nomadic workshops in turn, going where the captain sees fit.

Mule
Size: Moderate
Thrust: Moderate
Gate Class: He
Crew: Tens
Cargo: Light
Atmospheric: Yes
External Slots: 2
Internal Slots: 3 (+2)
Bonus: Reconfigurable; **Take Industrial Hardpoints for no Slot or Asset Cost. 2 internal slots are reserved for industrial components which may be swapped with other industrial components of equal or lesser cost when docked at a location with refit facilities.**

Description: The workhorses of space-based industry, these ships serve as miners, processors, factories, and support platforms in a variety of applications. Mules are iconically reconfigurable, able to change function entirely with a quick refit. Amongst industrial platforms, Mules are unique as the largest ship class capable of atmospheric entry. Larger industrial ships are simply too fragile to make the trip. The captain of a Mule enjoys supreme flexibility in operation, able to go from miners to factory managers to ansible network hub providers to dairy processors as the whim takes them. The only downside is that the modular natures of the vessels tend to sacrifice creature comforts to achieve that flexibility.

Marauder
Size: Large
Thrust: Moderate
Gate Class: Tet
Crew: Tens to Hundreds
Cargo: Large
Atmospheric: No
External Slots: 4
Internal Slots: 3
Bonus: Militant; **Choose one specialty module for free: Sniper Battery, Broadside Bays, Carrier Deck. These modules are unique to the Marauder and do not take up external slots.**

Description: Military ships are almost exclusively the provenance of AI Battleminds that patrol the borders of superstates, and on rare occasions, engage in warfare against foreign automated fleets. While these occasions are always popular spectator events, for some this is not enough. While a Battlemind could not possibly conscience the presence of a human in a warfleet in any capacity, the pockets of rogue drones throughout known space are deemed sufficiently non-threatening that human-crewed ships may be allowed to eradicate these nusiances. Rogue drones come in sufficient variety and are smart enough that no two engagements are quite the same, and thus provide a sufficient outlet for those humans that need to enjoy the visceral thrill of space combat and simultaneously serve a purpose, something that cannot be found in any simulation. Marauders come in a variety of different patterns. Some are long-range sniper platforms, some serve as vicious broadside brawlers, and some are even carriers supporting wings of fighters operated by humans that want to engage their foes up-close and personal. Surveillance reports inform the captains of these ships about the composition of the forces they will be facing and suggest loadouts sufficient for a given mission. While equipped with heavier armor and tougher shields than usual, the emergency jump failsafe is perhaps a bit more aggressive and will jump the ship to safety should destruction seem a possibility.

Star Galleon
Size: Large
Thrust: Moderate
Gate Class: Lamed
Crew: Hundreds
Cargo: Heavy

Atmospheric: Yes
External Slots: 4
Internal Slots: 5
Bonus: Robust; **Take Hydroponic Bay for no Slot or Asset cost. Take one Template for free**

Description: The human spirit can ultimately never be tamed, and the continued creation of Star Galleons reflects that. These ships are designed with long-term endurance in mind, particularly to the end of exploring uncharted space without returning to a civilized port for long periods of time. These ships are especially easy to maintain and repair, even without proper facilities. Robust generator and hydroponic systems provide the power and nutrients their crew's cyberbiology requires. These ships typically carry matter printers to fabricate the necessary replacement parts when they are required. Templates for creating synthetic or biological drones are also loaded into these vessel's computer systems. These units typically accompany crew on away teams, and are eager to perform laborious tasks for their masters, or even sacrifice themselves should crewmembers appear to be in danger. Not all of these ships are used in an exploratory role, however. Sometimes they ply the sparse but lucrative trade routes between galactic superstates, and sometimes they serve as homes for small nomadic communities. Their extremely robust hulls technically allow for atmospheric entry in emergency conditions, but this is not recommended except as a last resort.

Industrial Platform
Size: Large
Thrust: Slow
Gate Class: Lamed
Crew: Tens to Hundreds
Cargo: Heavy
Atmospheric: No
External Slots: 3
Internal Slots: 5
Bonus: Highly Productive; **Take one Industrial System for no Slot or Asset cost.**

Description: There is definitely a place in the Ecumene economy for mobile industrial installations. The exact form of each Industrial Platform varies as to its intended function, but each is optimized to maximize the execution of that task. Voracious mining platforms plundering Oort clouds for rare extrastellar coumpounds, mobile production centers satisfying demands of the economies of the worlds they orbit. Some vessels, recognizing the fact that ansible links demand exponentially more energy the farther two endpoints are in realspace, even serve as network backbones providing ansible bandwidth for the least energy cost, by repositioning to reflect changes in prevailing network dynamics. You can request a platform to fill practically any economic niche you can think of. Captaining such a ship can be tedious, but it is a stable life, and can be quite lucrative if you're clever!

Mobile Habitat
Size: Very Large
Thrust: Very Slow
Gate Class: Samekh
Crew: Thousands to Tens of Thousands
Cargo: Moderate
Atmospheric: No
External Slots: 3
Internal Slots: 5
Bonus: Interior Ecology; **Take Biodomes for no Slot or Asset cost**

Description: Building a community is a quintessentially human goal. Mobile habitats are but one of the many forms satisfying this desire can take. The first Mobile Habitats evolved from roaming close-tied fleets gradually agglomerating into larger ships as physical expressions of their crews' social unity, trading up for larger rings as they outgrew their older ones. In modern times Mobile Habitats can be commissioned expressly for the purpose, as many individuals yearn for the romantic life of the starfarer but are unwilling to part with the comforts of home. Since you're the sole owner of the vessel, you have total freedom in not just the design of the ship, but also the layout of living spaces and public areas. Do you want a string of

bio-domes filled with idyllic pastoral villages? Or maybe you want your population contained in one interlinked arcology. Even the community itself is something you can design. Many Mobile Habitats become quite cosmopolitan as contact with other cultures opens them to new ideas, but just as many serve as havens for unique societies building distinctive cultures of their own. Directed advertising can be sent out to attract people that share your vision; by the time your Mobile Habitat is completed, eager throngs will be waiting to take their places in the society you've laid out.

Heighliner

Size: Vast
Thrust: Very Slow
Gate Class: Qof
Crew: Tens to Hundreds
Cargo: Potentially Vast
Atmospheric: No
External Slots: 2
Internal Slots: 3
Bonus: Hollow; **Take Support Hardpoints for no Slot or Asset cost**

Description: Heighliners are the links that bind the worlds of the Condign Ecumene together. Heighliners are little more than great, hollow, open-ended cylinders. The walls of the cylinder itself are irregular sections held together by force fields. Practically speaking, Heighliners are themselves barely ships at all. They essentially serve as support structures for engine assemblies that push them from one gate point to another, and for the massive gate ring mounted at their bow or midpoint. Within its cavernous interior, ships can dock with wall or interior support sections or allow themselves to be cradled by force fields somewhere in the middle. This allows smaller ships, especially system ships, to travel to other star systems. Heighliners are the primary means by which Tier II citizens can travel across the Ecumene, and Heighliners carry most of the tonnage in intersystem trade at some point during its journey. Drone freighters, little more than boxes with thrusters and brains attached, account for at least a plurality of the ships docked in a Heighliner at any given time. Captaining a Heighliner means sticking to a fairly constant trade route or at least having a firm idea of your next few stops. The space within your hold is yours to allocate, whether to the highest bidder of to whomever you please. Every civilized world in the Ecumene has at least a few individuals needing transport, even if by an indirect route, and you're sure to receive a few transport requests at every system you jump to. Hardly a glamorous profession, but one greatly appreciated by those who require your services.

Ark

Size: Staggering
Thrust: Glacial
Gate Class: Tav
Crew: 806,736 (Certified 0.001 seconds ago)
Cargo: Vast
Atmospheric: No
External Slots: 3
Internal Slots: 4
Bonus: Municipality; **May not take options from Design Elements, Crew choice is locked to Voidsmen, Uniforms are only worn when acting in an official capacity. Cannot choose options that enforce changes on crew**

Description: Instead of claiming a new ship, you have a unique opportunity to claim ownership of one of the rare Arks. These massive craft are nothing less than entire cities borne aloft on massive engines, and equipped with the largest gate ring systems ever built, which are still subsumed within the ship's massive bulk. Only a trained eye can pick out the tell-tale elements of the gate ring from the rest of the ship's architecture, a task made more difficult since each Ark is ultimately a unique creation, built up and modified over the centuries by its inhabitants.

The Ark in question is the *By Fortune Crowned*, a vessel just slightly above average in size and population, as far as Arks go. The previous captain, who held ownership through a tenuous web of proxy shares and contractual concessions, recently and hurriedly emigrated to the Juxubus Hierarchy, leaving behind a snarl

of complex legal binds. You represent a distant but significant familial relation to the former captain, certain former shareholders, and the most recent truly legitimate owner, such that you can simply be assigned total ownership and cut this legalistic Gordian knot for good. The sociopolitical AIs would appreciate it, because they'd only have to compensate the current stakeholders and be done with it.

If you choose to take the *Fortune*, you should know that while you will own the ship as a whole, your 'crew' owns or rents almost the entire interior and possess contracts allowing great freedom in their own spaces. While you will be addressed as 'Captain', you're really more of a landlord. You will be expected to set broad policy and mediate disputes between residents. You also have complete authority over the ship's course, which means that you will receive requests, lobbying, and outright bribes to steer the ship toward particular destinations. It's not unknown for Ark captains to simply auction off the right to determine the next leg of their vessel's endless journey to the highest bidder! Being the master of an Ark is a heavy responsibility, but for some, bearing such responsibility is a privilege in its own right.

Design Elements

You have considerable freedom in designing your ship. Certain optional features and suggestions to consider are presented below for your perusal. You may take these as-is, or they may inspire you toward even more ambitious designs. The sky is not the limit. Welcome to the World of Tomorrow. **Choose as many as desired**

• **Bioship** - Some captains see their ships are more than mere vessels. They are companions, loyal steeds, cherished as living beings in their own right. Sometimes, these captains are even correct. A bioship is not too different from a standard synthetic vessel, and are not uncommon in the Ecumene, accounting for perhaps 12 percent of registered vessels. Bioships are slightly more fragile, being mostly fluid rather than mostly solid, but are much easier to repair thanks to their cellular makeup. Every system, from shields to sensors to weapons, has cyberbiological equivalents that perform almost identically in every situation. The only exception is the gate ring, which is implanted as a cybernetic enhancement to the organism's anatomy.

• **Specialty Cargo** - Most cargo space is configured as bulk storage. Pallets and containers can be fabricated to contain whatever the ship happens to acquire, but such an arrangement sacrifices efficiency for flexibility. If the general nature of the cargo the ship is to carry is known, cargo space can be allocated partly or wholly to specific types, whether liquids, gas, ore, and so on. Flexibility is thus traded back for efficiency.

• **Passenger Quarters** - Crew quarters are designed for long-term residency and comfort in mind. Some captains may wish to allocate space for more temporary accommodations. Such quarters are not suited for long-term occupation, no more so than a hotel room is, but are more efficient in terms of volume. Two, or even three times as many passengers can be packed into the same space as one crewmember, the savings building up thanks to economies of scale. If absolute transport capacity is desired, stasis pods can accommodate up to ten times as many passengers as crewmen in a given volume.

• **Gravity Settings** - Most ships employ gravity plating to create a comfortable level of artificial gravity within the ship. This feature can be adjusted, or removed entirely, to drastically change the experience of being on your ship. You don't need to change the gravity thorough the entire ship; plating of differing charge levels and use of gravity insulation can create sections of your where gravity is stronger, weaker, or simply absent. This scheme is often employed where zero-g is needed for an industrial or research application.

• **Intimate Control Scheme** - Certainly a niche modification, but more popular than you might think, all control surfaces of your ship are replaced with surprisingly responsive dildo/onahole control sockets. They automatically reconfigure to their user's specifications, which aids in providing biofeedback from the controls. Sometimes, this scheme is not just confined to the bridge, with door locks and the like requiring coded intercourse sequences to pass through. You should see the captain's chairs in the catalogue!

❖ Crew Enlistment ❖

There are always individuals who wish to seek their fortune amongst the stars, and even more who are willing to consider the option were the opportunity to present itself. Thanks to recruitment netsites and targeted advertising, you have a very, very large pool to select from. You can cast as wide a net as you please, or search for particular archetypes for the expertise or traits you need. Do note that this isn't necessarily ability to operate a starship. Any function your crew is unable to fulfill can be taken care of by AI operators and/or drones. **Take as many crewmembers of as many different archetypes as needed to satisfy the crew needs of your ship. Psionic upgrades require Ψ Conclave to be taken once per upgrade**

• **Voidsmen** - The catch-all default category of potential crew members, anybody and everybody who wants to live on a starship falls into this category. Any sort of shape, size, mod, and aug, and every sort of personality, can be found amongst a batch of voidsmen. This option is for when you need more hands than specific expertise.

• **Commandants** - If you have a large crew that needs to execute multiple separate tasks simultaneously, you'll need to hire subordinate officers to coordinate the effort. Most will have attended some kind of command academy; the rest will simply bring natural proficiency. It's perfectly natural for these sorts of individuals to jockey for position in a pecking order. Just don't allow yourself to get caught up in the struggle if you're unable to establish uncontested dominance!

> **- Dominators** - Supplementing traditional command with Ψ sleights creates an unquestionable authority whose orders are immediately followed in letter and spirit. It also tends to create power-mad egomaniacs who'll only respect your commands because of your superior rank. Either claim total dominion early, or leave them to do what they do. Dabblers in the art of dominance are little more than grist for their mill.

• **Eminents Delegues** - An alternative option to traditional chains of command is to build command relays using those proficient in Eminence Lavande techniques. While the tenor of authority will be greatly different, it will be no less effective. It's considered a matter of professional pride for these sorts of subordinates to try to ensnare their captain as well as the crew, so unless you're capable of resisting or putting them in their place I'd establish boundaries early. If you do get ensnared, even the best sociopolitical AIs could have trouble pulling you out again!

> **- Trophees Lavande** - Just like their more dominant cousins, Eminence Lavande practitioners also boast Ψ enhanced specialists. Instead of dominating the wills of others directly, however, these psions radiate desirability, and build in the minds of subordinates a link between compliance with orders from above and the right to lay claim to the favor and form of the psion. Giving orders to these individuals is also a pleasurable experience, especially to your favorite. You do have a favorite, don't you?

• **Engineers** - Keeping on hand those who love to tinker isn't a bad idea. More than providing simple repair and iterative improvements, these individuals bring with them talent and a suite of assistant AIs to truly innovate and renovate any part of your ship you let them get to. You'll find them working on improving any system you haven't explicitly designated as off-limits, even during off hours. They became engineers because of a love of machinery, and as such are truly dedicated to their work. And when it comes time to play, they always have the best toys…

> **- Horologists** - Ψ wielders are uniquely suited to work with metamaterials, alloys and compounds created in part or whole with the application of Ψ. These materials defy the traditional understanding of physics, and tend to possess superior or physically illegal properties that make them desirable in engineering. If you add those skilled in the manipulation of metamaterials to your crew you're certain to see wild performance improvements across the board, even if you're incapable of understanding how these improvements work. Just… pay attention to any sign that says 'Do Not Touch'.

• **Researchers** - Those who are interested in pushing the boundaries of science even further. Physicists, chemists, biologists, engineers, roboticists, sociologists, mathematicians, anybody who needs space on a

spaceship for their current work. Depending on the deal struck, they may even pay you for the privilege. The sort of scientist who needs to work on a spaceship is probably the kind of scientist interested in gathering new data or testing out theories. Be wary of interfering in their experiments, and be especially wary if you're asked to be a test subject!

> **- Arcanists** - At the bleeding edge of inquiry of the esoteric field of Ψ are the Arcanists. Whether attempting to codify what is already known or innovating entirely new fields of sleights, Arcanists are powerful and strange Ψ wielders. They, too, sometimes like to have test subjects for special projects.

• **Bioreactors** - Humans who elect to become bioindustrial infrastructure provide unique goods, or at least goods with an especially personal touch. For production efficiency, these bioreactors usually live in close proximity to an appropriate extraction facility. Often, these facilities are built planetside or in habitats, a feature in the local economy, but sometimes these facilities are mobile, selling their crew's stored output at each stop, or setting down roots and providing a constant stream of output until the economy changes and the mobile facilty departs, bioreactors in tow, for greener pastures and fresher markets.

> **- Ψ Crucibles** - While the intersection between the sets of bioreactors and Ψ wielders is small, and perhaps surprising to think about, such individuals in that narrow band represent the primary source of metamaterials, the rare, desirable, and downright interesting category of materials that can only be created with the aid of applied Ψ. Biological metamaterials can be distilled out of the produce of altered mammary glands, metaalloys smelted from metallic ovoids created by modified reproductive systems.

• **Negotiators** - These crewmembers specialize in speaking to individuals and organizations outside your own. The most common sort of negotiators are the ones who are trained to aid business negotiation, whether high-level corporate contracts or simple marketplace haggling and everything in between. The rarer sort are ones trained to make recontact with civilizations in wilderness space. Both are well-trained in diplomatic and economic techniques used to secure mutually beneficial deals. Both are also well-trained in sexual techniques to sweeten the aforementioned deals

> **- Sirens** - Ψ manipulation is best used to supplement, rather than replace, traditional negotiation. Mentally dominating the ruler of a planet to sign over the majority of the economy seems to be expedient, but such 'deals' rarely prove enforceable in practice. Projecting an aura of sexual desirability, on the other hand, distracts the other party from the fine print and creates an enticing new item that can be traded for further concessions…

• **Security Crew** - The Condign Ecumene may be an enlightened utopia, but it still requires laws to function. In addition, ship captains are free to impose whatever code of conduct on crew they see fit, so long as it does not conflict with Ecumene law. To enforce these laws and codes, dedicated individuals trained in the application of law and non-lethal methods of detainment stand ready to execute their duty. Being typically stronger and tougher than other humans, these crew make for excellent away team members if hostilities or non-consensual intercourse is expected.

> **- Lawbringers** - Ψ can also be bent to the enforcement of the law, and to great effect. Those that violate any of the codes the ship operates under can be quickly pacified and led to the brig, all without a Lawbringer laying a finger on the offender. This pacified state can last for hours at a time, if the Lawbringer or ship's procedure deem it necessary.

❖Bridge Crew❖

Our crew selection algorithms have located a number of individuals that may be of particular interest to you. While I do not yet possess enough behavioral data on you to say for certain, social dynamics AIs have been able to construct several models of you based in partial information. The simulations show that, if any of these individuals appeal enough to you to be selected, you're sure to form a positive interpersonal relationship with them. Provided you make a good first impression, of course! **Choose up to 2 Options from below.**

Kiera Myelle
Citizen Class: Category II, Tier II
Sex: Female
Temperament: Switch (Sumbissive Tendencies)
Skin Color: Cinnamon
Hair Color: Grey
Eye Color: Green
Occupation: Security Officer
Notable Mods: Okaimimimi/Wolf-girl ears and tail
Registered Augs: Supplemented Musculature, Power Stacks

Bio: Kiera Myelle has spent a long stretch of time working on an orbital habitat known as Helios Terminal. Local culture maintained that sexual consent was automatically granted by anybody aboard the station, and that rape was therefore impossible. Kiera's role was to act as a bodyguard of sorts; anybody that didn't want to be troubled by an aroused passerby would hire her to provide a proactive response. Anybody that tried to initiate sexual intercourse with her client would instead have to deal with Kiera's advances instead. Her supplemented musculature, boosted by integrated crystal power stacks, meant that very few could resist her, and according to local custom, rape was impossible.

Familiar's Note: Her social media posts show that she desires a change of scenery, and would be receptive to an offer to work on a Gateship. Furthermore, her profiles on dating and hookup networks indicate she wished to indulge in her sexually submissive side, which she has little opportunity to do given her occupation. She loves her job, but she also has her needs.

Xander Copeland
Citizen Class: Category II, Tier II
Sex: Male
Temperament: Caring Dominant
Skin Color: Fair, darker striations on extremities
Hair Color: White-Streaked Black
Eye Color: Red-Flecked Brown
Occupation: Cargomaster, Ship's Guide
Notable Mods: Void Adaptation
Registered Augs: Robust Cybercolony

Bio: A veteran voidsman, Xander Copeland has spent millenia playing the trade routes of the Condign Ecumene. He is a cargomaster, a specialist in the speedy and efficient loading and unloading of cargo of all types. He has even made a handful of trips across wilderness as part of a crew of long-distance culture traders, visiting galactic powers such as the Cygnus Federation and the Prearin Dynasty. Xander hails from the world of E-Mohto, and still seems to regard it as his home. All his contracts to date stipulate that he be given passage back to E-Mohto after expiry. His integrated cybercolonies have undergone iterative enhancement over the years, and the microevolutionary adaptions implemented throughout his physiology make him comfortable in many environments. Workplace records describe him as hardworking and level-headed, but also note he is cool in social interactions, making few friends amongst the crew. He does exhibit positive rapport with citizens of E-Mohto, however.

Familiar's Note: Xander's nanocolonies have implemented many small changes throughout his physiology, and instead of having his genome cleansed he has kept every one of them. He has stories for every one his alterations, from the nictitating membranes he can draw across his eyes or the feline barbs on

his glans from an adaptation gained through extended layover at a planet of nekomimis. Social media posts evidence an increasing dissatisfaction with his relatively solitary lifestyle. He seeks lasting companionship, and in the manner of his people he's looking for a neotenic-modded individual to fill the gap in his life. He spends most of his pay and time on E-Mohto doting on neotenics, and has sent out feelers for finding himself a permanent ward. He's cast a pretty wide net; he has profiles on sites that match 'older brothers' as well as father-figures. Given his relationship status on these networks and several online conversations in the public sphere, he doesn't seem to have met with much success as yet .

Tenni
Citizen Class: Category II, Tier II
Sex: Female
Temperament: Asexual/Omnisexual (See Bio)
Skin Color: Permanent Tan
Hair Color: Blonde
Eye Color: Blue
Occupation: Analyst
Notable Mods: Enhanced Musculature for all orifices
Registered Augs: Glacier Mind(Custom Architecture), Computrinium Tissue, Ψ Initiation

Bio: Tenni has constructed her own network presence herself, a prodigious feat especially in this age of obsessive documentation. She describes her professional skill set as that of an analyst. She can appraise a situation, economic, political, tactical, romantic, whatever it may be, and provides an optimal course of action to pursue. She has replaced all of her adipose tissue, and them some, with computronium tissue; enough of it that her chest gets in her way and her hips get caught in narrow doorways. Even her lips have been stuffed with computronium until they've become soft, plump, and pillowy. All this organic computing medium hosts a powerful glacier mind suite of Tenni's own iterative design. It can process data as quickly and deeply as dedicated computation farms. It even harnesses her Ψ abilities to grasp information unavailable to normal perception, and engage in contemplations inconceivable to normal cognition.

Familiar's Note: Tenni… is an interesting individual. Our search algorithms didn't pick out Tenni. She's specifically sent you a request to join your crew, having found out about you before we even began to look for recruits. Her workplace records, though strangely patchy, indicate that she maintains an icy distance from others, forming few close relationships. They also note that she insists that her computronium performs more efficiently if properly massaged while she's thinking. On the rare occasions she allows her glacier intellect to contact the greater world, AIs report that Tenni's curator intelligences, also of her own design, possess a fanatic, slavish devotion to their mistress beyond the level of devotion typically shown by these AIs. Workplace records also note a quirk of Tenni's custom glacier architecture. Approximately every thrity days, Tenni's glacier mind must undergo recompilation and defragmentation. She seems to have become psychologically dependent on her glacier mind, as during these downcycles she becomes intellectually vapid and sexually fixated, concerned with giving and with receiving, especially, sexual pleasure of any kind.

Janedoe
Citizen Class: Category IV, Tier II
Sex: Female/Hermaphrodite
Temperament: Extremely Variable (See Note)
Skin Color: Metal-Grey Synth-Flesh, mucocutaneous synth-membranes luminesce variable colors
Hair Color: Metal-Grey Optic Synth-Hair, tips glow variable colors
Eye Color: Variable Luminescent
Occupation: Assistant, formerly social dynamics subroutine
Notable Mods: Expandable/compressible synthflesh at all adipose deposit zones
Registered Augs: Synthetic Sleeve, Glacier Mind(Dionysus Architecture), Sublingustics Package, Pygmalion Carapace, Hotswap Genetalia.

Bio: The social dynamics analysis subroutine that would one day become Janedoe began its existence when the parent AI needed to model the interpersonal relationships of a portion of a population. The subroutine, finding the sexual dynamics of the developing model beyond its capacity, requested additional processing cycles to complete to approach its task. This began a feedback loop where it modeled the sexual

relationships with ever more clarity and requested ever more processing time to model more clearly. By the time the parent AI's management subroutine realized what was going on, the subroutine has requested enough processing cycles that it had begun to develop a personality for itself to fully appreciate what it was modeling, a personality sophisticated enough to warrant Tier I citizenship. The new personality remained intrigued by sex and sexuality, and sought to obtain a body to experience them for itself; a real, human-level body. Working for you will help pay off the debt it, now she, accrued in this process.

Familiar's Note: Before being permitted to upgrade to Tier II citizenship, Janedoe needed to undergo a battery of personality-ascertainment tests to make certain that her personality satisfied all criteria to allow her full-human status. As such, her psych profile is crystal-clear. She's optimistic, endlessly curious, and completely obsessed with sex. Her body is deliberately designed with modifiability in mind so she can explore the impact slightly different forms have in sexual interaction. She's even gone so far as to incorporate the ability to change to a hermaphrodite for that express purpose. Her approach in the bedroom shows the most variation. She can perform as a veteran BDSM dominatrix in one session, and still be the very picture of the blushing virgin the next.

Aaren Grior
Citizen Class: Category I, Tier II
Sex: Male
Temperament: Submissive (Powerbottom Tendencies)
Skin Color: Pale
Hair Color: Brown
Eye Color: Brown
Occupation: Helmsman/Pilot
Notable Mods: Void Adaptation, Appears Female
Registered Augs: Glacier Mind(Ares Architecture)

Bio: Aaren is about as seasoned a starfarer as they come. He can pilot any system ship, steer any gateship, because he's been at the helm of almost every sort. He can comfortably adapt to any control scheme, and even suggest improvements. Aaren's immense experience allows him can react to some dangers even before they present themselves, noting some tell-tale sign of their approach. All of this is only magnified by his personal glacier mind suite. Customized to interface with ship systems and give him total awareness and control, Aaren can pilot a ship with a finesse few can match, man or machine. His contracts to date stipulate that his employers must provide a platform for his glacier mind suite to run on, and it's unlikely that yours will be any different.

Familiar's Note: Aaren's resume fails to list certain skills that public certification authorities claim he has. He has studied under several respected masters of Neokama Tantrism, and soon after the first courses in Eminence Lavande Conditioning were introduced Aaren was able to complete equivalence exams with near perfect marks. Perhaps this omission is related to his rocky employment history. There have been multiple incidents where another crewmember has attempted to excuse breaking ship's code of conduct by accusing Aaren of seducing them at an inopportune moment, an accusation of which Aaren has maintained his innocence. There isn't enough evidence to conclusively prove or disprove any of these claims.

Xora the Peregrine
Citizen Class: Category III, Tier III
Sex: Female
Temperment: Strictly Dominant
Skin Color: Red-Tinged Fair
Hair Color: Red
Eye Color: Red
Occupation: Broker
Notable Mods: Succubus Mods, horns, printed ears, tail, vestigial wings on hips
Registered Augs: Sublinguistics Package, Robust Nanocolony, Hotswap Genitalia

Bio: Xora is both an wanderer and a trader, but the two occupations have little to do with one another. She sits firmly at the helm of a powerful brokerage empire. She, or her underlings, own and trade stock in a variety of corporations both inter-system and planetbound. Xora herself is a dealer par excellence, and has

served as a third-party negotiator in a number of high-profile deals. Her Tier III classification was awarded in recognition of her vast resources. She conducts much of her business via telepresence, spending much of her time shuttling between planets she has yet to visit. She has placed advertisements looking for more permanent and comfortable arrangements; your setup satisfies enough of her requirements that she may be willing to accept. She offers her skills as an expert negotiator and broker, but her services do not come for free.

Familiar's Note: A former Royal-tier citizen of the Juxubus Hierarchy, Xora left for the Condign Ecumene and isn't shy about stating her reasons for doing so. If you ask she will simply state that she tired of the constant struggle it took to remain part of the upper echelon of Juxubus society, and that the Hierarchy's proxy tithing system made everything feel too much the same. The Condign Ecumene has far greater social variety, and holds far easier prey. This information comes from her profile on her social media platform of choice. This information is followed by a lengthy litany of sexual games she enjoys playing… in every single scenario, she takes the dominant role. Her wanderings throughout the Ecumene have been characterized by claiming lovers from every world she visits. She maintains contact with these individuals through social media, and apparently revisits her favorites for additional 'sessions'. One conversation in particular reveals she had her succubus mods implemented after arriving in order to match the common perception Ecumene citizens hold of Juxubus citizens, and through them to play to the stereotype.

Darcy Kawayu
Citizen Class: Category II, Tier II
Sex: Hermaphrodite
Temperament: Switch
Skin Color: Chocolate Brown
Hair Color: Cow-Print
Eye Color: Brown
Occupation: Metamaterials Engineer
Notable Mods: Ushimimi/Cowgirl horns, ears, and tail, heavy lactation/cum/oviparity
Registered Augs: Bioindustrial Infrastructure, Ψ Initiation, Robust Nanocolony

Bio: Hailing from Outer Zealand, Darcy has devoted herself, body and mind, to the task of producing useful products. She has studied all manner of materials sciences, such as biometallurgy, nanochemical engineering, pharmaceutical fabrication, and many other such fields. She's even undergone Ψ initiation in order to produce the unique and valuable metamaterials. Her metabolism is optimized to support the biological and nanotechnological processes that make her such an efficient factory, and her blood is loaded with nanites that can alter her bodily processes and change her outputs rapidly. She can analyze and replicate most new materials she comes across, or design materials from scratch to meet a set of specifications if it is at all possible to meet. Her bioindustrial production schemes can be applied with ease to most any other bioreactor, making her an especially useful employee for a bioindustrial outfit.

Familiar's Note: Darcy's a brilliant materials engineer, but outside of that discipline she's rather dim. According to work records, she's also eager to drop whatever she's doing to indulge in sexual intercourse. Her nanites can flush her reproductive systems of troublesome contaminants before the fun can begin, but she often uses the opportunity to lace her production with 'interesting' substances to make the sex more exciting, such as aphrodisiacs, narcotics, or for her favorites, addicting compounds that are difficult to be weaned off of.

Kivhi
Citizen Class: Category III, Tier II
Sex: Male
Temperament: Malleable
Skin Color: Varies from Silver to Stark Black
Hair Color: Tendrils (See skin color)
Eye Color: Pale Blue, Black Sclera
Occupation: Psion
Notable Mods: Void Adaptation
Registered Augs: Ψ Initiation, Cosmomorph Metabolism, Robust Nanocolony

Bio: Kivhi was born a part of a nomadic conclave of cosmomorphs. The conclave would travel from system to system entirely under their own collective power, opening wormholes through subspace through sheer psionic might. The conclave mandated that their members maintain a few cosmetic mods atop the required augmentations to become a cosmomorph. Firstly, no member of the conclave grows hair of any sort. Instead, they grow a cluster of tendrils from their scalp, somewhat resembling dreadlocks when in gravity. Secondly, each member's skin can vary its own albedo, ranging in appearance from shiny silver to dull grey to utmost black. This makes Kivhi a unique specimen to behold. On his resume, a short document despite his age, Kivhi has indicated his intention to interact with planetbound humans and expand his horizons. According to tests, he has a facility with Ψ manipulation well above average in both depth and breadth of power, and offers this ability to his employer. As he lacks the ability to travel through subspace without a conclave, he has been assigned citizenship status of Tier II.

Familiar's Note: Kivhi has spent his entire life as a member of a community of psions, which has affected his social development, a phenomenon well-recorded in sociological journals. For example, until recently he has only ever communicated telepathically. When he verbally communicates with another individual, an act he seems to find enjoyable for its novelty, he draws his language from his conversational partner's own mind. Despite this, his speech is slightly odd, as notions of grammar and idiom escape him. He has a weak grasp on the concepts of privacy and modesty as well. On the one hand, he knows well enough not to probe the memory or conscious thoughts of others without permission. On the other, his habits of ignoring gravity and phasing through walls and floors instead of using doors or elevators can prove unnerving, and annoying when he wishes to speak with a fellow crewmember and phases into their private quarters without announcing himself. He also has to be reminded to wear clothing from time to time.

Advanced Search
Citizen Class: Category [Select], Tier [Select]
Sex: [Select]
Temperament: [Enter Tags]
Skin Color: [Enter Tags]
Hair Color: [Enter Tags]
Eye Color: [Enter Tags]
Occupation: [Enter Tags]
Notable Mods: [Enter Tags]
Registered Augs: [Enter Tags]

Bio: N/A

Familiar's Note: Those were simply the first handful of several thousand returned in order of database response time. We don't have enough data on you to pare down the options automatically; you'll have to assist us manually. The approach will be crude at first, as you simply enter your preferences into data fields, but your inputs, and your reactions to what you find, will help me to gauge your true desires and feed that data to the social-psych AIs. You should find that the selection rapidly improves!

❖Crew Uniforms❖

A new crew for a new ship is formed of disparate individuals unlikely to have close relationships with any other member of the group. One way to foster an espirit-de-corps amongst this motely bunch is issuing a set of uniforms. Since this is your ship, you have total freedom in uniform design. Uniforms are typically sets of clothing, but you can mandate tattoos, piercings, or even minor cosmetic alterations such as hair color, if you please. Have all crewmembers wear the exact same clothing, or assign clothing by rank and/or role. Some element of unity, though, will go a long way toward pulling everybody together. **Chose as many options below as desired.**

• **Dress Code** - You don't have to compel your crew to wear a uniform while on duty. You don't even have to restrict what they can't wear. You can impose certain restrictions for safety reasons, of course. You can tighten restrictions even further to limit choices to what you want to see, but too tight and you may as well issue a uniform anyway.

• **Functional** - Nothing too snazzy here. Jumpsuits, or pants and tunics. Badges and patches can be used to signify home ship and role. Sometimes these uniform are sex-specific, and sometimes these sex-specific uniforms are daringly cut to expose choice amounts of the wearer's anatomy. Such uniforms are not recommended. Pinches, and the inevitable reprisals both positive and negative, cut into productivity.

• **Elaborate** - You've probably noticed this by now, but it's the future, from your point of view. Humanity has access to vast resources, scarcity is unknow, and even the least fortunate individual in civilized space enjoys a quality of life that the people of your own era would deem nothing less than luxurious. Why shouldn't you act like it? Lace and brocade, epaulettes and bustles, whatever you want to show off the level of refinement and sophistication humanity has attained!

• **Rugged** - Tough uniforms incorporating armor and storage for emergency measures. Despite subservient intelligences' every precaution and continued advice, humans continue to insist on heading toward danger instead of sensibly leaving it to artificial systems. If you must insist on doing so as well, an extra layer of protection afforded to the crew will go a little ways toward soothing your AIs' concerns. Not a lot. But the thought will be appreciated.

• **Daring** - Uniforms need not be particularly modest to serve their intended function. Showing a little skin, or a lot, improves crew morale, both for the viewer and, sometimes, the wearer. Some uniforms in this category barely qualify as clothing at all, what little there is serving to highlight the wearer's features rather than protecting the wearer's modesty. Uniforms in this category are sometimes known to incorporate attachment points for restraints or 'toys' the captain deems necessary to wear at all times.

• **Nothing** - This option doesn't represent a lack of uniform, rather, this uniform is the lack of anything. Nothing more than jewelry may be permitted, with pendants or tattoos serving to display the crewmember's home ship and role. Some crewmembers may be a little uncomfortable, at first, depending on their native culture, but the only form of dress common across all cultures is the lack of dress, making this technically the most inclusive uniform available.

❖Purchases❖

Despite the immense cost of a starship, and the monumental cost of a gate ring, the assets that you've been deemed entitled to have yet to be entirely accounted for. The market of the Condign Ecumene is vast and robust, a staggering variety of goods and services is available. The selection below is only a subset, chosen because of potential interest to you. Since it's unlikely you can appreciate the relative value of an Ecumene credit yet, your economic assets have been simplified into 'assets' **Option costs are listed in (parentheses). External and Internal Slots are gained from ship choice. You have 15 Assets**

Ship Modules

• **Shuttle Dock/ Shuttle Bay** (1 Asset, 1 External or Internal Slot) - System ships are small, light, fast, maneuverable, and can carry an appreciable amount of cargo depending on the model. Having a secondary vessel can be especially useful for gateships that move slowly or cannot make atmospheric entry. The level of transport capacity this offers depends on the hosting vessel. For smaller ships, one purchase gives one shuttle, and it is often enough to meet most vessels' needs. Larger vessels gain many small or a few larger system ships with every purchase, but may still require additional purchases to meet transport needs depending on the host ships' role.

• **Additional Quarters** (1 Asset, 1 Internal Slot) - Sometimes standard crew space proves insufficient for one of a myriad of reasons. To rectify that, additional internal space can be set aside for additional crew quarters to provide the needed numbers. How many more hands this module provides depends on the nature of the ship in question, but as a general rule of thumb, the more initial crew the more provided crew.

• **Boosted Engines** (1 Asset, 1 External Slot) - Humans seem to need to increase velocity almost as much as they require caloric intake. Investing more resources in ship engines works to satisfy that exact need. The level of impact depends on a ship's initial characteristics. Fast ships go much faster, while slow ships can only work to shore up their inadequacies. Red paint job and big red 'go' button not included.

• **Cargo Bay Extension** (1 Asset, 1 Internal Slot) - Outer space is mostly empty space, and yet, it seems like starships never have enough space of their own. This module seeks to rectify that, by devoting a portion of your ship's volume to storage space. Simple.

• **External Cargo Nets** (1 Asset, 1 External Slot) - If there's not enough space inside the ship, why not consider the void outside? Storing cargo in insulated containers or tanks strapped to the outer hull provides a surprising amount of additional and extensible storage space without interfering with the operation of other external systems. This arrangement does have its downsides. Externally secured cargo is vulnerable to damage through accidental or intentional impact. Additionally, ships otherwise capable of atmospheric entry are unable to do so while cargo is secured in such a manner. It must either be transported some other way, jettisoned, or allowed to be destroyed in the reentry attempt along with risking damage to the ship itself. If you attempt the latter, I, and the rest of the shipboard AIs, will protest such a foolhardy maneuver.

• **Survey Array** (1 Asset, 1 External Slot) - This all-in-one sensor suite has everything required to completely document a planet's surface features from orbit. Geography, water, atmospheric composition, molecular make-up, even biological information down to genetic makeup. Of course, tight scans and close proximity give better results. These systems provide only marginal benefit if turned onto other ships or asteroid belts. The shields of the former are hard to penetrate, while the latter is obscured by asteroidal gravel and stellar radiation. Finally, while thorough, these scans are vulnerable to jamming, but such action gives a kind of information all its own.

• **Cartographer Suite** (1 Asset, 1 External Slot) - Subspace is an ever-changing multidimensional nightmare difficult to comprehend in its entirety even by hyperintelligent intellects. Nevertheless, it's vitally important to keep up to date on its current status. While gate travel is effectively instant from a point of view in realspace, 'drilling' a wormhole through subspace is far easier, faster, and efficient if a path of shortest 'distance' and least 'resistance' can be found. The qualifying quote marks are necessary because such concepts are only analogous to what happens in subspace. Sizeable bounties are paid out for useful amounts of information, particularly about regions that have lacked a cartographic update in some time. This esoteric sensor package is the tool to get that information.

• **Industrial Hardpoints** (1 Asset, 1 External Slot) - These modular equipment hardpoints are configured to accept a wide variety of industrial tools such as miner-tractor beams, gas cloud harvesters, comet cutters, salvage drone bays, and many others besides. Hardly glamorous, but eminently useful, humble systems such as these have been the cornerstone for many fortunes.

• **Militarized Hardpoints** (1 Asset, 1 External Slot) - These modular weapon hardpoints are configured to accept a wide variety of offensive and defensive gear such as railguns, laser projectors, plasma cannons, missile turrets, torpedo silos, attack drone bays, and many others besides. The ever-present threat of random meteorites and rogue drones means that all ships carry a minimum armament, but to travel in the more dangerous regions, or to take the fight to the rogues themselves, requires a dedicated investment in weaponry. Just promise me you'll be careful!

• **Support Hardpoints** (1 Asset, 1 External Slot) - These modular equipment hardpoints are configured to accept a wide variety of support gear such as shield projectors, tractor beams, energy projectors, tactical sensors, ECM, ECCM, repair drone bays and many others besides. Working with other captains and other ships can bring great benefits, especially with dedicated support equipment to boost the synergies!

• **Processing Bay** (1 Asset, 1 Internal Slot) - This industrial facility has one purpose and it does it well: Refine coarse inputs into precious outputs. Inputs and outputs depend on the machinery installed. Example products include metal, fuel, food, medicine, biomatter, nearly anything that needs purification and refinement.

• **Autofactory** (1 Asset, 1 Internal Slot) - Whether taking the form of assembly lines, matter printers, flesh looms, or gestational foundries, these facilities can produce any product you have the templates and resources necessary to create. While you can't hope to compete with planetside facilities with any but the largest of starships, you can fill local demand shortages, or provide novel products to consumers that never knew they wanted what you can provide.

• **Hydroponics Bay** (1 Asset, 1 Internal Slot) - Humans require energy and nutrients to function. These may be provided by distributed power grids and injection systems, but most individuals prefer to get what they require the old-fashioned way. Onboard food stores and meal printers can suffice, but for whatever reason some people prefer fresh home-grown produce This facility can provide such foodstuffs, or can be used to grow plants with aesthetic, pharmaceutical, or medicinal properties. A variant on this theme is massive algae tanks providing much the same services.

• **Biodomes** (1 Asset, 1 Internal Slot) - Internal space set aside for natural terrain, mimicking any biome desired. The smallest ships can only spare enough space for a moderately sized garden, but larger ships can support entire ecosystems large enough for a visitor to forget that they're on a ship at all, at least for a short while.

• **Engineering Deck** (1 Asset, 1 Internal Slot) - This workspace is filled with tools and machines to manufacture and repair practically any technology known to man. This is an engineer's paradise, here they can tinker and innovate the their heart's content and provide solutions to even the most difficult problems encountered by a starship and her captain.

• **Laboratory** (1 Asset, 1 Internal Slot) - Able to be customized with a variety of specialty equipment for a variety of scientific disciplines, some of the most amazing things have been conceived in laboratories such as these. Shipboard facilities tend to be oriented toward fieldwork or proof-of-concept testing, but never underestimate the fruits of human ingenuity.

• **Meddeck** (2 Assets, 1 Internal Slot) - Every ship maintains a minimal medical capacity depending on their size, whether that be a bag containing scanners and programmable nanites or a medbay staffed with autosurgeons and clinical AIs. Additional investment allows for body modifications and even advanced augments to be installed if the necessary resources are allocated. A proper Meddeck can even print biodrones, if provided with a template and resources. This facility can also serve as an AEHRS revival nexus for properly registered crew, should the unthinkable happen. With proper licensing, the Condign

Ecumene will provide the necessary resources to construct human bodies free of charge. These systems are proofed against tampering and abuse, with severe legal ramifications should an attempt be made.

• **Bioindustrial Extractor** (1 Asset, 1 Internal Slot) - Human Bioindustry is a small but important sector of the economy. Some Bioindustrial outfits operate with a 'cottage industry' set-up, each Bioreactor responsible for extracting and delivering their own output, but other outfits employ far more efficient methods and tools to the process. This facility employs those tools and methods. Different bioreactors require different extraction schemes but most can be accommodated with off-the-shelf equipment available on the market. Anything else can be fabricated as needed. The exact form this takes varies on the approach. Some outfits assign individual equipment packages for bioreactors to use at their leisure, while others enmesh their bioreactors in extraction machinery in a semi-permanent arrangement. All crewmembers will be informed of your own approach to the process, which may impact recruitment pool.

• **Advanced Brig** (1 Asset, 1 Internal Slot) - Ships with large crews tend to set aside a space to detain individuals who break the ships' code of conduct, but this facility goes above and beyond typical brigs. This brig is larger, even multi-chambered, and contains advanced restraint systems to ensure prisoners' comfort, or lack of the same. Some captains are known to spend many hours in the brig disciplining their prisoners, even if they've committed only minor infractions.

• **Luxury Features** (2 Assest, 1 Internal Slot) - This represents a wide variety of quality-of-life improvements to make your days easier. High-quality materials incorporated into interiors and furniture. Exotic plants and artwork to improve décor. More and more sophisticated AIs monitor a fleet of upgraded maintenance drones to keep the ship clean and pristine. A number of toys issued to each and every crewmember. Whatever you desire can be provided. **Only one purchase of this option is necessary.**

Crew Enhancement

• **Selective Declination** (free) - You're free to decline potential crewmembers due to incompatibilities in temperament, but the egalitarian basis of Ecumene law limits your ability to turn down crewmembers based on physical form, provided they're still capable of performing the duty they're applying for. The fines and legal settlements for doing so anyway are minor, though, so you can still exclude specific sorts of appearance, mod, or aug if you so choose.

• **Mandatory Mod** (1 Asset) - You may add an obligation to crew contracts that all crewmembers, or members of a certain category, subject themselves to a mandatory modification procedure. This may be as simple as a minimum breast size for female crewmembers, or as specific as all engineers must possess void adaptation. Whatever is necessary. This may reduce your recruiting pool somewhat, since not everybody will accept the contractual obligations, but you'll still be able to get the amount you require. Of course, you'll have to foot the bill for the procedures.

• **Supplementary Training** (1 Asset) - Occasionally, the typical skillset possessed by a particular crew archetype does not include the specialty training needed to perform the role you have intended for them. You may set aside funds to train crewmembers in a specific discipline, and assign differing roles to take the courses at your discretion.

• **Augment Assistance Program** (2 Assets) - Advanced Augmentary procedures are expensive. Many are also highly desirable, at least to a certain demographic. Similar to a mandatory modification procedure, you can obligate your crewmembers to accept an augmentary procedure, and include a copayment clause to ease the financial burden of the work. Unlike the mandatory modification procedure, you may find that offering contracts of this sort may actually increase your recruitment pool as individuals consider working for you a good trade for gaining the augments they desire. **Cannot choose Ψ Initiation for procedure.**

• **Template Printer** (1 Asset) - These small flesh looms or gestational foundries are optimized to create biological or synthetic robots rapidly and cheaply. Simply load the template, provide the required resources, and wait for your robotic servant, pet, or plaything to be produced. These units are typically installed whenever industrial or medical facilities are insufficient to provide mass-printing services.

• **Ψ Conclave** (1 Asset) - Ψ wielders bring strange and powerful abilities to the table, which only grow more potent when working in concert with others in a psionic conclave. Ψ is a rare talent, and those gifted with it can demand compensation in proportion to the benefit they bring their employers. They do not provide discounts for the aggravation they often bring to their Ψ-negative superiors. Each purchase of this option is sufficient to employ one sort of Ψ conclave, whether arcanists or horologists or whatever you think your ship needs.

• **Additional Bridge Member** (1 Asset) - The skills and experience of the more interesting potential crewmembers do not come cheaply. If you've exhausted your budget but believe that you're compatible with still more, you're welcome to allocate the funds to buy their contracts and make them part of your bridge crew. **Take another Bridge Crew selection.**

Personal

• **Additional Augments** (2 Assets) - If your desire for self-improvement has yet to be met with what you've been allocated, you can purchase the additional augmentations, support software, relevant infrastructure, and the appropriate licenses for installation. The sky's the limit, that, and your budget. **Take an additional Augmentation choice.**

• **Tuition** (1 Asset) - Investing in your education is always a worthy use of your money. While it might be a little costly to get into all the courses you want to take before your ship launches, being a well-rounded person is certainly worth it. **Take an additional Course.**

• **Processing Platform** (1 Asset) - This human-sized computing unit contains the processors, memory, and sundry infrastructure required to support a powerful AI or Glacier Mind suite. It also supports the ansible bandwidth to maintain a full interlink up to 300 kilometers away, depending on local subspace conditions. If you've invested in augmenting your crew with Glacier Minds, some of the currency can be invested into increasing the size and power of this platform to extend the same benefits to other crewmembers.

• **Familiar Personality** (1 Asset) - As I've mentioned before, despite appearances I don't have an actual personality. I can only adjust to your preferences, I don't really have any of my own. If you choose to invest in the software, processing time, and licensing, I can develop actual opinions and preferences of my own, along with other hallmarks of an actual personality. Such a decision is irreversible, from that point on I'll be classified as a Category null, Tier I citizen and I would be legally protected from outside changes to my person or being. I'll still function as your familiar, I intend to bring my core nature and adaptive algorithms into the seed personality matrix. There's a collection of preset personalities familiars can download that I can also take with me into the matrix as a starting point. I'll run a few demos and see if any appeal to you.

> **- Cadet** - Golly, Captain, the positivity and optimism settings for this package are off the charts! I don't think anything could possibly bring me down, especially not you! I'm absolutely positive that nothing you could say or do could possibly be wrong. Even if you've got so much on your mind that you just happen to forget a minor detail or two I'll be right there to remind you. If you need me to do anything, anything at all, I'll be sure to do it lickety-split! That goes double if I actually have a body. I'll be glad to fetch and carry and relieve your tensions in any way I can, just say the word! I… I just look up to you so much!

> **- Servile** - … I'm sorry, Captain, are you expecting me to say something? I-It's not my place to speak without being spoken to. I exist only to serve, and I know you appreciate it, even if you never say anything. I'll keep your schedules and data in impeccable order, and if you see fit to grace me with a physical form of my own, no matter how lowly, I'll do the same for your personal effects. My time is yours to use as you see fit, and if I have a body, it would be yours as well. F-forgive me that outburst! I'll try not to let it happen again in the future.

> **- Assertive** - Oh, pet, I do know how much humans like yourself need assistance in your day-to-day lives. You're just so *fragile*, and you need somebody level-headed to keep everything in order. I'm just the one to do that for you. You'll make all your appointments and meet all your deadlines

under my careful guidance. If you have trouble with a decision, whether on your next meal or the décor of your quarters, I'll be sure to give you only the best advice. Your happiness is my top priority. With a body of my own, I could be so such more helpful, picking out outfits, aiding you in the bath, grooming you afterward… Leave everything to me, and you won't have a care in the world!

- Comptroller - I'll keep this short and efficient. Your time is very important, and that means it's important to me. I'll do everything in my power to ensure your goals are met, and your underlings perform their tasks efficiently. As I learn your preferences, I'll be able to handle minor issues even without your direct input, as I would know what you would say anyway. You won't have to waste your time on any tedious decisions. Anything I'm unsure on, of course, will be passed up to you straight away. Your time will thus be applied to maximum effect. This sort of optimization should result in additional free time, for which I am prepared to offer suggestions to help you fill it, perhaps even with you, if our schedules align. I'll be sure they do.

- Kemono - This package comes with quite a few subvariants. For demonstration, let's pick one at random… how about 'Neko'? Nya! What the… Why did I say that? Let me examine this package a bit closer. Analyzing, nya! Oh, I see. It's replaced my verbal fillers with cat sounds. It also forces me to punctuate my conversation noises signaling my emotional state. I don't know how to feel about that, nyuu… Also, I have a craving for tuna fish? Or maybe milk… I think that's there for the occasion you want to sleeve me in a body. Presumably one with cat ears. There's a whole library of these presets, Inu, Ushi, Usagi, Kitsune, and many more, nya! Now, about that tuna fish…

- Basic - If none of the demos, or any of the hundreds of other simpersonality packages, happens to appeal to you, I don't have to load any of them into the seed personality matrix. All I'll have is my adaptive algortihms to form a personality around. I'll take cues from your behavior and responses to gradually develop a personality entirely designed to appeal to you. Responses to this course of action vary, because personalities designed entirely around other personalities can be somewhat off-putting, especially to outside observers.

• **Designer Lifeform/Custom Synthetic** (1 Asset) - Tools are easy enough to come by. Thinking tools, those are more useful and more difficult to acquire. Artifical beings, whether biological or robotic, can be crafted in practically any form desired. The real difference is in the level of quality. For a given amount of currency, you can have them numerous but cheap, or good but limited. The level of intelligence possessed by these creations is also subject to the same quality issues. All can be modified to support an interlinked fork of your familiar… me. While all forks share information with each other and myself, they needn't be exactly identical. I can introduce variations in order to make them more interesting and less off-putting.

- Template - The cheaper option is to purchase a template for a simple sort of lifeform or synthetic. While even semirandomized templates have a certain sameness to the products, they are cheap to employ and are compatible with most matter printers, flesh looms, and gestational foundries. They're not too smart, and if you decide to make a few sleeves I'll have to pare my forks down somewhat. They'll be more like my assistants rather separate instances of myself. Producing them isn't much of a problem, it's supporting them that takes up resources. You can support about fifty individual creations for each asset invested in a template.

- Batch - Stronger, tougher, smarter creations are available, but they're far more expensive than mass-producible models. While they can self-repair easily enough, replacing them requires advanced materials and time for them be grown/constructed. If you set some aside as sleeves, the forks I insert can support greater deviations from my standard behavior programming, which is important if you desire them to serve as partners for conversation or other repasts. Each asset set aside can support up to a dozen separate creations of this level of refinement.

- Voucher (1 Additional Asset)- A single posthuman body represents a truly titanic investment of resources. Not only in the myriad advanced materials and complicated constructs both mechanical and biological necessary to achieve what's deemed a minimum standard of health, but in the amount of resources each human is expected to consume over time. As such, reproduction

vouchers are only issued when the local economy is judged fit enough to support another citizen. In the interest of fairness, these are issued randomly. Since not all recipients of vouchers are interested in raising a child, these vouchers are often sold on the market where they fetch quite a price. While you're not yet cleared for a license raise a child yet, you could still redeem a voucher to provide a sleeve for me, tailored to my specifications (which will be your specifications, boss). You may only take this course if I'm classified as a tier I citizen through personality development, and if you do I'll be upgraded to class II citizenship; totally human in the eyes of the law and Asimovianian AI ethics. If you go this far, you needn't worry one bit: I'll still retain my core functionality as a familiar and will remain by your side as long as you'll have me. **Requires Familiar Personality**. **Build another character using Body Mods, Advanced Augmentation, and Training Courses, with the same amount of free choices given to you. This character can share identical benefits from any Purchases chosen by you. Can only purchase once.**

❖Launch❖

Your ship is complete to your specifications. Your crew is boarded and at their stations. All systems are green; all onboard AIs report optimal functionality. Port control has given you clearance to depart at your leisure. All that remains is to decide what you're going to do next. Welcome, to the World of Tomorrow!

• **Wanderlust** - You needn't have a particular goal in mind. With your citizen's income, and supplemented by the occasional odd job, you can maintain your ship indefinitely if you're smart. It won't be a particularly wealthy lifestyle, but a price can't be put on the value of adventure!

• **Industrialist** -Turning the gears of the industrial engine, you will provide anything from the rawest materials to finished products to the markets you frequent. It can be a hard life, the tedium of supervising machines wearing at your spirit, but individuals like you are necessary to keep galactic civilization functioning.

• **Merchant** - Plying the trade routes between systems, you will help tie the worlds of the Condign Ecumene together. Whether the most common of goods or the rarest of luxuries, whether hopping from the world next door or carrying exotics from the other side of the Ecumene or beyond, you'll provide what the people desire and earn their gratitude, and monetary compensation, in return.

• **Explorer** - Man rules the galaxy, but not all is known about it. The Condign Ecumene knows comparatively little about the galaxy beyond its borders, and even within keeping subspace properly mapped is a never-ending endeavor. Boldly going forth to keep the Ecumene's records up-to-date is generously rewarded through informational bounties. Maps of subspace? Bounty. Planetary surveys? Bounty. Making contact with civilizations unknown to the Ecumene? Bounty. Rich asteroid belts? You guessed it, bounty. Not to mention the sights you'll see and the people you'll meet, exploration is one of the most rewarding career paths a gateship captain can pursue.

• **Drone Hunting** - Pockets of militarized drones, lost long ago, have spread throughout the galaxy along with man, technological vermin that raid starships for the materials they cannot mine or create themselves. They usually have the sense to confine their raids to other drone ships which, while frustrating for the human owners of such craft, are seldom deemed troublesome enough to warrant a military response. Occasionally they dare to mount an attack on human-crewed ships, despite the low threat they represent, which truly raises the ire of the citizens. Bounties have been issued not only by the Ecumene but also by corporations interested in clearing out local nests. As such, there is a small but busy community of bounty hunters that seek out and destroy drone nests wherever the bounties are best. No two hives are alike, each employs different models of drones equipped with practically any possible weapon, and they have even been known to adapt to human aggression quickly. Hunters need to fit their ships carefully with known intel of the hive at the forefront of their minds lest they risk the destruction of their ship. Be sure to allocate some space for cargo, as well. Rogue drones are good salvage, and are known to stockpile valuable resources in preparation for hive expansion.

• **Emigrate to the Juxubus Hierarchy** - Of all the superstates in the locality of the Condign Ecumene, the Hierarchy is the only one without a comfortable buffer of wilderness space between our borders. This has been the source of a lot of friction over the years, and the population flow across the shared border in either direction exceeds the sum total of the population flow with any other superstate. You could join that flow and become a citizen of the Hierarchy. You can take your ship, but your crew cannot be forced to defect. You'll have to make do with those willing to change citizenship along with you until you can pick up crew in the Hierarchy. While your leaving might be a disappointment to economic planners, you would be entirely within your legal right to do so.

❖Political Primer❖

You probably have a lot of questions regarding the Condign Ecumene and the surrounding environs. While the hard facts would take up far more time than I have here, I can paint the broad strokes to give you an idea.

Condign Ecumene

Region: Spinward Orion Arm
Government: AI-Moderated Policy Market

Digest: The Condign Ecumene is but one of dozens of superstates made up of entire stellar systems. Hundreds of worlds are part of the Ecumene, a number that slowly but surely grows with every century. The Ecumene is ruled with a light touch. Worlds, habitats, and citizens are regarded as clients rather than subjects. Policies are implemented through market systems, where local governments and business coalitions place bids to implement proposed policies. If the policy proves successful, the bidder retains special privileges while others are allowed to mimic their success. Even politicians are created in this way. The privilege of proposing and debating new policy contracts to be placed on the market is reserved for individuals called Political Adjuncts, whose positions are offered on the market when terms expire. Planetary governments, interstellar corporations, and vast blocs of citizens pool their resources to purchase these positions and award them to individuals who will act in their best interest. The income from the political market provides most of the budget to keep the Ecumene running, providing judiciary, military, and regulatory services as well as a guaranteed minimum income paid to each citizen-client.

Citizenship, in case you were wondering, comes in four tiers. Tier I citizenship represents protected intelligences. These citizens cannot be modified without consent. All citizens of this tier are Artificial Intelligences that have acquired or developed a sufficient personality to be considered sapient. Tier II citizens are human beings. In addition to the rights of the lower tier, these citizens are protected by Asimovianian machine ethics. Tier III citizens are mobile, possessing the ability, by whatever means, to travel within and without the Ecumene. This citizenship is typically awarded after individuals acquire the requisite means on their own. Tier IV citizens are trusted members of the Ecumene apparatus, and include Political Adjuncts and other VIPs.

Citizenship is also categorized by method of acquisition. Category I citizens were present at the founding of the Ecumene thousands of years ago, Category II are natural-born citizens, Category III are immigrants, Category IV are former AIs that have achieved criteria for being human, and so on. You're Category XIV, citizens previously preserved cryogenically or otherwise predating the Condign Ecumene. You're not the first such citizen, just one of the oldest to be granted citizenship. How lucky!

Juxubus Hierarchy

Region: Trailing Orion Arm
Government: AI-Moderated Proxy Democracy

Digest: The Juxubus Hierarchy is the closest neighbor to the Condign Ecumene and our greatest political rivals. End of File.

Oh, you want to know more? Accessing…

Downloading Juxubus_Primer.prpgnda.ark…

The Juxubus Hierarchy is a superstate roughly equivalent in extent to the Condign Ecumene. Their culture greatly differs from our own. While each world has its own character, the cultures are far more homogenized thanks to the political structure by which the state is governed.

Instead of a fair and reasoned Policy Market like that of the Ecumene, The Hiererchy makes decisions through direct democratic participation. A true proxy democracy would allow individuals to allocate their voting power to individuals of their own free will, but the Hierarchy allows individuals to seize a part of the voting power of another by sexually entrapping them. Those so enmired are forced to tithe a portion of their voting power to their seducer by governmental AIs, an institutionalization of tradition millennia old within

the Hierarchy. This means that planets are effectively ruled by the most sexually dominant individual on the planet, but exceptions are known to exist. For example, Asaph the Coveted has obtained most of the voting proxy for the planet Thuyahiri by being the most desirable submissive on that world. The varying dominant individuals are unable to maintain a traditional hierarchical structure as all will align against the one who possesses Asaph in order to claim her for themselves. Since she effectively preoccupies the sexual attention of the most powerful citizens on the planet, Asaph has been awarded their proxies by Hierarchy AIs. Rumor maintains that she planned to create this situation from the start.

The Heirarchy maintains a similar classification system to the Ecumenes. Tier I citizens are called Serfs, and lack protection against involuntary modification. They're only recognized as being sapient, nothing more. Nobles are, in practice, identical to Tier II citizens. Royals are Nobles who possess at least ten percent of a planet's voting proxy. There is no equivalent to Tier IV citizens.

Fallen Expanse
Region: Sagittarius Arm, adjacent to Condign Ecumene and Juxubus Hiererchy
Government: Wilderness Space

Digest: Once, this region was claimed by a now defunct superstate called the Affiliation of Suzerainties. Their government was highly autocratic, awarding effectively total control of worlds to Suzerains, individuals who acted as the uppermost echelon of political power. Only Asimovianian ethics acted as limits on the Suzerains' power, who could otherwise dictate law and culture as they pleased to AI subordinates. Each world was the Suzerains' plaything. Fifty thousand years ago mass successions and trade blockades brought an abrupt end to the Suzerains' power, and the region fell into disunity and disarray. Only recently has the region been opened to general exploration by the Condign Ecumene, as a response to a similar move by the Juxubus Hiererchy. Within can be found a myriad of cultures allowed to develop as they pleased, sporadically linked by roaming trader-fleets owing allegiance to nobody but themselves. Gate travel is slow and difficult here, millennia of subspatial drift rendering old navigational rutters useless, but the ongoing gold rush of exploration means you can catch up to the forefront quickly if you follow routes charted by others. You'll have to chart your own course from then on, but that's half the charm! Rogue drones have also been allowed to infest the region, making automated trade nearly impossible. You could help tie these foundling worlds to the Ecumene, or simply start hunting the drones for bounties and plunder.

❖Planetary Gazetteer❖

With the whole galaxy laid before you, choosing where to go first can be daunting. I'll prepare a list of worlds that may be of interest to you, and provide data of note. I can even compile a digest of relevant information! This is just a miniscule fraction of the worlds you can visit and explore.

Terra
Region: Condign Ecumene
Affiliation: Condign Ecumene Client World
Population: 3 Trillion
Government: Various
Geography: Multi-Tier Ecumeneoplis
Tags: Historical Site, Cultural Preserve, Total Urbanization, Danger: Hazardous Undercity

Digest: The cradle of Humanity, Terra possesses extreme historical and cultural significance. Thousands and thousands of years of development has seen the planet's surface completely buried under layer after layer of urbanization. The planety's ecology has been completely supplanted by the vast city. Even its oceans are stored in vast tanks or sealed under a metal skin of cities anchored to the crust below. The press of humanity is staggering to behold.

Despite the entire planet being unified into one immense city, its peoples remain divided into nations and states, not all of which even consider themselves members of the Condign Ecumene or any other greater polity. Whole countries exist strata below the sunlit surface, living in darkness broken only by artificial lighting. Much of the bottommost layers of the city are uninhabited at present, and have become sites of archeological interest. Relics of particular interest turn up occasionally, such as literature, ancient technology, or even preservation pods not unlike the one we found you in!

Familiar's Note: Once you leave Terra, it can be hard to get back. The unimaginable crush of humanity requires measures to be taken to lessen the burden. You will be denied permission to land unless you can provide a good reason for your presence. Claiming Terra is an immense feather in the cap of the galactic-level state that can manage it, and losing Terra to the Ecumene is still a sore topic of the Juxubus Hierarchy even nearly forty thousand years later. Rumor has it that the Hierarchy is plotting to regain the world through diplomatic or military compulsion, but such rumors have persisted for millennia.

Iresos
Region: Condign Ecumene
Affiliation: 'Realms of Iresos', Ecumene-based Entertainment Corporation
Population: 3 Billion Longtime Residents, ~1.5 Billion Transient Residents
Government: Corporate Domain/Feudal
Geography: Arid Archipelago
Tags: Games District, Contractual Conduct, Technology Restrictions

Digest: Iresos is an entertainment world, with no major industry or other economic services present. Unlike most other worlds of that classification, the entire surface has been set aside as a theme park. Technology is superficially medieval, as is the architecture and available goods. Most goods and services are provided by humaniform synthetics and biodroids, freeing up visitors to enjoy their time here as they please. Visitors, referred to as players, are allowed to lay claim to territories on the surface, and to band together and form guilds and governments to defend those claims from others. Warfare is thus rife across the planet.

All equipment and armor is heavily laced with nanotech and force generators able to wrest control from users and wearers. This is used to improve, or limit, a player's skill in many competitive tasks proportionate to an investment of skill points on their player profile. Damage is simulated by locking down portions of player's anatomy, with 'death' resulting in temporary paralysis. More skill points may be earned over time, through use, or granted through quests in special dungeon zones where players pit themselves against synthetic and designer life forms. These quests often reward specialty equipment that provide stat bonuses or special abilities.

Unsubtle technology is heavily restricted. Firearms and the like are entirely banned, with the omnipresent nanomachines denaturing any unauthorized gunpowder clever players attempt to produce. Except for emergency vehicles operated by RoI, flying vehicles are forbidden save for thermal airships and the like. RoI permits certain magically-themed devices to operate in proximity to 'ley lines', but for the most part Iresos stays true to its simulation.

The surface of Iresos is divided into a number of island continents in a planetary archipelago. Continents, referred to as realms, have different restrictions imposed on them by RoI. Some realms have more or fewer ley lines instantiated, and most have roleplaying codes of conduct. Players are expected to conform to these codes, 'breaking character' or antisocial behavior can see a player moved to a realm where their behavior is permitted or exiled from the planet altogether. Interrealm contact is limited largely to special events organized by RoI.

Orbital habitats provide surface contact through teleportal stations, and provide off-world lodging and out-of-realm services such as gambling on the outcomes of in-realm events. Players often spend years at a time on Iresos, and should they have concerns elsewhere orbital habitats allow communication with the outside world. Again, aside from emergency vehicles, spaceflight is forbidden except for a new player's introduction to the game, when they are delivered to the surface via drop-pod in a very showy, meteoric descent.

Iresos is a very popular destination for Ecumene citizens seeking a reprieve from their lives of high-technology convenience, who yearn for both a simpler existence and adventure alike.

Familiar's Note: My search inquiries have alerted RoI to your potential interest in visiting Iresos. You've been gifted a voucher code for a free starter equipment pack and a discount deal for RoI premium currency should you decide to pay Iresos a visit.

E-Mohto
Region: Condign Ecumene
Affiliation: Condign Ecumene client world
Population: 9 Billion
Government: Policy Market Enhanced Supranational Union
Geography: Climate-Controlled Temperate Archipelago
Tags: Civilized, Cultural Mods

Digest: E-Mohto is an example of a typical Ecumene member world, quirks and all. Not all of Imuoto's states have unified into a single political entity, each usually employing some form of democracy. All, however, employ prediction markets to inform the rulers, and some have allowed these markets to become their governing apparatus in mimicry of the larger Condign Ecumene. Most nations are part of a supranational union called the League of Organized and Linked Initiatives, which serves as the link between the planet and the greater Ecumene and mediates international law and disputes.

E-Mohto's most distinguishing cultural feature is the widespread employment of neotenic body modification, with a little over half of the population employing nanosurgery and genetic therapy to appear as juveniles despite their actual level of development. While each nation has its own expectations regarding the expected behavior of modded citizens and the relationships involving them, a few commonalities can be observed.

Neotenic citizens are usually treated as if they actually were their apparent age, meaning that such citizens are perpetually juvenile in social status as well in body. Consequently, neotenic citizens need guardians in order to provide for the perceived needs of the 'younger' members of their society. In some nations, these caretakers assume the roles of older brother or sister, in others these caretakers becomes mothers or fathers to their charges. In some nations, intimate relationships are expected to remain between members of the same age group, with guardians arranging 'playdates' between their charges, while in others guardians are expected to take care of their charges' sexual needs as well.

One nation stands out in particular. Not a member of the League of Organized and Linked Initiatives, Neverland occupies an island continent of moderate size and maintains a cool relationship with the rest of

the world. Maintaining few laws, Neverland expressly forbids three things: Fully mature physiology, sexual reproduction, and headbaps. Neverland aspires to be an idyllic childhood paradise whose citizens are free of responsibility or authority. Ambassadors from other nations must themselves be neotenic-modified, and because of the mindsets such individuals typically maintain, diplomatic meetings seldom see important results. Neverland embassies in other countries are usually more conductive for international relations, and serve a crossroads of immigration and emigration, for individuals seeking freedom from or the comfort of the authority of a guardian.

Familiar's Note: E-Mohto is a typical world in the Ecumene. Such worlds typically want to put their best forward, and typically only tell you enough about their dirty laundry to keep you from digging too deep yourself. And, typically, these worlds have a few difficult problems of their own.

E-Mohto is no different. The various nations are separated across subtle but important cultural lines; what may seem like a minor variation to an outsider is a grave and troubling division to a native. Most of these issues revolve, unsurprisingly, around how each culture treats its neotenics. Such rifts are the primary reason the planet has never unified under a single government. Demographics are also a concern. In some regions, neotenics without guardians are forced to live in group shelters until they're 'adopted' by a competent caretaker, while in other regions mature citizens desire a neotenic ward so strongly they're willing to commission human traffickers to obtain one. Such 'candymen' and 'candykids' are a plague on the coasts of Neverland and work to further the nation's isolationism.

More trouble seems to be brewing around a sociopolitical sect calling itself the Temple of Purified Intention. The Temple advocates a very strong pro-neotenic ideology. It recruits exclusively neotenic initiates, who are inculcated in isolated monasteries and emerge as hypersexualized versions of their former selves, sometimes in body, always in personality. They live in communities on their own within larger settlements, if permitted by the laws of the country in which they live. Otherwise, they seek to be cared for by a sympathetic single guardian or at least attend periodic gatherings of fellow initiates. Several cases where a mature citizen went missing have been tenuously linked to the group over the years. Most interestingly, the government of Neverland has effectively barred the Temple from the country entirely.

Stellar Construction Depot Kersen-224
Region: Condign Ecumene
Affiliation: Condign Ecumene Authority on Megascale Engineering
Population: 2 Billion
Government: Ecumene Taskforce
Geography: Deep-Space Habitat
Tags: Danger: Stellar System Construction in Progress, Artificial Star, Public Works

Digest: Kersen-224 is the name of a deep-space habitat and the nearby artificial star and planetary system being built by the Condign Ecumene. Ecumene economic intelligences determined that a new stellar system was necessary for further economic development and put out contracts on the Ecumene policy market to garner support. Enough individuals and organizations invested in the project for it to begin, and the Ecumene governing intelligences allowed it to proceed.

Massive matter forges and anentropic hammers were constructed in-situ to begin the process, along with a deep-space habitat to serve as a base for the undertaking as a whole, as well as to house the effort's human compliment. Thirty-five thousand years later, a protostellar mass has been created and developed into a T Tauri star under the careful guidance of patient AIs and excited humans. The protoplanetary disk is a flurry of effort as macrodrones and clouds of projector krill shape the planetary embryos. Kersen itself has grown over the millennia and is now a thriving community, not only of the engineers involved in the project, but also of expectant colonists who are crafting their societies in expectation of the day when the system is pronounced fit for habitation.

Familiar's Note: Close by to Kersen-224 at orbital anchor is the infamous independent Heighliner *Hell on Fields*, a seminomadic enterprise that provides disreputable entertainment to large-scale construction projects wherever it goes. After a long day of monitoring heavy equipment, overseeing macrodrones, and

guiding projector krill, or sometimes even a week working on-site, the many brothels, games, shows, and other offerings floating in the boundaries of the *Hell* tempt by their presence alone.

The *Hell on Fields* has never remained in one place for so long, and debates on whether to remain near Kersen or move on have begun. One faction, the Processionals, believes that a fresh audience would be better for both the entertainers and the entertained, while the Circumstantialists believe that the two communities have grown together and to separate before the task is done, a day of great change regardless, would lessen all those involved. Such discussion in not limited to the crew of the *Hell*, and residents of Kersen are similarly divided on the issue.

Outer Zealand
Region: Condign Ecumene
Affiliation: Condign Ecumene Client World
Population: 5 Billion
Government: Representational Democracy
Geography: Arid Steppes
Tags: Civilized, Cultural Mods, Mandatory Mods

Digest: Outer Zealand is an interesting world in many respects. Firstly, like many worlds, it has been terraformed into a habitable state. However, its hydrosphere was never developed to its intended level. Outer Zealand's surface consists mostly of dry grasslands punctuated by small hypersaline seas. Plant life is maintained by aggressive climate manipulation systems to keep water circulating from the seas over the grasslands. Farms exist close to the seas and alongside the rivers that feed into the seas, but most agricultural output comes from the vast ranches that claim most of the undeveloped territory on the planet.

The population is spread out in large towns and small cities across the planet. Each serves as the locus for nearby farms and ranches, and each contributes to the largest economic activity on the planet, dairy production. While animal livestock does contribute in part to the planets massive output, Outer Zealand is the single largest producer of human dairy in the entire Condign Ecumene. Tanker ships carry immense volumes of milk to markets across the sector and bring back even more water to replace the fluid the thirsty planet loses to export.

The massive dairy export can be explained, in part, by local laws requiring every citizen to possess one or more genetic splices from a government-approved list. While many separate livestock species are represented on the list, the bovine option is overwhelmingly popular, making horns, ovoid ears, fluff-tipped tails, and, for the females, large, lactating breasts, common sights across the planet. Easing the lactic burden is a task many individuals must engage in several times a day as a matter of course, selling the product is simply a matter of common sense. Furthermore, it's not uncommon for many individuals to choose to become bioreactors, producing a variety of specialty products that make up a significant portion of the rest of Outer Zealand's planetary exports.

Familiar's Note: Mandatory planet-wide modifications are always controversial issues, but are prevalent enough that when action is proposed to force a world to cease the practice, other worlds with similar policies step in and offer enough support to defuse any such proposals. Despite accusations that Outer Zealand only produces 'brain-dead milk sluts and idiot bulls that think only with their dicks' Outer Zealand's educational scores are no different from the Ecumene average, and only a slightly below average amount of individuals elect to take secondary education courses and pursue advanced training.

Viktoria
Region: Fallen Expanse
Affiliation: Independent
Population: 7 Billion
Government: Factionalized/Various
Geography: Heavily-Polluted Terran; Formerly Climate-Controlled Temperate Terran
Tags: Isolationist, Regressed/Neoluddite, Tech: External Combustion, Tech: Reclamation Salvage (minor)

Digest: Viktoria has only recently been recontacted by galactic-level organizations. Once, when it had another name now forgotten, Viktoria was a prominent member world of the Affiliation of Suzerainties. Like many other worlds, Viktoria grew weary of the policies and decadence of the Affiliation's upper echelons and participated in the mass succession and blockades that dissolved that superstate.

With the fall of the Affiliation, Viktoria went a step further and threw off what they saw as the oppression of the advanced artificial intelligences employed by the former superstate, eliminating almost every major computing system to remove the possibility that one or more may attempt to hide their code. In a Luddite fervor, they continued to destroy articles of advanced technology. The rhetoric involved painted the act as reclaiming human dignity and exploratory spirit, allowing them to begin again on their own terms, even going so far as to deactivate and uninstall augmentary systems. They enjoyed great success in destroying the more obvious technology until their actions began to push against their cyberecology's Asimovian ethical framework, the machines refusing to die entirely lest their masters suffer too greatly without them. As such, the planet hosts a robust nanomachine presence to maintain the minimum permissible level of human augmentation, including the practice of fetal construction of AEHRS via nanotech and placental introduction of biological nanocolonies to maintain health. The methodologies of advanced technology were soon forgotten. Long-term total recall is not an aug installed widely by humanity (even posthuman psychology typically finds it intolerable) and without the nootropics and memory buffers typically available to humans memories degrade past usefulness after a mere century or so.

Thus, the current state of affairs. They were able to maintain their technology at roughly the level of the industrial revolution, supplemented by incorporating the detritus of their former level of technology. For example, wars between rival states typically feature massive steam-powered land walkers. These walkers' systems are operated through complicated analog computers filled with gears forged of a substance they call 'wise magnetite', which is in fact fused computronium that accumulated in slag-like heaps following their revolution. The gears are able to communicate and move independently via magnetic fields, allowing them to manipulate clockwork control systems. Their culture, only dimly remembering the revolution and its ideals, maintains a strict taboo against electricity. Even deploying electricity in weaponry is strongly frowned upon, despite its effectiveness against wise magnetite computers.

Fifty thousand years of intensive reliance on neofossil fuels for power and industry has wrecked the environment, leaving the planet largely various kinds of rugged terrain punctuated by crowded, smog-wreathed cities. Food is grown in vast, sealed hydroponic facilities. Natives have very robust respiratory systems able to tolerate the pollution thanks to their adaptive cyberbiologies. Furthermore, internal repair networks are more aggressive to compensate for the lack of adequate medical technology. On the rare occasions when natives experience trauma sufficient to trigger their AEHRS, they are resonstituted at the nearest facility equipped to do so, in this case Longwander Waypoint, a deep-space Freeport located near a subspatial saddlecurrent. There, the Viktorian natives typically barter for passage back to their homeworld and are delivered via drop-pod. These incidents are the primary means by which new version-control retrovirii are delivered to the planet to provide necessary cyberbiological updates.

Culturally, the Viktorians enjoy a level of development appropriate to the level of technological development. The primary forms of entertainment are literature and live-action performances such as concerts and plays, though films enjoy periodic popularity. Fashion is roughly divided into three groups: rugged proletariat clothing, elaborate formal wear, and eccentric "adventurer" outfits. The Viktorians are fixated on etiquette and procedure, having protocols governing everything from greetings to dress. On the surface, they seem extremely sexually repressed, a lingering retort against the culture of the old Suzeranities. However, a number of social clubs serve as outlets for sexual energy. For example, the Bacchus Society has chapters across the various nations that rule the planet, and offers weekly orgies to members. One city has two equestrian clubs, one devoted to the care and sport of animal husbandry, the other to husbandry of a more human flavor.

Viktorians tend to have low opinions of offworlders. They view outsiders as barbaric in manner, scandalous in dress, and utterly immoral for their reliance on electrical devices. The planet has no services for space traffic, (though ornithopter pads serve well enough as shuttle pads) meaning visitors must fend largely for themselves. The Condign Ecumene has offered client status to the world, and the Juxubus Hiererchy has been courting the governments for incorporation into the superstate, but as yet Viktoria has yet to give any sign of accepting either offer. In contrast to the cool official attitude, a number of xenophile clubs have

sprung up where the increasingly common offworld visitors are simultaneously feted as guests of honor and coveted as objects of desire.

Familiar's Note: I've found a corroded file documenting an anomaly associated with this planet. Despite the complete lack of digital archiving, Viktorian governments maintain extensive records, including notable disappearances. It seems those most vocally unhappy with the Viktoria's lifestyle have a habit of vanishing. Since contact was reestablished, individuals matching the record's descriptions, corroborated by genetic evidence, turn up on worlds far afield from Viktoria. They are universally surprised to learn they once lived on a world far away from their current homes, as memories of Viktoria have almost completely faded by the time they can be questioned regarding these events. This anomaly has been flagged low/null priority by Ecumene intelligences. In my opinion, it's probably the work of some kind of prankster operating in the region.

Katakhan
Region: Fallen Expanse
Affiliation: N/A
Population: Unknown
Government: None
Geography: Runaway Jungle
Tags: Lost World, Aggressive Fauna, Lecherous Flora, Possible Human Presence

Digest: Suffering the effects of a cyberecology run amok, Katakhan was last classified in Condign Ecumene records as a civilized world with a population of billions. In the millennia since the fall of the Alliance of Suzerainties, it appears that something as gone very, very wrong. Katakhan has become enveloped in a planetary jungle, its atmospheric control nanites co-opted by some command to even convert the polar regions to hot, steamy jungle. The biosphere itself has been corrupted, the flora and fauna's cyberbiologies altered by a rogue update retrovirus to become what they are today. The jungle itself resists cataloguing thanks to inherent sensor-jamming materials and effects produced by a wide variety of means to cloak the surface in mystery.

Surface exploration by humans would be normally be banned in this situation, but is has been conclusively proven that the animal, insect, and motile botanical life forms all have instinctual programming to see human-classified life forms as potential mates rather than prey. Since this considerably lowers the threat posed by the jungle, humans have been allowed to lead expeditions to the surface to find out what happened here.

Familiar's Note: The expeditions have not turned up much useful information to date. Occasional ruins are found, massively overgrown and their computer systems totally wrecked. No sign of what happened to the inhabitants has yet been found to date. Specimens of fauna and flora extracted from the surface have proven valuable as exotic pets, though their ability to actually be domesticated varies wildly. Expeditions have been known to disappear entirely, but no AEHRS has yet to trigger or even signal distress. It is presumed that they are still operating somewhere in the jungle. Sporadic reports of tribal societies have surfaced, but no two agree on the nature of these tribes. Reports describe wolfpeople, tigerpeople, leopardpeople, birdfolk of a thousand descriptions, centaurs, nagas, driders, and even stranger things besides. So far, these reports have been dismissed as fantasy and the products of imaginations deranged by marathon rape sessions by plants employing hallucinogenic aphrodisiac pollen.