

SB headcanons

(Check-marks mean that the idea is implemented in one of my mods)

☒ **The artifacts and their abilities:**

The bone trophy - granted the greenfingers their powers.

The mirror of wisdom - a repository of knowledge (like a holocron), inspired the first great hylotl thinkers.

The wheel of klux - a perpetual motion machine of some kind, inspired the religion of kluxism. (Possible origin of Avolite instead?)

The genesis coil - contained the genetic code utilized in VEP and was thus instrumental in the Miniknog's rise to power.

The regal medallion - introduced the code necessary for the Glitch to advance beyond their design parameters, if selectively, can awaken Glitch individuals who come into contact with it as well.

The master manipulator - inspired the founding of the terrene protectorate and would eventually be reverse engineered into the matter manipulator.

Rather than being gifted directly to their intended races, the artifacts were deposited in a manner that would minimize any cultural interference the cultivator might have brought, such as being placed on a local moon or somewhere underground. It could be considered more of an ironic coincidence that the Avians ascribed a powerful being to their artifact.

☒ **Deadbeat-Glitch connection:**

The deadbeat created the glitch to simulate the development of their own civilization, both to gain insights into their past but to also see where they might be headed as a civilization. As a result a vast majority of the glitch and fellow machine creations were set up around fiery stars, the stars that the deadbeat preferred themselves. As noted in some lore codexes all of these "successful" glitch would end up destroying themselves, meanwhile the glitch would become stuck in a medieval state as their creators, the deadbeat, would have suffered the same fate as the other glitch, if only with an actual survival rate.

Going even further with this idea, the Deadbeat could have also been the original creators of the Bobots and Scandroids, possibly the other robotic enemies as well, other examples of their skill in robotics.

☐ **The anti-races and the 8th "gifted" race:**

Each playable (gifted) race seems to have an equivalent npc race

Humans - Deadbeat

Glitch - Alpacas

Apex - Fenerox

Hylotl - Frogg

Floran - Agaran

Avian - Penguin

Novakids - Shadows

With this in mind, it seems that the alien race depicted by the mysterious fossil (dubbed the ruined) is the counterpart to the ancients, for 3 reasons: 1. The fossil seems to be holding an orb, likely an artifact of some sort. 2. At one point the ancient gateways had their 8th face slot filled with the ruin eye, and the mysterious fossil species have only a single eye and according to the one bit of (thankfully official) art on them seem to have a similar style of eye to the Ruin's. 3. The species the fossil depicts is clearly organic [REDACTED]. With these in mind we can say that:

Unknown species - Ancients

#### ☒ **Erchius:**

How it operates: Pure erchius crystals seem to enable FTL travel via a piezoelectric phenomenon that "phases" a vessel out of reality in which speeds far exceeding FTL can be achieved. In order to activate this effect however, both a massive amount of energy and the application of impure forms of erchius are required.

Erchius can likewise be used as a regular power source as well, but more so in its impure forms.

Exotic radiation: erchius, be it in its impure crystal form or liquid form (which is formed naturally when under pressure, hence why the liquid form is found underground on moons), emits a strange kind of radiation thanks to their intrinsic connection to naturally occurring pocket dimensions/extra dimensional phenomena. While normally not hazardous in small doses or on brief contact, those who have been in prolonged contact with it (generally over the course of years) have been reported developing pink tumors on their skin (at least among humans), these

tumors are benign and can easily be removed with some simple and quick surgery, but some have raised concerns over what the tumors might possibly mean... There has also been cases of so-called “pink lung”, resulting from the inhalation and exposure to erchius particulates in the air over the years can lead to the lungs filling up with some strange pink goop, if untreated this can naturally lead to suffocation. It is also noted that impure erchius, especially liquid erchius, gives only background levels of radiation and are much safer to mine as a result.

Erchius Ghosts: The exact origins of these ghosts is unknown, but they appear to have been generated by the far reaching dimensional ripples the ruin’s breach into the universe has caused, these ripples have been known to cause pure erchius to produce a massive burst in exotic radiation, which has resulted both in the mutation of many unlucky miners, and also the creation of these ghosts. Likewise they only appear to be attracted to extradimensional manipulation, namely from the matter manipulator, as opposed to the acquisition of erchius via regular mining devices.

#### ☒ **The Human Government (Terrene Electorate):**

The Electorate is the body of government that leads humankind, making and passing laws with the consent of the governed and protecting their individual rights as a constitutional republic. Their members would be the Electors, senators basically who are elected through merit and some degree of popular support, A council of some of the best electors oversees the Grand Protector, while others exist to similarly cover the Peacekeeper Chief, and the commanding committee of the Terrene Guardians among others. They are not very well known beyond earth given the fact that they are almost entirely on earth, save for some electors from the Martian colony. The Electorate effectively heads the entire government, overseeing the various branches.

The Terrene Protectorate is the most famous branch of the Electorate. While able to propose laws, the Protectorate is far more focused on external policies, heading diplomacy, discovery, and humanitarian aid across the galaxy via its members, the Protectors. As a result of their outward facing nature, the Protectorate has basically become the face of the Terrene Electorate, and is synonymous with the human government to many beyond Earth. Originally however it was simply a quasi NGO focused purely on humanitarian efforts before it was reformed over time to wield governmental functions. Despite being largely present in the galaxy around Earth, they rely on the infrastructure of pre-existing science outposts, civilian freighters, and other such things rather than making their own outposts, for the most part.

The name of the Protectorate, rather than being from any imperialist past or anything unfortunate like that, was selected rather for how the Protectorate operates. All unclaimed space (the vast majority of the galaxy) is recognized as “protectorate space”, meaning that the Protectorate patrols and holds protectorate over such regions of space, preserving and exploring planets with their wildlife and beauty as well as defending any civilians who choose to reside in such a zone. Despite this, Occusus propagandists would spread the conspiracy theory

of the protectorate being created as a pawn of the Hylotl Stewardship in an attempt to turn those against this benevolent institution.

Analogous to the federal police are the Terrene Peacekeepers, who are predominantly focused on enforcing law and order on Earth and have only recently started to expand outwards, mostly dealing in space piracy and major criminal gangs beyond earth. On earth they're tasked with protecting the citizens of Earth and the other branches of the Electorate (often the Terrene Protectorate) from criminal activity. They have only recently become known to many beyond Earth. Originally they started off as a federal detective agency, but grew into a federal police force over time, working alongside the independent court systems of Earth.

Lastly, of the Electorate branches most of note, there is the Terrene Guardians. Initially the result of unifying all of Earth's military forces, demilitarization reforms led to the Guardians eventually being whittled down into a sort of national guard. They largely serve to protect members of the other branches when on important assignments, or respond to the occasional natural disaster on Earth as first responders. They're basically those human guards you meet at the human camps (given that some naturally helped Earth citizens get to safety on escaping ships when the ruin attacked, and ended up hitching a ride when it was clear Earth was beyond saving).

Like many a democratic society, the electorate has many political parties within it such as:

The Humanitarian Party: the often majority party of the Electorate, it is classically liberal and in line with the ideals of the Terrene Protectorate.

The Serene Party: a conservative moderate party founded by some Hylotl citizens on Earth. They have deep ties to the Letheia Corporation, leading to some accusations of corruption and conflict of interests at times. Regardless of this, they are often the second largest party in the Electorate and are behind much of Letheia's success on Earth.

The Devout Party: a party founded by Avian pilgrims who settled on Earth, they are one of the lesser parties of the electorate. They were originally fairly conservative, but have grown more open minded over time. Despite this they tend to still push to make the Kluex faith the prime, if only, religion on Earth.

The Freedom and Liberation Party: a party founded by exiled Apex rebels, this more libertarian lesser party focuses on keeping the Electorate from becoming anything like the Miniknog regime, typically skeptical of the federal level of government. They are also vocal in their support for the Apex revolution. Of all the parties, they have suffered the most assassinations and assassination attempts as well as propaganda against them, no doubt by the Miniknog.

The Party for Extrasolar Colonization (PEC): the political front for the USCM, this party experienced a meteoric rise and fall in popularity, in tandem with the organization that founded

it. Now an obscure party that has been all but dissolved, they were critical of the Humanitarian Party for how it supposedly put humanity at risk by avoiding colonization. It was perhaps the most conservative of the mainstream parties, infamous for the scandal surrounding its exclusion of non-humans.

The Human Solidarity and Purity party: a political front group for the Occasus, it is merely a mild nuisance given how it barely even has a single seat in the Electorate, and little popularity in more localized sub-governments, but regardless serves as a recruitment tool for the Occasus cult. They are deeply illiberal and often dabble in conspiracy theories and the fear-mongering of aliens when not generally being written off as a joke by the other parties.

☒ **The Hylotl Stewardship:**

The Hylotl Stewardship is a constitutional parliamentary monarchy in which the title of philosopher-emperor/empress has been reduced to a ceremonial role and the broadly democratically elected parliament is the true governing body of the empire. However, ever since the rise of the Letheia corporation, the parliament has fallen under their influence through corruption.

☒ **The Agaran:**

The Agaran appear to be some kind of sapient, parasitic fungus that specifically infects recently deceased Floran corpses. They seem to inherit the knowledge of their hosts, but have notably suppressed aggression and a far more refined sense of aesthetic and engineering. Theories vary on their origins, ranging from the commonly accepted view that they were a naturally occurring species that evolved with the Florans into some sort of mutualistic relationship among some tribes, to the fringe conspiracy theory that they were a Miniknog engineered bioweapon gone rogue.

☐ **Avioscale-Avian connection:**

A species hailing from the same era in which the Deadbeat star empire was in its prime (timeline subject to change), little is known of their civilization, society, culture, and history. Their demise is even more mysterious. Regardless evidence has been found of an Avioscale colony on Avos, and given how some representations of Kluex seem to resemble this poorly understood ancient species, it has been theorized that they may have been coexisting with some pre-sapient precursor species to the Avians, some going so far as to claiming that the Avians may be the result of these Avioscale trying to uplift them.

(alternatively, they may just be a pre-sapient species the Avians evolved from)

☐ **Protectorate uniform colors:**

- The default (light) blue signifies a protector's status as a cadet, in which they will later change their uniform color to reflect their role in a ship's crew once graduated. This is also the default coloration of Protectors if they don't have any specific role.
- Brown was initially the color for quartermasters, but following earth's destruction is now used by crew janitors.
- Black uniforms have been utilized by freelancers operating under the Protectorate in an official manner, after the fall of Earth this uniform coloration became commonly used by repentant ex-outlaws.
- Red was a color reserved only for the Grand Protector before the fall of Earth. It was given to soldier crewmembers as a way to honor Leda Portia and how she was one of the first casualties of the fall of Earth.
- Gray uniforms signified the position as a professor in the academy.
- Pink uniforms were worn by mission control members on earth.
- Lastly, green uniforms are traditionally worn by ship captains.

☒ **Paladin Initiative:**

While engineered to deal with enemy threats (largely the USCM), the various pieces of technology produced by the somewhat short lived paladin initiative were also designed for peaceful uses as well.

The protector's broadsword was given the cover story as being some kind of ceremonial sword given to freshly graduated protectorate captains, given their importance in the protectorate as a whole and the 500th anniversary of the protectorate itself.

The protector's mech body's durable design makes it both suited for the defense of protectorate installations in space, were any to be built, and for heavy duty disaster zone search and rescue.

The protector's handgun was denoted as an "emergency firearm", its grenade mode being seen as a temporary and convenient light source and its fully charged blast being a kind of signal flare.

Lastly the protector's armor set was suited for virtually all known hostile environments, not just combat, making it excellent for dealing with hazardous situations both in exploration and

humanitarian aid. The mobility the armor offers also made it well suited for those situations as well.

The ultimate goal of the Initiative was the creation of an entire new branch to the Electorate, in tandem with the Guardians, known as the Terrene Paladins, an elite unit of heroes (or rather super-soldiers) effectively, ready to lend aid to disaster zones, or engage in combat if need be.

With the collapse of the USCM came the cancellation of the paladin initiative, as it was deemed too costly (and now pointless) to continue. While complete blueprints were made for the power armor and mech body, only the broadsword and handgun were ever produced, and only in a small quantity.

Notably, the initiative was named for the famed righteous knights of Glitch legend.

#### ☒ **Ruined Earth:**

Earth is not in fact infested or infected by the ruin, rather it was simply destroyed, a lifeless husk that perhaps resembles a cracked planet from stellaris. Very few on the surface survived, fewer still managed to live long enough to escape. Earth is now a graveyard, being picked apart by scavengers, with only dead ruin biomass - severed tentacles the ruin was not able to properly withdraw - serving as a reminder of what had caused this. There are still plenty of ruinspawn aimlessly wandering around the planet, but they are gradually dying off as they maul the few human survivors left and serve as a nuisance to those salvaging what little remains. Perhaps in time, when the Terrene Electorate is reestablished, will Earth finally become a peaceful grave.

When the Ruin attacked Earth, it was not in fact there completely, rather it was reaching through the cracks of its extra dimensional prison, ripping Earth apart completely to its fortune and letting swarms of ruinspawn reach Earth through these cracks. It could not sustain this forever, perhaps because of the prison (or perhaps the Cultivator) reasserting itself, or the ruin tiring from such rigorous dimensional manipulation, whatever the reason it would be forced to withdraw and rest. Tentacles that had been lodged into buildings and other parts of Earth would not safely return to whence they came in time and become severed, exasperating the need for the ruin to have a respite from this exertion of its force. It is noted that in breaching its prison, the ruin created a dimensional rippling effect, the epicenter of which on Earth disabled the local teleportation network and even caused the FTL drives of most ships on Earth to explode, if not getting damaged in some way.

The Ruin was likely drawn to Earth thanks in part to how densely populated it was, it's also possible that the equally dense teleportation network, thanks to its extra dimensional underpinnings as a technology, may have drawn it too.

Spoiler warning (swansong mission):



☒ **On the Novakid:**

While a majority of the novakid suffer short term memory loss, it varies from individual to individual. Some novakid will forget details from an hour ago (or less), others will not retain memories for longer than a day, some have decent memory (if a propensity to be forgetful), and in some exceedingly rare cases novakid will have average memory. Novakid also suffer from dreams involving some “golden god”, few remember these dreams however.

Novakid biology is in fact not best described as being a “bag of gas”, instead novakid are closer in nature to a solid energy shell that envelops a gaseous core, akin to the energy platforms made by the ancients as well as gas lamps. This hard light/plasma shell is warm to the touch and seems able to mend itself with the right encouragement (read: medicine), it is even able to take in food which is converted into pure energy in order to sustain the novakid. Brands meanwhile appear to not be important in any way for the novakid body to function, they seem to merely be cosmetic in nature and are in fact related to novakid reproduction. It is rumored that brandless novakid are the first generation of them. Upon death, novakid simply dissipate, leaving their brand behind as their remnant.

Novakid are only able to reproduce when two of opposite polarities (read, genders) simply take a piece of metal bent into shape and infusing a portion of themselves into it, these newborn novakid are known as protokid and eventually grow up from small balls of energy to humanoid adults. Gender appears to be random in outcome.

☒ **The Penguins and the Bears:**

The Penguins in SB are not aliens like say the Alpacas and Fenerox are, but rather the descendants of a colony of Earth penguins given sapience by a mad human scientist, these penguins would appear to eventually escape their “uplifter” and spread across the galaxy. Given their nature as an illegal science experiment, these penguins would inadvertently gravitate towards illegal, or at least morally dubious, activities. It is rumored that not long ago, a pair of Earth bears, a father and son, would be uplifted in a similar manner, perhaps by the same scientist.

☐ **Why most of the sapient races of vanilla starbound are humanoid (in universe):**

Basically, sapient life is a rare phenomenon in the starbound galaxy, whoever created the cultivator evidently would have been the first, and by some fluke they were almost certainly perfectly humanoid. The cultivator’s directives were not to create life (or anything of that manner), but *cultivate* it, tend to it, protect it, even influence its development. While we cannot know for certain if the ancients are in fact humanoid (although evidence seems to point strongly in that direction), we do know that many of the races in SB are. Perhaps following its directives,

the cultivator would seed the life of various habitable worlds with genetic code that would lead to the evolution of a sapient, humanoid species. It is not quite understood why they would become humanoid, it could have been because it was genetic code from the cultivators creators, or perhaps an unconscious bias towards the humanoid form, or even to help these sapient species better interact with one another. Of course some alien species would still evolve completely unaffected by the cultivator, the Avioscale, Frogg, and Alpacas to be specific.

#### ☐ **Matter Manipulator lore:**

Basically the matter manipulator uses a pocket dimension to store matter and effectively is the in-universe reason as to why the player has an inventory. Additionally the matter manipulator is one of the few items always on the player in universe, thus npcs can instantly recognize the player as a protector given the fact that they have a matter manipulator holstered to them at all times. The matter manipulator also comes with a biometric scanner which locks the matter manipulator to the recipient and prevents others from using it by being made vastly less efficient with other users (making it more difficult to reverse engineer). However, matter manipulators can be granted new owners at the behest of its current owner or from a SAIL unit. This biometric sensor also assigns racial crafting recipes and doubles as a kind of ID card and badge of sorts, giving them access to different things given their rank.

#### ☐ **Nanotech:**

Nanites are used in more than just vehicle controllers, so called "magic" weapons, nanowraps, sail/wireless battery implants, ammo generation, and even tech implants all likely make use of nanites.

#### ☐ **How "Respawning" works:**

Rather than actually reconstructing the player's body upon death, the player's teleporter simply has an exclusive, emergency beam-out function installed that teleports the player away from an otherwise fatal situation and repairs any damaged parts of the body through the player's own pixel bank, given that pixels can be reconstituted into just about anything, considering that they are a fundamental particle in Starbound's universe.

#### ☐ **Earth Refugees:**

Of those few that managed to escape the fall of Earth, a majority were humans, but there were some members of the other races among them as well (the majority of Novakid who evacuated were from mars). While non-human inhabitants of Earth found open arms available from their fellow species oftentimes, the Humans were not so fortunate. The Hylotl Stewardship had a strict policy against non-hylotl immigration letting few refugees in, the Stargazers would only accept Humans on the account they convert to the Kluex faith (to which a majority of humans

were well aware of the problematic elements of), Miniknog settlements were an obviously avoided option while Apex Rebel camps were seen as simply too hazardous, the settlements of the Glitch, Floran, and Novakid were all deemed too primitive and chaotic finally, and lacked needed infrastructure to accommodate a host of foreign aliens used to comfortable living. Even the human settlements were often simply too small to accommodate anyone new, but there were some cases of human settlements expanding to support their fellow humans. In a majority of cases these refugees would end up setting up their own ad hoc camps, but some would end up growing used to staying on board ships. The Occasus would try to take advantage of this influx of refugees to recruit from among them, but they wouldn't find as much success with human refugees as they had with ex-USCM members. Effectively every other vanilla faction not listed were either unwilling, unable, or too unpleasant for human refugees to come to them.

#### ☒ **The Ministry of Defense:**

The pre-Miniknog Apex government evidently consisted of several ministries, not only the ministry of knowledge. The standing military of the Apex at that time was controlled by the ministry of defense, which eventually was infiltrated by Miniknog agents before their rise of the miniknog was fully realized. Their weapons and blueprints would mostly end up being used by the Apex rebellion as the Miniknog moved on to their own designs made more for occupation than actual military conflict. The Miniknog however would continue to use the ministry of defense's flag as their military flag, which the Apex rebels would also adopt as a way to confuse Miniknog intel on their bases. This would lead the ministry of defense's flag to be representative of the Apex as a whole given its universal use, and be a curious legacy for the long subsumed organization.

#### ☐ **A note on Apex rebel cells:**

Just like in star wars canon, the Apex rebellion is comprised of many cells, many with different operating procedures, goals, and ethics. Some may simply be peaceful yet subversive, subtly nudging their fellow Apex to freedom and shaking off Miniknog occupation. Others may be more open, orchestrating civil disobedience, sometimes full on riots. Some operate like guerilla militants, some focusing on "being heroes" while others simply are no better than terrorists.

All in all they're fairly diverse in their goals and means, they all share the idea of toppling the Miniknog however.

#### ☐ **The Ruined (potential spoilers for planned post-ruin storyline):**

[REDACTED]

[REDACTED]

#### ☐ History of Humanity in Starbound:

Humanity is described as having thousands of years of peace and prosperity under its belt (as well as FTL tech it seems), despite the Protectorate only being about 500 years old, as a result much of this peace would be from the Terrene Electorate.

About 2000 years before the events of starbound, constant warring and ecological neglect would leave both humanity and its homeplanet on the brink of collapse, with the only sizable surviving population being on a moon colony. These lunar survivors would discover erchius, a means of ftl travel, but rather than flee across the stars to leave Earth to rot, the survivors felt an obligation to help restore Earth and rebuild humanity, prompting about a millennium and a half of slow but arduous recovery. (An early, brazen attempt at establishing a human colony away from the Sol system via ftl would be met with failure as contact with the ship would be lost, although in reality it would have crash landed on Aurenia and its colonists forced to effectively start from scratch technologically, thus explaining the millennia of human presence in Wargroove's setting.) As Humanity would begin to explore the stars again when resources started to become scarce once more, they would finally encounter other civilizations (the Hylotl being the very first, thus helping to lead Letheia to establish a strong presence on Earth), and soon the Protectorate would be established to formalize exploration and diplomacy. It would also be around this time that founding members of the Protectorate would discover the Master Manipulator, but keep it as a sort of "trade secret" out of concern that criminal organizations (and later the USCM) would seek to acquire it for themselves.

Speaking of the USCM, their own history would begin a few hundred years in from the founding of the Protectorate, they began in part thanks to the gradual demilitarization of the Terrene Guardians, and many of their founding/early members would be disgruntled ex-Guardians who left the Guardians in protest of its supposed "decay". They similarly shared the belief that humanity was making itself a sitting duck on Earth and that humanity deserved a piece of the "galactic pie" when it came to colonization, furthermore they saw the Protectorate as naive (in

part due to jealousy) and believed that the galaxy was full of potential enemies to the human race. The decision to make the USCM a private military organization was both a pragmatic move (the Electorate wouldn't take kindly to a paramilitary organization) and also partially motivated by greed on behalf of its founders.

The chaos that engulfed the Earth before the rise of the Electorate would lead to a loss of much historical knowledge, even now information is spotty, with few, if any, hints to Earth's past cultures and how they could be compared to the cultures of the other races, even the notion of stl travel within the sol system is viewed as quaint among human historians in spite of some surviving record of pre-fly spacecraft such as the Shuttle.

☐ **A rough timeline of starbound prior to the story:**

<https://docs.google.com/spreadsheets/d/1liQ-pbSWAIXiZ-3VI-Nf2MTUthAduGHksquppA1Lahs/edit?usp=sharing>

☐ **The Grand Protectors and their notable accomplishments:**

Grand Protectors serve as head of the Terrene Protectorate, establishing its policies and programs during their tenure, as well as presiding over important events, such as diplomatic ones or graduation ceremonies in the Protectorate Academy. They also represent the Protectorate as a whole during diplomatic assignments directly involving the Protectorate. When there comes need of one, a new Grand Protector is selected from among the best and brightest Protectors. The ceremony of becoming the new Grand Protector involves being granted the Master Manipulator by the previous Grand Protector, albeit in secret.

So far there have been 10 Grand Protectors leading the Protectorate over its 500 years of existence, this means there have been roughly 2 Grand Protectors per century.

Notable achievements of these 10 Grand Protectors include:

- Grand Protector 1: Discovered the Master Manipulator and founded the Terrene Protectorate. Established the first iteration of the Protectorate Code. Was the first ever Grand Protector.
- Grand Protector 2: Helped expand diplomatic ties between the Terrene Protectorate and the other powers of the galaxy.
- Grand Protector 3: First non-human Grand Protector.
- Grand Protector 4: Brought about reforms that integrated the Protectorate more with the Electorate at large.
- Grand Protector 5: Revised the Protectorate Code in the face of all that had been learned up until that point.

- Grand Protector 6: Finalized development of the Matter Manipulator into its modern form. Began the Protectorate's covert aiding of the Apex Rebellion. Commissioned the creation of Matter Synthesizer technology.
- Grand Protector 7: An enigmatic figure of an indeterminate species.
- Grand Protector 8: Sympathetic to the Grounded Avian cause, leading many Grounded Avians to join the Protectorate.
- Grand Protector 9 - Esther Bright: Adopted Asra Nox as her protege while a mere Protector and continued to do so as Grand Protector. Cataloged a significant amount of then-unknown insect life. Had a fascination with the origins of the Master Manipulator, leading her to investigate the Ancients and uncover the Cultivator and Ruin.
- Grand Protector 10 - Leda Portia: Authorized the Paladin Initiative, and then shut it down upon the eventual collapse of the USCM. Granted Esther access to the Master Manipulator despite Esther's retired status. Presided over the graduation of the Player and granted them their Matter Manipulator. One of the first casualties of the Ruin's attack on Earth.

#### ☐ **Cultivator Related Lore:**

The Cultivator is basically a robotic being, following a directive to preserve, protect, and tend to life, alongside promoting order with the additional 'unconscious' protocol to shape sapient species into a more humanoid form. The Cultivator is not a god, it is not omnipotent (as proven by its defeat by the Ruin), omniscient (as proven by its establishment of the Ancient vaults as a plan B), nor invincible (not only was it defeated by the Ruin, it dies in the end). It likely strived for omnibenevolence as much as possible however (or rather, benevolence alone).

Likewise, the player may not have actually died and been resurrected by the Cultivator in the end, more likely it had advanced teleportation capabilities and saved the player from certain death, allowing them to 'live again' (or you know, have a new lease on life) by sacrificing itself as the energy needed for the player to return to the Ark.

#### ☐ **Notable Accomplishments of the Terrene Protectorate:**

While the Protectorate is renowned for its many acts of humanitarian aid across the galaxy, they are generally on a smaller scale, offering aid and protection for individuals or sometimes entire settlements. There are certain more larger scale activities they have engaged in however that have done much to bring about a general, relative peace to the galaxy.

One of its most significant achievements would in fact be one of its first, that being when they would effectively announce themselves to the galaxy through mediating between the Stargazers and Miniknog. During that period the two galactic powers were significantly more aggressive, having already engaged in several minor skirmishes and a general cold war after first contact with one another. With tensions rising between the two powers, particularly with the Stargazers

still having an expansionist drive and viewing the Miniknog as "godless", the outbreak of an all out war was seemingly inevitable. The Protectorate would step in, and through skillful diplomacy would negotiate a treaty between the two powers, a key element being the Protectorate convincing the isolationist Hylotl to open up trade with the Stargazers, thus rendering the Stargazer's reliance on conquest as a means of economic growth obsolete. This would not only cement the Protectorate as a reliable and trustworthy third party in galactic relations but would also secure the peace still enjoyed between the galactic powers today. For the Stargazers in particular however, the expansion of its merchant class would lead to a rise of the Grounded movement, as well as Avian sky piracy.

As a result of the treaty made between the Stargazers and Miniknog, the Protectorate would offer humanitarian aid towards the Apex people given that their civil war was already developing at that point. While the aid would be genuine, with both Rebel and Miniknog receiving medical aid following or even during conflicts, the Miniknog have long been suspicious of the aid possibly serving as a front for covert support and supplies being given to the Rebels...

Finally there would be the education program the Protectorate would bring to the Floran. While the Floran had largely settled down from their initial period of expansion, they were still dangerous to interact with given their lack of empathy towards non-plantoid life. Through the education program initiated by the Protectorate however, the Floran would for the most part become more well adjusted members of the galactic community.

In addition to all of these major accomplishments and programs, the Protectorate would have more minor ones dedicated to the Deadbeat and Glitch, the latter in particular giving the impression among simulation-bound Glitch of the Protectorate being some kind of chivalrous and noble knightly order.

The Protectorate's scientific research would also lead to the discovery of pixels, the fundamental particle of Starbound's universe, as well as the means of utilizing them, ushering in the implementation of it as a universal currency.

#### ☒ **Glitch mages:**

Many Glitch who would become awoken would come to develop scientific or engineering skills, which would naturally come to be misinterpreted as magic by their unawoken brethren. While most of these mages would come to be seen as helpful if eccentric, some would become outcasts who would turn towards the darker arts, using their knowledge in engineering to resurrect dead Glitch as Necromancers.

#### ☐ **Prevalence of Habitable Worlds:**

True to their life favoring ethos, the Ancients would traditionally seed life across the galaxy to make it into a veritable oasis under the watchful eye of the Cultivator, hence why a vast majority

of worlds the player visits are habitable. It is worth stressing that they did not create life, merely spread it across the stars.

#### ☐ **Asra Nox as dark reflection to the character:**

Assuming that the player is following the storyline, Asra Nox on closer inspection seems to be akin to a dark mirror to the player character, both in the literal sense with how she has things analogous to the player, such as a signature melee energy weapon, tech abilities, her own faction/underlings, her own ship, and her own mech, among other things, as well as thematically with her having also lost her home and everyone she knew to something she swore to fight against. Her thematic similarity to the player in particular raises an interesting question, that of whether the player is motivated by the noble desire to avenge the fallen of Earth and prevent more tragedies like it, or if they're more akin to their rival that they would like, with the motivation being personal revenge.

#### ☐ **The Ancients as an Artificial Species:**

As hinted at by the first line of the Ancient Mural [REDACTED] and the Occusus theory that the Ancients were an inorganic species based off of metallic residue associated with them, the Ancients may in fact be a robotic species like the Glitch (or more pertinently, the NostOS). Their origins then may be with the Glitch as well, being the only group related to them that were able to succeed in their technological ascendancy, or at least before their decline (as they may very well be the same robotic species referenced in the "Doomed Machines Discovered!" codex entry in that case).

#### ☐ **Operations of the USCM:**

Considering that the USCM was a private military company first and foremost, they would often fight in small scale engagements or skirmishes at the behest of Glitch Kingdoms and Floran tribes seeking to deal with their rivals or occasionally some particularly dangerous wildlife (such as the infamous Operation: BUG-HUNT). They'd also be employed in anti-piracy and anti-banditry operations, ironically enough. Occasionally they would be hired by Letheia to work as private security as well. It would be during their brief and rather one-sided alliance with the Miniknog where they'd see their largest deployments of their existence, being used against the Apex Rebels as unwitting pawns to their "ally". Because of how they would essentially work with the highest bidder in disputes, they would often be at odds with the Terrene Protectorate, who aimed to try and peacefully mediate such conflicts.

#### ☐ **Asra in the Academy:**

During Asra's time under Esther's wing, she likely was studying under the Protectorate as well, perhaps aiming to become a tailor. This was only ever a half-hearted effort from her however, as she could never get over her fear, and latent hatred, of non-humans, something that made her a



poor student, and essentially a loner at the Academy. The bias she held against non-humans would only be deepened through the rather selective lens she would see her alien peers through, seeing only the flaws of their cultures and not their individuals upshots.