

**DOC NO
LONGER IN
USE. WE
LOST THE
WAR**

Will update over time with campaign and make amends and changes according to streams and comments

Commenting a lot and helping with the doc means I will probably go ahead and let you edit directly. Put your name when commenting so I can recognize who help.

Factions:

- Houses Major: Crux, Fornax, Vela
- Houses Minor: Aquila, Eridanus, Lyra, Pyxis, Reticulum, Serpens, Triangulum
- Dead Houses: Cygnus
- Corporates: ACRE, The Trilliant Ring, The Deathless
- Spiritualists: The High Imperial Church of Messiah-As-Emperor, The Church of Humanity Repentant
- Ex Miscellanea: House Vagrant, 14 Red Dogs Triad, The Prism Network, The Unified People's Collective, The Guild
- Four patrician factions, 10 plebs.
- The Council of Houses Minor will most likely be one of the biggest factions simply based on their collected number but will also be the hardest to govern. (Twitch plays The Game of Thrones)

MISC notes:

- YEAR 3200 - The time of Imperial Ascendence (Election to the Imperial Throne happens every hundred years, the previous Emperor "just happened" to have been killed just before the election)
- Robot People (Synthetics) have been recently banished. "All Synths Must Die" policies enacted. Synths can not use psionics.
- Empire Elections Process: Every 100 years a new emperor is chosen via an election between all the Major and Minor houses. If no majority vote is obtained, the Church takes over. Church will seize control of the empire and all houses must serve the Church. Generally a bad situation if it happens because it's never happened before.

-Early in humanity's colonization of the sector, there was an aggressive war against an alien species. Done out of requirement. Earth may have known Sector was inhabited and war was needed to drive Aliens out before ships left Earth. Colonists entered the area as a result of an exodus from Earth, fleeing a predicted AI apocalypse. The expedition was called the Constellation Project, hence the house names. Ruling Houses exist as byproduct of the war. Possibly 12 species left in Sector.

-When the Cygnus House got eradicated, all the other houses aligned with House Crux out of necessity, not out of friendliness.

Names of House Members

The noble's sigil are obtained at adulthood.

-How naming conventions are in the Empire:

[TITLE] [HOUSE] [FAMILY] [GIVEN]

or

[TITLE] [FIEF]

-Example:

Count Crux Koebel Adam

The Count Vancouver

Houses Major:

The Houses Major and Minor are probably decided by a conclave with the Church. Houses Major are main contenders for imperial throne. The House of whoever sits on the Imperial throne gets tons of sweet benefits, since their house becomes the Imperial House. Imperial seat is empty as of now. Previous Emperor was of House Cygnus, who was assassinated by House Serpens.

House Crux (The Cross)

MOTTO - OURS TO BEAR

Responsibility - - Law Keepers

- Saved Sector from House Cygnus and its terrible mistakes.
- Synths were banished. Synths must die. ANTI AI, ANTI SYNTHETIC
- Suggestion for Throne - young prince that is awesome.
- Hints that there was a slave uprising within the House.
- FORERUNNER FOR IMPERIAL THRONE
- Ancient and powerful
- Ties to the church are strong
- Keeper of the Law and structures of the Empire

- Adjutants, solicitors, royal executioners, etc
- Arbitrators and Inquisitors.

House Fornax (The Furnace)

MOTTO- Forged in Fire

Responsibility - - Starships

- They make spaceships. Inventors and designers of current iteration of spike drive. Builders of fleets and ships. Industrious.
- Relatively A-Political.
- Have never had an emperor on the Throne.
- Ancient House with great deal of clout and power

House Vela (The Sails)

MOTTO: On Sails of Light

Responsibility - : Star Charts

- Control Great Library of Star Charts & Sector Maps
- Protectors of knowledge and history.
- Formerly explorers, now earthbound guardians of knowledge.
- Information brokers. Secret keepers.
- House Vela Navigators on every legal ship. Only one to teach astral navigation.

Houses Minor:

The Houses Minor all operate as a single Faction for the Faction Turn, but each will have individual Discord Chat in addition.

House Aquila (The Eagle)

MOTTO- Fiercely and Faithful

Responsibility - The Imperial Legions

- Warriors and generals, especially infantry and main users of giant robots.
- Serve Throne, not emperor
- Deal not in guns, bombs, or equipment, but in human troops.
- Weakened by the loss of the synthetic legions within their forces.
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House Eridanus (The River)

MOTTO- In the Black

Responsibility - Imperial Economy and Treasury

- Deals with the Corporates
- Deals with Imperial Accounts
- Responsible for taxation (is theft) of other houses.
- Universally disliked but does its duty.
- If need loans between nobles, ask them
- If they hate you, you pay more taxes.

House Lyra (The Lyre)

MOTTO- Between the Stars

Responsibility - Art and Philosophy

- Secret techniques of psychic manipulation
- More telepaths than any other House
- Strict breeding to promote Telepath production.
- House responsible for funeral practice in empire.
- A little bit Benny Gesserit
- A little bit psychic death cult
- Manipulators and string pullers.
- Propagandists

House Pyxis (The Compass)

MOTTO- Ever Searching

Responsibility - ???

- Formerly part of House Vela
- Splintered off when the Library was built
- The parting was mutual, neither Pyxis nor Vela like the other.
- Explorers
- No fixed home
- Loose network of nobility
- Space rangers and travelers
- Once a year, they connect at a secret meeting to share exploration and illicit maps.
- The most alien friendly
- Cosmopolitan, open to new ideas. Bit weird
- Voted most likely to forget they are human.
- Likes Aliens

House Reticulum (The Reticle)

MOTTO- Our Sights are True

Responsibility - Guns, bombs, etc

- Makes guns, bombs, flak cannons, knives, swords, nukes.
- On the bleeding edge of weapon manufacturing
- Near religious obsession of weapons and personal conflict
- Invented and, with House Crux, is responsible for the Foram System of Noble Grievance Resolution.
- Duelists and gun and sword aficionados.
- The literal blade of the empire.
- Employ and utilize the bravos, a cadre of elite duelists who will fight in YOUR NAME.

- House is split between those who make and those who wield.
- Ruled by top 2 in each branch. (Traditionally hate each other but also maybe lovers)

House Serpens (The Serpent)

MOTTO- Pierce the Veil

Responsibility - The Psychic Academy

- House Serpens publicly known to have assassinated previous Emperor. Unforgivable crime, even if done for good reason. No murder of an emperor goes unpunished.
- Houses have agreed to temporarily stay judgement due to circumstances.
- They see the future and know the ways forward. Have more precogs than any other faction.
- Have access to deep and powerful visions and psychic stuff.
- Yes, they do employ psychic assassins but they run most of big hospitals and bio-psionic surgeries. If weren't for them, MES would kill people.
- Adam will lore dump and snitch info onto the House Serpens Faction.

House Triangulum (The Triangle)

MOTTO- Working the Angles

Responsibility - SCIENCE

- Researchers and Scientists
- Terraformers, and world builders
- Dreamers of dyson spheres and megastructures
- Vary from obsessive mad scientists to social scientists
- Engineering a better life for humanity
- Helped House Cygnus to create the synthetics, for which they are currently being distrusted. Paying debt to other houses.
- Heavily monitored, heavily sanctioned. Watched over by Crux, Vela, and Fornax
- Many top scientists in field of AI, VI, and other related stuff were killed in the War against the Synthetics.
- Heavily distrusted by Aquila. They're pretty sure House Triangulum is doing bad things.
- Angeling for invitation to the **Guild**.

The Dead House:

House Cygnus (The Swan)

Motto - By Our Hand

Responsibility: Synthetic life

- Used to occupy imperial seat. Was evaporated due to crimes against humanity.
- Greatest accomplishment - creating artificial life. Creating replicants, robot people army, which were used as slaves to create stuff.
- Apparently had a secret plan to destroy imperial throne and seize sole control.

- Very dead, hunted to the single man, or Crux wants us to believe.
- Served for generations but turned on us attempting sole Cygnus control.
- All the bad people.
- Invented modern AI/VI tech.
- Without them, the Sector wouldn't be human. With them, robot takeover.
- Had secret links to the **Guild**
- Crux had to destroy them.

The Corporates

ACRE

- Nobody actually remembers the acronym stands for.
- The board of directors is made up of temporary exiled nobles.
- Becoming a Directorate is a way for nobles to gain power if the regular path is blocked.
- Handles all of of grunt work in industry and agriculture.
- Keep planets fed.
- Probably buy up serfdoms and run them for nobles at fees.
- Excellent relationships with House Eridanis mostly.
- Currently in MASSIVE labor crisis. Labor intensive jobs used to be done by Synth slaves, which Crux killed.
- SUPER rich (for now).

The Trilliant Ring

Motto- Have the time of your life.

- Makers of luxury goods.
- Space yachts, designer drugs, cybernetic implants.
- Anything fancy, expensive, or cool is probably a Trilliant product.
- Made a series of skins for the Guild.
- Designed bodies and programming of the Cygnus pleasure robot that they would prefer you forgot they made.
- Nobles love them because luxury.
- Complex relationship with criminal syndicates.
- Inventors and sole suppliers of life extension technology.
- Looks greedily at Guild and their god tech.
- Trill is a slang term for cool or stylish, and you should use it literally everywhere.

The Deathless (Mercenaries)

- Generally friendly to nobility. Main source of men for hire.
- Guns for hire.
- Maybe has a dark past. Formed from surviving generals and warriors from the First Conflict. After the war with the aliens they didn't want to join House Aquila.
- Very scary
- Great businessmen

- Declined to participate (turned away a contract) to hunt synthetics and Cygnus.
As a result, Crux no like.

The Spiritualists

The High Imperial Church of Messiah-As-Emperor

- Messianistic religion that believes that the Emperor is a recurring reincarnation or eternal visitation of Heaven's will in reality.
- Highly tied to nobility
- Embedded deeply into state religion
- Controls, manages, and facilitates every aspect of Imperial life
- If emperor not chosen, the High Exarch becomes steward and regent of the empire.
- Actual doctrine is combination of various messianistic beliefs similar to those on Earth . (decided by Faction members).
- Conservative - anti-alien and anti-synthetic. (though not vocal until recently).
- Pro-human
- Pro-nobility
- Hierarchy structure controlled

The Church of Humanity Repentant.

- Progressive religion, formed post alien-sector-genocide war.
- Apologists and reunifiers
- Repentant, Varying from barely religious people such as xenologists to martyr cults and alien fetishists.
- Attempt to make good on human crimes on aliens and synths.
- Believe that consciousness and soul are one.
- Not a splinter cult, has a big following.
- Promotes acceptance and love
- Probably is friends with or courted by the UPC

Ex Miscellanea

House Vagrant

"Motto" - What's Yours is Mine

- A collection of individual fleets that have come from shitty worlds to raid and pillage you.
- Made up primarily of the common man from bad situations
- Based in an asteroid field.

- Strike quickly and withdraw.
- Apolitical. Hate people who have more money than them.
- Deal in kidnapping, ransoming nobles
- Smuggling, illegal-transport,
- Has a bunch of kidnapped nobles for ransom right now.
- Slavery on the rise.
- Some of House Cygnus hiding out here

14 Red Dogs Triad

- Deal in maltech, assassination, superdrugs, slavery, vice, gambling when illegal, racketeering, extortion,..etc.
- Illegal Synth sales
- Stolen guild property

The Prism Network

Motto- The Full Spectrum

- The entirety of both news entertainment and general media in the sector.
- Also monitoring, spying, panopticon 1984 stuff.
- Owns SPACE FACEBOOK.
- They watch and are watched by everyone else.
- Control over public opinion.
- Deep intelligence assets.
- Adam will snitch info on factions to Prism faction.

The Unified People's Collective

- Loose collections of semi-related movements of highly varying political stances.
- Anti-nobility and Anti-imperial
- Proletariat
- Small government, power to the people. Believe in planetary self government.
- Some communists, some libertarians.
- Hate Empire.

The Guild

- Adam has full control over this faction. Viewers will not be able to join this faction, and it will not be present during the faction turn.
- Post Humans, TL 6
- Above politics in sector
- Do not consider themselves humans
- Pro-alien
- Pro-synthetic

- ALL THE POWER
- Science magic stuff: multiple bodies, nanotech, psitech
- Experienced the singularity of technology and humanity already
- Live in a sweet ass dyson sphere
- Could solve all of humanity's problems but won't.
- Origins in a gaming, hacker guild.
- Do weird space drugs, turn into cybernetic dragon stuff or someone's weird sex fantasy, play games. Some games include genocide.
- Have lost touch in humanity.
- Weird names based on "modern" gaming society. (Ex. xX_Sephiroth420Blazelt_Xx)

Pleb Update/Edit counter so I can count how many times someone makes a fix/change with the doc. I use this to help decide who to promote to editor. No judging.

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