

TiTS Story Bible. Read this before writing ANYTHING.

This is an unfinished document and still under development. Use at own risk and be aware that adjustments, ret-cons, and renaming things can happen.

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A Quick Summary of Character Creation

Like Corruption of Champions, Trials in Tainted Space will take place in the second person present tense. Unlike CoC, character creation is actually played through as the character's father, **Victor Steele**. Victor made a fortune large enough to shame Bill Gates during the last **planet rush** (more details on those later), but mutated so many different ways so many times that his body has finally begun to break down after centuries of life. He knows he has about two decades of life remaining and decides that he needs a proper successor.

Victor chooses the appearance of his soon to be son or daughter (I'll use male pronouns henceforth for convenience) as well as how he will raise him (determining starting attributes). After this, the PC gets a brief summary of his life and is allowed to choose their class in the form of a career path: transporter, technician, or a bouncer. The actual classes you get from this choice are **Smuggler**, **Tech Specialist**, and **Mercenary**.

At this point, Victor dies, and the PC buys passage to a station near the rim where his funeral is being held. He is pulled aside by his father's attorney after and presented with his father's will in the form of a series of holographic recordings interspersed with simple challenges. It is revealed that Victor is NOT leaving the PC his fortune, at least not straight away. He leaves the PC a modest ship capable of carrying three crew members, and a goo-girl, who serves as a kind of how-to combat tutorial (skippable).

The most important takeaway from the will segment, is that Victor does plan to allow the PC to claim his fortune. He sent a probe with a cryptographic key to his bank account to one of the planets being opened up in the current **planet rush**. Clues to point the PC in the right direction were scattered across numerous other planets, and Victor challenges the PC to find them and claim their birthright. Unless, of course, someone more suitable to be his successor does. The recordings come to a conclusion with a promise that no one knows about them but the PC, and that the probes are coded such that they'll only give up their secrets to family. Of course, with enough time, someone else could crack them.

There's a few other things covered during the will sequence:

- The PC's father has paid for a huge garage in your name to store the ships you acquire.
- He has also paid for a state-of-the-art nursery to be opened to care for your offspring. Apparently Dad left something of a Shatner-like trail of mewling bastards in his wake.
- The PC is given the **codex**, which is explained in detail further down.
- The PC is given an advanced, **microsurgeon**-boosted immune system.

The PC stops for a bite to eat before departing in his new, freshly-named ship, whereupon he meets his rival. The player is given the choice to pick his rival's sex in the dim lighting (is that a girl or a guy?), but not the ability to name them. The PC's rival is **Jill or Jack Steele**, the PC's cousin. They reveal that they managed to slip a bug on you during the funeral, and that they intend to claim your father's fortune before the player. At this point, the player recalls that Jack's father, Uncle **Maximilian**, made his fortune by litigating your father whenever possible, and since your father was out exploring, he often missed his court dates, allowing Uncle Max (he hates to be called that) to parasitically siphon away a sizable portion of your father's wealth.

The PC sleeps at the station before departing. In the night, Jack steals an early departure to chase down one of Dad's probes. The only option is pursuit.

The Codex

It is a sophisticated computer system capable of connecting to the extranet through almost any network. It contains a short-range life-sensor capable of scanning new creatures and building a dossier of information based on the scan (along with available information found online). It can also handle audio conversations, video calls, and holographic conversations with compatible devices. Whenever the PC needs information on a foe or a way of communicating with his crew or ship, this is the device he should use for it.

A Note on Breeding

For the sake of writing/coding sanity, the PC's microsurgeon enhanced immune system effectively maintains his ability to produce human seed and eggs, even if the surrounding ejaculate is transformed into something else. Because not being able to have pure alien babies when you're 100% alien is gay, it's plausible that 100% morphed PCs could have this temporarily fail or become overwhelmed during copulation with the same species.

Technologies

Artificial Intelligences

Artificial intelligence is a well known and studied at this point in time. AIs are fairly common in ships, cities, and other large structures. Three types of machine intelligence exist, though one is more illusion of intelligence than actual intelligence:

1. **VI (Virtual Intelligence):** These are programs build around a knowledge base capable of performing many of the same tasks as a true AI. They do not have a capacity for personal initiative or operating outside their parameters. They are the cheapest and most common form of machine intelligence in the (known) universe.
2. **Organic AI:** These are created by taking a brainscan of undeveloped infant brain and placing the simulated approximation of a human mind into a time-accelerated 'teaching' supercomputer. Programmatic drives replace human drives for food, shelter, and companionship. The specific ways that these drives are embedded in the AI vary by company and model, hugely impacting the resulting AI's personality. The final

intelligence produced by this is a mature intelligence with human-like emotions and thoughts. These are considered the most useful type of AI, and stories of human-machine romances are frequently traded in seedy establishments. Such couplings are typically frowned upon by the general populace.

3. **Coded AI:** These are created by hundreds of thousands of lines of code along with embedded sentence libraries and subroutines. They rely almost entirely on logic for their decision-making processes, allowing them to be faster and more mathematically powerful on comparable hardware than an organic AI. There are stories about these going rogue that date back to the beginnings of space travel, but most modern day AIs are programmed in such a way as to prevent the AI from going mad.

Could a synthetic, alien AI race exist? Almost definitely, somewhere. Also, could a coded AI be created with prototype emotion libraries? You bet. This is mother-fucking sci-fi. Throw a demented scientist with enough blinking gizmos at something, and he'll find a way.

Defenses

Shields: On ships, shields are an almost omnipresent countermeasure. They protect against impacts of all kinds, and serve as a great defensive countermeasure to stave off attacks. Personal shields are uncommon for most people, but soldiers and those who see lots of combat will frequently pursue personal shields. It is likely that there are alien civilizations where shielding is more advanced and/or common.

Shields can be foiled by being overwhelmed by damage, disrupted by hacks, or by the use of extremely slow projectiles to get inside their protective radius. The PC will start with a shield or acquire one almost immediately, so all events should assume the PC has a personal shielding system.

(Think Star Wars or Halo style shields.)

Electronic Warfare Systems: These jam targeting computers in order to make it more difficult to land shots. Some varieties specialize in hacking incoming missile guidance systems or concealing the PC's ship from detection in the first place.

Cloaking Technology: Cloaking technology is rare, difficult to integrate into a ship, and impossible to use for long. Most cloaks are only good for a few seconds and best used for evasive or surprise maneuvers. Rare, prototype cloaks can keep the ship obscured for longer periods of time, but since it prevents thermal dissipation, it carries with it a significant chance of overheating if used for more than a few minutes.

Personal Cloaking Technology: Like ship cloaks, they do trap thermal energy inside the cloaking field, which makes it quite easy to overheat the creature inside. Cloaks are not intended for long term use, but they provide an effective way to stealthily navigate areas. They are rare and expensive, however, and not something easily found or utilized. These should probably be limited to use by the smuggler class.

Miscellaneous

Holograms: Hologram projectors are capable of projecting three dimension images in

the air. They typically only project in a single color, but more expensive systems are capable of producing true color images. Holo projectors and movies that can be watched on them are both referred to as **Holos**, so context is key. The most advanced and expensive systems utilize hardlight systems to allow the projections to have solid and lifelike mass. If the holo video in question does not support hardlight encoding, the holograms will all feel rock-solid with no variance in texture.

Hardlight Projectors: Utilizing the same kind of technology that power shields, hardlight projectors are used in high-end holographic projectors, interfaces, and holodecks. They are considered a luxury by most captains, and should someone be found owning one and an AI, it is usually assumed that the owner is some kind of AI-fucking pervert. Such statements are usually made with a hint of envy.

Ships

All ships obtainable by the player have a light drive, sublight engines, a power core, some amount of armor, basic crew space, and life support systems. The amount of space in the ship that can be used for upgrades is the ship's extra internal volume, measured in meters cubed. The ship's core determines the amount of power available for upgrades. After upgrades, the amount of space remaining is added to the crew capacity. An unupgraded, empty ship can carry more people, but might be slower and more poorly armed.

Ship to ship content will likely not make the initial release, but will be added in a fairly big patch later on. In the interrim, space-based combat encounters will be handled by boarding actions.

_____ Other notes on ships:

- Can be named.
- Light drives have different speeds and can be upgraded, reducing the amount of time passage when zipping around between planets.

Travel

In any scifi universe, space travel is the most important and most often referenced form of transit. TITS is no different in that regard. Traveling across the stars relies on three different types of technology, though only two of them are housed on the ships themselves.

Sublight Engines: All ships have some form of engine to propel themselves at less than light speed. Trying to park or manoeuvre through asteroid belts at light speed isn't really an option. These engines are classified as sublight engines. Though the method of propulsion can vary, they universally draw large amounts of power from the ship's power core to operate. These are the only engines capable of operating in strong gravitational or magnetic fields, so they must be used to get sufficiently far away from a planet to engage the light drives.

Light Drives: These drives get their name from the speeds they accelerate the ship towards. The average consumer light drive can get the ship up to something like a third of light speed. High powered light drives are capable of two thirds the speed of light. The fastest light drives in existence are reported to go near 9/10ths of light speed. All light drives come with temporal displacement fields to prevent the effects of time dilation from negatively impacting the crew. The technology of the drives and the fields is sensitive to gravity and electromagnetism

such that neither will operate in areas saturated with either. This makes planets, moons, and nebulae prime locations for pirate attacks.

Light drives charge quickly, but it does take some time to transition over to from sublight engines.

Warp Tunnels: Warp tunnels are the technology that made intragalactic trade a possibility. Instead of taking decades to move supplies between star-systems, it takes a few days. Warp Tunnels operate by bending reality between two locations, essentially folding reality on itself to facilitate extreme, long-distance travel. A light drive with a working temporal displacement field is required for safe transit, as the fabric of space and time inside the tunnels is strained to such a degree that incidents of mutation and other horrors have been reported.

Travel through warp tunnels is incredibly fast. Most journeys between systems are over in minutes, rather than hours or days.

Repulsors (Antigravity): Localized gravity repulsion is a fairly cheap and power efficient technology in the more civilized systems. It requires a surface to deflect the gravitational force off of, so currently, most vehicles can only maintain such fields for a few meters above the ground. Suspended rail-systems with their own antigrav bubbles have been built on some planets.

Artificial Gravity: It exists and nearly every ship and station is equipped with it.

Transformations & Medical Tech

- Anti-aging treatments are available but expensive, allowing suitably rich individuals to effectively live forever so long as their money holds out. This has been one of the reasons for the drive to expand and colonize new planets.
- Microscopic robots referred to as microsurgions are used for a variety of tasks. Most often, single task microsurgions are used to edit bodily structure and DNA to cure diseases, repair damage, and sometimes, to change the physical appearance.
- Very specific gene-therapies are available but expensive. Examples of this would be Gro+, cock-thickener, or Addero © - the dual purpose ADHD and breast row creation medicine (the ADHD part is a joke).
- **[Kinda Important]** An extreme example of the above would be furies: as a general rule, they are humans or human-like creatures who have morphed themselves to appear as they would like. This does not preclude the possibility of alien, furry-like races showing up as well.
- **[Important]** Advanced, highly expensive microsurgion immune supplements are available (the PC is given one along with the rest of Victor's gifts). These miniature robots reproduce internally to aid the body's natural immune system when dealing with outworld infections. They are considered indispensable for world-hopping travelers, as it allows one to skip undergoing rounds of immunizations before traveling. Consuming alien foods CAN cause the microsurgions to adapt one's body in order to properly process the nutrients, resulting in mutations.
- **[Important]** The above immune supplements can also have optional translation routines that will auto translate audio and automatically translate your speech to be understandable when conversing with a foreign person. This ability can be suppressed

or controlled with simple, easy focus.

- **[Important]** Some races forcefully mutate those they copulate with in order to force them to breed. Something (like the **codex**) should warn the PC ahead of time so that such encounters can be avoided if involuntary TF is a thing.
- **[Important]** Sexy STD's are a thing. Quite simply, they are diseases currently unable to be suppressed by microsurgeon-enhanced immune systems that carry with them a host of mutagenic effects. They are typically benign in nature, not causing harm to their host but typically mutating them in certain ways. The femboy flu, pony pox, and futanari flu are two prime examples. **SSTD's always have a warning come up during incubation with a message to alert the PC that they have caught one, though it doesn't need to give away exactly which one right away.** Something like the sniffles, sneezing, a sore throat, or feeling faint would be a good example of an early symptom to aid the PC in catching it early. **SSTD's have levels, and can only be cured by sufficiently advanced medical facilities.**
- Medicine is capable of regrowing lost limbs, but again, it is outside the budget of an average individual.
- Cybernetic limb replacement is cheaper than regrowing lost limbs, and such is more common among the soldiers and working men of the universe.
- Incredibly well-engineered prosthetics are the most expensive form of limb replacement, but the resulting appendage is typically superior in strength and durability compared to the previous options. Some individuals voluntarily have healthy limbs amputated in order to "upgrade".
- Any other organ replacements operate similarly to limbs - cheap cybernetics are affordable but sub-par, full replacement is expensive, and superior cybernetics are awesome but expensive.
- **[Potential Mechanic]** When losing fights by HP, there is a chance the player will gain a scar somewhere on their body. These can be removed easily enough for a significant fee.

Weapons

The universe of Trials in Tainted Space has a large array of weapons available with varying characteristics. Out on the rim of civilized space, simpler weapons tend to be favored over higher tech, more complicated devices, but advanced technology does have a way of finding its way into the hands of the rich and powerful regardless.

Gunpowder Weapons: This is the simplest and most common form of weapon out on the fringes of the known universe. They are often referred to as "powder-blasters," "slug throwers," or "powder-guns" rather than simply "guns" as they are today, to differentiate them from the more powerful types of weaponry available elsewhere in-universe. They come in all the varieties available to modern-day infantry and then some. They do good damage but typically deal poor amounts of damage against any type of shield.

Rail and Coil Guns: These guns utilize electromagnetism to accelerate a slug to velocities near lightspeed. They're basically higher damage, higher accuracy versions of gunpowder weapons, but like their slower brethren, they suffer against any type of shielded

opponent.

Laser Weapons: These weapons fire tightly focused beams of light, which like railguns are highly accurate. The downfall of laser-based weaponry is the relatively small amount of damage that they do. Most similar gunpowder weapons will out-damage a laser, shot-for-shot. Of course, laser weapons are fairly effective at overwhelming shields.

Plasma Weapons: Plasma weapons are considered to be the ultimate in ranged attack technology by much of the known universe. They operate by forming a cohesive ball of plasma around a special slug. To fire this ball of fiery death, the slug activates a strong magnetic field around the plasma, and the weapon accelerates the slug away much as a coilgun would, though the speed of the projectile is much slower than even most powder-guns. Plasma chews through shields and armor with impunity, though heavy slug or laser weapons may be better against unshielded or heavily shielded foes, respectively.

Gravitic Weapons: These take a huge amount of power to function, but they can produce gravitational anomalies inside another ship's shields, both sowing confusion inside the vessel and likely causing structural damage and death. Currently they are illegal for all non-military craft in the UGC.

Charged Electric Weapons: Melee weapons on civilized worlds often have an additional electric charge in addition to a cutting blade or smashing hammer-head. This makes them more effective against personal force fields as well as potentially stunning the victim of such an electrically-charged strike.

Thermal Weapons: Much like electric weapons, some melee implements are built to withstand high heat and are built to heat to such a degree that they destabilize energy fields and damage armor with each strike.

Dispenser Weapon: These are particularly reviled on most civilized worlds, as they are often loaded with payloads of body-weakening and will-sapping poisons, or worse, aphrodisiacs. Bladed weapons will release the payload through pores on the weapon and into the wound, and blunt weapons will extend needles on impact.

Force Weapon: These are prized for their lightness and portability. A simple button press on the hilt causes a shaped forcefield to spring into existence in the form of a weapon, typically a sword. Because the blade is created of pure force, it is unerringly sharp. Unfortunately, it is as easily deflected by other energy shields as a weapon made of real metal.

On Adding New Technologies

- Technology should not be overly fantastic. If at all possible, try to base what a device does on something that's theoretically possible. The one exception to this would be devices that produce or utilize psionic energy, but those are all but unheard of and should only appear in the mid-to-late game.
- Always keep in mind the potential implications and wrinkles that a new technology will introduce into the mix. Personal cloaks would cause security systems to rely on sensors other than cameras in classified areas, for instance.
- This is sci-fi and technology is awesome. There's tons of things going on here, and just about anything imaginable can probably be done somehow! Just make sure you pay at least passing homage to the rules of physics, or I will gank you.

Politics

Alternatively: Satan. There should be a scene where you can discuss politics with a follower, and they just get so pissed off because you're too left or right-wing for them. Then they leave forever. No, that's a terrible idea.

Currency

Currency in TiTS is measured in galactic credits. Money is transferred wirelessly through highly encrypted accounts. There is literally no fraud or extortion protection built into the system, and all transactions are final. Chargebacks are a bitch they don't deal with in the future, apparently. The **codex** is capable of money transactions, and unless the PC is at some other computer system, it can be used to handle it.

The Unified Galactic Confederacy or UGC

The UGC is the central government in the universe of Trials in Tainted Space. As a government, it's just cohesive enough to function. Representation in its central, law-making body (the **Parliament**) is determined by the amount exported from the planet, which has lead to some rather odd scenarios, like an agricultural planet importing food so that they can export their entire crop, gaining more power on the galactic stage.

Universal laws require a two thirds majority to pass, and as a result, not that many laws get passed. Those that do are often backed by nearly all large corporations or immense political pressure from the public. Because of this, local governments have a large degree of freedom to govern themselves, so long as they follow trade protocols.

Slavery is technically illegal within the UGC, but indentured servitude remains. Most indentured servants are treated fairly. There DOES remain a sizable portion of shady corporations and people that charge their servants unscrupulously to keep them perpetually in debt and unable to free themselves from their contracts.

The UGC does maintain a standing military with advanced ships and technology. However, those ships are technically kept near the core and used to suppress any rebellion. Planets at or near the rim, particularly ones newly added to the warp-gate network recently, tend to receive little protection and even less direct oversight.

The Confederacy is viewed with a mixture of suspicion, fear, and awe out on the borders of civilization.

Terran-Space Coalition

Earth's government, growing out of the United Nations in the early 25th Century. While humanity doesn't play a huge role in the galactic scene, the exploits of adventurers like Victor Steele have done wonders to put mankind on the forefront of public thought, especially as adventurers and colonist line up for the newest Planet Rush. Terra itself is far-removed from the "fringes" of U.G.C. space, and therefore strongly emphasizes that it cannot and will not protect its citizens outside its borders. This firmly localized policy has caused a significant population build up in the core worlds of Coalition space, while human pirates and outlaws are free to roam

unimpeded through foreign space on the fringes with little fear of interference.

The T.S.C. is governed by a Parliament based on Terra, with duly elected representatives from all Coalition-controlled worlds representing the public interest. Though all member planets must abide by Coalition law, they are each free to individually govern themselves in any way they see fit within that scope -- one human planet may be a metropolis visited by a thousand alien races each day while another may be a domineering dictatorship under a mega-corporation's thrall.

It should be noted that, while the Coalition would like to imply that they are the face of humanity, the truth is there are hundreds of colonies and stations filled with humans outside Coalition jurisdiction. While the T.S.C. is the most prevalent human government, it is by no means the only one.

The Terran military is relatively strong and technologically advanced, but highly concentrated in the core worlds. T.S.C.S. *Odyssey*, the flagship, is one of the most advanced starships in the U.G.C. Most Terran starships are slow, lumbering vessels with exceptional armor and moderate shields, but relatively low weapons power: they rely primarily on firing lines for combat effect, and starfighter escorts and planetary bombers are the primary force projection for Coalition fleets.

With the new planet rush beginning and with hundreds of thousands of colonists waiting and raring to go, Coalition presence in the fringe has increased somewhat, with a small fleet of cruisers and escorts patrolling the edge of Coalition space, ready to respond to emergency distress calls put out by the colonists -- a rare exception to the localization policies the fleet usually observes. However, this does not by any means guarantee safety, and any human colonist or explorer operating beyond Terran space is strongly warned that they may be on their own if disaster strikes.

Corporations

Aegis Shipyards LLC

Aegis Shipyards LLC is considered something of a luxury ship company by the general populace. They typically pack their ships full of the latest tech: high quality shields and engines. However, they rarely armor their vessels to any significant degree.

JoyCo

JoyCo is a support company that runs outpost hospitals in exchange for a cut of future exports from said planets. They provide top of the line medicines and run Walmart-like stores.

V-Ko is the latest model to appear in JoyCo's 'Nursedroid' line of universal assist-bots. The popular medical franchise travels to the very edges of the explored galaxy to place V-Ko stations around for those in need of a quick heal. For those in the know, JoyCo has also provided relief for other... tense situations.

Kiha Corp

Kiha Corp is currently the top AI manufacturer in the galaxy. It rose to prominence after producing a hit "Tsendere" organic AI line. At first, they sold quite poorly, but after humorous

holos spread on the extranet, sales began to climb. Today, Kiha Corp dominates the AI marketplace with a wide array of grown AI personalities and classifications. They've also branched into the ship manufacturing market in the past decade, producing vehicles that are known for having good armor and potent power cores. Unfortunately, their less than stellar cargo and crew space has prevented them from becoming too popular in that market.

Pyrite Industries

Pyrite Industries is an industrial and manufacturing powerhouse. Their equipment is used around the galaxy, but out on the rim, where regulations are typically more lax, their most brutal and efficient machinery can be brought to bear. Tunnel borers, plasma cutters, geological surveying equipment, and similar devices are some of the highest selling items in their catalogue.

Pyrite Industries also manufactures ships. Their ship designs typically prioritize spacious cargo bays and decent engines over all else.

Steele Industrial Technology and Production

The company to spring out of your father's successes, Steele Industrial Technology and Production specializes in mining and obtaining rare and elusive materials, though they do work with more mundane valuables like iron and lithium as well. Steele Tech (as it's sometimes called) has stayed out of many of the intercorporate politics that plague the UGC, causing it to remain a bit smaller than its rivals while simultaneously helping to avoid excess litigation. Steele Tech treats most of its employees like family, and gets high marks across the board for safety.

Reaper Armaments

Reaper Armaments is a heavy industrial conglomerate which grew out of private military contractors and arms manufacturing organizations. They made the galaxy-famous Mk-5 Battle Rifle, called the "Workhorse" by the Terran troops, which has been in service for nearly fifty years in a dozen militaries. Reaper Armaments also makes dozens of handguns, cannons, and rifles as well as jeeps, tanks, and experimental powered armor.

Xenogen Biotech

Xenogen Biotech is a relative newcomer to rise to prominence on the galactic stage. They've earned a reputation for quality gene therapy mods that work faster and more effectively than the competition. Gene therapies that range from cosmetic enhancements to hostile environment adaptation for races migrating to different climes have been produced under this company's roofs.

Out on the rim, there are many Xenogen installations and facilities, many of which are rumored to engage in questionably unethical research. There have even been suggestions that the company is tied to the illegal slave trade, selling research specimens it has finished with as permanent indentured servants. Nothing has ever been proven, and so long as their products work better than the competition's, they'll continue to hold a strong market share.

Assholes and Terrorists (Not Finished)

The Black Void

One of the galaxy's most notorious criminal syndicates, commonly called pirates after the high seas-era brigands of Terra. The Black Void has been operating for at least three centuries, growing out of hundreds of different crime empires on several worlds during the last planet rush. Operating on the very fringes of galactic society, the vast fleets of pirate ships are able to raid the newly settled colonies with virtual impunity, beyond the reach of U.G.C. law enforcement.

Indeed, the utter lack of response the Void's piracy has merited from Confederate officials has led many to suspect that the organization has corrupted key officials, though no proof of this infiltration has ever surfaced.

In the core worlds, the Void has a strong influence in vice to this day, though not as strong as it once was. With millions of worlds, even the largest organizations must give way to local syndicates and crime lords, though many pay "respects" to the Black Void. The area where the Void most excels, as far as core-world crime goes, is slavery: most crime groups refuse to deal in it, or don't have the resources to manage a full slaver ring, but the Void dominates the market. While the pirates capture slaves on the fringe, the prisoners are catalogued and shipped to the core, where they're sold in underground dens, usually as deep-space laborers or as pleasure slaves.

Mechanus League (Ultra-Transhumanist Terrorist Organization)

Few groups strike terror into local governments like the Mechanus League. These terrorists push their pro-cybernetic and genetic enhancement agenda with an almost religious zeal. Not only are they well-funded, but they have a technical affinity rarely matched outside of research laboratories. The Mechanus League often appears on planets seeking to regulate cybernetics. At first, they may try a more peaceful, propaganda approach. When that fails, bombings are the next steps. What better way to gain support than to ensure a large number of people need mechanical limb replacements?

Many in the Mechanus League have zealous beliefs that cybernetics are the way to true enlightenment. Such individuals often appear more machine than man.

Nova Securities: Ubiquitous PMC corp.

Private security forces are a necessity out on the fringes of the known universe, and Nova Securities has expanded to fill that gap. They provide everything from small mercenary armies to private bodyguards. They have a reputation for fulfilling their contracts to the letter or dying trying. Loosely worded contracts are to be avoided.

Religions (Not Finished)

Church of the One God

The Church of the One God is something humanity brought with them into the stars. Founded on the most recent translation of the bible, the Galactic Standard Edition, this church has aggressively spread via good-will missions that pack religious propaganda in the guise of

aid for impoverished or barely-civilized.

This religion shares many tenets with modern day Christianity, but it is twisted and manipulated to leave out or rewrite sections that would be invalidated by things like space travel and modern knowledge of aliens. Followers of the Church of the One God are typically considered prudes by most civilized creatures. They do still oppose gene therapy and modification (tampering with god's creations!). Cybernetic enhancement is also frowned upon, but simple cybernetics to replace lost limbs or faulty organs are permitted.

Star Seekers

Oddball religions can be found all across the known universe. Interstellar communication and sciences may have brought peoples of all species together, but they've also allowed strange propaganda to take hold in far-flung societies. The star-seekers are one such group. They believe that sentience could not have evolved on its own; it could only have arisen at the influence of a creator species or being. This group believes that sentience is the result of meddling by an ancient, technologically advanced race and seeks to find evidence of them.

Currently, there is no such evidence.

Followers of The Tear

- An alien society discovered something deep in the core of their own planet. Soon after, they vanished from existence. In their place, a planet-sized tear in reality exists. It is very alive, and has a physical form that can only exist as a hole in our universe.
- It is locked up deep in abandoned space, while the mystery has gathered a cult following consisting of those who wish to understand the nature of the secret lurking inside the tear. Those who look upon it are swallowed and allow it to grow. It is also used as a universal dump site.

History and Lore

Unfinished. **This is a quick rundown that likely skips some conflicts and technical details in the interests of not being 100 pages long on its own (and driving me insane).**

The first light drives were invented in the 2300's. By that point, the Earth was growing increasingly overpopulated and fossil fuels had become a bit of a rarity. The invention of the light drive made the proper colonization of space a real possibility. Sure, the moon had been colonized for a century, but eking out a spartan life beneath the pockmarked, gray wasteland is a much different thing than building a true civilization on a planet where you can grow crops or watch the blue sun set on the horizon.

The first planet to be colonized was [redacted] in the [REDACTED] system. It went without a hitch - something that surprised quite a few cynics back home. Low latency communications were some time in coming, but once efficient and cheap quantum entanglement was discovered by the French in 2500 AD, it suddenly became possible to talk to the colonists without years of delay. In the intervening time, other colony ships had been built and sent to other systems to begin establishing themselves. The original colonists of [REDACTED], however, had grown self-sufficient, and had little desire to submit to the whims of Earth's governments.

In response, the governments of Earth agreed to recognize the sovereignty of the new, planet-nation; the immense price (in time and material) of interstellar war did a lot to motive such a speedy, peaceful resolution. Colonization continued at a rapid pace, fed by the desire to explore and the need to get bodies off-planet. First contact with sentient, alien species occurred in 2900. Thankfully the [Ausar](#) turned out to be a friendly species, and rather than war, interstellar trade ensued. These aliens had already created warp-gates in order to connect their far-flung colonies, but they lacked means of instantly communicating over such vast distances. Technologies were exchanged, and together, the two friend species experienced a golden age of exploration.

More and more civilizations were discovered, and after a few conflicts, it was agreed upon that a central, governing body needed to be established in order to regulate trade the various member societies. Earth, due to its fractured nature, actually had far less influence in these proceedings than humanity would have liked, though they joined the new-formed, Unified Galactic Confederacy all the same. Time-keeping was standardized such that all species calendars were essentially 'reset' at the founding of the confederacy. By year 1 AC (After Confederation), Earth reorganized into a central, Terran government, a necessity if they wanted to wield any power on the galactic stage.

The size of the known universe and the varieties of life that mankind knew as neighbors expanded at a record pace, at least, until the war-like [REDACTED] were discovered. The war that immediately bloomed turned a dozen UGC worlds into smokey, wasted husks before a proper response could be mustered and a military assembled. With a friendly casualty count in excess of 50 billion, the UGC won. It was not a pleasant victory, nor a clean one. To this day, the surviving [REDACTED] worlds exist in perpetual blockade, closely watched by an army of spy satellites for any signs of hostility.

Colonization beyond known space was suspended by unanimous decision, and representatives from every planet were called in to a closed door session. Three earth weeks later, they emerged with a set of codified laws and regulations, crafted to prevent a similar tragedy from ever happening in the future. The UGC had formulated the beginnings of **the first great planet rush**.

Henceforth, warp-gates would no longer be sent out at the whims of local governments. Instead, governments would petition the UGC with lists of systems they would like to have gates sent to. Approved systems would have gates sent out in a staggered fashion so that they would all reach their target systems at around the same time (keep in mind, it takes years of traveling at near lightspeed for the far ends of the gates to arrive at their destination systems).

While this may seem like a more dangerous way of doing things, there are a few wrinkles to the planet rushes that are greatly beneficial to the Confederacy. Firstly, systems which do yet possess space travel are classified as "frontier planets", and as such, are eligible to have their resources surveyed and claimed by corporations, individuals, or governments. The great potential of wealth available during the planet rushes essentially offers the UGC free scouts. Secondly, since Confederate technicians are monitoring every gate during the planet rush, they are capable at severing the connection at the first sign of hostility, forcing any aggressor race to undergo multi-year journeys through the void of space in order to make war. In this time, the UGC's greatest generals have plenty of time to prepare for war and even take

the war to the enemy preemptively if needed.

Planet rushes are only embarked upon every century or two at most in order to give time for new planets to be integrated and civilizations to join the confederacy. Due to the harsh tariffs imposed on non-member civilizations, it has become somewhat unheard of for any space-faring civilization to decline membership to the UGC. Those that do usually join within a few decades, wanting a taste of the prosperity trade can bring.

There have been thirteen planet rushes since the gate management concord was signed into law. During the times of these great planet rushes, there is a fairly unregulated frontier to be explored. Fortunes are made, small wars are fought, and whole new civilizations discovered. It is a time of great adventure and risk. It is a time heroes and villains are made.

Navigation and Sexploration

So, now that just about everything related to technology or story has been mentioned in some form or another, lets talk about exploration. In CoC, there is the simple exploration mechanic. That's all going out the window. The slot machine method of discovering new shit? Gone. When in your ship, you can navigate between points of interest in system (landable planets, stations, wrecks, etc). You can land or dock with those or hit the warp gate at the edge of the system, which brings up a galaxy map that the player can navigate about. I have not yet determined if this will manage an actual map system or be entirely textual.

Systems will have a blurb about them along with a danger classification. In system, points of interest will have individual danger ratings and preview text before landing. Landing on a planet procs a special scene describing your landing, and transitions to a generic ship interior menu (this can also be called up in space). The ship interior menu may be different or very limited if the PC acquires some kind of dropship later and leaves their full ship up in space.

Regardless, once landed or docked, you have the option to exit your ship and step out onto the planet or station or whatever. This is functionally equivalent to entering a dungeon in CoC. Rooms are laid out in a north/east/south/west grid like CoC dungeons. You must walk to shops yourself, explore the woods yourself, and hike wherever you want to go. Large planets can and will have fast travel systems available that can quickly ferry the PC between two points. Up and down directions will also be supported.

It is highly recommended you don't try to make a sprawling planet yourself. A one hundred room area is a pretty big undertaking, and can quickly overwhelm you. I built areas for MUDs that used the style of navigation back in the day, and believe me, it can quickly become draining.

Let me quickly cover some other things you might be wondering about:

- Places are simply that - specific locations that can be walked to. There's no special menu or anything. If you want to visit Amily's village, you walk there. Most monsters will be triggered via random encounters - rooms can have random chances of mobs or events spawning in them whenever the PC enters. To use the above example, Amily might have a high encounter rate in most areas of her village, while the item racks could always be located in the same rooms (or they could be done randomly).
 - A big advantage of this is that it makes it easy to avoid overcrowding. Say that we had CoC in TiTS, and wanted more forest encounters. I could just toss on

another twenty rooms in the woods that hold the new encounter chances with some of the normal encounter chances (say imps, or tentacles beasts) removed. No button over-crowding to worry about. If we need more room, we just tack it on somewhere.

- Losses to monsters do not have to have the PC wake up in civilization or have an eight hour rest. I'll support anything from a single hour of time passage up to eight.
- Links between rooms should be able to handle being blocked and opened by events or locks.
- Keep in mind that rooms can be entered from multiple directions. Talking about how you walked through the gates to get to the first room of a city is all well and good until you got to that room by walking back out, then it just seems retarded. Keeping the details of how you arrived at a room vague or unmentioned is a good practice.

Psionics

Psionics are the ability to manipulate the fabric of the universe utilizing only mental power. Humans are not natively psionic and require either crazy brainslugs or super ridiculous implants in order to utilize such power. Some aliens may be native psykers. There may even be unintelligent monsters or creatures with psionic power that they use to hunt. Psionic foes can levitate objects, generate invisible fields of force, and communicate telepathically. They should probably not be considered for combat against until at least the middle level ranges.

Core Mechanics

Item Slots

- **Melee Weapon:** The item you hit things with up close. Defaults to a fist if nothing else.
- **Ranged Weapon:** The weapon you hit things with at range. Defaults to a rock if you have nothing else.
- **Armor:** Your outfit of choice. The player can be naked, so either make notes of removing armor optional or just do something simple like "you set your gear aside," which would work regardless since you're always going to have a your codex and such. If you want to reference it, refer to it as "your [armor]" for now, and be wary of singular/plural agreements since some sets may be described as plural and some singular.
- **Upper Body Undergarment:** Generally no stats on this. Flavor only. Described by [Bra] or [bra].
- **Lower Body Undergarment:** As above. Flavor only, and optional. Described by [underwear] or [Underwear].
- **Accessory:** Earrings, rocket boots, etc.
- **Shield:** Your energy shield. You're always gonna have one.

Primary Statistics

- **Physique:** A representation of your strength and physical strength and toughness. Used for melee attacks. Unlike CoC, HP are independant of this stat.
- **Reflexes:** Primarily considered a stat for piloting ships, though it can increase evasion in

combat and help avoid traps and pitfalls.

- **Aim:** Utilized to aim ranged weaponry both on the ground and in a ship. Kept separate from reflexes as a melee fighter would have good reflexes but terrible aim.
- **Intelligence:** Increases the effectiveness of technology-dependant attacks, primarily those used by tech specialists. Also used for opening locked doors, spotting traps, and getting a few extra in-game hints.
- **Willpower:** This stat is used to control sexual urges, resist psionics, use your own psionics should you get any, and do things like resist addiction. Think of as a bit of anti-libido and anti-corruption rolled into one.

Combat Statistics

- **Hit Points:** These are an indication of your combat fitness and ability to continue fighting. Reaching zero HP is less an indication of impending demise and more an implication of being temporarily downed.
- **Energy:** Basically your mana pool. Consumed by using some special attacks. Regenerates fairly fast out of combat. Orgasming drains it.
- **Lust:** Works exactly like CoC. Once it reaches 100% you are considered incapacitated by it.

Checks

Checks are done whenever there's a chance of success or failure based on a stat and or random chance. I've come up with a variety of them to suit different scenarios. Every check should have a DC or difficulty class (ripping off D&D here), though the value of the DC should be geared toward the level difficulty and expected stats the PC will have.

Types of Checks

- Highly stat dependant: the $\text{stat}/2 + \text{a d20}$. Since the PC starts with low stats, lower level skill checks or checks with a low degree of luck variance should use this.
- Medium stat dependant: the $\text{stat}/5 + \text{a d20}$. Best used at low to middle levels or fairly stat dependant checks. Probably will be one of the more common types.
- Light stat dependant: the $\text{stat}/10 + \text{a d20}$. Used for actions which have a decent degree of variance. Most higher level skill checks should probably use this.

Feel free to specify the type and DC of a check in your submission or leave it up to me.

Combat

Hitting somebody with a melee or ranged attack.

Reflexes combined with chosen skills, feats, and certain TFs will determine the PC's evasion percent. Accuracy will be determined using strength or aim depending on the type of attack and will modify evasion to determine hit chances.

Damage is calculated based off the weapon's damage modified by the appropriate damage stat (strength or aim).

Special attacks.

Some may not be avoidable. Those that are will work in a similar fashion to above, though using other stats instead instead of strength or aim - say willpower for psionics or intelligence for a programmed missile.

Things That Shouldn't Exist:

- Time travel.
- Instant teleportation on anything less than crazy endgame alien tech.
- Crazy nanobots that destroy everything.
- Actual magic.
- Actual gods.

Did I Miss Something?

If so, please comment here or at a relevant location and request it.