

Solarian Empire

Named after its original home system, the Sol system, the Solarian Empire is a majority-human interstellar government consisting of 61 member star systems and a further 4 systems classified as "territories".

The term "Empire" is in fact something of a misnomer, as the Emperor or Empress serves only as a patriotic figurehead and the position has no appreciable political power. The government is instead comprised of an elected senate headed by a Councillor, who serves much the same function as a United States President (the Solarian government being modeled primarily on that of the USA).

The Solarian Empire is a member of the **Intergalactic Conference**, holding 26 seats.

Galactic Commonwealth

Interstellar government ruled by junta. Commonly referred to as "The Junta." Frequently at war with the Solarian Empire.

The latest war has been dragging on and there is currently a fragile cease-fire.

Anhuradha System

Star system in the **Theta Jump Network** forming part of the contentious border between the **Solarian Empire** and the **Galactic Commonwealth**.

Consists of five planets: one habitable, and four with large mineral deposits. These resources make the system highly valuable and much fought over.

The area has high smuggler traffic. The smugglers here tend to be involved with moving restricted goods and people between the Solarian Empire and Galactic Commonwealth.

Tesla Space Scavenger (TESS)

The TESLA SPACE SCAVENGER was designed specifically as a salvage ship. The original design (TESS-103) was created under contract for the **United Federation of Planets**; after their collapse the remaining ships were purchased by the **Interstellar Mercantile Collective** and sold to independent operators. TESS models feature extra-large holds, secondary airlocks between the cargo hold and the ship interior, and external grapplers for in-vacuum cargo loading. They have minimal defensive capabilities. They are capable of hyper- and subspace flight and can land on moons or planets with minimal atmosphere.

The Lady Luck is a TESS-437 with aftermarket modifications.

Kestrel Series

Fast, light, scout ships used mainly by the Galactic Commonwealth.

Rialto Industrial Technologies

Manufacturers of extremely high-quality technology located within the Galactic Commonwealth. Their products are not only very expensive, but almost impossible to obtain within the Solarian Empire.

Xin Jessica

Owner of a well-known greymarket shipyard. Overhauled the Lady Luck at some point in the past. Currently waging a full-scale vendetta against **Riser** in retaliation for the deaths of her daughter (Archie's wife) and granddaughter (their daughter).

United Federation of Planets

Interstellar government consisting of 142 member planets. The idea behind the UFP was to unite all human-controlled space beneath one ruling body; unfortunately factionalism and internal conflict led to its collapse twelve years before the start of the game.

Interstellar Mercantile Collective

The IMC, though it began as an interstellar trading company, has since expanded to become the largest independently operated corporation in known space, operating within three galaxies. Aside from its fleet of merchant ships, the IMC holds charters for two planets, one of which houses its headquarters, and is in the process of acquiring another.

Imperial Spacefleet

Military arm of the Solarian Empire. Frequently called "ImpFleet", including by its own members. Civilians working closely with or frequently encountering ImpFleet may also refer to its members as "Impies", which can be either affectionate or mildly pejorative depending on context.

Salvage License

Salvage ships operating within the Solarian Empire must be duly registered with ImpFleet and the Ministry of Commerce, and display their Salvage License electronically or be prosecuted as pirates. (Just as privateers must display their Letter of Marque).

Civilian Salvage Operator (CSO)

The captain of a licensed salvage vessel must be a registered Civilian Salvage Operator in order to legally lay claim to their finds.

“Riser”

Pirate operating primarily in systems of the **Theta Jump Network**. Known to leave no survivors.

Nothing is known about his (or her) background or previous identity. Riser has never been photographed or videorecorded; they themselves have released some transmissions with video blocked and voice digitally altered.

Archie blames Riser for the cold-blooded slaughter of a resupply depot in the **Jangwa sector** (described in Scene 2). Despite him being a rare survivor of a Riser attack, Archie can give no information on Riser’s identity, ship(s), etc. The attack had the hallmarks of a sophisticated, even military, level of technology, weapons, and intelligence.

As discovered in Chapters 3 and 4, **Riser** has been mounting his attacks from a central location somewhere in unexplored space, near to where the **Phoenix** was discovered. He may be a surviving AI from the **Tintari God War**, previously known as *The Tide Which Rises to Overwhelm the Land*.

Faster-than-Light (FTL) Travel

Two methods of FTL Travel are possible: Hyperspace travel and wormhole jumping. Humanity’s expansion to the stars was made possible by wormhole jumping, and most FTL travel is still accomplished by traveling through “jump points” that connect specific systems.

Hyperspace technology is relatively recent (say in the last 20ish years). It allows for travel to new systems not connected by jump points, and so recent years have seen a huge expansion in space exploration and in new planet charters.

While Hyperspace travel is FTL, it is not instantaneous like wormhole jumping. Additionally, hyperdrive technology is still in early stages of development and carries a high risk of failure...and collapse of hyperspace mid-transit results in the complete annihilation of the ship and crew aboard. Short distances are safe, but the longer the ship is traveling the more unstable the hyperspace dimension becomes.

For these reasons, wormhole jumping is the preferred method of travel where possible.

Jangwa Sector

Swahili for “desert,” Jangwa is a large barren sector with very few resources or population. It abuts the Theta Jump Network (see above). The discovery of hyperspace travel has opened Jangwa as a shipping route for the transport of jump-unstable materials. These are very valuable: they’re rare and it’s only with the recent discovery of hyperspace that industry has really had access to them.

Due to its wildness, merchants through Jangwa typically caravan through the sector in fleets escorted by mercenary or corporate warships. A rest-and-refueling caravansary was destroyed by Riser (described in Scene 2) to create a trap for a merchant caravan.

Dante's World

A small, human-inhabited planet, it's surface is almost entirely covered by liquid water which, along with various aquaculture products, is its primary export.

The Fire Which Brings Life (Phoenix)

Tintari ship floating abandoned in space; salvaged by the crew and sold to **Xin Jessica**. Rana has some kind of affinity for its AI, and released it in an escape shuttle. ~~Current whereabouts of the AI are unknown.~~ AI somehow acquired by **Black Annie**.

Tintari Republic

Historically a great civilization, which collapsed in the aftermath of an AI-induced civil war (**Tintari God War**). Known for their advanced technology, in particular Artificial Intelligence, plasma weaponry, and semantic-symbolism control schemes. (Puzzles!)

Tintari God War

The Tintari Empire created a number of “New Gods” or “*Tenkit*”, advanced psychotronic AI intended to guide the republic to perfection. However, as commonly accepted by historians of the Tintari Empire, these AI disagreed on how exactly to carry this out and split into three factions. One faction advocated transgenic manipulation, another cybernetic enhancement, and the third mental manipulation.

The war between these factions, known as the Tintari God Wars, destroyed the Tintari Empire. All remaining *Tenkit* AI were believed to have been destroyed.

However, **History Tender Kazhir** has discovered evidence of a fourth faction consisting of two AIs which advocated the complete annihilation of life from the galaxy, followed by guided evolution, to create the perfect lifeform.

The **Phoenix** is one of these AI; **Riser** may be the other.

Chihuran Free Planetary Alliance

A sub-alliance of worlds and stations inhabited by the Chihurans, an alien race descended from the Tintari. After the **God War** destroyed most of the Tintari technology, the Chihurans were left to make their living by scavenging what remained. To the average Chihuran, this technology is so advanced as to appear like magic. Therefore all technology is treated as sacred, and their religion is built around salvage. The Chihurans also have a fondness for bureaucracy, which they have likewise elevated into the realm of the sacred -- this may be a holdover from the Tintari fascination with puzzles.

Echee Station

A large space station orbiting Echee, the homeworld of the Chihuran Free Planetary Alliance. Cobbled together from old ships, stations, and interstellar junk. Highly modular. Not pretty.

Attacked and destroyed by **Riser** in Chapter 3, Scene 4.

Sackhette Gazian

First Sackhette of the Chihurans and a member of the Order of Imperial Protectors, which grants him certain privileges and jurisdiction over matters pertaining to Imperial Security.

History Tender Kazhir

History tender of the fifth circle, met on Echee station (Chapter 3 Scene 2). Expert on the **Tintari God War** and the so-called "New Gods"; has a theory that there was a forgotten 4th faction in the God War that advocated total annihilation.

Seventh Solarian Fleet

Imperial Spacefleet group currently posted to the **Theta Jump Network** as a task force to find and apprehend **Riser**. Flagship is the *ISS (Imperial Spaceship) Eternal*.

Admiral Avery Ryan

Commander of the **Seventh Solarian Fleet** and leader of a task force against the pirate **Riser**. Press-gangs the crew into service under the Interstellar Terrorism regulations because she believes they have information she can use to catch him.

New Tortuga

Named for the legendary pirate harbor, this plays host to graymarket salvagers, smugglers, and others not so welcome in legitimate ports. To avoid the attentions of Impfleet, the station is built to be mobile and changes location every few months.

The Black Pearl

A bar, meeting place, hangout, gambling den, brothel, bazaar, and general place-to-do-business. Made of a series of interconnecting rooms. It takes up about a third of New Tortuga's central sector.

Black Annie

Pirate Queen of New Tortuga, sister to **Admiral Avery Ryan**, currently in possession of the **Phoenix AI**.