

CORVUS BELLI INFINITY

THE ROLEPLAYING GAME



MÖDIPHÜS™
ENTERTAINMENT

PANOCENAIA

FFFI™

ALL THAT GLITTERS...

PanOceania. The Hyperpower. Life at the top of the G5 nations ensures a certain amount of privilege and power. It also brings its fair share of enemies. Born from an intercontinental alliance on Old Earth that pioneered the race to the stars, PanOceania has led the transhuman revolution without ever once looking back.

Stewards of no less than three entire star systems and numerous colonies on several other worlds, the Hyperpower is also the largest proponent of ALEPH, the benevolent AI that oversees many of the functions that allow the vast PanOceanian empire to operate. Overseen by ALEPH, their policies set by lobbies, and their faith guided by the Church, most PanOceanians soak up glamorous holovids depicting the herculean might of the latest cutting-edge TAGs or the glorious charge of power-armoured Knights and bask in the sanctity of their technological superiority.

Scratch beneath the surface of the neon and chrome, however, and all is not as harmonious as the Mayacasts would have you believe. On the ocean planet of Varuna, Libertos fight ever more violently to free themselves from a subversive occupation, whilst all across PanOceania's territories, dispossessed Ateks struggle for recognition from an interstellar institution that refuses to acknowledge their existence. With new gear and fresh insights on the mightiest of Hyperpowers, this sourcebook will take you deep beneath the sparkling surface of PanOceania's dazzling exterior.

- **Details on the three key star systems that are home to the PanOceanian empire: Acontecimento, Neoterra, and Varuna.**
- **Focused Lifepaths that allow players to immerse themselves in the diverse aspects of the Hyperpower, including Croc Men, Hexas Agents, and Knights.**
- **Additional armour, equipment, and adversaries specific to PanOceania, including the innovative sensarecorder tech, the mighty Seraph TAGs, and stats for several unique adversaries.**
- **A treatise on the Helots and their culture, plus several Lifepaths that provide an opportunity to play a member of this enigmatic amphibious race!**



Lux Continent

Samudra Ocean

Ramaniyaka Sub Archipelago

Firozabad

Prithvi
Island

Spes Continental Archipelago

Amaravati

Neel Parvat

Trigarta
Island

Airavata

Svarga
Island

Solitudo
Island

Bose
Harbour

Hawking's
Junction

Newton
City

Einsteinburg

Livingstone



Aquila
Continent

Iostrum
Ocean

Cook
Ocean

Pax
Continent

Australis
Ocean



NEOTERRA



CREDITS

WRITING

Benn Graybeaton, Jonathan "Killstring" Herzberger, Marc Langworthy, Mark Redacted, Rodrigo Vilanova, Patrycjusz Piechowski

COVER ART

Ho Seng Hui

INTERIOR ARTWORK

Toma Feizo Gas, Ho Seng Hui, Bagus Hutomo, André Meister, Oh Wang Jing, Vincent Laik, Vladimir, Aituar Manas, Cristian Picu, Antone "Chuck" Pires, Kenny Ruiz and Noiry Lee, Qi Wu, Chester Ocampo, Ignacio Bazán Lazcano, ENIQMA, Pierre Revenau, Gregoire Vealegere, Kenny Ruiz, Noiry Lee, Ryan Harasim

ART DIRECTION

Marc Langworthy, Rodrigo Vilanova

LAYOUT

Thomas Shook

INFINITY RPG LOGO

Michal E. Cross

LEAD EDITOR

Kimberly Nugent

CARTOGRAPHY

Jose "Gigio" Esteras

SECTORIAL ARMIES LOGOS

Alberto Abal, Carlos Llauger "Bostría"
and Hugo Rodriguez

PROOFREADING

T.R. Knight

INFINITY LINE DEVELOPER

Benn Graybeaton

ASSISTANT LINE DEVELOPER

Marc Langworthy

CORVUS BELLI APPROVALS

Gutier Lusquiños Rodríguez, Alberto Abal, Carlos Torres, and Carlos "Bostría" Llauger

ORIGINAL 2D20 SYSTEM DESIGN

Jay Little

GAME DESIGN

Benn Graybeaton, Nathan Dowdell, Mark Redacted, Justin Alexander, Marc Langworthy

PRODUCED BY

Chris Birch

HEAD OF RPG DEVELOPMENT

Sam Web

PRODUCTION MANAGER

Stee Daldry

SOCIAL MEDIA MANAGER

Salwa Azar

COMMUNITY SUPPORT

Lloyd Gyan

SPECIAL THANKS

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MODIPHIOUS
ENTERTAINMENT

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INTRODUCTION

WELCOME TO HUMANITY'S FUTURE

"Bright heights and laser lights, busy days and pulsing nights." – A refrain from Club Life, a Top 100 chart breaking song from Maya star Elyse 'L-Ease' Mitchell.

A short refrain which captures the beat, rhythm, verve and life of PanOceania. Resplendent as the most technologically advanced, wealthy and sophisticated power in the Human Sphere, PanOceania is proud of its singular achievements and progressive society. The lines between reality and possibility are blurred for citizens of this affluent Hyperpower as they live lives that intermingle the physical and quantronic, blending human existence with the advancements of AR and VR to provide infinite realms of possibility.

The following pages provide an in-depth review of this tech-obsessed Hyperpower, from the opulent lifestyles of the wealthiest corporate magnates to the desperate fight for rights experienced by the most hard-bitten Ateks. Additional details covering topics such as popular entertainments and common security measures will provide rich depth to every game of *Infinity the Roleplaying Game*.

WHAT'S IN THIS BOOK

More than just an expansion, this sourcebook aims to provide a "one-stop shop" for all things PanOceania, including everything needed to create characters, run campaigns, or just immerse oneself completely in the glory of a favoured faction.

CHAPTER 1 – FACTION: PANOCEANIA

As the preeminent Hyperpower, one comparatively microscopic tome could never hope to encompass the magnificence and splendour that is PanOceania. Chapter 1 does, however, aim to provide an insightful overview of this foremost of G5 nations, from current trends in entertainment, to politics and Empresas.

In addition to the regular foot soldiers and veteran troops of the PanOceanian military, this chapter takes a look at the iconic guardians of the many branches of the Christian Church, plus some of the more clandestine roles that are employed in boardrooms and on battlefields. An outline of the oft-misunderstood Atek and Helot sub-cultures can also be found here.

CHAPTER 2 – ACONTECIMENTO

The only habitable planet of the Descoberta system also happens to be the industrial powerhouse of PanOceania's might. This chapter provides a unique insight into the Descoberta planetary system, ranging across topics such as the orbitals and planets that pervade the system, the industrial economy that fuels the G5 giant, important landmarks and regions, and the minutiae of life on Acontecimento itself.

CHAPTER 3 – NEOTERRA

Described by many as the shining jewel of the Human Sphere, the PanOceanian capitol of Neoterra is laid bare as never before. This treatise on the undisputed centre of human culture explores the Tencendur system and its stellar inhabitants. With a focus on Neoterra, the chapter covers the planet's regions, indigenous inhabitants, lobby groups, and various aspects of the Christian Church.

CHAPTER 4 – VARUNA

An oceanic paradise, the lush archipelagos and warm depths of Varuna serve as an iconic and attractive tourist spot to humanity at large. The chapter will take nascent travellers beneath the waves of this ocean world, exploring the atolls and islands that dot the planet, the sprawling human capital, Akuna Bay, the floating Lilypads, and the Libertos Terrorist Group.

CHAPTER 5 – PANOCEANIAN PARAPHERNALIA

With a technological edge that surpasses all of their rivals, the gear catalogue section offers a whole host of devices and tools to enhance a PanOceanian's apparent status. Prestige bank accounts, heritage weaponry, iconic jewellery, and a plethora of new arms and armour offer all of the accoutrements a budding socialite would need to polish their image. A number of TAGs and vehicles complete the trappings on offer.

CHAPTER 6 – PANOCEANIAN CHARACTERS

With plenty of technological and sociological advantages, the average PanOceanian receives a unique perspective on life within the Human Sphere from the outset. The Lifepath chapter empowers the creation of PCs that are undeniably attached to the Hyperpower thanks to the dedicated tables for birth hosts, homeworlds, adolescent and career events, and a number of unique careers.

"PanOceania are the dominant Hyperpower, Moto.tronica a distinguished and prominent megacorp, because we ensure we are always first. As both a Hyperpower and megacorp, we were among the first to recognise the changing dynamics of the political and economic spectrums during the dawn of the Hyperpowers and the Second Great Space Race. We blazed a trail across the stars for others to follow and led the way in establishing a new order that remains sacrosanct to this day. We are, and need to remain, trendsetters, innovators, and pioneers across multiple arenas. Second place is not the PanOceanian way, nor should it be yours." – Sylvia Greene, CEO of Moto.tronica Advanced Improvements presenting a speech at the megacorp's annual awards ceremony for innovators.



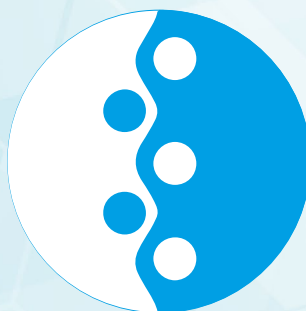
CHAPTER 7 – HELOTS

Misrepresented and misunderstood, the indigenous Helots are an aquatic race that had evolved beneath the oceans of Varuna long before PanOceania staked a claim. This chapter dives beneath the surface of Varuna's oceans to provide an insightful treatise on Helots, including their history, culture, language, and current status within both PanOceania and the Human Sphere. In exploring this unique race one step further, however, the chapter also offers rules on creating a Helot character, which includes additional Lifepath tables and careers that are unique to this marine race

CHAPTER 8 – ADVERSARIES

No exploration of PanOceania would be complete without a look at some of the functionaries, missionaries, and militants that make the Hyperpower tick. With most of the wild regions of PanOceania's home worlds tamed, the adversaries on offer represent some of the forces at their command should they decide to bring their might to bear.

A number of richly detailed NPCs help to round out the collection of adversaries, each with their own unique storylines and capabilities. From the Knights of Montesa and Paradiso Veterans to Father Knight Harris, there are a number of opportunities to introduce the might Hyperpower's unique flavour to any *Infinity* campaign.





ALEKSI

CHAPTER 1

FACTION: PANOCEANIA

LIFE AT THE TOP

PanOceania are known as *the* Hyperpower for good reason. As a G5 nation, the giant entity can draw on the economic might of three prosperous systems and several prominent colonies. They can call upon the might of the Christian Church and are able to grace their sizable military with cutting edge weaponry. Even the average citizen is fortunate enough to have access to technological advancements that are the envy of more affluent residents in other nations. Beneath all the glitz and glam, however, there are still those unfortunates who slip through the cracks – the downtrodden and dispossessed. This chapter provides an insightful treatise on what life is like behind the chrome plating of the PanOceanian bubble.

LIVING CITIES

PanOceania has managed to create living spaces that are truly unique, truly something to be envied by the other powers in the Human Sphere. Cities are carefully laid out to manage wind flow between high-rise buildings to minimise damage during storms, and funnel winds toward turbines that generate power. A flowing web of roads feed one into the other, with traffic systems automated and

run by pseudo-AIs. Solar power, water management, waste disposal, all the day-to-day concerns of any living space are automated for peak efficiency and designed to be as low-impact as possible.

Augmented reality displays signs, directions, traffic, and hazard information. If you're moving through a commercial district, the same systems allow easy and instant access to the Maya storefronts and menus of any shop or eatery you are nearby, allowing you to order, pay, and then walk in and pick up. While you're sitting in the park perusing the menu of a nice restaurant, your geist can be purchasing the items you need from half a dozen stores close by. Automated systems can even package and deliver them to a location of choice, meaning you have more time to enjoy your meal.

Gardens can be found everywhere, full of herbs, vegetables, fruit trees, and more. These privately owned parks have carefully manicured and regularly replenished spaces full of fresh produce available to pick and citizens can help themselves through microtransactions automatically paid through their comlogs. These havens of greenery are not confined to spaces locked between buildings, but flow onto and up the buildings, providing a range of benefits from insulation to better air quality and even improved mental health.

IN THE KNOW

Navigating a PanOceanian city, even if you're new to it, is simple with up-to-date information instantly available through any comlog. Location tracking and facial recognition allows anyone to view the public Maya profile of the people they pass.





L-EASE

One of the hottest stars on Maya at the moment, L-Ease produces music that is a mix of psychedelic trance and pop. Her songs are hugely popular throughout the night scenes across PanOceanian space.

WHAT ARE THE ODDS!

While betting is strictly regulated, the quantities of money exchanged on Maya betting sites is vast. Many attempts in recent years have been made to hack these sites and divert the money, or to set up fake sites in the hope of trapping wishful punters.

HOPPER

Hopper is an extremely popular Maya drama/light comedy set against the backdrop of the NeoColonial War. It follows the crew of *The Hopper*, a merchant vessel initially caught up with Yu Jingese military forces on Svalarheima. Well into its sixth season, it has seen the crew move across the Human Sphere. *Hopper* has attracted some level of criticism and is regarded as controversial due to its consistent use of stereotypical Yu Jingese antagonists.

On every planet PanOceanian cities can be found, a subtle blending of the natural and the technological can be observed. On Earth, Acontecimento, Neoterra, Varuna, and Svalarheima the influence of the native flora and landscape can be seen in the shape and layout of the cities themselves. On Earth, the history and architectural fashions of previous eras are accentuated and celebrated. On Acontecimento, the cities overflow with small orchards and the gardens spread onto and over the buildings. On Neoterra, the symbolism of state and religion are pervasive, and the planet is a celebration of the high technology and affluence of PanOceania. On Varuna, great ponds, pools, waterways, and canals dominate the lattice of the city structures and are vital components of the transport systems. On Svalarheima, practicality dominates, with buildings descending into the ground as much as up, thickly insulated against the cold and built to withstand heavy storms.

ENTERTAINMENT

Every possible distraction that could ensnare the mind and senses is available to the PanOceanian citizen. Any flavour of entertainment a person could desire is easy to access, for a price. Blockbuster Maya-streamed dramas and comedies are hugely popular, especially in recent years, those dealing with Paradiso, like *Myrmidon Wars*. The Aoidoi, the propagandists for ALEPH, find plenty of fertile ground in PanOceania, with eager consumers hungry for news, rumours, and insights, but above all, epic stories. The ability to consume media through your comlog or wetware anywhere and anytime has led to the epithet "Zoner," a term for anyone particularly unfocused on the world in front of them.

Music is ubiquitous, with easy listening through wetware or hardware. A vast majority of citizens live their lives to a personal soundtrack. Most geists run a simple algorithm helping match a person's physical context and mood to musical tracks that are a mix of classics, favourites, and new material. Many indie artists and music producers pay Maya services good money to get on the lists most commonly accessed by geists for this purpose, and it's worth it with popular songs enriching, enhancing, and giving a pulse to the lives of billions of citizens at any one time. Some enterprising individuals have even programmed their geists to operate as something like DJs, providing an often eclectic or zany mix of music for people to tune into via Maya (for a simple microtransaction of course).

Aristeia! is the most popular sport on Maya, and Aristos have fan followings that rival the most famous of Maya stars. It is hard to find a workplace or bar where this sport isn't a dominant theme in

casual discussion, especially when the Ordeals are on and the intense, surprising, and thrilling fights between the Bahadurs take place!

Maya-based games are a huge industry, one that occasionally exceeds the film industry in terms of revenue. From RPGs to military simulations to civilisation and building games, they are ubiquitous, with high rankings and achievements the life goal of some *surfistas*. It's not uncommon to hear a group of civilians discussing an engagement with the Combined Army as if they were veterans of the Paradiso conflict. The PanOceanian Military Complex has not missed the opportunity these games have provided. Many game development companies are sponsored by the military, and recruitment into the units the games revolve around have made the costs more than worthwhile. A more worrying and increasing trend for some involves the programming of geists or Aspects into a game system, where they monitor players for key skills that will make them suitable for recruitment as Hexas, TAG, or ship pilots.

Entertainment and social media are so intertwined that the two blur into one another. Evercasting has become a popular trend in recent years, but even without that, the degree to which a person is liked and followed by others, and particularly a person's publicised political leanings and the lobbies they support, are regularly a factor in job interviews. For many, the effort to ensure they are liked, followed, and adored on Maya is significant.

INFORMATION

Information on any and every subject is easy to obtain from the vast quantronic data banks of the Human Sphere and Maya network. From the esoteric to the obvious, never before has so much knowledge been readily available at the fingertips of so many.

Geists perform a vital role in the gathering of information, with most being more than capable of tracking down data even on obscure or hard to find topics. Geists have been known to develop strange attractions to specific topic areas, or follow their search patterns into esoteric areas that attract the attention of law enforcement and even the Hexahedron.

Interaction between geists in the sphere of information sharing has led to many geists forming interdependent bonds with one another even if the people they belong to have never met. The military has, in the past, had some issues with troop movements and locations inadvertently being shared through geist interactions, which is why military personnel are required to limit their geists

to specific military networks.

Maya has a vast store of useful information, and using wetware, a person can run apps to overlay a simulation on top of the real world, mapping their actions to the simulation to achieve the desired result. Crackdowns on videos related to lock-breaking, hacking, munitions manufacturing, and even piloting have only had limited success in restricting the application of such simulations.

EDUCATION

All public education is Maya-based, with the government funding online schools where a single teacher and a suite of adaptive algorithms can service the educational needs of hundreds of students, who never need leave their homes. "School days" are something of an anachronism, instead students are expected to log a certain number of hours in a specific set of classes, and spend a set amount of time interacting with online peers. The number of students who have managed to trick the system by using their geist to log the hours for them has encouraged local governments to look at physical systems that match a student to a Maya space. This has worried some child safety groups, who point out such systems can be hacked just as easily and pose a potential risk to the students.

Every online school also provides firewalled "playgrounds" for the students because even online, social interaction is vital. These playgrounds are carefully designed to provide a wide range of entertainment types, all of which can involve one or many of the school students, and encourage interaction and social behaviour.

Physical schools in PanOceania, outside smaller settlements and outposts, is the preserve of the wealthy. Such schools are typically privately run, and access to them can be expensive, while they often flaunt their consistently high grades, the real reason the rich send their children to such schools is for the contacts they make while attending.

For adults wishing to extend themselves, change careers, or follow a passion, Maya again has the answer: the official Maya-Based School Network approves thousands of courses, every year, across a wide range of subjects. It is typical for a PanOceanian citizen to have several degrees or certificates, regardless of their occupation.

PRIVACY

The quantronic revolution arrived with an impact felt in every aspect of life. Devices became exponentially more powerful, smaller, and eventually migrated into wetware: implants that "wearers"

interact with through conscious will alone. One aspect of life significantly impacted by the development of technology was the concept of privacy. The concept of privacy never eroded, but it evolved with technology, and attitudes toward privacy, alongside the technology that impacted it, became pervasive aspects of the broader culture.

PanOceania is an open society: its citizens have a concept of privacy that often startles and frightens a citizen from less technologically immersed cultures like Ariadna, or more libertarian ones like the Nomads. Even for conservative PanOceanians, concerns over nudity relationships, and gender roles are a hang-up of the past. Society has moved forward, and the concept of private and public has morphed as technology changed.

Interference technology has seen a boom in the last few decades, as sensors capable of recording sound, vision, heat, movement, and other factors have grown in ubiquity, reduced in size, and are able to be relocated with ease, often remotely piloted. Interference devices typically provide a bubble of "noise" that inhibits sensors from being able to discern useful information from the background they generate. At recorded events involving high-profile politicians, business people, and the like, those with any social position are trained to cover their mouths and throat while speaking with one another, lest any conversation be modelled from the movements of their lips and larynx. Most important communication is made via firewalled "rooms" in Maya keyed to specific participants, where communication is virtual rather than physical. Multiples of such tense meetings can be taking place at the same time as a physical event involving smiles, handshakes, and waves to the cameras.

EMPRESAS

Some projects are too vast and too risky for private enterprise to consider them. Projects on such a scale require a huge number of specialists working with high-end technology in order to make the breakthroughs required for success. In PanOceania such ventures are called *empresas*. To fund them money is funnelled from the government, as well as from corporate interests hoping to gain a technological edge over their competitors, into proposed *empresas*.

The selection of *empresas* is usually a governmental decision, but is typically strongly influenced by lobby groups, and by the corporate interests providing additional funding or support. Once given the green light by parliamentary vote, an *empresa* is formed, a project management team is selected, and it begins the arduous task of assembling

LET'S GET POLITICAL

Some game companies have been on the receiving end of a strong backlash for deliberately trying to leverage the popularity of their gaming platforms by including political messages, sometimes even hidden ones, as subplots, side stories, and Easter eggs. *Man Down* is one such game, a popular first-person shooter set against the backdrop of the Second Paradiso Offensive. The game devs received criticism and even death threats for their portrayal of PanOceania's involvement in the Teseum trade on Ariadna, a side plot relating to one of the NPCs in the game that painted PanOceania as the ruthless exploiter of a weaker nation, implicating several PanOceanian companies indirectly. The NPC and story line at the centre of the furore were quickly removed from game.



THE PROFESSIONAL FILTER

With street cameras, drones, Maya tracking, and with a wash of citizens posting images, sound, and video of themselves and their surroundings, it can be difficult to work a job that requires secrecy and anonymity. Infowar specialists with Bureau Noir, the Hexahedron, and other such agencies spend considerable time and effort making sure their operatives remain secret. Facial scrubbing, video manipulation, wearable tech, even old-fashioned prosthetics, make-up and body doubles are used on a regular basis.

Another result of the public nature of the PanOceanian experience is the need for intelligence services to provide their agents with a trackable counterpart. This is in large part supplied by infowar specialists, but body doubles and even Lhost copies have been used to deflect an enemy agency away from the real operative. Insidiously, there have been rare cases in which agents have been forced to track versions of themselves, sometime resulting in both going rogue in a struggle for the one identity. It is ironic in a sense, as running multiple copies of a Cube is highly illegal and severely punished. Intelligence services will always claim their actions serve a higher good, and must, due to the nature of their operational requirements, push boundaries to achieve success and safety for the Hyperpower.

THE CRETAN ENTERPRISE

The Cretan Enterprise pushed the boundaries of the Minotaur engine and gave the Human Sphere the foundation for the wormhole-capable ships currently in use. It was a triumph of singular vision, and while it came with an enormous price tag, the benefits have been incalculable.

the facilities required to explore and complete the project. *Empresas* can be generational, with several teams working for decades over the life of the project.

There are several well-known and celebrated *empresas* currently running, and an unknown number being quietly carried out through a mix of government and lobby funding.

ARKVAULTS

Two great ArkVaults are currently in construction, one in the Tencendur system and the other in an unnamed dark system. Built within giant asteroids, and both partially operational, they are designed to hold and protect seeds, fertilised eggs, and the genetic blueprints of every living thing encountered by the human species, including humans themselves. Inside the ArkVaults, beneath layers of heavy rad-shielding, are also Cube Banks and organic printers. These vast archives are powered by great jump-capable engines and contain a host of CPUs run by a splinter of ALEPH. They are a security measure, a resource in times of need, and if the worst possible outcome should descend upon the Sphere, the last hope for the human race.

THE HAND OF THE LORD

Originally devised as a military program that sought to reduce training time for elite soldiers and lessen the impact of shock on new combatants. The program integrated foreign memories with a soldier's Cube: an experimental spin-off of the Resurrection process where the goal was to create a highly trained and experienced soldier in minutes. The program has been a boondoggle plagued by Cube corruption, dysmorphic disorders, cost overruns, and severe problems with muscle reflex sitting out-of-sync with the subjects' mental reactions. The Hand of the Lord has shown some successes with language training and academic studies, but the costs compared to translation suites and analytic programs is exorbitant to the point where these successes have been completely downplayed by the program operators lest they fuel calls for the entire project to be cut.

DYSON SWARM

Recently initiated in the Tencendur system, amid much fanfare and celebration, is the beginning of a single ring Dyson Swarm. A multitude of small satellites will eventually form a ring around Tencendur, gathering energy output from the star and beaming it back via laser to collection stations on Neoterra. Simultaneously a large team of engineers has been working on prototypes of the self-replicating robots that will be used to take over construction of the ring. Once built it should meet the energy needs of Neoterra many times over and lay the foundations for PanOceania's energy needs into the future.

LOBBIES

Lobby groups in PanOceania are the confluence of political will and financial power. The current lobby system is an attempt to divorce political and economic power and give strength to the voice of the people.

Lobbies can be large or small, wealthy or just well meaning. They are the policy engines for the Hyperpower, a direct voice from the people providing instruction on what PanOceania should look like today and into tomorrow.

FALCO

A military lobby backed financially by a variety of weapons manufacturers, most notably Moto.tronica, and with a huge number of members across all of PanOceania's settlements. Extremely popular with military and ex-military personnel, Falco lobbies for a dominant and well-funded military, as well as neoconservative economic policies that tend to be insular in focus. With the Paradiso conflict raging Falco has seen a boom in members and influence.

NIRUKTA

A small but wealthy lobby supported by and pushing social policies geared to support Hindu businesses and interest groups. In the past the Nirukta lobby had success pushing through popular policies related to the Cultural Integration Programs.

SUPERBIA

A right-leaning conservative lobby group, tied to a range of business interests, universities and religious groups. It has been largely Superbia, in recent years, that has pushed for PanOceania to stop paying to "prop up" O-12, citing a range of technicalities to avoid their payments.

ZEITGEIST

A lobby group funded by hardware and wetware companies, and has a broad following in the technophilic PanOceania. Zeitgeist has, in the past, looked to modify regulations surrounding privacy laws, and implanted technology. It has also pushed for an *empresa* to create an open source operating system for person-to-Maya integration, which would shake up corporate ownership laws and allow more program suites to operate across different platforms.

MILITARY DETAILS

From infantry holding key ground locations to ships providing firepower from orbit, the PanOceanian Military Complex is the largest, most sophisticated, and capable military force in the Human Sphere.

FUSILIERS

Nearly every successful military operation, at some point, relies on boots on the ground. Whether the frozen wastes of Svalarheima or the steaming violence of Paradiso, the most used boots on the ground belong to the Fusiliers. This light infantry corps is ubiquitous, and units can be found in every PanOceanian territory. Well trained and often working in tandem with heavy support units and spec-ops teams, the Fusiliers are the starting point for any young hopeful entering the PanOceanian Military Complex.

Recruitment offices can be found throughout PanOceanian territories, with enlistment an easy process of identity verification and a fitness test. Training camps are widespread, with basic training building discipline, endurance, strength, weapons, and field skills. Typically, basic training is a 12 –to 16-week course, with further specialisations available as Riflemen, or Support Corps (frontline soldiers and support weapon crews respectively). If a recruit makes it through this gruelling experience they advance to the rank of Private, with promotions available to Corporal, Sergeant, and Warrant Officer before further training is required for the Commissioned Ranks (Lieutenant and above).

Whether they join for patriotism, money, adventure, or to pay off a debt to society, members of the Fusiliers can be sure they are entering a fraternity built on courage and teamwork. Basic training remoulds a civilian into a soldier, and deployment hardens them further still. The Fusiliers are the backbone of the Military Complex, charging into the fire of conflict with bravery and tenacity.

Standing Orders: Fusilier units are typically made up of soldiers recruited together, serving as part of their respective Planetary Armies. Units are barracked on military properties scattered throughout the Human Sphere, they may be close to a front line or in orbit around a planet, but they are commonly stationed near training bases, and can be found in most cities throughout PanOceania. Orders coming from the strategic arm of the Military Complex based in a unit's area of operation will brief a commanding officer on an operation and operational parameters. That officer then assembles the teams required to carry out the operation, and briefs the Fusiliers involved. The soldiers that make up the teams used for smaller operations tend to serve together repeatedly, as it is widely recognised that the bonds of trust and interdependence forged in conflict can be an important factor if complications arise.

Where a unit will be going, for what purpose, and who they'll be fighting is information passed from top down through the chain of command. The

Fusiliers maintain a ready disposition at all times because their missions are varied and can be given a month or more in advance or mere hours before the soldiers ship out. A Fusilier always keeps their bags packed and ready in case they need to move out suddenly. The old motto "hurry up and wait" is still very much a part of the life of a Fusilier.

Locust Clandestine Action Team: If Hexas agents have a reputation for brutal efficiency, the Locusts hardly have a reputation at all, and that is much more frightening. Their motto is *Vis Invisibilis* (Invisible Power), and they impose it fully. The Locusts are the field agents for a division of the Hexahedron known as the Big Nothing, a division so secret even its existence is classified, known only to the Inner Hexahedron and the intelligence agencies around the Sphere that have had the misfortune of encountering them.

Locusts extend the power of PanOceanian will outside the territories of the Hyperpower. Operating under deep cover, Locusts are trained to change their identities as quickly as changing a shirt, and everything, from surgical modification to support from the Big Nothing infowar specialists, makes sure these identities are as legitimate as born citizens. The Locusts are deadly and use a wide-ranging, fatally precise skill set to execute the will of PanOceania irrespective of means or consequences.

By Invitation Only: Locusts are usually recruited from the ranks of the military and particularly the Hexahedron, though there are notable examples of agents with talent invited from mercenary or civilian backgrounds. The reality is the Big Nothing farms the data suites collected by the Hexahedron for candidates, from whatever background, who show an aptitude for subterfuge, deception, killer instincts, and psychopathic tendencies as those qualities indicate a willingness to ignore potential moral or legal consequences in the pursuit of their goals without regret. Actual weapons training is important, but not vital, as training programs can build muscle memory more easily than they can remould a person's psychology. Locusts are not people who enjoy killing and mayhem, but rather, people who are willing to use both to meet their objectives, and are not overly burdened by the consequences of their choices.

Once a potential candidate has been identified, they are monitored for a period of time before contact is made. Recruits are usually lured by a mix of patriotic appeal and by the money and opportunity serving affords. Initially recruits are led to believe they have been earmarked for service as Hexas agents; if a recruit manages to survive their training, they are fully briefed on their role and

MAID OF ORLEANS

Over a thousand analysts, programming experts, neuroscientists, psychologists, transpersonal psychotherapists, historians, and more laboured for years to develop and nurture the first reincarnation: Joan of Arc. Her efforts as part of the Order of the Hospital have been phenomenal, a living and transcendent heroine, she is a like a demi-goddess to the people of PanOceania.

Lobbies. See Infinity Corebook, p. 180

BOOTS ON THE GROUND

The Fusiliers can be found on guard duties for high security complexes, Vila Boosters, and stations. They serve on the front line in conflicts across the Human Sphere and in small team operations dealing with paramilitary criminal groups.

More often than not, if an objective must be held until the cavalry arrives, it is the Fusiliers who have that thankless task.

Storm the Barricades: A small hand-picked team of Fusiliers are ordered to don civvies and mix in with a crowd of potential rioters. Their objective is to identify the ringleaders, and when the proverbial hits the fan, take them out. Pacifying violent rioters and supporting local law enforcement in settling the riot are secondary orders.

Hold the Fort: A small team of Fusiliers are supporting an anti-smuggling naval operation in the outer system. The naval ship cripples a smuggler with a hold full of illegal Silk and other contraband. The Fusiliers are dumped on board to secure the crew and hold the ship until the cargo can be removed "like it was never there." Trouble is, some Corsairs have a different idea: to them the Silk belongs to Haqqislam!

Trouble in Paradise: It should have been a simple mop-up job: find the downed rotor and retrieve the Cube of a long-range recon scout it was supposed to be carrying home. Then the Combined Army showed up. Why are the Combined Army so far from their lines? What could the scout have a record of that they are so eager to get? Where is the cavalry?



operational parameters. Training is extreme and it has not uncommon for recruits to suffer mental or physical breakdowns, or even die. Locust recruits will experience gruelling spec-ops training camps, train alongside Hexas agents, learn languages, customs, and cultures, and finally work missions with a mentor for a period of time in PanOceanian space, before being promoted to Locust, and given their first assignments beyond PanOceanian borders.

Sleep Walking: Once on operation (known as Sleep Walking) a Locust is expected to “go dark”: they are sleeper agents, wandering the Circulars and Human Sphere until triggered. Locusts are expected to live for extended periods in deep-cover, and different agents, depending on their backgrounds, will have an affinity for certain social circles: criminal, hacker, political, business, mercenary, or military. They are provided the initial support to fill whatever societal role they decide is relevant, but are expected to operate completely autonomously, their true identities buried beneath their deep-cover façades.

Each agent has a keyed trigger which may be as benign as a specific pattern of interference in a Maya broadcast, a simple message or phrase, quantronic signals, or physical meet-ups. Once triggered, the agent will become active, seeking out their mission parameters, which may be delivered through a coded or cryptic hard copy, memory stick, data package, or via a quantronic briefing. An agent never meets or sees their commanders from the Big Nothing, they are deniable assets, often mistaken for criminals, dissidents, and terrorists by the authorities their actions impact.

It is typical for agents to work alone or in small teams, spending years from home at a time. Locusts identify each other through subtle hand signals and coded phrases that seem like odd twitches and ordinary conversation to anyone who might be observing. Once a mission is received and executed, the agent moves on, shedding their assumed persona for a new name and background, Sleep Walking again, prepared to be triggered, always ready to strike.

THE MILITARY ORDERS

The Military Orders provide the Neovatican church with a physical power unparalleled among the religions of PanOceania. These modern-day knights are iconic, the Orders famous, adored by fans and idealised by Maya dramas and they are unique to PanOceania. More than just popularised symbols though, they are capable of extending and imposing physical force, and the Knights of the Orders are warriors feared across the Human Sphere for their ability, prowess, and unrelenting faith.

Confrère Knights: Confrère Knights are an outfit of Knights fighting under the direction of one Order, but who belong to a different Order. Such Knights, seconded to serve a different Order, are organised as a Company (in the case of large operations) or a Sect (in the case of smaller operations). Companies may be a dozen or more Knights, each often accompanied by a small unit of Order Sergeants from their respective Orders, and are used in conflicts, especially on Paradiso. Sects are a smaller group of Knights sent on highly specific missions, usually unsupported, and expected to be able to operate autonomously to reach their stated mission objectives.

SLEEP WALKERS

Locusts are given missions that often go against every covenant of the articles of war, their targets can be military, civilian, criminal, or government; they don't ask questions, just coldly get the job done.

Supernova: A young and popular Yu Jingese political star, born on Svalarheima, has become a strong activist voice speaking against PanOceanian interests on the ice planet. Arranging his apparent suicide would do much to discredit the cause.

Escalation: The Locusts are imbedded in a Mercenary crew given the job of roughing up and bullying some local Ariadnans to ease negotiations for a subsidiary of Gāng Tie Industries to secure mining rights to the area. Engineering the situation to escalate from some low-level bullying to a borderline atrocity will ruin any chance of Gāng Tie Industries gaining the mining rights.

Shadow in the Shadows: A Locust is directed to serve deep-cover as a Nomad agent assigned to Bureau Noir with mission parameters involving leaking operational details to the Hexahedron. After securing the trust of the group through several missions they are to fatally betray the cover of the Bureau Noir team they are operating with, discrediting the Nomads.





RANK AND FILE

Each Order has its own structure, but by and large they all follow the model set by the Order of the Hospital. Each Order also has its own field of expertise, and ranks and domains that match those specialisations tend to be given more weight within the Order.

Grand Master: The supreme authority within an Order, and elected by council. The Grand Master is typically supported by one or more chosen Piliars, a rank of prestige usually occupied by Abbots.

Abbot Colonel: Head of the military wing of the Order, the Abbot Colonel is the leader of the Strategic Council.

Abbot Commodore: Head of the naval wing of the Order, this rank fluctuates in importance, depending on the specific Military Order. The Abbot Commodore sits on the Strategic Council.

Abbot Conservator: Head of the infowar wing of the Order, and in charge of the Chaplains of Obedience who specialise in this field. The Abbot Conservator is also in charge of maintaining the records of the Order, and all propaganda coming from the Order. The Abbot Conservator sits on the Strategic Council.

Abbot Marshal: Head of the research and development wing of the Order, specifically related to weapons manufacture and TAGs, but different Orders have different specialities. The Abbot Marshal sits on the Strategic Council.

Master and Commander: Head of a specific facility run by the Order, usually belongs to another rank category as well. The role of Master and Commander is a signifier of both prestige and competence, as well as a functional role.

Marshal: In charge of maintaining the vehicles, TAGs, and powered armour used from any base of operations to which they are assigned. Usually expert technicians.

Father-Officers: Highly experienced and elite Father-Knights, may be called to sit on the Strategic Council depending on their area of expertise. Father-Officers usually serve as the on-the-ground leaders of military detachments and groups of the Order. Father-Officers are ordained priests.

Standard Bearer: In charge of organising and running the training programs of the Squires, and coordinating the Father Instructors at specific training facilities.

Father-Instructors: Previously Father-Officers or Father-Knights of experience and wisdom. Father-Instructors serve as teachers and advisors in military schools across Pan Oceania. Father-Instructors are ordained priests.

Father-Knights: The elite soldiers of the Military Orders, iconic and feared throughout the Human Sphere. They come in many varieties depending on their speciality, unit, and Order. Father-Knights are ordained priests, and often take the field as front-line chaplains.

Brothers of Office: Symbolically equal in rank to the Father-Knights, but lacking prestige, Brothers of Office are would-be Knights unable to meet the strict standards for admission as a Knight. The Brothers of Office are the bureaucratic managers of the Chaplains of Obedience.

Chaplains of Obedience: Sitting outside the ranking structure of the Order, the Chaplains of Obedience are the bureaucrats and technicians who maintain and run every aspect of the Order, from logistics to office supplies, infowar, and propaganda.

Order Sergeants: The rank and file of the Order. Order Sergeants can be career soldiers in the Order, volunteers from other units or even paid members, but all of them are there to support the actions of the Knights.

Order Associate: The rank given to anyone who has paid for the opportunity to “belong” to an Order, but who does not actually serve any function within the Order. These are typically benefactors and wealthy followers.

Companies or Sects of Confrère Knights are usually gathered at the behest of the Order leading the operation, the Church (particularly the Curia), or as a result of a governmental or private request, the latter only in cases where the private company or individual is a significant patron of the Church. Requests for Confrère operations are usually processed by the Church, and sent out as a general call to the Military Orders. Orders respond by either hand-picking Father-Knights (rarely other ranks are selected), or by allowing Father-Knights to volunteer. If the operation requires a Company, Father-Knights given the blessing to go will then select the Order Sergeants (if any) to accompany them.

Once selected, a Company or Sect will assemble in a single location, usually a training facility run by the lead Order, and there they will have a short period of time to get to know one another, both personally and professionally. The Orders allow this period because they understand that knowing the people you serve alongside can make a significant impact on the success of a mission. Alongside this period, the Master and Commander in charge of the Confrère gathering will run any relevant training sessions, and a series of briefings to inform the Confrère Knights of their mission objectives, likely conditions, opposition, and so on. Sects are treated a little differently: due to the varied nature of their missions, and the small number of Confrère Knights, they spend their time more informally undergoing briefings and planning together, with greater access to local infowar specialists to help lay the groundwork for their specific mission.

OTHER FACTION DETAILS

ATEKS

PanOceania is a civilisation that unites two worlds, the physical reality and the augmented reality. The ubiquity of the comlog, either as hardware or wetware, geists, and continual access to Maya are vital components of the PanOceanian experience. The ability to access and interact with the augmented and connected aspect of society is taken for granted as it provides access to financial services, education, entertainment, and a vast majority of occupations require it.

Ateks, the disenfranchised poor who exist at the bottom rung of PanOceanian society, are denied this to the same extent as a full citizen: they lack the financial means to stay current with vital updates and often have limited access to Maya. As a result, Ateks lack the capacity to engage with PanOceanian society as full citizens. Some have chosen this life, fearful that the march of technology seeks, under the guidance of ALEPH, to break and reshape the human mould and supplant the

species. Others have fallen on hard times, suffer physical or mental impairments which they cannot afford to have treated, or are criminals seeking to live a life without the all-seeing eye of "Big Brother" looking over their shoulder. A majority of Ateks though are born to it, they inherit their status from parents and grandparents and lack the supports required for social mobility.

There are many organisations seeking to provide some level of help for Ateks, to assist them to integrate or reintegrate into PanOceanian society. But these are few and overstretched. The slums fringing the cities of PanOceania see more babies born every year. The difficulties facing an Atek seeking to change their social standing are institutionally arrayed against them. A broad lack of empathy for their situation coupled with a complete ignorance for just what barriers exist for an Atek seeking to integrate combine to feed a prejudice that compounds the problem utterly.

Education, access to technology, and wealth are all significant factors in empowerment, but each of them is an almost insurmountable hurdle laced with bigotry on all sides. Above all else, an Atek seeking to integrate needs access to the support structures that exist in order to affect that change, and support is hard to find and grudgingly given.

A broad attitude among PanOceanian citizens is that the Ateks don't want to change or integrate, and the more prejudiced go further to add a range of stereotypical reasons for this, typically linked to crime. If they wanted to change they would, if they wanted to change they'd do something to affect that change... these arguments are common among PanOceanian groups advocating policies laced with slogans like the popular "Ateks Out!" campaign.

For a vast majority of Ateks, life means a struggle to find work or make a better life from their situation. The slums they live in survive on a cash-, barter-, and favour-based economy, and they find what work they can as manual labourers and unskilled itinerant workers, often exploited. Whether in areas dominated by agriculture or industry, the picture is similar: Ateks live in slums, a ramshackle tangle of housing often devoid of proper sanitation, hot water, widely distributed electricity, and other hallmarks of modern civilisation.

Transports owned by factory, farm, or orchard owners roll into the slums early each morning, Ateks pile in, and once full, the transport is off to deliver its cargo to a long day of manual labour. Pay is appalling, and meals for workers often have to be purchased with their wages. Holding little power to rock the status quo (speaking out or complaining could earn a blacklisting – meaning no more work),

UNDER THE CROSS

Sects of Confrère Knights are sent on a wide range of mission types through PanOceanian space, into the Human Sphere and beyond. They are expected to carry themselves with skill and absolute bravery in the face of often bitter opposition. They are sent by the Church (or their Orders) under the symbol of the Cross, doing the Lord's work in dealing with those who seek to undermine Him. At times Sects will operate proudly as Confrère Knights, at other times their missions will demand the secrecy of cover.

Exorcism: Rumours that an old Templar artefact containing an AI have surfaced. The Confrère Sect must travel undercover to the Human Edge, where the auction for this artefact is rumoured to be taking place. They must discover its origins and previous owners before destroying it and the AI it is purported to hold.

Corrupted Deeds: The Church discovered a wayward priest illegally awarded points for Deeds (see List of Deeds) not fulfilled. The Confrère Sect must discover who has been awarded these points and have them stripped. In this process they learn the falsely awarded points have been used to rig Resurrections for members of a local crime syndicate. The wrongly Resurrected must be vanquished, and the crime syndicate crushed.

BEYOND THE FRONTIER

A Brave New World: A probe has sent back promising signs that an inhabitable moon orbits a gas giant in the system. The Space Exploration Division dispatched a survey crew to make a thorough analysis of its viability. However, a small ghost ship slipped the blockade of Paradiso and covertly set up a well-hidden outpost of Shasvastii pioneers here. What could this moon hide that is so important to the EI?

A Hidden Danger: Spectral analysis indicates a star is surrounded by a tight asteroid ring. A survey mission has been dispatched to carry out mineral analysis of the asteroids and earmark potential sites for a mining conglomeration. However, pirates loyal to the Nomads have been using this hidden location as a ship-yard and staging platform for their attacks against shipping lanes in PanOceanian space.

Pressure Cooker: While studying the mineral compositions of an asteroid ring close by an alien star, a sudden solar storm has fried many of the ship's systems. The PCs must get the ship back online before it drifts dangerously into the asteroid ring. At the same time, an exploratory craft of Yu Jing origin seems to be hailing them – are they a threat, or do they need help?



Ateks struggle daily, let alone have the financial capacity to change their station.

As a result, crime flourishes in Atek slums, not only because they are free from the continual monitoring of PanOceanian society, but because organised crime networks and gangs do a better job supporting their communities. Law enforcement in an Atek slum will find themselves stonewalled at every step: the Ateks know who best serves their interests, and it isn't the state.

SPACE EXPLORATION DIVISION

A considerable amount of money is poured from the state coffers into the PanOceanian Space Exploration Division, the most extensive and well-equipped fleet of exploratory ships in the Human Sphere.

The main function of the Space Exploration Division is exploration, which is not just a government-run activity. It is typical for the PanOceanian Space Exploration Division to jointly fund or even sponsor corporate exploration and mining projects. The search for habitable worlds is fundamental, but so is the industrial and corporate demand for raw resources. Star systems with planets, proto-planetary disks, and even dark systems are all important discoveries able to be exploited for gain.

Survey and exploration craft used by the Space Exploration Division are either unmanned probes or small ships manned by a minimal crew of mixed science and martial backgrounds. Mission parameters for expeditions fall into two categories: exploration and survey. In exploration missions the parameters are left intentionally loose. Spectral analysis of a star system may indicate the presence of planetary or protoplanetary bodies, and even provide some significant details on what is likely to be present, but the mission objectives are typically set around the confirmation of results and then left to the team to select a series of points to explore. Survey missions are more specific and usually follow on from probe explorations. When surveying, teams are expected to provide specific details, whether on particular bodies orbiting the star or on mineral compositions of accretion disks or asteroid rings. Survey missions serve a mix of governmental and corporate objectives: the discovery of new places to settle, where facilities may be constructed, or the discovery of mineral resources to be exploited by enterprise.

CHAPTER 2

ACONTECIMENTO

Industrial powerhouse and breadbasket for PanOceania, Acontecimento is the workhorse of the Hyperpower's economy. The capacity of Acontecimento, and its centrality to the influence and might of PanOceania is difficult to overstate. While Neoterra is the brighter, faster, and flashier heart of PanOceanian politics and corporate dealing, Acontecimento is the mainstay of the Hyperpower's success. Without the bounty produced by Acontecimento, PanOceania would not enjoy the wealth and prosperity synonymous with its name.

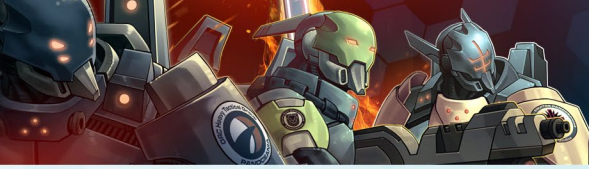
CLIMATE AND GEOGRAPHY

A somewhat elliptical orbit combined with its axial tilt produces a strange balance in seasonal changes for Acontecimento. As the planet orbits its star Descoberta, this combination of factors makes for a relatively stable yearly season in the northern hemisphere, while allowing the southern latitudes to enjoy a more differentiated range of seasonal changes. Even so, seasons across Acontecimento

are only slight climactic differences compared to any other planet in the Human Sphere; at the most extreme latitudes the planet still enjoys a year-round mild climate, ideal for continual growth and production.

Geographically, the surface of Acontecimento is dominated by sweeping plains and gentle hills. Only on the Vishwa Archipelago and the Magalhães continent are there anything resembling mountain chains. Tectonically active, the myriad of small plates that make up the crust of the planet are driven by the volcanism of deep ocean rifts, which cause the small plates to jostle each other in two broadly circular "currents", with the majority of the plates meeting in transform boundaries. Earthquakes are common, but typically not severe, and most Aconteccans are used to the gentle shivering that regularly punctuates their lives. The tectonic activity can be disconcerting to visitors who are often concerned it is a preamble to something bigger, but it is such a normal part of the background rhythm to life on Acontecimento that natives barely notice it.





FIELDS OF DESTRUCTION

The grasses of Acontecimento come in a wide number of species, all of which share some unique traits. They are able to proliferate quickly, with a rapid life cycle that allows them to quickly consume new land, or areas decimated by fire. The grasses caused some major headaches in the early days of settlement, competing with crops introduced from Earth and reclaiming cleared land almost as quickly as it had been cleared. The grasses on Acontecimento have extensive rhizome networks, which extend as much as a foot or more into the ground and constantly enrich the soil with nutrients like nitrogen. A majority of the grass species go to seed every few weeks, and their tiny seeds are almost exclusively distributed by the wind. It is a constant task to keep cropland free of the grasses, even with specially designed weed agents applied on a regular basis. Some politicians have proposed initiating a program of extermination, but the grasses provide such a mineral wealth to the soil that it is simply not worth doing. Rather, crop farms will rotate fields which are left fallow, allow the grasses to move in, and after a few cycles, spray them before replanting the crops. This ensures the soil maintains its nutrient-rich state and overall increases yield.

This continual movement creates a shifting pattern of fissures and canyons throughout the continents of Acontecimento. Much research has been poured into the mapping of plate boundaries and movements to help predict and monitor these potentially dangerous features.

Climactically the planet enjoys a continual warmth that extends far into the northern and southern latitudes. Rainfall over a majority of planet's surface is regular and plentiful year-round, and few areas see temperatures drop to the point where it snows. This is ideal for many staple Earth crops, which, since their introduction, have flourished. Wide grasslands allow for herds livestock in massive numbers. Such are the size of herds being intensively farmed on the vast Aconteccan pasture lands that some scientists have raised concerns over the long-term effect they may have on the greenhouse gas levels and climate of the planet itself. Vast tracts of land have also been dedicated to agricultural zones, which, due to both the fertility of the soil and the beneficent climate, produce an immense quantity of crops year round, enough not only to support that needs of Acontecimento and PanOceania broadly, but also surplus to trade.

A million years ago Acontecimento was dominated by jungle and old-growth rainforests, now the remnants of these ancient forests hold out in specially maintained forest reserves, the largest of which is the Great Arboreal Reserve on the Aryavarta continent. This vast jungle sees almost continual rainfall, and the emission of oxygen, water vapour, and other gases from this huge jungle affects the climate of the entire planet. As a carbon sink it does much to provide flexibility for Acontecimento's massive industrial complex, and allows the planet to be less careful with the management of its factories than is required in more delicate ecosystems. The forests, in fact, have a huge stabilising effect on the planetary climate, and this has been one of the key reasons for spending so much to protect them from the advance of the grasslands and clear-felling industries.

The polar regions of Acontecimento are small considering the size of the planet, but unsurprising given the generally mild climate. Terra de Gelo in the south is an archipelago layered with ice sheets which grow weak during the torrid melts of the summer. In the north, Terra de Neve is little more than a large swathe of pack ice, continually broken and moving with the warm currents driving north between the Aryavarta and Camões continents.

FLORA

Acontecimento is a strange hybrid of extensively farmed Earth crops and robust native plant life. When the first settlers arrived, Acontecimento was widely covered with vast grasslands punctuated by patches of huge old-growth forests. It was discovered early in the settlement phase that the native grasses were aggressively capable of breaking down wood, and the advancing grasslands were slowly eating away at the remaining forests. Careful studies of the planet's biosphere led to a program of protection for the forested areas, which was executed through the establishment of huge reserves designed to protect the old-growth forests and jungles from further destruction. These reserves, the largest and most famous of which is the Great Arboreal Reserve, have done much to maintain the native flora and fauna of Acontecimento despite the extensive farming practices carried out.

One of the significant downsides of Acontecimento's grasslands is that several varieties produce an extremely fine pollen which can play havoc with anyone prone to hay fever or asthma. Stormy weather in areas dominated by these particular species can be especially dangerous. Storms pull the pollen up into the atmosphere where they absorb moisture causing them to burst into smaller allergenic particles which can induce sudden and dangerous asthma attacks, even in people not prone to suffering from asthma. Each year there are many cases of Aconteccans dying as a result. Pollen counting and weather prediction services combine data to identify risk areas to provide early warning of such events.

There are multiple species of grasses which live in great clumps, floating in huge tangled blooms on the ocean surface. These blooms move with the currents and are as vibrant with life as coral reefs.

The thick jungles of the Great Arboreal Reserve have been likened to stepping back in time, long before humanity took root on Earth. The slightly lower Aconteccan gravity has allowed the trees to balloon to vast sizes, with gigantic boles stretching far into the sky and providing a dense green canopy. Competition for sunlight is fierce, and as a result the trees are capable of growing extremely quickly. Beyond the jungle of the Great Arboreal Reserve are the temperate rainforests of Camões Reserve. Towering white-trunked trees are shrouded at their bases by a thick layer of fernery. In both the jungles and the rainforests there are a great many fungi, fruits, and berries, some of which are edible, many of which are deadly. Preliminary studies indicate that the numerous types of fungus growing in the jungles and rainforests may yield useful medical applications.

FAUNA

Acontecimento is home to immense herds of non-indigenous grazing animals from Earth. Sheep, cows, goats, as well as other farm animals such as chickens, geese, and more, are farmed extensively. The resulting industries in meat production, leather working, cheese making, and milk powder production are the fundamental reasons Acontecimento is such a vital cog in the PanOceanian Hyperpower. The magnitude and intensity of this livestock farming is difficult to understate, and there is a constant balancing act between four aspects of land management on Acontecimento: living space, crop production, grazing land, and nature reserves. All of them are fundamental to the success of the planet and the growing tourism industry is placing some pressure on the fine balance between these four areas.

Quite apart from the introduced species, Acontecimento had a prosperous eco-system of its own. Thanks in large part to the size and swiftness with which the nature reserves were instituted, this biosphere is still a thriving component of the planet today. Like Earth, all the trophic levels are present on Acontecimento, from the ubiquitous plant life to low-level herbivores and through to apex predators and decomposers. Some of the most successful life forms on the planet are arthropods, which, due to the low gravity, warm atmosphere, rich nutrients, and the evolution of preliminary lungs, range from the expected small insects to massive chitinous leviathans.

On the plains, and now in the cities, the infamous caskudas are the most populous genus, with a multitude of species ranging from the size of an Earth cockroach to varieties measuring 45 centimetres in length. Harmless for the most part, they are nonetheless infuriating, as like cockroaches they are omnivores. On the plains they survive on the seeds and tiny nut-like fruit produced by the grasses, and serve as pollinators for many grass species. In the cities they get everywhere in their search for food, and have the reputation for being disgusting spreaders of bacteria, though in truth the trails of faecal matter are what repulse people most. On the plains caskudas are hunted by a predator known colloquially as the "gato chitina", a cat-sized arthropod that is surprisingly quick and nimble, able to jump significant distances using its large hind legs and deliver a killing blow to its prey through knife-like mandibles. They are more than capable of injuring a human, though are only likely to do so if cornered or protecting their nest.

As annoying as the caskudas are, the most reviled animal on Acontecimento is, without doubt, the spear fly. These bloodsucking creatures once only

tormented the vast herds of grazing animals that thrived in Acontecimento's plains but now are the bane of native creatures, livestock, and humans alike. Around the size of a marble, these flying insects land, usually in significant numbers, on their prey and pierce the skin with a proboscis that hooks into the flesh, making them difficult and painful to dislodge. Evolved to deal with the hides of large animals, they are capable of inflicting small wounds on people, and often carry blood-borne diseases. If attacked in enough numbers, a victim can suffer shock and even die as a result.

There are a range of native mammalian herd animals on Acontecimento, though many of these have been driven off their land into the forest reserves where they lack the adaptations to thrive as they once did and are struggling to survive. The most common of these are the vaca peluda, named for their resemblance to the long-haired cows of Earth. These animals are well camouflaged, slightly smaller than Earth cows, and live in large herds. A number of industries on the planet are farming these animals for their skins and meat.

The forest reserves are a bounty of life, largely populated by herbivorous arthropods and mammals, although there are also a handful of dangerous predators. The Pássaro Cruel is one such creature. About the size of a Labrador, these deadly flying insects occupy the same niche as a bird of prey on Earth. They are perfectly adapted ambush predators, sitting high in the branches and swooping suddenly on silent wings to impale their prey. Many of the herbivorous mammals in the forests are gliders, and the Pássaro Cruel is their preeminent predator, capable of striking them from the air as they glide. The most dangerous of the animals inhabiting the Great Arboreal Reserve is the Onça-Preta, an animal similar in size and aggression to a puma. Onça-Pretas have mottled dark fur that makes it almost impossible to spot in the shadows of the great forest. These animals are also ambush predators, lurking in trees and dropping onto their prey from above.

Restricted largely to Bharatavarsha Island, the sabre-toothed bear is a Lazarus taxon of apex predators that once dominated the food chain across Acontecimento. Slightly smaller than Earth bears, they are ferocious and quick, capable of terrifying bursts of speed. Smaller varieties thrive in the forest reserves throughout Acontecimento, and while they are just as dangerous, they are smaller pack hunters, lacking the brute size and savagery of their large sabre-toothed cousins.

FLOATING PASTURES

The wetlands of the Vanga region are home to the infamous Lily Traps. Almost indistinguishable from the grasses that proliferate in the swamps, they grow in deep patches and any abrasion caused by a Lily Trap's razor-sharp edges administers a nerve agent which quickly contorts the body of the victim and is particularly deadly to mammalian life. The long grass stems, moved to action by the thrashing, flex and cover the victim, their barbs and razor edges vibrating over it and cutting it slowly, inexorably, and constantly until little remains. The flesh and blood spilt into the soil provides all the nutrients the Lily Trap requires. Removing a victim from a Lily Trap can cause significant harm, often inducing enough cuts and puncture wounds to kill them. Even those saved from a Lily Traps are rarely the same as they were before they took that fateful last step...

SPEAR FISHING

In the varied waterways of Vanga, and elsewhere on the planet in the river systems, water striders are both a strangely compelling and disturbing sight. These tall arthropods can reach a height of three metres due to their long legs, and are comprised of a football-sized thorax, a similarly sized abdomen, and a downward facing head with huge multifaceted eyes. As their name suggests, they stride through shallow waters on their four rear spindly legs scanning for heat signatures and movement. Once a target has been spotted the water strider impales it with one of its two fore-legs, evolved into limbs like hardened spears, and raises it from the water to its mandibles.



HAIRY STENCH

The native vaca peluda is a large, hairy, herbivorous mammal that once roamed the grasslands in vast herds. Since the introduction of so many Earth species, its habitats have been significantly reduced. In recent years a concerted effort has gone into farming this animal and making its meat an accepted part of the Aconteccan diet. The meat itself is light with a grainy texture, and requires careful preparation and slow cooking to get right. While pungent during the cooking process, the meat is delicate and sweet and many gourmands wonder why it has taken so long to become popular.

ECONOMY

Acontecimento has a thriving economy that revolves around multiple industries, from farming to production. It is a wealthy planet, not just in the capital gained from the sale of trade goods, but also in the goods and resources themselves. While Acontecimento is not as obviously affluent as Neoterra, and maintains a reputation throughout PanOceania for being a “working class” world, the population lives what any other power would call a comfortably middle-class lifestyle. High wages are made possible by Acontecimento’s self-sufficiency and massive export surplus. PanOceania relies on the bounty of Acontecimento to maintain other less habitable worlds and it is a source of local pride that this is so consistently achieved.

Crop farming is widespread across Acontecimento, and due to the ideal conditions harvests are always bountiful. Much effort has gone into developing the right farming strategies to suit the ecosystems, climates, and biomes of Acontecimento, with the continental farming zones as the ultimate step in harmonising, streamlining, and maximising crop production across the planet. In the tropical zones, crop farming tends to focus on rice and sugarcane, while crop farming in the more temperate zones focuses on wheat, rye, and maize. Recently, with the introduction of ALEPH-managed farming attempts in the Adarsana region, alfalfa has been introduced, which makes for good animal feed and is relatively drought-resistant, making it ideal for growing in this more arid area.

In addition to the significant space dedicated to crop production, much of the rest of the planet, particularly the grasslands, is given over to pastures for livestock. Livestock animals are almost exclusively introduced, with cows, goats, sheep, and poultry key among them. Livestock farming is intensive, with herds of animals typically numbering in the thousands for a single farming unit. These herds are kept in the wide grasslands, and due to the rapid cycle of the grasses, always have plenty of feed available.

Mining is another key industry on Acontecimento, with everything from precious stones to rare earth metals and ores available from the deep mines in Magalhães. Mining for ore on Acontecimento has proven to be a difficult and dangerous proposition because the frequent tectonic activity makes the process too risky for human workers. Remotes and drones are typically used, except in the most illegal of operations.

Material dug from the dizzyingly complex web of mines here is shipped across the planet to fuel

industrial production and transported up the orbital elevators or packaged and fired into orbit via a giant railgun in Vanga designed to propel special cargo containers into orbit. Not only do these ores and materials fuel the industrial works on the planet’s surface, they also compliment the ore mined throughout the Descoberta system and are used for trade or in the vast orbital industrial complexes like the naval yards.

Across the planet vast reserves of petrochemicals can be found below the surface due to the ancient forests that dominated the world millions of years ago. While not used widely as a commercial fuel source, they are used in industrial processes, the manufacture of plastics and polymers and so on.

A small number of Teseum mines have also proven profitable on Acontecimento, with automated mining drones excavating the material from deep shafts puncturing the planet’s multitude of tectonic fault lines. Teseum mined on Acontecimento is almost exclusively used in the naval docks and orbital industries servicing the military.

A nascent industry on Acontecimento is tourism. Since the institution of the Canto Directive, a range of government-funded marketing programs have done excellent work in trying to shift the public image of Acontecimento away from a rural backwater to a thriving and vibrant planet. Their successes have seen the tourism industry on Acontecimento begin to thrive in recent years with future projections looking very promising.

DEMOGRAPHICS AND CULTURE

PanOceania assumed the mantle of supremacy among the great powers of humanity when it settled Neoterra, and on the heels of this great step forward came another, the settlement of Acontecimento. While Neoterra held the promise of a new governmental seat, the base of operations for the brightest and wealthiest of the hypercorps that wield the economic might of PanOceania, Acontecimento became the muscle, the engine, the great provider. In the full throes of celebration for a new era for all of humanity, waves of willing settlers lined up for a chance to be a part of this wonderful new event. Acontecimento’s name loosely translates to “the Great Happening” to honour its discovery and founding. The settlers came predominantly from Brazil, India, and Chile, willing middle-class workers eager to take full advantage of the opportunity this new life would present them.

While the blend of cultures otherwise estranged by distance on Earth might have given rise to tension at other times, this was the dawn of a new era, and the settlers recognised with that dawning the old cultural boundaries that dominated Earth were no more. In a full sense of cooperation and understanding that they were leaving behind thousands of years of history and stepping onto a new world, they set to work building the foundation for that future. The general esprit de corps that had become so much of the cultural zeitgeist of PanOceania was refreshed and reinvigorated by the opportunities the expansion beyond Earth brought. Acontecimiento, while presenting challenges, was also instantly recognisable as a place of unparalleled opportunity. With fertile soil and rich mineral wealth, the settlers soon managed to create a fledgling chain of settlements that not only provided for themselves, but Neoterra as well. The promise of Acontecimiento was established well within the life span of the first colonists and has only proven itself to be everything the Hyperpower might have wished for.

The rise of a truly Aconteccan culture grew from seeds first sown in the earliest days of settlement. Hope and promise, wedded with a willingness to work hard and a resilient tenacity to overcome any hurdle was the prevailing attitude of the settlers, whatever their cultural background. Interdependence was required, establishing the first farming communities involved unceasing work to beat back the grasses and establish their own crops and new building materials and techniques needed to be developed. Industrial and nanofabricating technology had to be modified and developed in order to cope with the different stress requirements of Acontecimiento's lower gravity, continual growing seasons, and high pollen and seed counts (which proved to be frustrating for the first generations of industry). Through work success was achieved, and this has become ingrained as a part of the national identity.

Given the main cultural groups of the first settlers, religion was both a binding and dividing factor. The common need and will to make a success of the great opportunity welded the peoples together, but religion was and is a significant and culturally important phenomenon. Initial settlement locations began, by necessity, culturally homogenous, but the coordination of settlement, expansion, and development saw the blending of these ethnic borders from an early stage. Religion too has seen some evolution, with the Sikh and Hindi peoples, initially maintaining a separation between the two groups of followers, becoming more mixed in the wake of the Adarsana catastrophe. Religion is a vital cultural component of Aconteccan life, and the three faiths most prevalent are the Christian Church, the

largest by far of the three, followed by Hinduism, and Sikhism. The relationship between the three is largely genial, and while they disagree on the articles of faith, they maintain a close relationship tied to the ideal that a prosperous future benefits all.

ARYAVARTA

Aryavarta is a strange mix of landscapes and biomes. From the bountiful Khalsa Farming Zone and the Great Forest Reserve in the north of the continent through to the wasteland of Adarsana and the boggy marsh ridden Vanga region in the south. Initially settled by largely Indian colonists, over the years the needs to co-ordinate and expand, as well as the rise of truly global industries, has encouraged a wide blend of ethnic backgrounds. While the general character of Aryavarta, including many of the place names, are identifiably Indian in heritage, the diversity of ethnicities has given the region a distinct feel. The heritage is noticeable, but no longer dominant, a new cultural milieu has diverged from the old patterns, and wherever you travel, through Aryavarta or BomJesus, the places and people are connected by this developing cultural identity: Aconteccan, and they are proudly so.

ADARSANA

Known across the planet as both a cursed land and a stark warning, Adarsana is the posterchild and clarion call to action for eco-terrorist groups across Acontecimiento. Images of its barren wasteland are widely used in environmental propaganda and are familiar to all Aconteccans, even though a vast majority have never seen them in person. The distinct species of grass that dominated the region had a violent chemical reaction with the Earth-origin crops that were introduced, bleeding poisonous chemicals into the soil. This reaction coincided with a series of earthquakes, which both destroyed the city of Punta Al Sur, and caused a rise in the water table, bringing deep layers of salt closer to the surface. The combination wiped out the grasses and crop plants both, leaving the soil barren and salt-laden, and the desertification of the region followed quickly after.

Luckily, the species of grass prevalent in Adarsana was unique to the region, and similar effects have not occurred elsewhere, although many eco-groups continually warn a second such disaster is only a short time away. To the south of the Adarsana region is a low-lying mountain range, the chain of rivers that flow from these to the oceans is many. Beyond the range, the far south of Adarsana is still a fertile basin, with grass and marsh lands dominating, and while a few nascent settlements hold on here, the Adarsana region has largely been abandoned.

ECO-STRIFE

Eco-terrorism is a dangerous social trend that has flourished in recent decades. This too has its roots in the early days of settlement, with contentious debate about the degree to which the eco-systems of Acontecimiento should be subverted to serve the needs of the farming and industrial complexes. Over the years this issue has remained broadly unsolved, with a range of environmental scientists raising concerns about pushing the native habitats, which engender the prosperity of the planet, into a death spiral. These issues have largely been crushed beneath the heel of capitalism. With the Adarsana catastrophe the real trigger point for escalation, the continued development of farming zones and the rise of automated farming practices have seen many eco-terrorist groups transition from angry propaganda to acts of violence. This trend appears as if it might worsen if the authorities don't take significant action.



PUNTA AL SUR

In the depths of the wasteland lies the ruins of Punta Al Sur, a burgeoning city in its heyday, it is now abandoned and in ruin. Half buried by the shifting sands that surround it, it is something like a modern Pompeii. Rumour and urban legend speak of it is a cursed and haunted place, where the bleached skeletons of those who died in the quakes that ruined it occasionally revealed by the wind moving the sands. A vast hulking wreck dominates the jagged skyline of Punta Al Sur, the remains of the Al Sur orbital elevator, the base of which was partially constructed when the city fell. Urban legend has it that experiments on a kind of deforestation virus, designed initially to clear the grassland, was the real cause of Adarsana's devastation, and that these secrets lay half buried in the sands still.

HIGHS AND LOWS

Bhai Gurdas is divided into the old and new sections, though in truth the 'new' sections were built rapidly nearly a century ago to cope with the influx of refugees. Locally they are known as the Uchch Bhoomi and the Chhaaya Jhuggiyon, the High Ground and the Shadow Slums. The High Ground is home to the wealthy and working middle classes, while the Shadow Slums are the tendril like sprawls of housing, now largely dilapidated, that house the city poor.

On the borders of the salt-ridden desert of Adarsana, far from the nearest Aconteccan settlement, there are developments going on. Beacons and communication relays, and a complex pattern of regimented farms has been slowly growing. The Demeter Empresa is underway here, a farming experiment utilising salt and drought resistant crops like alfalfa, managed completely autonomously by ALEPH. Every facet of these farms, from land preparation to sowing, watering, harvesting and processing is completed by a complex network of robotic systems managed by an ALEPH aspect. Currently in its early days, the processes and developments borne of the Demeter Empresa could be disruptive technology that revolutionises farming practices not just on Acontecemento, but everywhere.

KHALSA

A vibrant and plentiful region, Khalsa is home to a vibrant mix of ethnic groups, predominantly drawn from Sikh and Hindu stock. It is a melting pot of cultural practices, where the distinctly Aconteccan milieu has been embraced. Khalsa was the test bed for the first of the Continental Farming Zones (CFZ). With farmers and agricultural scientists working from the cities and towns, running their vast farmlands remotely. In Khalsa vast crops of rice, maize and wheat are grown in staggering quantities. Alongside fruit orchards sit immense packing and freezing houses, where produce is processed, frozen, packaged and shipped to the orbital elevators ready for transport to other parts of PanOceania.

BHAI GURDAS

Bhai Gurdas is the largest city in the Khalsa region, and was a key resettlement zone in the wake of the Adarsana catastrophe. At that time it expanded at an exponential rate to accommodate the refugees coming in. The city itself sits close to the middle of the expansive Khalsa CFZ. Geographically Bhai Gurdas is a sprawling mess, at the time of its expansion city planners looked to ensure the rapidly constructed housing zones were built on stable ground, something vital across Acontecemento, but had little time to incorporate good access to commercial districts, schools and other vital infrastructure. Since then the city has been fighting a losing battle, dealing with problems as they arise, repurposing old housing blocks into shopping centres, schools and industrial businesses, running power, waste and water above ground and doing their best to provide for their citizens. Despite the regional wealth, the council of Bhai Gurdas is struggling under the accumulated weight of their problems.

BHAI MURDANA

Bhai Murdana sits on the coast facing the Descubridores Ocean. Famous for the perpetual scent of its multitude of saptasarni trees it is both a port city and widely known for its appreciation of the arts. The docklands are extensive, with large warehouses holding a sizeable percentage of the produce coming from the Khalsa CFZ. From here wide barges in long trains are loaded and make the journey down the coast to the newly established orbital elevator at Bhai Khalla.

The Poets' Quarters sits away from the coast, facing inland, and is a sprawling network of open plan housing, bars, temples and theatres. Performance poetry has become popular, with many of the bars and theatres holding poetry slams, recitals and readings on a weekly basis.

PLASKA PRASRAVANA

A resort town built around the hot springs and geysers of Prasravana, Plaska Prasravana has a small permanent population, while a majority of the inhabitants are itinerant; visiting for short periods, looking for an opportunity to refresh. The mud baths and hot springs are famous planet wide for their purported healing properties. The nutrient-rich mud is able to give years of life back to a face worn by age or work. Recently Plaska Prasravana has received a number of terrorist threats for plans to build an extensive 'sky-walk' and elevated resort above the geyser fields.

Separated from the town itself by security entrances, and extending into the jungle, is the Officers Special Academy. Here officers in the Aconteccan military are sent for training in command and jungle operations.

SAN FERNANDO DE DAGOPAN

Isolated from the rest of the Khalsa region, San Fernando de Dagopan has resolutely stood back from participating in the Khalsa CFZ. Its surrounding farmlands are still maintained by clan farmers, and many rumours suggest that the community supports and conceals members from a variety of eco-terrorism groups fighting the expansion of the CFZs. A sizeable portion of the town's wealth comes from petroleum mining.

Due to its proximity to the forest reserve the main base of operations for the Tikbalangs. The Tikbalangs, famously, are a regiment of Aconteccan Chasseurs of the PanOceanian Mechanized Cavalry. They are a TAG unit specialising in jungle combat who use the Forest Reserve as a training ground in preparation for Paradiso.

GREAT ARBOREAL RESERVE

Larger than any nature reserve elsewhere in the Human Sphere, the Great Arboreal Reserve holds a singular significance. Not only is it a place of rare and magnificent beauty, not only is it a refuge for the flora and fauna that once dominated the surface of Acontecimiento, but it is also the key training location for the PanOceanian Military Complex, for soldiers intended for the war on Paradiso.

Surrounding the entirety of the Great Arboreal Reserve is one of the longest defensive structures ever built. The Shield Wall is not designed to defend against the onslaught of a violent enemy, the foe it defies is more subversive in nature. The grasses of Acontecimiento took the lead in the evolutionary arms race millennia ago. Able to reproduce at a staggering rate they also produce a by-product capable of breaking down the lignin that gives wood its rigidity. Left unchecked the edges of a woodland facing grassland will appear to waste away over time, and as the canopy opens up, the grasses move in. The shield wall is designed to prevent this assault, and does so using a variety of ingenious technologies. Surrounding the wall

is a wide “moat” of land poisoned to prevent the grasses taking hold. Vast fans propel air flow up, pushing a majority of seeds into the atmosphere, where turbulence generated by the weather patterns of the forests themselves typically see them back into the grassland, ionised antennae attracts pollen, and everyone entering or leaving the area goes through a decontamination process.

The Shield Wall displaces the grassland herds forced into the forest from their usual migration patterns. This has played havoc with the various species impacted, with their yearly rhythms disrupted and the new habitat to contend with, most are on the brink of extinction.

Within the wall is a wilderness. No roads, paths or access ways exist except for several walled-off military installations and the recent and controversial town of Peshawit. Stepping into the Great Arboreal Reserve is like stepping into another world. A majority of the animals that make their homes there will never set eyes on a human being, it is truly a place of wild wonder. Maintaining the reserve are the Forest Rangers Service, a talented and eccentric team of scientists, trappers, and hunters who track, monitor and study the forest and its inhabitants.





The military bases of the Great Arboreal Reserve are high tech training centres for the elite. Most famous of these training camps is the ESTTC, the Escape and Survival Tactics Training Camp. Not only do special force units like the Bagh Mari train from these facilities, but so too do members of ALEPH's Special Situations Section. Training is high stakes, with live munitions used in most exercises, it is the final test for any elite soldier destined for Paradiso.

PESHAWIT

Controversially allowed because it sits on the coastline, itself not technically part of the Reserve, Peshawit has been a significant point of contention between the local government, nature groups, and the developers who purchased and developed the land. Billed as the ideal place to retire, Pashawit has seen an influx of wealthy citizens seeking a quiet and beautiful location to live. While many environmental scientists have raised serious concerns about the potential impact of Peshawit, the developers have been allowed to continue because they have not technically broken the law. Needless to say many are eager to see the laws change!

VANGA

Vanga is an unstable region of shifting marshlands. People have been known to go missing while traversing the marshes, and even stable roads have sometimes disappeared beneath the shifting waters. The marshlands are home to a curious range of native fauna and flora, some of which, like the Lily Traps, have a truly terrifying reputation.

BHAI KHALLA

Bhai Khalla was little more than a large town when it was selected as the location for Acontecimento's newest orbital elevator. This recent development saw a boom in the town's population, and, now a small and developing city, Bahi Khalla has become a regional centre for produce and trade goods coming from the Kalsa CFZ. The air of Bhai Khalla is filled with the promise of tomorrow, and it seems that every week a new industry is looking for land to purchase. The dockyards are currently being extended, and the local transport infrastructure is struggling to catch up with the growing demand.

GALVÃO

Galvão is a city of two halves. The first is the massive industry built around the endless barges arriving from the Magalhães mines. Kilometre-long piers stretch out into the Descobridores Ocean, receiving a constant flow of traffic laden with mined ore. From the docks these minerals are transported to massive industrial centres in the city where the ore is separated, in some cases refined, and packed tightly into large rectangular cargo pods. Once packed the cargo pods are transported

to the Galvão railgun. A massive 50-kilometre-long magnetic cannon capable of firing the cargo pods into orbit. Given just enough momentum to reach high orbit, small jets manoeuvre the pods into a ring surrounding the planet. From here they are picked up by automated tugs, which will collect a dozen such containers before pulling them into a higher orbit and off to the orbital processing facility. It is a complex dance with many components and multiple fail-safes, but is functional, and able to project high quantities of minerals into space without wasting needed room on one of the orbital elevators. Some rumours suggest that other goods are stuffed inside the ore shot into orbit, but so far little evidence of such activity has been uncovered.

The second half of Galvão is given over to the military. Here PanOceanian troops train alongside members of ALEPH's Special Situations Section. Indeed, Galvão lays lucky claim to being one of the very few bases of operations for the SSS outside Concilium, and forms a connected training centre for the SSS base in the Great Arboreal Reserve.

BOMJESUS

A majority of the BomJesus continent straddles the equatorial zone, and as such benefits from remarkably stable, if warm temperatures, as well as regular rainfall. It is a rolling pastureland of unending grass, or at least it was until the La Guardia-Orujo, and Zacuto Continental Farming Zones cordoned off enormous extents of the landscape for farming. Where the Khalsa CFZ focuses on cereal crops, the CFZs of BomJesus intensively farm fruit and animals. With the grasslands so dominant, the CFZs are carefully designed with vast pastures ringing the perimeter, cereal crops in a second ring inside that, and the innermost areas dedicated to fruit growing. This structure has helped to protect the fruit trees from the ravages of the native grasses, buffered as they are by specially designed walls, and ringed by cropland. The pastures beyond this ring of cropland are home to massive herds of animals; cows, goats, sheep, and more recently the native vaca peluda, which are all maintained in prodigious numbers.

Like much of Acontecimento BomJesus is a fractured land, the city of Cidade BomJesus is the most stable, but the rest of the region is as prone to earthquakes as the Khalsa region. This has had a significant impact on the architecture of the region, on one hand pressured to build in a low-lying sprawl to prevent damaging collapses, and on the other pressured to build in density to preserve as much land for farming as possible. Being relatively newly settled, the pressure for land has been regarded as a lower priority, so the cities and towns tend to hug the landscape, extending over large

areas, rather than building densely populated city centres.

If Khalsa is known predominantly for its farming produce, BomJesus is most famous for its industry and manufacturing. Huge quantities of the ore and minerals mined throughout the planet are transported to feed this economic sector, and the resulting products are fed back into the many malls and homes of the planet itself, or transported up the orbital elevators into space, and from there traded across the Human Sphere.

CIDADE BOMJESUS

The largest city on Acontecimento, planetary capital, seat of Government, home to one of the most important churches and the beating heart of industry, Cidade BomJesus is also the most densely populated. The only place on Acontecimento where skyscrapers can be seen dominating the city centre. Beyond the skyscrapers of the city centre, and the glorious monochrome rainbow that is the orbital arch, is the industrial centre. This ring is populated by massive manufacturing facilities, corporate and research and development offices as well as the extensive warehousing to support this wealth of industry. The outer ring of the city is a sprawling network of residential zones, a mix of housing and apartments punctuated by wide roads, warehousing and transportation facilities. Beyond this is a scattered ring of Atek slums, while most services are connected into these areas, they are not well maintained. In truth though the Ateks of Acontecimento are generally better treated than elsewhere in PanOceania due to the quantity and necessity of labouring jobs the planets many commercial enterprises require. Due to the high level of development and manufacturing here Cidade BomJesus has become something of a hive for industrial espionage and sabotage..

ORUJO

If Cidade BomJesus is the manufacturing heart of Acontecimeto, Orujo is the transportation hub that keeps the never-ending cycle of goods from across the planet flowing. Here corporations manage the flow of resources, produce and goods across the planet, as well as feeding the zero-g manufacturing facilities in orbit around Acontecimento and the massive interplanetary trade networks that pour through the Asturias Astroport. Orujo is also suspected as being the epicentre of planet-wide smuggling rings, using the constant sea of traffic to conceal their operations.

Extending out over the Rondon Sea is an extensive chain of port facilities that receive barges from the Zacuto and Camões CFZs. The Triangle Airports receive a constant tide of aircraft transportation, carrying manufactured goods from across the

planet, each airport separated by physical space and requiring incoming craft to use different altitudes to allow for a denser incoming stream of traffic. The maglev lines that drive through the city from multiple directions haul colossal numbers of carriages loaded with minerals, produce and animals. A majority of these are destined for packaging and shipment off-world, and extensive abattoirs, built in large chains beyond the city, service the restaurants of PanOceania.

Orujo Minor is largely formed of industrial facilities run by corporations with large military contracts. Orujo is like a beehive, a place of constant bustle and activity. It is a city that never sleeps, where things are always moving. These facilities operate under a number of legal exemptions, and receive a large quantity of goods and resources from across Acontecimento, manufacturing components in service to the naval yards in orbit. Due to the restricted information available about what exactly the corporations of Orujo Minor do, what is developed and shipped off world by them is something of a mystery.

PUERTO LA GUARDIA

Gateway to Acontecimento for many, Puerto La Guardia can be a disappointment for those arriving planet-side with high expectations. While the city is clean and well laid out, it is also ringed by extensive Atek slums known locally as the Os Anéis. This initial encounter can be a souring experience for those who arrive expecting a rural paradise, and the local government has initiated several redevelopment programs aimed at changing the Os Anéis, but so far little effective action has been taken.

Dominating Puerto La Guardia is the orbital elevator and the services industries that meet its needs. Extensive hotel, restaurant, entertainment and commercial businesses occupy the city centre, huddled around the elevators massive base. Here too the many maglevs and transports unload their food products and manufactured goods for transport to the Trinidad station in orbit.

TIRADENTES

Joined to Cidade BomJesus by the orbital arch, Tiradentes has seen a significant economic boom, with a resulting explosion in growth and industry over the last decade or so. Since the boom was somewhat expected as the development of the arch took years to complete, Tiradentes is a carefully managed and well laid out city. Its centre, around the base of the arch, was completely redeveloped and split into multiple zones, all with clear and easy to access public transportation. Food and entertainment, shopping malls, manufacturing, shipping and supporting industries are all carefully separated, with the amenities and facilities to fully

INDUSTRIAL MIGHT

Allowing all of this trade and industry to function is one of the most complex networks of transportation and shipment to be found anywhere in the Human Sphere. Orbital elevators, the orbital arch, maglev trains, barges, VTOL transports and trucks are used extensively in a tightly bound and highly functional apparatus. Businesses built around packing, unloading, freezing, drying, dehydrating, and transport are massive conglomerates that work together like so many cogs in a complex machine, indeed, much of this cooperation is automated, with ALEPH Aspects fundamental to the smooth functioning of this never-sleeping industry.

FAME AND FORTUNE

Cidade BomJesus is home to the headquarters of Aura Biochemicals. Aura Biochemicals is a successful corporation that has made its mark on the Sphere by analysing, synthesising and applying the biological resources of the Acontecimento. The company is owned predominantly by the Duarte family, and one of its younger heirs, Paola Duarte, is the famous Aristeia! Fighter and bow huntress called Dart. Less well known is that Paola Duarte is a Posthuman who collaborates with the SSS and the Acontecimento Shock Army.

TEMPORAL POWER

One of the defining features of Cidade BomJesus is the Basilica of Santa Maria do Acontecimento. Visible for kilometres, like a fire in the midst of the city due to its massive bronze dome, the basilica is the religious heart of Acontecimento. That it sits next door to, and overshadows, the wide and functionally designed offices of Government should leave few in doubt of the power the Church wields on the planet.



PUNTA NORTE DEFENCE RESEARCH CENTRE

The Punta Norte Defence Research Centre is built deep inside one of the first quarries established, and no longer quarried. During the NeoColonial Wars it served as a vital research and development facility for targeting systems and weaponry. Now its facilities have been completely refitted and designed to create technology, systems and protocols around infowar. Massive servers fuelled by an underground generator run state of the art expert systems that manage and assists in the research and development tasks. Access to the facility is via a series of underground tunnels, once a part of the original quarry, but extended and protected by automated systems. The people that work this facility are some of the smiling mothers, fathers and teenagers of Punta Norte, unknown and hiding in plain sight.

support each carefully designed into the layout of the city itself.

Tiradentes is also home to the training grounds and barracks for many of the Acontecimento Regulars who serve in the planetary army. Alongside these are the Military Police, whose headquarters, known as the Halls of Justice, manage the patrols and stations in all the military facilities across the planet.

ZACUTO

A relatively conservative town, Zacuto is dominated by the families of agricultural engineers who oversee the machines and processes running the expansive Zacuto CFZ. Zacuto is widely known as being the town of churches, and religious life is a dominant thread in the culture of the people who live here. Despite the predominance of religion and a reputation for a quieter and slower lifestyle, Zacuto has the dubious record of having the highest murder and accident rate per capita of any place on Acontecimento.

The Da Gama University is the largest building in the town that is not a church, and teaches a strange mix of theology and agricultural sciences. The silo district on the eastern edge of Zacuto is an extensive array of storage facilities for the grain and produce harvested from the Zacuto CFZ. Here produce is loaded into massive bins that are loaded onto barges and shipped through the Rondon Sea to Orujo.

CAMÕES

Camões is a continent divided, the eastern side of the continent is dominated by the second-largest forest reserve on the planet, while the western half is the location of the highly productive Camões Continental Farming Zone. The grasses that dominate the rest of Acontecimento had less of a foothold here than elsewhere on the planet, and now have been entirely eradicated both to protect the forest reserve and the farmland. As a result, the soil here requires more continual fertilisation than the soils of either Khalsa or BomJesus, and a steady trade from BomJesus, transporting animal manure collected from their extensive pastures, is used to maintain the fertility of the earth.

Sitting solidly above the equatorial band, and in the steady northern hemisphere, provides Camões with a temperate climate, steady rains and excellent growing conditions. As a result of the eradication of the grasses, less concern is given to the protection of the forest reserve, which abuts the farmland comfortably. The peoples of Camões have a reputation for high education and culture, with poetry, song and group dances common pastimes enjoyed by many.

The success of the Camões CFZ has done much to push the production levels for the planet well past the levels required for self-sustenance, and much of the crops harvested here are transported by barge to Orujo, destined for trade elsewhere in the Human Sphere. The forest reserve here too is vital to the planet, acting as a reserve for both flora and fauna, it is the best chance any citizen of Acontecimento has of experiencing the planet as it might have been many thousands of years ago. Access to the forest reserve of Camões is easier to obtain and less stringently monitored than access to the Great Arboreal Reserve, and as such many biologists, qualified and amateur, do much to catalogue and identify uses for the native life found beneath the canopy.

PUNTA NORTE

Famous across Acontecimento and, indeed, across the Human Sphere for the rare and beautiful stone types quarried here, Punta Norte is something of an architectural gem. A once small town redeveloped by the local council carefully and artfully over many years, almost every building in the town is architecturally designed, from the largest government building to the smallest house. As a result, the town is a montage of architectural styles, each building making use of the stones in a new and different way. It has become a signifier of talent and ability to be commissioned to design a building in Punta Norte, and competition for such jobs is fierce, attracting architects from across the Human Sphere. Some regard this local habit as an expensive waste of time, but the council is always quick to point out that every building is an advertisement for what wonders can be achieved with stones from their quarries. Such is the extent of the trade, that the quarrying has created a series of massive canyons on the outskirts of the town.

SELVA PRETA

Built in the heart of the forest reserve from which it draws its name, Selva Preta is an idyllic township, originally devised to blend in with the surrounding forest itself. Access to the town is only possible via VTOL craft, and such transports, carrying people and goods both, are a regular sight in the skies above the town. Selva Preta is a town divided against itself, split into Old Town and New Town.

Old Town was founded by scientists and was specially designed to incorporate and blend into the forest itself. The architecture is cunning and organic, buildings sometimes suspended over the forest floor, sometimes winding around a clade of ancient trees. Walkways and raised paths arch from structure to structure, and the themes of nature, light and life dominate and fascinate the senses. Any wonder it was an attraction to any who saw images of it!

New Town was the result of an approved expansion, bought out by property developers, who then subdivided and sold off the land using clever marketing strategies across PanOceania. Seeing the wealth such land brought, some of the older inhabitants of Old Town have sold off their stake as well, compounding and hastening the change. New Town is faux Old Town, the architecture a poor copy rather than a compliment. The buildings are prefabricated, flown in and installed, and in some cases the forest itself has been cleared away, the buildings put in place, and new flora introduced to make a show at natural integration. Needless to say there is little love lost between the residents of New and Old Town!

SIERPES ISLAND

Bastion of the Christian church on Acontecimiento, Sierpes Island is the location not just of San Juan de Sierpes, the preeminent cathedral of the planet, but also of the Quarters, an administrative and judicial centre which manages and coordinates the Church, it's business interests, lobby groups and liaises with the Military Orders. Negotiations between any of these powerful groups typically takes place in the Confluence, a large estate and attached gardens forming the northern section of the network of buildings referred to as the Quarters. Many influential political, corporate and military negotiations have been thrashed out, debated and agreed on in the Confluence, decisions affecting not only Acontecimiento, but also the trade in goods and produce which supports PanOceania itself. Some cynics even go so far as to refer to the Confluence as the real Government houses.

Sierpes Island is famous for two other important features, the Garden District, and the Great Library. The Garden District is a botanist's dream, a carefully sculptured rolling space enclosed by extensive walls, it includes water features, like a small river system and waterfalls, as well as dells, hills, caves, and a host of other natural features. Dotted throughout this massive area are buildings where visitors can rest, enjoy food and drink, and study. The Garden District seeks to model the range and diversity of life on Acontecimiento, from the jungles, rainforests, cave systems and grasslands. Every catalogued plant and fungus on the planet can be found in a carefully constructed miniature biome. Classes in biology are held here almost constantly. While it may seem just a natural pleasure, the Garden District has been home to some serious science, with a range of nano-materials, medicines, psychotropic drugs and poisons developed from the plants that can be found within the grounds.

The Great Library is another centre for learning, built both above ground and extending into solid bedrock in the middle of the plate that forms the

island, the Great Library is not only a catalogue of learning, language, books, media and culture, it also stores genetic samples from every living thing on the planet, and many extinct ones as well.

SAN JUAN DE SIERPES

San Juan de Sierpes is the religious centre of Acontecimiento. While the cathedral of Cidade BomJesus is impressive, the Punta Norte stone palace, basilica, seminary, priory and convent form a collective of buildings like a small town, gorgeously constructed. While Acontecimiento may have a reputation for rural quiet, there is no doubt about the power, wealth and influence of San Juan de Sierpes, even on Neoterra the Aconteccan See wields significant clout; when the Archbishop speaks, many listen.

To the north of Sierpes Island is the Monastery of Saint Paul of Sierpes. A centre for the Order of Montesa it is built as a multi-layered Bastion Fort. Its walls forming gigantic stars that overlap one another, threatening anyone who approaches with the prospect of enfilade fire from multiple points. Beneath this defiant appearance the fortress is a cutting edge military facility, participating in high value research and development programs into weapons systems and most especially TAGs.

MAGALHÃES

Named in honour of Fernão de Magalhães, more commonly known by the name Ferdinand Magellan, the massive peak of Almofrei Mountain dominates this continent both in geographic and economic importance.

ALMOFREI MOUNTAIN

Almofrei is the tallest naturally occurring geographical feature on any planet yet inhabited by humanity. The atmospheric pressure at its peak is so low that climbers must wear pressure suits to prevent hyperbaric trauma.

The same forces that thrust it to the very edge of the atmosphere brought with them enormous mineral wealth. Mining remotes dig tunnels deep into the mountain, chasing veins of metal, rare elements, gemstones, and other valuable resources.

PORTOBELLO

Once dominated by Minescorp and the trans-shipment of ores, Portobello's fortunes changed with the reengineering of the Zebro River, which brought ore barges to Riomeio with a fraction of the effort and cost. Almost overnight, most major shippers relocated. When Minescorp moved their headquarters, Portobello had to act.

SUBIDA ALMOFREI

Every year, the mountain tracks connecting the Almofrei mining facilities are used for a wildly popular race called the Subida Almofrei. Teams pit modified mining remotes in a hell-for-leather race up the mountain. Hilarious, furious and above all fun, the Subida Almofrei has been hugely popular both in person and live on Maya. Many of the teams are now receiving sponsorship, and the competition is fierce.

ARISTEIA!

Portobello is home to the famous Aristeia! and Maya star "Gata". An icon of Portobello's garotas, the beautiful women of the city, she has done much to boost tourism. Her image can be found everywhere around Portobello and she is a proud ambassador for the city.

SELVAGENS

Once no more than navigational hazards for barge trains leaving Portobello, these islands now provide carefully cultured venues to connect with Acontecimiento's unspoiled natural tropical habitat. Resort owners stock the islands with an abundance of native species, and jokingly call them the Savage Isles. They've become one more attraction for the resorts, and due to the strong magnetic fields generated by the rocks that form the islands, they are almost completely isolated from both Maya and Arachne. Some visit the Selvagens to disconnect from the incessant chatter that permeates society, and others, it is widely suspected, utilize it for more nefarious purposes.

Fortunately, wise financial stewardship allowed for a substantial investment in the future. Blessed with beautiful beaches, hot springs, a tropical climate, and lush vegetation to match, Portobelo built resorts along the coast. The success of these early efforts then fuelled further investment in mountain resorts, attracting skiers and climbers to areas once given over to mining facilities.

The contrasting climates so close together have attracted tourists across Acontecimento and the Human Sphere. Celebrities and dignitaries either make an effort to be seen or not seen rubbing shoulders with the elite, and many high-level negotiations and agreements take place at the resorts. So much so that security and the possibility of espionage has become an ever-increasing concern.

RIOMEIO

Once the smaller brother to Portobelo, the reengineering of the Zebro River changed everything. Once-choked waterways became thoroughfares for mined resources, and both the economy and size of Riomeio blossomed. Further reconstruction created the Great Cargo Yards, where barges disconnect from river tugs and hitch to the giant ocean-going barge trains.

This rapid expansion has brought the offices of several hypercorps into the city, though Minescorp was the first, and all the attendant smaller businesses that support these behemoths. The rapid growth has caused problems, as the traditional alliances normally found amongst the lobbies have

recently begun to break down as expansion plans are debated.

ZEBRO RIVER PASSAGE

The Zebro River Passage represents one of the largest engineering efforts on the planet. Bourakian engineers headed the project, and heavy construction Remotes took over five years to move such vast amounts of soil that the tailings could be seen from space.

The fast-moving waterway now carries more tonnes of resources than any other single transportation channel. Locks running parallel to the main passage bring the barges back to the mine heads for reuse. Much of this system is automated or handled by Remotes, called Estivadores.

TRADE MISSIONS AND THE GREAT CARGO YARDS

The importance of the resources flowing through Riomeio is such that every nation in the Human Sphere, and many corporations, have trade missions within the city, most of these clustered near the Great Cargo Yards. These missions loom over the edge of the yards like so many lions over a kill – the strongest shouldering aside the throng to get the choicest rewards.

The sprawl of the yards, in comparison, are almost completely flat. Most of them are simple docks and massive floating transfer tenders to get the materials ready for shipment to the rest of Acontecimento.



VISHWA

The Vishwa Archipelago embodies to strong spirits: that of humanity's will to control the planet, and that of the planet's indomitable ability to adjust and resist.

PanOceania has only recently expanded the automated farming techniques from the continental plains to the lands and seas of Vishwa. Though the CFZ expansion had enjoyed initial success, several trends show the planet's biome may not be willing to relinquish the region without a fight.

MIL JEMS (MINOR ISLANDS)

This term refers to the multitude of small islands throughout the archipelago. They span a broad range of climates and geography, from low, beach-skirted paradises of the north to jagged, mountainous eyries in the south. This incredible diversity of habitats supports many biomes found nowhere else, and scientists have likened the region to the Galapagos Islands on Earth. The unintended introduction of non-native flora and fauna has already caused irreparable damage in several cases, much to the chagrin of the scientific community. Rumours that the Libertadores of Faleiro may be moving into the area have not yet been verified.

BHARATA

Often compared to Venice, Bharata straddles the bay of the same name, though its canals are both broad and meticulously logical in their layout. The Chamber of Islands, located at the mouth of the bay, houses Vishwa's governmental chambers. Constructed from a transparent sphere, the Chamber lies just beneath the surface of the bay, with representatives' seats suspended around a podium that floats at the centre. Vishwa officials claim they have the best view on the planet.

BHARATAVARSHA ISLAND

Jaanavar Mountain, originally volcanic, created the now verdant Bharatavarsha Island. Much like the surrounding islands, Bharatavarsha supports a wide variety of native wildlife, the most famous being the sabre-toothed bear, which sat firmly atop the food chain prior to the arrival of humans.

Owing to the barren volcanic rock and jagged spurs common close to the peak of Jaanavar, most habitation sits near the coastlines. The slow growth of these settlements has forced wildlife father up the hills, shrinking their habitat. With so many important species at stake, the Vishwa government has taken steps to establish preserves throughout the archipelago, a move which does not sit well with CFZ developers.

DUSHYANTA

Dushyanta is comprised of the flattest geography of any large island of the Vishwa archipelago and fecund shallow surrounding seas have created an ideal testing ground for CFZ methods on a more modest landmass. The Prachurata Corp, one of the newer CFZ organizations, has spearheaded the third expansion from their local headquarters in the city of Shaant Samudr, which also serves as the control centre for both land and sea-based remote pilots.

Terrace Farms: While Dushyanta may be more level than most islands of Vishwa, it is hardly the same as the rolling plains of the larger scale CFZ operations. From above, much of the island resembles a topographical map made real, with concentric terraced rings separated by walls created from a slurried compound of the rock and indigenous plant life cleared from each level.

Remotes circle the terraces in great winding loops, doing the necessary work for the season: tilling, planting, culling, harvesting, and ploughing the chaff back into the soil in an unceasing cycle.

Coastal Plantations: The shallow waters surrounding most of Dushyanta have allowed Prachurata to experiment with aquafarming techniques. Though every bit as large as the land-based operations, they're still considered experimental. They have brought both aquaculture experts and equipment from Varuna, and have a wide variety of seaweed and seagrasses in strictly segregated plots to test for yield and labour required from planting to harvest. These areas are restricted from private traffic due to navigational hazards, although conspiracy theorists suspect more dire reasons. Despite no substantiated evidence supporting the claims, some assert that Bakunin-modified "sea monsters" also roam the area, providing security for more sinister experiments.

SHAKUNTALA

Despite being the second largest landmass in the Vishwa archipelago, Shakuntala's fortunes are most firmly tied to the sea. The Nabia Research Centre is one of the foremost authorities on aquatic Lhosts outside of Varuna, and a tide-powered network of locks bring ocean water inland for processing. This focus led to the lack of roads connecting the major communities of the island. Though cross-country vehicles exist for specific cargos, transport by sea or air is far more common.

NABIA RESEARCH CENTRE

A joint project by Acontecimento, Varuna, and ALEPH, the Nabia Research Centre leads research and development into deep-sea Lhosts and augmentations for humans to allow for survival at great depths. Progress on these deep-sea Lhosts,

CITY OF CANALS

The rest of Bharata spears out from the Chamber of Islands, connected by radial canals that continue through the land at the edges of the bay. Transportation is mostly by hovercraft and flitters able to use the waterways as roads, with most buildings having both docks and landing pads.

Great pains have been taken to preserve and enhance the bay's marine life, which remains almost entirely native. Keeping invasive species out of the bay, especially those from elsewhere on the planet, has been particularly challenging.



BEARS AND BUGS

Acontecimento's most famous native resident is the sabre-toothed bear. Active year round, this carnivore is relentless in its pursuit of food. A fondness for rummaging through human garbage brought the early colonists and the bears into conflict. Bharatavarsha natives are religious about keeping food waste in sealed containers so as not to attract these fearsome beasts.

Oddly, the most common other animals, and favoured prey of the sabre-toothed bears, are large insects. Ranging in size up to that of a small dog, they are both stubborn and tenacious, their armoured carapace able to shrug off the attacks of most predators. Many believe the tusks of the bears to be an adaption to pierce these shells, and careful analysis of the structure of the tusks seems to support this theory; they are remarkably strong piercing weapons.

LIBERTADORES

Despite protestations that their guides ensure that hunts end humanely and inflict minimal suffering on the animals, activists have provided several embarrassing examples of botched hunts that have become Maya fuel for the anti-hunting movement. The main group of activists call themselves Libertadores. Splinter groups range in methodology from total non-violence, often infiltrating the preserves and interposing themselves between hunter and animal, to far more violent ideologies, believing that every eliminated hunter saves countless other animals.

named Nabias after the Lusitanian goddess of water and rivers, has been dramatic. In just the last decade, research teams have swept way past limitations on depth, duration, and durability. Sensory suites allow “visual” data collection even in low – and zero-light conditions, exposing the deepest trenches of the Bandeirantes Ocean. Of course, many of these discoveries have significant non-scientific applications.

SAMUDR BAANDH

The ocean locks of Shakuntala, powered solely by the tides, bring seawater inland for processing. Desalinated water from the Samudr Baandh plant provides most of the drinking water for its communities, and its solar-power farms at the top of the locks utilize the sodium for high-efficiency power storage. Though none of the technology is particularly novel, natives are proud of its zero-waste elegance. Power from the plant supplies communities all over the island, including the Nabia Research Centre and the Biswas Aeroport.

The locks also bring Bandeirantes vessels to the forges that separate precious metals from the dross dredged from the bottom of the ocean of the same name. Aspiring crew often line the locks, hoping to be selected to replace a crewmember suffering from barotrauma, decompression sickness, or oxygen toxicity.

BANDEIRANTES

The Bandeirantes Ocean has significant precious metal deposits, but most are inaccessible to any but the most well-equipped, or those with the greatest appetite for risk. Tales of the mother lode still lure fortune hunters to the area, and Shakuntala supplies them with all they can afford, though not always all they need.

Aeroports transport injured crew to local hospitals in non-acute cases, and to the Nabia Research Centre for the most critical. Pressure-related injuries are distressingly common, but there are always more willing crew.

BISWAS AEROPTERPORT

The lack of roads connecting Shakuntala's major habitation centres has created the need for alternate means of long-distance transportation for people and goods. Aeroports, which range in passenger capacity from a single individual to roughly twenty, provide mobility for the people. Dynastat hybrid airships haul goods and other freight to even the most remote communities.

ARCHIPELAGOS

The archipelagos of Acontecimento have enough land mass and population to have developed their own distinct cultures, and have maintained that differentiation over time. This is by design, as none are separated from the main continents by any great stretches of water. Those looking for experiences outside the Acontecimento norm need only look to the island chains of various archipelagos.

FALEIRO

Known throughout the Human Sphere as the largest artificially stocked hunting preserve in any system, the Faleiro Game Preserves attract hunters from every nation. The preserves are not limited to land. Both coastal and deep-sea hunts have proven enormously popular as well.

The Faleiro Gaming Authority stocks these preserves with adult animals cloned at their Novo Viveiro facilities, a complex of gleaming white domes along several islands of the archipelago's inner sea. With the aid of Bourak scientists, they have pioneered both cloning and fast growth techniques that ensure the preserves always have a wide variety of big game, on land and in the sea.

SAHIBZADAS

Originally populated by Sikh colonists, they still form the ethnic majority in the Sahibzadas, and the islands reflect their culture and beliefs. From the Golden Temple to the University, from the Sarbat Ghala gardens to scores of restaurants in the villages and cities, they reflect a seldom-examined sub-culture of PanOceania.

With their emphasis on knowledge, the arts, and science, one could almost be forgiven in thinking they'd discovered a Haqqislam enclave in the northern reaches of Acontecimento.

TERRA DE GELO

The “Land of Ice” is actually a mass of ice sheets surrounding a rocky archipelago that protrudes in rocky crags only at its highest points. Its winters bring bone-chilling cold that doubles Terra de Gelo's size, and its summers melt the surface snow, resulting in flash floods both above and below the ice, known to scientists as invisivel. Spring and fall bring snows that replenish the snow pack and compress into glaciers.

One permanent scientific station, which shares the name of the main landmass – Rocha, clings in the lee of the precipitous highlands. Perched on massive stilts to keep it above the permafrost and snow, it has an organic shape that allows it to shrug off the wind and weather.

VASCO DE GAMA

Vasco de Gama was named after the famous Portuguese explorer. Given its proximity to Cidade BomJesus, the inhabitants of the Vasco de Gama archipelago seem particularly anachronistic. These Bandeirantes eschew both the urban lifestyle common to the rest of Acontecimento and its flora and fauna. Their small farms and villages, and large estates, would not seem out of place on ancient Earth. Despite this seeming rural lifestyle, the homesteads are well connected with Maya, and they utilize the latest in biotechnology.

DESCOBERTA SYSTEM

When the Exploratory Vessel Pos Udyam First Explored the Sol-Acontecimento Wormhole the Scientific Team Named the Star Descoberta, "Discovery" In Portuguese.

MIRANDA

Despite the chaotic and inhospitable environment of Miranda, humans have still left their mark, lured by the intensity of the star's energies, and the exotic compounds available nowhere else in the Human Sphere.

DEEP PRESSURE MINES AND UM SOLAR ARRAYS

Miranda, a hot planet similar to Jupiter, has a surface of "hot ice", a combination of water and various long – and short-chain hydrocarbons put under such pressure that they form a solid, despite temperatures many times water's typical boiling point.

The D-1 Deep Pressure mines are almost completely automated due to radiation, pressure, and heat, but they provide rare substances and compounds for consumption by Acontecimento's vast manufacturing sector. A mass driver near the equator slings these raw materials to a small station at the L2 point, where small freighters transport it to the outer system.

Flanking Miranda like planetary "ears" are the Um Solar Arrays, which absorb energy from Descoberta's intense rays and beam it to various Acontecimento orbitals, primarily the low-gravity Teseum foundries.

PETECA

Peteca's eccentric orbit has its periastron inside that of Acontecimento, and its apastron outside of Aparecida. Thankfully it also lies nearly 30 degrees outside the stellar plane, reducing the potential for interstellar collision.

A small mesoplanet would normally not warrant any attention, but due to some incidental detail of its creation, it has an abnormally high percentage of heavy elements in its crust, making mining operations worthwhile.

ACONTECIMENTO ORBITALS

VICTORIA, TRINIDAD, AND CONCEPCIÓN

This triumvirate of orbital stations is the conduit of commerce between Acontecimento and the rest of the system and Sphere.

Victoria, linked by the Ipanema Orbital Elevator to Orujo, is the industrial powerhouse. Co-located foundries, fuelled not just by ores from Acontecimento, but also from Peteca and other mining operations throughout the system, create refined Teseum from ores sourced from across the Human Sphere, and other exotic alloys. The titanic energies beamed from the Um Solar Arrays power the industry of this orbital. The nonstop activity of the forges illuminates the station in yellows, oranges, and reds.

Trinidad, connected to Puerto La Guardia by the La Guardia Orbital Elevator, is the commercial hub of Acontecimento. More than one hundred docking spines protrude from a massive central core, resembling a three-dimensional snowflake or spider web. Trinidad provides non-stop maintenance and support for ships, and also serves as a passenger terminal, with vast alloyed portals overlooking the planet below. The stunning view and dining establishments taking advantage of it make Trinidad a destination in its own right instead of merely a transportation connection.

Concepción, at the apex of the Bhai Khalla Elevator, supplies massive quantities of food stuffs and produce. Of the three stations, Concepción is the smallest, newest, and most hungry for additional business.

TESEUM FOUNDRIES AND CORONADO NAVAL YARDS

The Teseum smelters and casting facilities create a ruddy glow over the Victoria Orbital and its surrounds – the hammer and anvil of the PanOceania military and commercial machine. Acontecimento Orbital Control (AOC) designates the entire area a no-fly zone due to the incredible energies beamed into the area by the Um Solar Arrays. AOC similarly restricts the Coronado Naval Yards for many of the same reasons. Construction tugs and work crews proliferate the area, building hulls from the humble Pardal cargo skiff all the way up to the largest PanOceania battlecruisers. Most of the work

BHAI GURDAS UNIVERSITY

Though Sahibzadas's university specialises in multi-denominational religious studies, it is also widely renowned for its science curriculum, serving as a beacon of knowledge every bit as impressive as the Golden Temple. Students have access to physical copies of almost every holy text of antiquity, as well as cutting edge scientific laboratories. Though less well known, the poetry department also enjoys widespread acclaim,

The university has an exchange program with the Talawat on Bourak, which is only a "short" journey away on the C6 Circular.

WARDENS

One of the larger buildings in the city of Bandeirantes on Vasco de Gama is the headquarters of the Wardens, who serve as police, customs, and border patrol for the island. All ports of entry, down to modest public landing areas, have at least one Warden. Keeping Acontecimento's aggressive flora off the island is quite a challenge, and every visitor is subject to Bioscan and decontamination. This also provides a surreptitious identity scan that probes PanOceania criminal databases.

ORBITAL FORTRESSES

The Knights of Santiago maintain military orbitals around each planet and Vila Boosters. Classified as "fortresses", this moniker can be misleading. Though certainly armed and armoured, their main function is to supply the flotilla of high-g patrol vessels that ply the system, acting as both deterrent and mobile reaction force for any hostilities or mishaps

PEREGRINO STATION

Utilising a complex pattern of Hohmann transfer orbits to keep it moving throughout the Descoberta system, but always within reach of the various Circular routes, is Peregrino Station. PanOceania built the station with the specific intent of supporting – and capturing – the revenues of vessels transiting between Circulares without the intent of moving in-system. Supplied by hydrogen from Aparecida, manufactured goods from Acontecimento and the Coronado shipyards, and all manner of entertainments, Peregrino supplies the basics to vessels transferring between Circulares.

The station maintains the appearance of a rough and tumble outpost for more independent-minded captains and their crews, but this is a carefully cultivated image. Rumour has it that the station is rife with Hexahedron agents. Though unverifiable, many point to the avoidance of Peregrino by Nomad vessels as proof.

areas are open frames around the vessels under construction, but crews occasionally construct electro-optical cages around classified projects.

APARECIDA

A Class I gas giant with high ammonia content, Aparecida is primarily known for two things. The first is the gas mining operations that provide hydrogen, helium, associated isotopes, and other liquefied gas products needed for propulsion, industry, and life in space. The second is the massive atmospheric storm known as the Vortex. While breathtaking in its majesty, and a system destination for cruise ships, it also complicates mining operations in its vicinity.

GAS MINING PLATFORMS AND THE VORTEX

Countering Minescorp influence in the system, MagnaObra acquired a controlling interest in Aparecida's gas mining operations in the early days of system exploitation. Believing the planet to have hidden Teseum reserves, they have ruthlessly excluded any possibility of significant competition by deft political manoeuvres and outright fiscal force.

The Vortex, a persistent, tornado-like cyclone along Aparecida's equator, has a funnel larger than most planets. While it provides a tourist attraction that brings hundreds of vessels into the system on the Circulares each year, it also generates far more mobile satellite storms that disrupt gas mining operations.

SORVETE

Were it not for its inconvenient position in the system, water and hydrocarbon ice from Sorvete would have supplanted the gas mining operations on Aparecida. While certainly valuable, its orbit aligns so infrequently with Circular traffic that operations have been more modest, mostly supplying in-system needs.

ICE QUARRIES

When seen close up, areas of Sorvete's surface look as if giant blocks have been carved from its icy crust. Remote extraction crawlers follow veins of ice with desirable properties, most commonly water ice and those with high hydrogen or oxygen content.

Rumour has it that bodies of Acontecimento criminals have been found in the ice quarries, frozen in the orthogonal walls left behind the extraction crawlers, but most consider this an old wives' tale – a mobster equivalent of a ghost story.

WORMHOLES

Acontecimento has five stable wormholes, terminating at Sol, Shentang-Yutang, Neoterra, Bourak, and Varuna. This places it on the Circular routes C2, C5, C6, and C7. This makes it one of the most connected systems in the Human Sphere. Huge amounts of commercial and military traffic pass through the system. Only Sol boasts so many connections to such influential systems. Of course, with this gift comes responsibility and the need for vigilance.

CIRCULARS AND LUSIADS

Each of the wormholes boasts its own Lusiad, a combination navigational beacon, surveillance system, and orbital fortress. Their powerful LIDAR and RADAR arrays scan every vessel transiting the gates across the entire electro-optical spectrum, and transmit the information in-system through several redundant repeaters. They also compare the readings with a comprehensive database of known vessels. This gives forces in the system maximum advanced warning of any threats or conundrums.



CHAPTER 3

PLANET: NEOTERRA

SHINING JEWEL OF HUMAN CULTURE

Bathed in the light of Tencendur rests the shining jewel of the human sphere, Neoterra. This bustling world is not only the home of San Pietro, PanOceania's capital, but it is also a centre of industry, art, music, culture, and wealth. Neoterra is the most important world in the Human Sphere, influencing not only PanOceanian culture, but also all of human culture. Decisions made on the planet will shape the future of human society for generations to come, and true understanding of human society starts with Neoterra and its people.

CLIMATE AND GEOGRAPHY

Neoterra's geography was changed drastically by an extinction-level event approximately a billion years

ago that dramatically altered its geography, climate, and biological diversity. Evidence of this event can be found in fossil records and tectonic activity, and it's known in popular culture as Zeus's Wrath.

Approximately one and a half billion years ago, one of the moons in orbit around Zeus fell into the gravitational pull of the planet and the resulting cosmic catastrophe saw a terrestrial world the size of old Earth ripped apart. While most of the debris from the event would form the dense asteroid field that orbits Zeus, one large chunk was thrown into the vastness of space.

For the next 500 million years, this massive celestial body tumbled through the Tencendur system, its erratic orbital path effected by every planetary body. One fateful day it crossed the orbital path of Neoterra slamming into the southern hemisphere. The impact of the debris caused a massive ecological and geological catastrophe. Entire continental





NEOTERRAN OCEANS

Cook Ocean: A very warm and calm ocean packed with transcontinental military and civilian naval traffic. Leaked Hexahedron reports suggest the recent spike in piracy on the ocean are actually covert operations by an unidentified power.

Australis Ocean: Drone cargo ships ferry tons of cargo annually from resource extraction sites like Santa Maria de la Soledad on this cool, calm ocean.

Nostrum Ocean: The ocean's abundant and varied plankton feeds a wide variety of reptilos, making it a rich source of food and environmental tourism. Wild fisheries harvest a myriad of reptilos, but the work is dangerous due to the ocean's unpredictable weather.

Samudra Ocean: This rough ocean is a source of the worst of the Great Tides and combined with water temperatures, makes the Samudra a very rough ocean. The ocean is home to a breed of whale-sized, phosphorescent reptilos that resemble a mantra ray. These insatiably curious and friendly creatures shadow boats moving cross the ocean, and sailors consider them a good omen.

plates buckled and the resulting shockwave and fireball nearly wiped the planet clean of all life. Over the next 200 million years, volcanic and tectonic activity almost finished the job. After the destruction subsided, the few lifeforms that survived the catastrophic events clawed their way to dominance reflecting a fragile and non-diverse ecology that Neoterrans struggle daily to preserve.

NORTHERN COLD FRONTS

The impact of the asteroid caused a shift in the northern hemisphere's climate pattern creating unusually cold weather fronts in the Nostrum Ocean. These weather fronts pick up the warm, moist air traveling north and transform it into extreme cold fronts that freeze the coasts of the northern continents and create frequent blizzards. These cold fronts move through northern hemisphere creating extreme microclimates near Bose Harbour and other northern ports resulting in dramatically colder temperatures compared to the rest of Neoterra.

GREAT TIDES

The twin moons of Neoterra (see "Tencendur System," p. XX) create tides similar to Earth's tidal calendar, but every few decades the moons come into conjunction, dramatically altering the tides and weather of the world. This event causes a variety of extreme weather events worldwide, but most significant are the Great Tides generating massive waves across the world. These wave fronts batter the shores of Neoterra with tsunami-sized waves.

Thanks to effective infrastructure development and tidal prediction algorithms by ALEPH, all but the worst damage from the tidal events is casually mitigated, but on rare occasions Neoterran coastal cities can suffer damage causing billions of Oceana in damage. The less extreme wave systems are a source of extreme sport surfing where the best athletes in the Human Sphere take on the waves for the entertainment of billions of people. All proceeds for the events go to charity to help the victims of the tides.

FLORA & FAUNA

Incautious development led to ecological collapse on Solitudo Island in the early days of colonisation. This event fundamentally shaped Neoterran culture prioritizing protecting Neoterra's natural environment. While a pale shadow of Haqqislamic environmental traditions, Neoterran naturalism plays a key role in Neoterran culture with outdoor activities and exploration of natural wonders generating billions in profit every year.

Neoterra's wildlife consists almost exclusively of a single family of closely related animals akin to warm-blooded lizards collectively called reptilos.

These creatures fill a wide variety of ecological niches ranging from apex predators to herds of grazing herbivores, and even roles normally filled by insects on Earth. Reptilos are grouped into sects identified roughly by colour: A ruddy crimson, an iridescent cerulean, and a scaly iridescent – or popularly as red, blue, and green. Each sect is incredibly hostile to the other sects, but carnivores from one sect cannot consume the meat of another sect.

The exception is Spes Archipelago which is known for its diverse biosphere which was spared the worst, biologically speaking, of the impact of Zeus's Wrath. A wide variety of species can be found in the jungles and rivers of this teeming archipelago rivaling Gratia Archipelago's natural beauty.

TRAPPER VINES

Throughout the forests, jungles, and seas of Neoterra is a variety of deadly plant that feeds on the bodily fluids of animals. They're covered in poisonous thorns that paralyse animals scratched by them and contact with the thorns causes the vines to snare and entangle its prey. As the plants tighten around the captured creature, the thorns penetrate the skin and reservoirs in the thorns drain the vital fluids from the creature. In order to keep a regular flow of fluids from the entangled animal, the vines steadily tighten over time draining the creature over a few days.

The plants vary in size from garden nuisances to ones that feed on large reptilos. The vines are surprisingly fast moving for a plant, and they are a regular problem for negligent tourists, hikers, and children. Regular Maya reports tell of tourists who thought they didn't need a guide as well as stories of children lost to these plants.

DRAKES

These flying reptilos fill the role held by birds of prey on Earth, and all are exclusively carnivores. The reptilos vary in behaviour and size, but all are characterised by a membrane stretched between their front and rear legs for flight. When they are on the ground they'll crawl on all fours.

There are a number of notable species such as the *Acalica*, a breed of hanging drakes that suspend upside-down by their hind legs from cliffs in large colonies. They are commonly kept as pets in groups of six to ten. The largest of the drakes can carry away small animals or even small children on rare occasions.

ECONOMY

Decisions and innovations made in the boardrooms and workshops of Neoterra will shape the Human Sphere's economic development from Earth to

the Human Edge. Some commentators joke the Neoterran economy is the glint on the jewel of the Human Sphere. While the world's economy is varied, the major industries are quantronics and financial services.

The world's varied economy is dominated by the quantronics industry. The ground-breaking, civilian market is the most robust in the Human Sphere. Neoterra is also home to the latest military-grade quantronics research and development, and highly secure, top-secret facilities are regular targets of espionage.

Neoterran banking centres provide financial services considered the most secure in the Human Sphere with ALEPH securing transactions and guaranteeing the reliability of financial predictions. All manner of loans, insurance, and investments move through Central Bank in Turoqua. Meanwhile the Vatican Bank has ever greater influence over PanOceanian society, and the Hospital Bank comforts the faithful with the knowledge their investment in the bank supports the Order of St. Lazarus (See *Infinity Corebook*, p. XXX).

Finally, Neoterra's orbit contains extensive military and civilian shipyards servicing everything from small, civilian transports to deadly military combat carriers. The orbital shipyards of Neoterra are abuzz with building and spaceship enthusiasts flock to watch the flurry of activity, and possibly catch a glimpse of the latest ships under construction.

LAW AND ORDER

Law enforcement on Neoterra is based on the concept that local authorities have the ultimate authority starting at the local block force. While larger, centralised law enforcement agencies can claim local authority, it requires the permission of the local force to operate. A point of contention between the law enforcement agencies comes with large agencies overstepping their bounds.

BLOCK FORCES

A block force is the smallest type of law enforcement agency on Neoterra and they are responsible for policing the local districts of the cities. Each block force is based out of their local watch house where officers report for duty. Block forces rely heavily upon AI assistance from ALEPH for coordinating the placement of officers. Officers are highly trained and capable of dealing with numerous issues ranging from mental health emergencies to violent crime. Watch houses are organised centrally by a police council overseen by lobby-elected commissioners.

CENTRAL DEPARTMENT OF CRIMINAL INTELLIGENCE

The Central Department of Criminal Intelligence (CDCI) is responsible for investigating any crime crossing district lines or which "impacts planetary or national security". They can also be called in to fulfil security, crowd control, anti-terrorist duties, and to address general public unrest.

The CDIC has a variety of units assigned to address a broad spectrum of crimes including smuggling, narcotics, human trafficking, and other intercontinental crimes. The units are highly specialized relying on ALEPH for coordination, and mixed unit teams are not unusual during an investigation. There are two notorious units in the CDIC. The Financial Crime Unit (FCU) works closely with ALEPH to monitor financial transactions for signs of money laundering and other financial fraud. Another infamous unit is the Special Narcotics Force (SNF) which is responsible combating narcotics smuggling on Neoterra. The criminals they hunt tend to call them "Sniffers", after the deployable sensor, for the fact that once they're on you they'll never lose your signal. The unit's current focus is the nitrocaine epidemic sweeping Neoterra.

AUXILIA

The Auxilia operate across Neoterra as the planetary defence army forming the backbone of defence for the capital of PanOceania. They are tasked with a wide variety of security functions including convoy escort, of both military and civilian assets, as well as counter-terrorism operations. In times of disaster or tragedy they can be deployed to provide relief and security.

The Auxilia are pampered by the High Command, with superior access to high-tech equipment. Each member of this unit has an Auxbot linked to their geist. They are regularly engaged in wargames on the Sankt Martin Plains in Aquila, but conspiracy theorists claim the wargames are a cover for other operations.

DEMOGRAPHICS AND CULTURE

A Neoterran is always connected to Maya and their day begins with checking their messages, posting live updates or streaming their morning to their friends and family, and checking the latest news. Some go too far, becoming *surfistas*: people who choose to live in the moment, letting ALEPH and their devices direct them through life. With the liberty that all PanOceanians have, it's a waste to just surf along.

TERRITORY RESPONSE GROUP (TRG)

The Territory Response Group (TRG) is a subsection of the CDCI that focuses on policing rural areas outside the major cities. The TRG adopted the structure of the Auxilia due to their operations in rural and isolated areas. They provide police protection to small, trial settlements and research outposts. Their duties focus heavily on anti-poaching and breaking up illegal settlements. The TRG finds itself in conflict with Atek populations who've set up camps away from the city, which they raze before arresting the inhabitants.

The TRG unit from Novaria was made famous by "In Harm's Way", a recent eco-documentary, covering their actions fighting poachers on Gratia Archipelago. Critics have described it as a heart-warming portrayal of finding hope amid loss and an environmental call to action of the generation.

OPERATION QÍONG

A leaked Bureau Noir report known as the Qingdao Report claims a consortium of top Yutang companies, Yǎnjīng military intelligence service agents, and underground Triad organisations have colluded to claim hegemony over the entire Human Sphere. Operation Qíong is described to involve an operation where Yǎnjīng agents funnelled weapons and resources through the Triad to dissident groups and criminals bent on disrupting Neoterra's society and economy. They may have even been playing both sides of the Atek controversy funneling equipment to both Revolta and Ateks Out! militants.

AQUILA MAINLAND

The rolling Sankt Martin plains stretch across much of the continent, with their wide vistas and stunning sunsets the subject of a multitude of nature documentaries. Home to a variety of Lagartos Colosos herded by the local ranchers for their delicious meat, the creatures' fine hides are used in some of the latest fashions.

The Schwarz Bergrücken range on the northern end of the continent prevents cold weather from raging across the plains and is characterised by constant snow and freezing temperatures. The harshness of the environment is also considered a thing of beauty. The mountains are home to a breed of reptilos famed for their mating rituals, and the sounds of their skulls slamming together echo through the range during mating season.

Neoterra has a health-focused culture, and most people start their day with exercise in one of the many recreation centres, gyms, and parks. After their exercise, most spend their day either working or engaging in community service to build their reputation or score points on the List of Deeds. The religious attend daily services at least once a week, with Sunday being the most common for Christians.

NEOTERRAN CIVIL RIGHTS ASSOCIATION (NCRA)

The Neoterran Civil Rights Association was formed in the aftermath of a block force's aggressive response to an anti-block force violent protest in Sybaris about a decade ago. Nuns from the Congregation of the Holy Trinity intervened by forming a human barrier, and the police backed down and the NCRA was born.

The Neoterran Civil Rights Association is led by Sister Ana Macedo, and she uses her unexpected Maya notoriety to organise protests fighting for Atek rights. Ana and her Sisters are unusually outspoken, and pushing an order, whose chief tenant is humility, into an intense national debate. Sister Ana regularly defies her Reverend Mother's orders to tone down her action, and has drawn the ire of the Papal See for defying her Bishop's orders when the *Go-Go Marlene! Show* followed her in recent protest actions. NCRA activist assistance ranges from free software updates to comlog implants in pop-up surgical centres for Atek children. They work closely with the Neoterran Integration Fund to provide these essential services.

This new civil rights movement struck a chord among Neoterran youth who've embraced the cause to a greater degree. Those who stand in solidarity with the Ateks have adopted the stereotypical bright techno-favela style of hair and clothes. "Change is Coming", the Neo-Ragga anthem of the Atek movement blasts from university dorm rooms across the Hyperpower.

ATEKS OUT! LOBBY

While the NCRA focuses on integrating the Ateks into Neoterran society, the Ateks Out! lobby focuses on barring Ateks from participating in Neoterran society. The lobby's legislation efforts range from requiring certain bio-implants for access to core city areas to deporting the residents of Atek slums somewhere out of sight – off the planet if possible. Ateks Out! rails against the Neoterran Civil Rights Association's raucous protests, while lobbying for the disintegration of the Neoterran Integration Fund.

Under the surface of this political activity lies something darker. Gangs of Ateks Out! extremists attack techno-favelas over real or perceived crimes by Ateks in Neoterran cities. These gangs conceal their faces with balaclavas and quantronic-viral masks displaying anti-Atek slogans. Accusations abound of gangs evicting Ateks during Sybaris' gentrification. The authorities have been unable to identify the criminals and Ian Coelho, the leader of Ateks Out!, may be secretly supporting the extremists.

REVOLTA

Revolta formed out of the discontent of Ateks' treatment by the PanOceanian government. The loose organization has engaged in a mix of cybercrime and limited terrorist activities under the auspices of protecting Atek rights. With almost religious zeal they reject ALEPH and PanOceanian culture refusing basic bio-implants that would allow them access to much of PanOceanian culture.

Revolta is led by a mysterious individual known only as Plato. At this time, the Hexahedron can't definitively ascertain the true identity of this revolutionary whose diatribes filter from the depths of Arachne to ears of Maya-users on Neoterra. Conflicting reports suggest they may be getting covert support from Nomad or Yu Jing operatives.

AQUILA

The Aquila continent is the heart of Neoterran military culture, and its cities hold the most prestigious military academies. Each city on Aquila is a military city from the imposing fortresses that dominate their skylines to military schools shaping each city economically and culturally.

AQUILA MANOEUVRES

Regular military manoeuvres take place across the continent providing training in the variety of climates. Aquila is in a constant state of military activity and training, and the ranchers complain about the exercises spooking their reptilos. Regardless, the locals are always happy to see PanOceanian troops.

The most recent manoeuvres in the Sankt Martin plains fall under the umbrella of a wargame called Operation Brasstacks. While these wargames seem rather commonplace, the Hexahedron is using them as cover to destroy suspected camouflaged facilities linked to nitrocaïne smuggling and production.

CLAUSEWITZ

Clausewitz sits on the edge of low cliffs ringing Schlieffen Bay, and the cliffs conceal a labyrinthine network with vast chambers large enough to fit buildings. The Clausewitz Citadel is a seemingly blank, thirty-storey cylinder that rests some ten kilometres from the coast. Most of the districts are short buildings whose height is deceiving as there are a number of levels underneath, built into the caves below. Residents use a mix of surface streets and underground thoroughfares to travel the city.

Meerbusch rests at the base of the cliffs, on a beach that stretches the entirety of Schlieffen Bay. Meerbusch's laidback culture is popular with academy cadets for relaxation. As one enters the district, whether by sea or land, they are bombarded with live music, boisterous pub-going crowds, and street artists. The most popular location is a pub called The Happy Crab, and it's known for cheap beer and steamed blind crabs.

Upscale Haan runs counter to almost everything that Meerbusch represents and serves the economic elite of the city. The city's financial district holds a branch of the Vatican Bank and branches of many other financial institutions. Wealthy district residents live in homes hanging off the side of the cliffs accessible only by private elevators or subterranean tunnels

Further inland from the coast lies the Hilden district, popular among the hippest trendsetters of Neoterra. The district has become a tech business centre for a wide variety of robotics technology start-ups that increasingly rely on Military Complex funding for their research. The district runs counter to the laidback beach culture, adopting what can be described as "counterculture chic" that some claim is ruining the vibe of the city.

Clausewitz is not without its techno-favelas, and the most notable is Sternschanze, or as it's known by the locals, "Schanze". The city's largest techno-favela claims space in the tunnels under the city and is a wild place with diverse political views. The favela is constantly raided by the local block forces due to blatant violations of environmental protection laws. These constant raids have bolstered the NRCA presence, but the raids are turning more aggressive with each passing year, and a Revolta cell is recruiting among the locals.

Clausewitz Advanced Institution Centre: The CAIC continually strives to advance the battlefield superiority of PanOceanian's military-grade TAGs and dronbots of the PanOceanian military. Motronica is a constant presence having worked with CAIC for decades, and the facility is responsible for bringing the latest TAGs and Auxbots through final testing. A highly classified testing program called the Advanced Development Program is tasked with

AQUILA ARCHIPELAGO

Splendor Archipelago is an undeveloped chain used by weapon smugglers for hardware storage prior to sale. The CDCI occasionally raid here, but have yet to make any newsworthy arrests. Various conspiracy theories link the smugglers to everything from opportunity theft and Hexahedron backed resistance, to blackmarket ops for MagnaObra and others. The favoured theory, however, links them to Yu Jing.

TONHALLE MUSIKHALLE

This breathtaking music hall in the Haan district is famous for its use of the natural acoustics of the cavern, and entire pieces have been written with the natural acoustics in mind. The music resonates through the caverns and is often heard throughout Schlieffen Bay as it bounces off the cliff walls.



URBAN TRAINING SCHOOL (THE PIT)

Rommel's Urban Training School, also known as The Pit, is a dense urban combat course in an abandoned mining facility and workers' town in Donnerklamm Canyon. The course pits squads of trainees against one another in taxing armoured combat exercises. Tensions between trainees run high, and inter-squad rivalries are cultivated by trainers. The training exercises are the subject of a wildly popular Maya series called *Fists of Iron*, and the positive press surrounding the powerful stories told about the trainees has garnered international accolades.

BUSINESS STRINGS

The Falco lobby's notorious domination of Rommel's politics has become the thing of political legend within the Hyperpower. There are few sections of the government that are not controlled outright by the powerful business lobby, and they utilise that power like a cudgel. The lobby uses its dominance to direct public investments into the research and businesses that most benefit its lobby members. A tough road lies ahead for any lobby trying to overcome Falco's powerful public relations campaigns.

reverse-engineering captured equipment from across the Human Sphere including Tohaa and Combined Army equipment.

Junker Military Engineering School: This small training centre trains PanOceanian's famed Machinists on TAGs and drones, while mastering battlefield engineering and demolitions.

The Peeler Training Field is an extensive training field for combat engineering at the academy, where trainees can work with the latest combat engineering and demolitions techniques. Locals know when training is taking place by the explosions regularly echoing from the academy's facilities.

The Skunkworks academy training program encourages students to explore bizarre lines of research as part of their training. It is closely associated with CAIC and the best Machinists are recruited to work at the academy. The program is notoriously high-pressure and the dropout rate is exceedingly high.

ROMMEL

While most cities on Aquila hug the coast, Rommel is a landlocked city built in the twisting limestone canyons of the Delbrück Labyrinth. The seemingly organic layout of the city is difficult to navigate, and learning your way around is a rite of passage for new residents.

The military fortress known as the Burrow lies in Weiswand Canyon, a narrow, dead ended, slot canyon. The subterranean fortress is protected by a massive, heavily guarded gate built to resist all manner of bombardment. As new industries and non-military residents moved to the city, they followed suit in their construction and much of the city is underground or built into the canyon walls.

The Commons is a residential and shopping district in Gelbeshaus Canyon, and is identified by twelve distinctive rock pillars extending above the treeline. The district's structures have been built up the sides and into the pillars. Each of the pillars is identified simply by a number. The district is home to a broad mix of residential housing and commercial services comprising the beating heart of the city.

Pillar Four: Pillar Four is home to much of the entertainment services in the district with a wide variety of concert venues and virtual reality entertainment services. Pillar Four has a newly opened Aristeia! ring, and Pillar Four Arena draws fighters from around the Sphere who want to test their skills in its risky, multi-level fighting arena.

Pillar Ten: Pillar Ten is in the northeastern end of the Commons, and is occupied by a local Atek community. This techno-favela climbs the formation's seven-storey height, and is topped with a building where the Ateks meet to discuss community issues. The residents of this favela are called "Tenners" by the locals, and they've built a solid relationship with Rommel's strongest local municipal lobby much to the chagrin of the city's police council.

Palo Duro Racing Circuit: Palo Duro Canyon is a narrow canyon that's a hotspot for high-speed air racing with experimental, single-seater aircraft. The canyon is notorious for its tight turns and unpredictable winds drawing the most skilled and daring pilots from across the Human Sphere. The Annual Palo Duro Open is has become incredibly popular in the last few years.

Rommel Armoured Command School: The Rommel Armoured Command School (RACS) is the premier armoured combat training academy in the Hyperpower and the Human Sphere. This school trains officers in the tactics and strategies of armoured vehicular combat. While Clausewitz focuses on light TAG training, the RACS focusses on training with heavy armour; unusual for this era of highly mobile warfare. Various heavy and specialist TAG models are tested and trained with at the RACS including the occasional Seraph.

SANTIAGO DE NEOTERRA

Santiago de Neoterra in the heart of the Sankt Martin Plains is the economic centre of the Aquilian continent. The metropolis is a bustling high-tech city full of research facilities, both military and civilian, and the city's economy dominates continental cybernetics, weapons, and drone development. The city relies heavily on experimental autodroids for law enforcement purposes, freeing up the block forces for more active community policing, and Santiago de Neoterra has become national model for addressing the Atek problem, and their programs providing accessible schooling, wide-ranging integration programs, and free, pop-up implant clinics to help locals are being adopted by other municipalities.

Civilian research facilities are the primary employer in the city, but Military Complex funding permeates much of the research. Scattered throughout the surrounding rolling hillside are a number of highly classified research facilities. These isolated facilities research cutting-edge military technology, and are guarded by highly trained forces. Corporate and military espionage is a common occurrence, but information about it is suppressed.

Santiago de Neoterra is a city overflowing with high-tech facilities, and Barrio Bombarda is a prime example of the city's incestuous relationship between private research and the Military Complex. Smaller Military Complex and private research facilities dot the district working with Moto.tronica to test and research the latest dronbots. Traffic congestion is a common problem when prototypes are transferred to field testing facilities in the Los Colinas Hills or the spaceport in Barrio Chelas.

The Santo Angel district is a visual spectacle at night, and this impressive party district sports two cultural hotspots: Sector 62 and Club Orbital. While the former caters to those seeking the latest dance music and experimental refreshments, the latter hosts a myriad of musical performances from provocative modern artists to late 21st century tributes. The founder of Club Orbital, Leonor Dantas, is an Atek turned orbital sports star who returned home to give something back to her favela in Olivar Sur.

Olivar Sur is the city's techno-favela lying on the southern end of the Santo Angel District. The city laboured to improve the status of Ateks in the city, but it was only possible through an uneasy alliance formed between the Falco lobby and Leonor Dantas that overcame the favela's rightful distrust of the government. The favela has gone through a transformation, and has become an artists' community with buildings decorated in eclectic colours and Atek cultural icons.

Finally, Iacobus Point is the home to the Aquila Officers Academy. The Aquila Officers Academy trains the officers in combat search and clearing operations, VIP protection, as well as the security of classified military documents and maximum security facilities under Code Red situations. Cadets may find themselves in the middle of a test when they least expect it. This training program birthed a famous pub crawl that is a rite of passage for graduates.

Turing Training Centre: The Turing Centre trains officers in technological-counter operations and cryptology to counter the enemy's technological advantage. Specialists from this school are known for their ability to operate in a technological vacuum. Local businesses have put puzzles and codes in their establishments, and Turing Centre students who crack the codes get a free drink. Cheating on the codes is looked down upon.

Indigo Blade Psyops School: The Indigo Blade school is a classified, special division of the psyops school that trains officers in the use of offensive psychological warfare. Their training runs the

gamut of psychological warfare including media manipulation and Maya trend engineering. The school is rumoured to have a highly effective insurgency warfare training program.

Executive Protection School: This school prepares graduates for managing security operations for sensitive document transfers and VIP protection. Graduates of this school will likely find themselves protecting diplomats, government or church officials, and high-value personnel. Graduates are known for being competent sharpshooters and trained in combat driving, as well as knowing which fork to use.

VON MOLTKE

Frigid Von Moltke sits on the frozen Sax Harbour that ice-breaking drones keep clear of ice in all but the summer months. The city prides itself on hospitality, and "Welcome Home" is the unofficial, municipal motto. The hospitality dates back to the early days of colonisation when the early colonists established public halls as community centres and local government houses. These public halls are the centres of a robust brewing culture, and each district has its own unique beer. The autumnal beer festival draws thousands of tourists every year.

Sax Harbour is the city's industrial centre operating day and night, and is regularly trafficked by cargo ships exporting resources extracted from the Schwarz Bergrücken range. The harbour is guarded by Luckner Naval Base, and the ships stationed at the base patrol Nostrum Ocean engaging in scientific research and anti-piracy operations.

The techno-favela in the Tossens district has taken a turn for the worst as Comuna thugs from the aggressive Acontecimiento mafia spread nitrocaïne, while gaining public sympathy for defending the community from local Ateks Out! vigilantes. Despite the recent troubles, the district is the heart of a back-to-basics beer brewing fad. People endure the cold to relax in the picturesque snowy beer gardens.

Von Moltke Academy: Von Moltke is home to the Neoterra Capitaline Army's extreme environment training school for deployment on Svalarheima. Only a select few can endure Von Moltke's intense training program. Graduates have a stoic attitude, and are said to have "Moltke ice" in their veins.

The academy prepares soldiers for fighting in a fearsome environment, and the school is famous for its Cold Weather Indoctrination Course. This week-long initiation course sends squads into the freezing Schwarz Bergrücken range to test their mettle under the supervision of unyielding drill

FRIGID HOSPITALITY

Von Moltke's character is quaint and relaxed. You'll always find shelter from the cold, whether you're marvelling at the size of Wilhelmshaven's beer hall while downing a pint of their famous doppelbock, or sampling the multitude of beers from the Loxstedt district. The snow-covered streets have a comfortable and friendly atmosphere.

GRATIA GEOGRAPHY

The impact of Zeus's Wrath dramatically affected the continent, with the resultant natural wonders drawing scientists, explorers, tourists, and thrill seekers from across the Human Sphere.

Famous for its unique geological fold formations, Fold Valley is a long valley running the length of the continent. It's also a hotspot for viewing the Lagartos Coloso migrating to their spawning grounds, with air tours offer relaxing air cruises to view the enchanting formations of the herds.

The extensive Tamacala Wetlands are popular for hovercraft excursions from Novaria. Thrill seekers and scientists employ guides to navigate the hostile environment, whilst mercenaries are regularly hired for protection. The impact of Zeus's Wrath buckled a portion of the continental plate, resulting in the sheer Deadman's Cliffs, a popular destination for adrenaline junkies. Other than the resorts on Tres Hermana, the only hotel outside of Novaria hangs from the cliffs here, providing an amazing view of a breed of nocturnal drake whose iridescent green scales reflect the rising and setting sun in an awe-inspiring lightshow.

The spawning grounds for the Lagarto Coloso who travel return here throughout their lifetime, Cala Salada beach runs along the south-western shore of the continent. Air and sea cruises bring tourists to watch these massive beasts frolic in the water during birthing season.

Named Isla Isabel, Isla Octavia and Isla Valentina, Tres Hermanas is the trio of smaller landmasses north of Gratia Largo. Their resorts are the exclusive domain of celebrities and the filthy rich, with security at each especially tight.

sergeants with minimal cold weather protection. If they can make it through the course, then they are formally accepted into the academy, but most fail to complete the course. Soldiers brag about which finger or toe had to be replaced because of the cold as a point of pride.

GRATIA ARCHIPELAGO

Gratia Archipelago is the smallest of the continents and a lush landscape established as a nature preserve in an effort to protect the planet's ecosystem. The continent's lone city, Novaria, is the launching point for eco-tourism to see the natural wonders of the continent via river, ground, and air tours. Outside of the few resorts and waystations scattered around the continent, the island is effectively uninhabited wildlands.

A wide variety of reptiles on the continent are the target of poachers, and the Territory Response Group maintain outposts to hunt the poachers. Additionally, the sparse population on the continent makes the area a centre of trans-orbital smuggling by the Comuna and Triads. Smuggler ships descend into the upper atmosphere and drop containers designed to survive the landings. The criminal

organisations recover the cargo, and then distribute the contraband across the planet.

NOVARIA

This resort town is a destination for the rich and famous where you'll find the hottest parties and the best food. The city has taken on a reputation as a city where people celebrate life-changing events ranging from graduations to marriages to anniversaries giving the city a perpetual, celebratory atmosphere.

Visitors can find all manner of experience, both family friendly and not, in Novaria. The district of San Antonio is known for its rowdy parties and its red-light areas. The district has a seedy reputation for celebrations getting out of hand. In stark contrast to San Antonio is the high end Manacor district whose luminous hotel casinos house extravagant shops and exclusive bistros cater to those having extravagant honeymoons or indulgent getaways.

Puerto Antiguo is a destination for families looking to explore the biological wonders of Gratia Archipelago from the safety of the city. The district contains venerable research facilities that have studied the Archipelago's bio-diversity since Neoterra's discovery. Visitors experience



the extensive zoos and aquariums in the district, and children from around the Human Sphere are elated by the performance of a red, reptilos whale named Tonto. The tourism funds cutting edge zoological and biological scientific research, and the facility secured funding for a top-secret study of Combined Army troops' remains recovered on the battlefield.

LUX

The first settlers of Lux hailed from Australia and New Zealand, and their descendants bear many hallmarks of those cultures. English is the common language and sport is an obsession, largely revolving around several competing football clubs with cricket coming in a close second. The continent is known for the beauty of its mountainous landscape and sweeping forested lowlands.

BOSE HARBOUR

Bose Harbour's economy centres on deep water fishing and processing containing the largest fisheries on the planet. Logging is a seasonal part of the Bose Harbour economy, and logging camps in the surrounding woodlands draws workers from around the planet for seasonal summer work. A summer in logging or fishing in Bose Harbour has become a common popular work for university students across Neoterra, and those who just want to disappear for a little while.

A few years ago, historic Maxwell Row was an abandoned fishery, but the district has been refurbished with shopping, restaurants, extensive aquarium, and an educational centre. The global fishing powerhouse, Bose Harbour Fisheries, funds the facility, and company's green reptilos mascot gives tours, in holographic form, through the various aquatic attractions.

DARWIN

The city of Darwin sits on the southern coast of the continent and much of its economy is dedicated to servicing the Main Operating Base, home to the elite Neoterra Bolts of the Capitaline Army. You'll rarely find the Bolts present in town, as most of them are deployed. The town has the air of a heavily armed university town.

Darwin Main Operating Base is the primary facility in the city, and is the first stop for Bolts back from deployment in defence of PanOceania's interests across the Human Sphere. The sounds of Bolts recruits training on the beaches are heard each day, and trainees are regularly seen around the city. The people of Darwin have a close relationship with

the base, and soldiers know they will find a friendly face anywhere in the city.

The main operating base is a major command centre for operations under the PanOceania Special Operations command. The base's highly secure perimeter is regularly patrolled, and anyone violating the perimeter can expect to be met by an armed patrol that will detain and question them.

Prospect Cove is dominated by the military dock for training operations and general patrols. Training operations involving aquatic landings are regularly practiced nearby, and the boats used in training berthed here for maintenance. Brookvale is a major shopping centre just to the north of cove and automated, civilian ferries operated for commuting residents provide comfortable public transit.

Dirac Hills is a ramshackle techno-favela on the outskirts of Darwin that's increasingly hostile to the local block forces. A cell of Revolta has taken root in the favela, and a series of attacks against police officers, NRCA activists, and, in one instance, a Neoterran Bolt recruit are believed to be their handiwork. The recent events allowed Ateks Out! sympathies to take root in the city, and anti-Atek vigilantes have been seen in the Dirac Hills favela.

Despite these problems, the city is generally considered a great place to live for those who like sun and warm weather. The city's championship rugby team is stuck on a losing streak that has become a thing of infamy. Every few seasons the team gets close to winning the championship only to see their hopes dashed in the playoffs.

Battlespace Preparation School: This specialised school prepares the Neoterran Bolts for the wide variety of combat roles and environments to which they will be deployed after graduation. Battlespace Preparation School graduates have elite training in a wide variety of extreme environments ranging from space to underwater operations. Soldiers at the school train for operations including, but not limited to search and destroy, breach and clear techniques, and airborne assault. The unforgiving curriculum pushes soldiers to their limits, and prepares them for the trials they'll face on the battlefield.

Combined Skills School: The Combined Skills School is the final step for a recruit becoming a full-fledged Bolt. Trainees at the CSS focus on punishment operations specifically designed to deter future enemy action. Bolts master the effective use of force to break the will of the enemy. As Neoterran Bolts, they will mete out the appropriate responses to challenges to PanOceania influence

LUX GEOGRAPHY

The continent is dominated by three mountain ranges with the Aspiring Range in the north, the Norgay range lying in the centre of the continent, and the canyon-filled Cradle Range. The Planck Canyon Network runs the length of the continent, and the fast-moving water empties into the Galileo River basin in the Nostrum Ocean. The water is generally rough and not effective for river transport, but it is a destination for hikers and extreme water sports.

The Humboldt coast runs the length of the coast from Newton City to Darwin. This semi-tropical forest is popular for with hikers and backpackers. There are a number of secure areas cordoned off by the Military Complex, and their purpose runs from benign research to conspiracy theory according to those on Maya.

AMUNDSEN DEEP WATER

Situated near Bose Harbour, the Amundsen Deep Water Research Facility studies the Nostrum Ocean to better understand the lifecycle of the reptilos they fish and their deepwater habitats. The facility is on the forefront of submersible research and a Bose Harbour Fisheries grant funded an experimental submarine that can dive deeper than any known submarine. Unknown to the public, the research facility is covertly funded by the Military Complex's interest in the submarine's capabilities. The presence of Military Complex personnel has been a point of contention for the lead scientist on the project.



HERSCHEL SCIENTIFIC INSTITUTE

Hawking's Junction's Herschel Scientific Institute is a well-regarded educational foundation dedicated to observing the universe. They maintain a series of radio telescopes, and coordinate the activities of various stellar observatories. The Institute is dedicated to the search for non-human life throughout the galaxy, and hopes to discover more species beyond the Tohaa and the Combined Army. They've recently been tasked with observing a known Tohaa system by the Military Complex. The readings would be at least a century old, but the Military Complex hopes to glean something off the observations.

on the Human Sphere and will find themselves operating in all corners of their Hyperpower's hegemony from Human Edge to right on their doorstep on Neoterra.

EINSTEINBURG

This city is divided along cultural and economic lines, as well as physical geography, and is effectively two cities built into the walls of Dor Canyon that separates them. The city is a popular destination for rock climbers and spelunkers exploring the formations and caves created by the river below

This multi-tier city clings to the sides of the canyon which are connected by two massive bridges over the River Iss that carries most of the city's cross-canyon traffic. Southgate and Northgate bridges are massive structures containing shopping centres, restaurants, and public transit hubs, and smaller bridges criss-cross the canyon interconnecting the districts. The bridges have become a point of contention, because Ateks are commonly blocked from crossing the bridges. The local Atek community is considered one of the more isolated in PanOceania.

The two sides of town have distinct atmospheres with Bohrs renowned for their local barbeque and rugged attitude. In comparison, Heisenburg is known for lavish shops, galleries, and the Glass Bridge restaurant famous for its amazing views as much as the food. There is a deep, yet friendly rivalry between the two parts of town that culminates in regular football matches that are notorious for getting rowdy. The city is famous for its festival of lights during Christmas when it is covered in intricate and festival light displays using everything from traditional incandescent lights to holograms.

HAWKING'S JUNCTION

Hawking's Junction's chief industries are mining and scientific research, specifically stellar observation. The horizon is dominated by an array of radio telescopes that observe the Milky Way from Neoterra's position in the galaxy. Additionally, the city's Rapid Resource Transport System (RRTS) is a massive network of maglev lines that carries goods to every city on the continent. The system is fully managed by ALEPH, and the trains formed by the containers can swap containers while moving at 1000kmh.

The district of West Faraday is the home of a major Maya telecommunications hub, and diligent Hexahedron agents are alert for any attempts to sabotage the node. The district is home to a number of science research firms, but they eschew funding and oversight from the Military Complex as

the firms don't want their research used for military purposes. Apartment blocks make up the vast majority of the residential buildings, but all have rooftop green spaces where astronomy enthusiasts can get a clear look at the stars thanks to the city's strict light pollution laws.

East Faraday is characterized by affordable residential blocks and bustling shopping districts. This district is where almost everyone comes for their daily shopping needs. People from all walks of life can be seen interacting here.

The refineries of the Rontgen district work day and night under strict air quality laws to avoid interfering in stellar observation. Living in the shadow of Rontgen's refineries are the city's Ateks. The Ateks work in the refineries and nearby mines, and recent Mayacasts documented how the Ateks are exploited by the Salcedo family.

LIVINGSTONE

Livingstone is less a city and more of a fortified prison complex dominated by the Tower High-Security Correctional Facility, where PanOceania's most dangerous convicts are kept under lock, key, and behavioural inhibitors. The prison is built into the side of a cliff, accessible only by VTOL aircraft. The nearby town of Livingstone is a charming prefabricated residential town which seems to have been lifted straight from a real-estate catalogue. However, this town was custom built to house the prison staff and their families. Children playing in the shadow of this facility are often completely unaware of the monsters that dwell nearby.

The large prison facility, simply referred to as "The Tower", is made up four cell blocks housing a few thousand inmates each. The cell blocks are each increasingly secure and connection points between cell blocks are rigged with demolition charges to prevent prisoners from taking over the prison.

An officer of the Aquila Academy directs all security at the prison, and reports directly to the warden except in instances of military matters. Guards at the prison operate in full armour, and riot control teams are ready to spring into action at a moment's notice. Movement of prisoners is strictly controlled, and all communications with the outside is strictly monitored. Despite the high level of security, there is an active black market within the prison trafficking in everything from popular candy to narcotics.

A mineral processing facility employs the better-behaved prisoners. Despite the dangerous and taxing conditions, prisoners compete for jobs at the facility. Hard work earns privileges such as family visitation rights, access to an improved canteen,

SALCEDO MINING INTERESTS INC.

The Salcedo family dominates the mining industry in Hawking's Junction. The family is cutthroat in using its influence to open doors for their allies, and close them for those who defy them. Smaller mining operations find themselves financially strong-armed into submitting to Salcedo's interests. There are unsubstantiated rumours they may have connections with the Comuna out of Acontecimento.

and special access to entertainment. The north and south landing pads provide the only access to the cliffside facility, with auto-drones delivering ore-laden containers hourly. These regular deliveries are heavily monitored for potential escape attempts, and the prisoners' behavioural inhibitors are tied to their proximity to the prison.

Alongside the prison are the warden's quarters and the prison administrative offices. The guard housing is located on site, and full facilities available for the guard's families including a well-stocked commissary and respected educational facilities for the children.

Life at the prison is taxing for both guards and the families. The security requirements to prevent escapes means families are prisoners almost as much as the inmates. All guards operate under a three week rotation with one week of on site duty at the prison, a week off site, on call, and a week off duty. Transport off site is heavily monitored by ALEPH to reduce the chance of escape.

While life in Livingstone is harsh, the surrounding area is full of natural beauty, and the views from the Tower out onto the Norstrum Ocean are breathtaking. Residents watch the storms forming over the water. The lightning shows and cloud formations are beautiful despite being a harbinger of dangerous weather.

NEWTON CITY

Newton City rests on a series of islands in the wide delta of the Leibniz River. Newton City, in homage to its namesake, is a city in constant motion. Buildings, a term used loosely in Newton, are constantly moving across the city on the famous Newton Arches. The arches are an architectural wonder interconnecting the islands creating an ever-changing city geography as the city's buildings move across the arch structures. While visitors complain the city is only navigable with the aid of one's geist, locals love the fact they wake up to a different view each morning. The city is well-known for its annual Apple Festival offering everything from the perfectly engineered apple to a finely crafted pint of cider.

Concealed within this constantly moving city is a highly secure, cyberwarfare centre resting on a small island on a private corporate island. The Lovelace Cyberwarfare Centre is a key operational centre defending the frontlines of Maya on Neoterra and includes a heavily guarded datacrypt. EVO-troopers and military hackers are on constant alert for any incursions into Maya, and they constantly track Nomad and Yu Jing agents in an endless, invisible war to dominate the Human Sphere.

The city's techno-favelas, like the city, are fully mobile being composed of individual boats that relocate when local law enforcement cracks down on the Ateks. The boats vary widely in size housing anywhere from a single family to as many as a dozen for larger vessels. The vessels gather in clusters up and down the coast where they've found safe haven.

PAX

Originally settled by colonists from southern Europe and Latin America, Pax is home to the largest and most influential cities on the planet. Pax is the political and economic centre of Neoterra and all of PanOceania. The continent is home to the holy NeoVatican city, PanOceania's grand capital, and the stunningly beautiful vacation hotspot of Sybaris.

NEAPOLIS

Neapolis is a popular destination for the religions and non-religions alike. Built on the shores of a hundred picturesque lagoons, the waters are a visual spectacle as they change colour hourly due to a wide variety of algae blooms that make up the local flora. The waters of the lagoons even glow at night thanks to a breed of phosphorescent algae.

The broad streets and pedestrian paths are lined with stunning architecture in homage to the Baroque style of the Italian renaissance. Neapolis is regarded as the most pleasant place on the planet for a stroll, with streets meticulously planned to reduce congestion and disperse noise pollution.

Where most Neoterran cities have highways Neapolis has canals. Boats are the most popular mode of transportation ranging from speedboats racing down the canals to lazy water buses ferrying people around the city on the Grand Canals. Every Neapolis citizen has a personal watercraft, and they're said to be born on the water. All manner of water-based racing is an immensely popular pastime, from speedboats to personal watercraft, and every Neapoli follows the racing current standings.

The city is also home to a robust community of religious artists, who explore their faith through all forms of art and expression. The Dance of Light is the annual religious festival welcoming pilgrims who've travelled to bathe in the city's purifying hot springs. The festival culminates in a grand night-time water show, where jets of illuminated coloured water are set to music for the delight of viewers. Each year local artists compete to create a visual spectacle that will Papal recognition during the Pope's annual visit to the festival.

ATEK DEATHS

Ateks' lack of connection with Maya and ALEPH limits their access to public transportation systems. Ateks on Lux have overcome this by stowing away on cargo containers travelling across the continent. An entire sub-culture has sprung up around the activity with a special graffiti Ateks use to communicate to future passengers. Stowing away on the rapid transit system is extremely dangerous, and Atek deaths from falls and impacts are a regular occurrence.

THE FORGOTTEN

Ultra Block is the most secure cell block in the prison, which houses the worst of the worst of PanOceania's criminals. The residents are referred to as "The Forgotten" after the reason they were initially housed in the cell block. The Military Complex uses Ultra Block to dispose of enemy operatives that are too valuable to kill or house in a cube bank. At any time there can be up to half a dozen critical enemy agents incarcerated in the cell block who are subject to regular Cube interrogation. The Military Complex is constantly on alert for extraction attempts on critical enemy assets, and highly trained Hexas agents keep watch on these critical enemy assets.



PAX GEOGRAPHY

The continent's picturesque geography is a subject of awe in the Human Sphere. The Marsiliana Plains is home to a wide range of wineries cultivating grapes, and Pax wine country is the destination for those seeking a romantic getaway in a cosy country house.

As the plains head south into the Liro River Valley, the horizon is dominated by the Aenos range to the east and Mount Celenis to the west. These majestic mountain ranges are the destinations for hikers and pilgrims respectively. Hikers take in the breath-taking views of the Bergamo trail while staying at small inns and hostels stationed within a day's hike of one other. Conversely, solemn Pilgrims climb Mount Celenis to pray and bath in waters of the mountain's the holy shrine.

Finally, there's the sights of the bewitching southern coastline. Fossils of long extinct Neoterran life have been preserved in the cliffs where they were found. Their gigantic skeletons tell the story of Neoterra before the impact of Zeus's Thunderbolt a billion years ago.

Neapolis is a quiet city, and the residents take great pride in that fact. The city has a restrained night life, with strict rules about noise and closing times for bars and clubs. Instead, people gather in the local squares and plazas, relaxing with friends as the quiet sounds of guitars and laughter can be heard on the wind. Even this is too much for Neapolis, and residents are expected to quiet down around midnight.

San Marco is the heart of the religious art movement in Neapolis. The culture operates on a strict apprenticeship system, where aspiring artists are taken under the wing of masters for training. Each year potential students present their work to the local masters hopeful to be accepted as an apprentice. Sadly, most walk away disappointed. The lanes and canals of the district are lined with religious murals ranging from exalting to criticising, reflecting each artist's unique perspective on religion and politics. Controversy is a common theme in San Marco, much to the chagrin, and joy, of the Pope.

If one wants to bathe in Neapolis's many refreshing, hot springs then there's no better place than the Castello district. The district is dotted with spas and saunas servicing secular and religious needs. The local businesses cater to all ranges of economic status, and it's known as a place where powerful politicians will find themselves sitting next to a factory worker. Among all these locations, the Convent of Saint Cecilia is an essential stop for anyone visiting Neapolis. The convent sits at the base of Mount Celenis, and the nuns welcome a multitude of pilgrims each year. These visitors climb thousands of steps up the side of Mount

Celenis, seeking to bathe in the shrine's purifying springs while the nuns serenade the bathers with music and song honouring Saint Cecilia.

Sitting on an island in the middle of the lagoons is Murano. Murano lies just outside the jurisdictional limit of Neapolis, and isn't beholden to the laws restricting nightlife. Murano stands in stark contrast to Neapolis's quaint atmosphere. Instead, the district is a constant party, the destination for the famous and beautiful looking blow off steam in the bacchanalian atmosphere.

SAN GIOVANNI DI NEOTERRA

San Giovanni di Neoterra is a city shaped by the presence of the, now heretical, Order of the Temple. The Templars' yearning for advanced quantronic and cyber-warfare systems shepherded a robust quantronics industry that's outlasted them. San Giovanni is home to quantronic technology corporations ranging from tiny start-ups to housing the offices are the largest corporations in the Human Sphere. The influential presence of the Templars laid the groundwork which made San Giovanni a living city managed almost completely by ALEPH. The presence of such a vast array of quantronic companies also makes it one of the most secure cities from a cybersecurity standpoint.

San Giovanni is a city rocked by turmoil after the Order the Temple was disbanded and their assets distributed to the Order of the Hospital. For months, the city erupted in the street protests when the Templars were dissolved, and

demonstrators camped in front of the Cathedral of St. John of the Cross demanding the Order be restored. The protests did not save the Templars, and their supporters quickly lost any support as the evidence against the Templars was presented to the public.

Even with the evidence in the open, conspiracy theories run rampant about the real cause of the Templar's demise. The conspiracy theories inspired a plethora books, holos, and other entertainment on the subject. The most popular is "The Guardians", a story of betrayal and torrid love affairs involving a Sphere-ranging conspiracy directed by the Papal throne to capture the last true Templar and the rogue AI they're protecting. The popularity of the show and other related entertainment draws tourists to the city to see the sites related to the fall of the Templars.

The character of the city stands in contrast appearing as a solemn monastic city combined with the latest technological wonders. Despite the recent rowdy protests, the city still has an air of contemplation as if it were a temple dedicated to expanding quantronics.

The Hospital Bank dominates the local financial services economy in San Giovanni di Neoterra, heavily investing in both the medical complex and granting loans to new businesses. The Bank's motto, "Save your Money, save your Soul", has been fully embraced by the local populace. The Bank saw a large percentage of the population shifting their savings to the Bank, or donating to the Bank's related humanitarian causes. Security at the Bank is high, and rumours suggest the vaults of the monastery hold valuable Templar developments.

San Giovanni di Neoterra is a wonderful city in which to live. The Bellosguardo district dates back to the early colonisation of Neoterra. The local architecture is meticulously preserved, and the district was recently granted protected status as a heritage site by O-12. Lying at the heart of the district is the grand Cathedral of St. John of the Cross that appears as if it floats in the centre of a large reflecting pool. Beautiful hand-carved stone shrines placed around the exterior of the pool allow Christian adherents to perform the Stations of the Cross. The cathedral is famous for its respected choir that travels the Human Sphere to inspire and awe the religious and non-religious alike. The choir's daily practice echoes through the district giving the area an almost heavenly feel.

Meanwhile, neighbouring Novoli has come to be known as Little Kyoto as immigrants, political dissidents and refugees fleeing the Japanese Uprising have settled in the district. The new arrivals have

integrated well into the local culture. The district is heavily monitored by intelligence services who hold the new arrivals suspect, and the CDIC is investigating reported Yakuza activity in the area.

SAN PIETRO

San Pietro di Neoterra is the political centre of the planet and of all PanOceania, and some might say the entire Human Sphere. This grand and beautiful metropolis is the heart of temporal and religious power. PanOceania is the greatest power to exist in human history, and the decisions made in PanOceania's capital will shape humanity's future.

San Pietro di Neoterra is the seat of the Pope guiding the Christian Church. It was here, at the end of the Ad Astra Pilgrimage, that the papal throne was brought to the Archbasilica of the Holy Trinity, and the Curia and the College of Cardinals advise the Pope on church matters. The Military Orders are also stationed within NeoVatican City, overseen by the Curia. Drawing adherents from across the Human Sphere is the Basilica of San Pietro di NeoVaticano, a grand recreation of St. Peter's Basilica in Rome, inspiring the faithful.

From within NeoVatican City also comes the Church's broad financial influence through the Vatican Bank. The papal bank is sustained by donations from the faithful, and gives the Church broad influence to shape human affairs across the Human Sphere. Deep within the bank are the vaults of the Holy Archive protecting the most valuable holy objects in Christendom. These vaults, defended by a special section of the Swiss Guard, make the vault one of the most heavily guarded locations in the Human Sphere. The vaults not only hold religious artefacts, but also items that would be considered heresy, ranging from false artefacts to ancient texts that, even now in this modern era of science, unsettle the Church. Reports also suggest the vaults contain forbidden technology created by the Order of the Templar, but these reports cannot be confirmed.

The district of San Saba is a grand market and shopping district dominated by the Theia, the Lady of Light. This massive structure in the form of the Greek goddess of light holds a great orb containing the rotating Lightball Mall, providing ever changing, panoramic views of the city for locals and tourists enjoying high-end shops, restaurants. It is also home to the Neoterran Museum of Modern Art containing the greatest collection of modern religious art in the Human Sphere. This art is not only dedicated to the Christian faith, but displays modern art from all of humanity's faiths. Security is high at the museum but you'd never know it, as the guard, a special security detachment of local Block Forces, are always in plain clothes or hovering

HOSPITALLER MEDICAL COMPLEX

San Giovanni di Neoterra is home to the cutting edge Hospitaller Medical Complex in the San Niccolo district. The medical complex specialises in a wide variety of experimental medical techniques. The medical complex can handle a wide variety of complex procedures ranging from highly infectious diseases to consciousness transfer. San Niccolo is also home to the monastery of San Giovanni di Neoterra that once belonged to the Templars. The monastery is now the home of the Order of the Hospital's Grand Master as well as the headquarters of the Hospital Bank.

TEMPLAR SYMPATHIZERS

A few Templars found refuge among the Nomads, and they refuse to accept the Church's judgement. They found supporters among the Nomads for a wide variety of reasons running a wide gamut ranging from believing the evidence was fabricated, to pro-AI development groups that disagree with the international regulations on AI development. These sympathizers argue on Maya about the minutia of the trial and evidence to conspiracy theory. Nomad operatives use the conspiracy theory groups and activists as cover to operate in PanOceania, and have developed the Pizzini (see *Infinity Corebook*, p. 262) for covert communications.



behind the scenes. While San Saba is a commercial spectacle, there is also a more intimate side to the district with small shops and food stalls to service the local populace. It's here that you'll find beautifully handcrafted items and specially grown food. If there's anything you're looking for, you can find it in San Saba.

While much of the broader debate takes place in the VR-moots, officials still need to meet to organize and coordinate. The district of Ostia is home to governmental offices necessary for running the various ministries that oversee the PanOceanian Hyperpower. The offices of the President and their cabinet set the policies for the nation from capital building, and security is always high in the area protecting government officials and their secrets. The Hexahedron is not far from the political centre of PanOceania, and the building dominates a portion of the skyline. This highly secure facility is the home of PanOceania's ever vigilant intelligence service keeping watch on the security of the Hyperpower. Regular counter-intelligence operations deter PanOceania's enemies, and the course of the Human Sphere has been saved multiple times without the public being the wiser to the risk they faced.

SERENITAS

Serenitas is a quiet city where the elderly come to live out their twilight years, and families escape the hustle of larger Neoterran cities. Serenitas encompasses the entirety of Marina Azul, and the small downtown area of Puerto Rico is the only section of the city with buildings over ten stories. The city prides itself on the multitude of relaxing public parks. If all else fails, have a beer while relaxing on the beach at Playa Morgan. Life in Serenitas is good, and the residents embrace the lazy atmosphere. It's not Varuna, but it's a good place to set down roots.

The Neoterra Capitaline Army maintains a small naval facility on Coronado Island in the middle of Marina Azul. Accessing the island requires crossing the Coronado Bridge from the Puerto Rico district. The beautifully designed bridge arcs over the water, permitting naval and civilian shipping vessels to pass under. The bridge can be lowered into the water creating defensive wall blocking the bay. Patrols from the naval base monitoring low-orbit drops into the Pax-Gratia Strait by smugglers bringing illicit goods onto the planet.

SYBARIS

The Sybaris economy was built on processing resources extracted at mining platforms around Maria de la Soledad, and then shipping them

off-world via the Spinoza spaceport. When the mines started to run dry, an economic crisis was on hand, but the New Sybaris Lobby had a vision of Sybaris as a beautiful, modern city, and the populace swept them into power.

After the election, the mayor immediately set to changing Sybaris from a refinery town to a luxurious city climbing the surrounding hillsides. The harsh, industrial feel of the city was reinvented with the latest Nuevo Art Deco architecture. Large swathes of the city were remodelled or outright demolished.

Not everything went smoothly, and the local techno-favelas were situated on valuable land blocking development. After months of negotiating with the residents, the mayor ordered the favelas cleared by the Sybaris block force. Construction crews quickly demolished the favelas sparking massive protests that culminated in a week of riots and looting. Through the efforts of NRCA activists the block captain responsible was punished for his actions, but his 20-year sentence for ordering violence and turning a blind eye to Ateks Out! vigilantes was later overturned due to a suspicious lack of evidence and recanted testimony a year later. Now the former captain, Carlton Byrd, is a significant functionary and celebrity within the New Sybaris Lobby.

A decade later, Sybaris is a luxurious city, and a major holiday destination for the rich and powerful. It has some of the hottest clubs and the fashion shops on the planet. The latest Maya stars, hottest fashion designers and models are seen taking in Sybaris-style luxury. This is where the wealthy come to relax, and Sphere spanning business deals are made in this city.

The San Cristovao district is a perfect example of the city's stunning views with the finest beaches stretching for miles lined with the best cafes and hotels. The water is perfectly clear, and the reefs are incredibly active with life, making it a destination for snorkelling and diving.

The Santa Teresa district is home to Sister Ana Macedo, founder of the NRCA, and the Convent of the Trinitarian Sisters. Santa Teresa was once a techno-favela where the sisters ministered to the needs of the Atek population, but they watched in horror as the block force cleared and demolished the favela; their convent the only building spared. While Santa Teresa is the home of gorgeous hillside hotels and extravagant shopping centres, the Sisters haven't let residents forget what happened years ago. With donations collected from across PanOceania, the Sisters established a museum honouring the Atek experience telling their stories and

showing their art. The museum is now considered a key part of the cultural history of the city, and the awareness raised by Sister Ana's activities has spurred the formation of a truth and reconciliation council to address the injustices from a decade ago.

Visitors can arrive via the local spaceport owned by the Spinoza family, a once a powerful family dominating the export of extracted resources. As the economy in Sybaris weakened, the family fell on hard times almost losing their spaceport to debt collectors. The revitalisation of Sybaris found their spaceport repurposed for receiving the wealthy's private spacecraft, and the family's reputation survived. Eduardo Spinoza, the family head, has become an integral part of the local culture renowned as a playboy and political mover.

TUROQUA

Turoqua is a city of towers dwarfing any other city on Neoterra, and is the financial heart of the Human Sphere. Home to the PanOceania Central Bank, this powerful organization authenticates and sets interest rates for the Oceania, the national currency. The economy is driven by the Money Market of Turoqua, the heart of corporate competition. The corporations and banks compete on the markets as much as they also strive to outdo one another with daring displays of neotech architecture reaching towards the sky. The bankers and corporate heads that occupy the boardrooms and social clubs of Turoqua's skyscrapers are kings on their thrones vying for control of the most powerful economy in human history.

Every corporation, megacorp, and hypercorp has some sort of presence in the city seeking proximity to this centre of wealth and power. The city is a panoply of vibrant capital markets, money markets, derivatives markets, interbank markets, and quantronic spot markets, along with a million trading companies and just as many service industry firms to serve them, from hotels and meeting facilities to escrow operators and limousine hire fleets. This city is a place of wealth and excess that's displayed daily.

The corporations don't just compete financially, but aggressively through a variety of corporate espionage from personnel extractions to outright sabotage. Corporate security is ever on alert watching for potential attempts to attack their employer, and some less scrupulous organizations are not beyond resorting to bribes, intimidation, or even violence. The security is well trained and equipped with the best equipment available. While all of these actions are illegal under much of PanOceania law, most companies can't afford to have their failures publicly known and many are

ANTI-SMUGGLING OPERATIONS

Contraband smuggled onto the planet is generally focused at spaceports, but inventive and criminal organizations like the Comuna and Triad use the Pax-Gratia Straight as a splashdown location for low-orbit cargo drops. Teams of smugglers then quickly scoop up the cargo with light aircraft or boats. All manner of contraband is contained in these drops ranging from narcotics to weapons for distribution across the planet.

The Capitaline Army naval base on Coronado Island coordinates with the Territory Response Group to track and interdict these shipments and apprehend the smugglers. The smugglers get more inventive every day, and while most want to go undetected, gun battles aren't unheard of if the smugglers have the upper hand.

TURF WAR

Spinoza Spaceport has a filthy underbelly that few in Sybaris see. When the Spinoza family fell into debt, they became indebted to the Comuna. In exchange for the loans, the Spinoza family allowed the Comuna to smuggle contraband through the port. Once reluctant members of the Comuna, the family has fully embraced its role in the criminal enterprise.

The spaceport is the key entry point for nitroaine trafficked through Sybaris, and the enterprise's corruption reaches the highest levels of the city administration. Special Narcotics Force investigations into the smuggling ring find themselves constantly chasing their tails. The Triad recently set its eye on Spinoza Spaceport, and they're determined to take control of the operations on the planet. A turf war is brewing in Sybaris characterised by fast cars, beautiful people, and lots of money.

LAGARTOS COLOSO

The long-necked *Lagartos Coloso* are asexual creatures that instinctually migrate long distances. At the end of each migration they may lay eggs and enter a multi-year hibernation cycle.

The newly hatched young protect the hibernating adults while moving through the spawning ground in tiny herds. When adults awake from hibernation, their young follow them on their migration across continents.

Smaller breeds are farmed for their meat as cattle can't survive in the Neoterran environment making beef a bit of a delicacy. The largest breed stands over ten metres tall and wanders Gratia Archipelago in massive herds. Resplendent in vibrant colours, they are a huge tourist attraction with many visiting their costal spawning grounds.

FINANCIAL CRIME UNIT (FCU)

As Turoqua is the centre of banking and finance, the CDCI headquarters is also the home of the organization's Financial Crime Unit that focuses on enforcing PanOceanian financial law. The unit is constantly on the alert for financial fraud, money laundering, insider trading, and other financial crimes. The officers of this unit receive a chilly reception when they appear in the lobbies of the most powerful businesses in the Human Sphere, and much to the chagrin of the powerful corporate entities, the officers of the FCU are notoriously principled. These incorruptible officials know their duties secure not only the financial future of the PanOceania, but the Human Sphere itself.

quietly sweep under the rug with a skilled public relations campaign.

Turoqua is also the headquarters of the CDCI making it the centre of transcontinental law enforcement on Neoterra. The facility is the command centre of law enforcement operations happening across Neoterra with actions and investigations taking place with local block forces all the way to the Auxilia. The facility is also home to the CDCI's primary training facilities, and recruits from across Neoterra are constantly training to uphold law and order on Neoterra.

While Turoqua is the financial centre of the Hyperpower, not everything is excess and glamour. Life for those who live in the shadows of corporate towers can be difficult. The city caters to the rich and powerful, and corporate security teams sometimes run roughshod over those at the bottom. This is especially true of the Atek population, who's only places of refuge are in the sewers and maintenance tunnels of the city. The communities are impressive and the tunnels have become home to their own cultures with trade, commerce, and even fledgling governmental systems. While the Ateks have carved out some semblance of a life, there are also violent Atek gangs who exert their power and control over the populace, and Ateks Out! vigilantes harass the local population with corporate backing. This is a place forgotten by those in their lofty towers, and a place where a person can disappear if they've caught the eye of corporate security.

SOLITUDO ISLAND

Human settlers arrived on Solitudo Island, an island abundant with life, but that changed all too rapidly when something — expert opinion remains divided on what — contaminated the island's ecosystem. A massive die-off of plants ensued and the animal population soon followed. Many settlers starved before follow-up flights from Earth were able to bring more supplies. Today the island is a barren wasteland, good for growing nothing but rocks. Only the tall, spindly Archer Willow trees, lithophytes which draw their sustenance from the air, remain. They cover the southern part of the island, their green upper fronds creating a canopy high above that leaves the ground level in perpetual gloom.

The southwest of the island is dominated by the cloud-shrouded peak of Pico Rubio. The mountain has cultural significance for the island's residents, and they maintain a New Year's Day tradition dating back to the first days of colonization. Each year, a group of residents hike to Pico Rubio summit to location is where the first colonists signalled

the relief vessel that saved them. The pilgrimage honours those who died on the island over the past year, and is seen as an opportunity to unburden oneself. Each pilgrim carries an item of personal significance to the deceased, or themselves, to honour them or pay penance for transgressions. When they reach the mountain's summit, the item is left at the peak on the cairns of other items that have accumulated since the first days of colonization. It's said that when you look out from the peak all of your burdens from the past year are lifted off you. The tradition has sparked the imagination of some Neoterrans, and tourists are starting to take the pilgrimage each year alongside the island's residents. Anthropologists from Firozabad study the cairns and Atek scavengers sometimes claim useful items.

SANTA MARIA DE LA SOLEDAD

The sole city on this desolate island is Santa Maria de la Soledad. Located on a rocky spur that juts into the sea at Bahía de San Jorge, it is dominated by the undersea resource extraction industry — drilling platforms and support facilities for undersea mining.

Santa Maria de la Soledad is settlement with few permanent residents, and all commerce in the city focuses on servicing the worker population. The city is a rather bleak place to live and work, contributing to higher rates of substance abuse, domestic violence, and other scourges compared to the rest of Neoterra. Despite this, the workers are a tight community and look out for one another with a reputation for solving their own problems.

The city itself is little more than a collection of housing structures for the platform workers and their families, the docks and the related processing facilities for extracted resources. Housing here is Spartan from a PanOceanian point of view with meagre shopping and entertainment facilities for workers back from their month-long shifts on nearby extraction platforms.

The city docks are the roughest part of town and are in constant operation loading and offloading resources. The area is a mass of temporary residential hotels, food stands, pawn shops, restaurants, brothels and rowdy bars that are open all hours. Its sleazy reputation means most workers' family members frequent the local shopping district on the west side of town.

A huge facility called the Resource Reception Facility dominates the city and its operation can be heard day and night. The facility receives resources via an underwater network of conduits connected

to the extraction sites in the Bahia de San Jorge. The conduit system moves tons of resources per day in magnetically levitated containers, and workers and support personnel are transported via passenger containers. Resources are then distributed to the local processing facilities or loaded on ships for transport to other facilities on Neoterra.

SPEs ARCHIPELAGO

Spes Archipelago's biosphere is home to a wide variety of species not seen anywhere else on the planet including mammals and birds. This biodiversity draws a wide variety of researchers seeking to understand Neoterra's ecosystem, and get a window into what Neoterra might look like if Zeus's Wrath had never devastated the planet.

The biosphere is robust, and the low risk of catastrophic ecological failure resulted in less stringent contamination protocols, with the island settled by numerous settlements called *spes-gaanv*. The people of Spes Archipelago are not confined to cities and are spread out across the Archipelago.

In efforts to preserve this unique biological diversity the people of Spes border on almost ecological fanaticism. Environmentally sound expansion techniques and conservation drive the local economies and politics. Local lobbies can't expect to gain a foothold without clear environmental plans.

The early settlers of Spes hailed from the Indian sub-continent on Earth, and a slim majority of the population is Hindu, which gives this region more cultural heterogeneity than found elsewhere on Neoterra. The archipelago is full of shrines and temples honouring Hindu gods as well as grand Christian churches.

AIRAVATA

Airavata is city made of twenty distinct districts spread across the valley from the shoreline to the base of Mount Meru. Each district has a unique character and attitude. Hindu pilgrims come to worship at the Airavata Shrine at Mount Meru's base. The six-day pilgrimage requires a stop at each district's unique shrines and temples, fuelling the local economy. The pilgrimage has become popular with non-Hindus, and celebrities on pilgrimage are as much a part of the sights as the local districts.

The unique flavour of each district creates a diverse community who've developed friendly rivalries. The people of Airavata love variety, this is shown no better than in their food. The region's unique cuisine,

dubbed pilgrim's cuisine, draws inspiration from food designed to be eaten on the go by pilgrims traveling to Mount Meru. The food is a hodgepodge of multiple cultures and cuisines, inspiring chefs to open restaurants dedicated to a specific style, but the best versions come from the small vendors who sell to pilgrims on the road to the Shrine.

AMARAVATI

Amaravati is the City of Maya, as the slogan goes. Elite research facilities located in the city-state's four development parks develop cutting-edge prototypes filling the city with the most advanced technology in the Human Sphere. The population is looking for the newest technology, and happily participate in public beta tests of the latest innovations. The biggest Maya entertainment channels also call the city home, creating a media macro-bubble and Amaravati's population is rated as the most evercasted people in the Human Sphere. Additionally, highly automated manufacturing plants turn out the best vehicles and auto-droids, and the city is dominated by an annual car and droid show each year showing off the latest concepts and prototypes.

Amaravati springs from four *spes-gaanv* linked by the local maglev system. The city is vibrant and exciting despite some saying that the city lacks the character of that makes other cities on Spes unique, and the city's residents have a reputation for being shallow. It'd referred derogatorily as "Surfista City" for the degree to which everyone seems obsessed with their commlogs and social media presence. Each district has its own unique character whether it's the visual spectacle of the building-tall holograms and Maya concerts of the Kandiwali *spes-gaanv*, or the augmented reality chaos of the Andheri East district. Despite how some other Spes Archipelago residents deride the city, the city is known for its friendly and celebratory atmosphere. The locals are always happy to show someone around the city, sharing the latest innovations with visitors.

FIROZABAD

Firozabad is several densely-packed *spes-gaanv* villages that grew together to form the largest city in the Spes Archipelago. Its towers, scattered between the former *spes-gaanv* city centres, form organic curves that twist into the sky like the tendrils of some heaving plant. This design has inspired the city planners, and Firozabad's layout feels like you're walking through a jungle creating a contrast of high-tech structures and verdant green spaces that flow together seamlessly. The local vernacular is Hindi, a testament to the majority population of Indian descendants who originally founded Firozabad.

SPEs LYNX

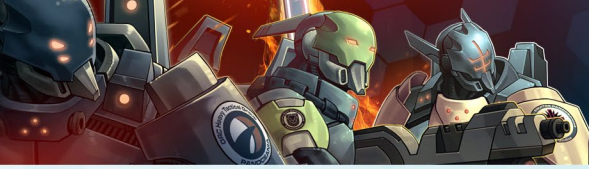
The fast-moving, six-legged, feline-like mammals are nocturnal pack hunters indigenous to the Spes Archipelagos. They are mischievous, social animals that evolved the ability mimic sounds to draw in prey. They have even been known to mimic human sounds, and their sociability has made them popular as native pets. They come in a range of colours that allow them to blend into the verdant jungles of the archipelagos.

SPEs GEOGRAPHY

Spes is formed of four smaller islands sitting on the same continental plate. Relatively uninhabited, Ramaniyaka Sub-Archipelago is dominated by two inactive volcanoes, and the most impressive feature on the island is the stunning Kunchikal Falls.

Prithvi Island is a dense jungle filled with swamps and rivers that meander across the island. The rivers are abundant with a wide variety of life, but the most famous species is a chubby and lethargic green reptiles that swims alongside boats full of sightseers.

Svarga Island is the largest of the islands, with Mount Meru dominating its southern coast. From the mountain's northern base, jungles stretch all the way to the city of Amaravati. The rolling hills are easy to transverse, but the aggressive species of trapper vines makes the jungles dangerous. Trigarta Island is the least rugged of the islands, and home to an array of communes spawned from Neel Parvat. The jungles of the island are sparser than the other islands, and a pair of rivers meander through the island. The island is famous for receiving torrential downfalls that last for only a few minutes at time.



MOTOR SPORTS

Firozabad is also home to an obsessive racing culture centred on the Surya Motor Speedway. This configurable, multi-track speedway provides racing enthusiasts with the most exciting car races in the Human Sphere. The track is built with a unique system of rotating road sections, and the track can be configured into a wide variety of circuits. There are even some races where the track is reconfigured mid-race requiring constant vigilance by the drivers.

PIRACY

Piracy in the Tencendur system is an embarrassment to PanOceania. In reality, it is a relatively minor issue, but it's perceived as a significant menace which the Knights of Santiago constantly strive to bring under control. One infamous and evasive source of piracy is former Haqqislam corsairs in violation of Haqqislam mandates. They're hunted by caravanseraï officials and the Knights of Santiago, but the pirates have assistance from corrupt officials. One of the most famous pirates of the belt is Sayyida ed-Din, a former corsair now turned pirate, whose legend grows with every theft. She's described by survivors as a charming rogue with a strict code of honour.

The Firozabad skyline is dominated by the crystal domes of Narada University atop the Valmiki Towers. Narada University is the preeminent university for political and social science in the Human Sphere shaping the way humanity understands itself. The university is home to the most respected researchers in their respective fields. The city's residents have a reputation for a love of political debate, and one can always find a VR-moot debating all host of topics.

NEEL PARVAT

The *spes-gaanvs* surrounding the city of Neel Parvat embrace Neoterra's environmental idealism, fuelling ecofriendly industries and global activism. The residents pride themselves on their diversity, and balk at more traditional parts of PanOceania society. It's the most ideologically diverse city in the Human Sphere, hence the local joke, "What's the only thing Parvatians agree on? Recycling."

The city's bohemian attitude is a haven for alternative medicine, splinter Hindu and Christian sects, and pioneering musicians of the Neo-Ragga genre. As you wander the streets of Neel Parvat the local culture shifts from street to street. The city's culture welcomes everyone on the condition of mutual respect. This cultural diversity spurred the Nomads to establish a small Commercial Mission in the city presenting a unique diplomatic opportunity, and Nomads from Bakunin feel oddly at home in Neel Parvat.

The locals embrace all of the city's idiosyncrasies with abandon, but tensions from the outside are pressing in on Neel Parvat. The splinter sects allowed to prosper in the city are butting up against the interests of NeoVatican City, and the local cardinals and bishops are pushing for more oversight of these groups with the local lobbies. They are meeting stiff resistance from the most powerful lobby in the region, the United Sphere lobby, dedicated to uniting the Human Sphere under O-12 to stand against the Combined Army.

The economy of Neel Parvat is as diverse as its residents, and everyone is a CEO in Neel Parvat. Neel Parvat's economy runs on locally owned and manufactured goods with extensive, public micro-factories available for residents to produce wares for cottage industries. These unique goods are gaining popularity across the Human Sphere. Neel Parvat is the centre of environmentalism on Neoterra, and city planners plan environmentally sound city expansion, while local companies develop the latest environmental technology with the ultimate aim to restore the environment of Solitudo Island.

TENCENDUR SYSTEM

Tencendur, a G2IV class star, is a centre of commerce in the Human Sphere, and ships transiting take advantage of access to the Circular routes. An Order of Santiago station watches over the exit of each wormhole; coordinating patrols, performing cargo inspections, and other law enforcement activities. Vila Boosters accelerate ships to the interior of the system. Most of the boosters are aimed at Neoterra, but some facilitate travel to Zeus and Poseidon.

HERMES

Hermes is the closest planet to Tencendur and has a rapid orbit of 60 days. The proximity to the star creates a hellish environment. Suseia Station is an Order of Santiago facility, and the planet's sole orbital station resting perpetually in the shadow of the planet. The personnel keep watch over the scattered stations on the planet's surface. Hades is considered the worst assignment in the system, and being assigned here is often seen as punishment.

APHRODITE

Aphrodite is home to a large, privately funded terraforming study backed by eclectic, wealthy patrons that is the butt of jokes in some circles. Their experiments, if successful, will make the plant partially habitable in 300 years. The planetary mining facilities are constantly at odds with the terraforming project, and their lawyers' legal wrangling to stall new mining projects. The Order of Santiago Sword station monitors traffic around the planet and regularly works to intercept smuggling traffic destined for the mining facilities.

NEOTERRA ORBIT

ORBITAL STRUCTURES

Neoterra's orbit is filled with a wide variety of orbital facilities ranging from small, private habitats to massive shipyards, and orbital traffic control systems manage thousands of orbital transits a day. Neoterra's orbit is defended by the PanOceania Navy, the Order of Santiago, and an array of Trebuchet-Class orbital-defence platforms; powerful railguns that can also be repurposed for ground support in the event of a terrestrial invasion of Neoterra. Most traffic in Neoterra's orbit moves through the Neoterra Orbital Spaceport, and it's the busiest facility in the Human Sphere. The security personnel are highly trained and professional and supported by an Order of Santiago team assigned to the astroport.

Spaceship maintenance and construction constitutes a major part of the orbital economy. The Astilleros Cardama shipyard services a wide variety of vessel classes including gantries for repairs on sections of the circulars, and the shipyard is famous for performing unique modifications and custom jobs. Astilleros is overshadowed by the Military Complex's Factorias Vulcano shipyard constructing the ships of PanOceanian Navy.

Floriana Station is an Order of the Hospital secondary headquarters containing a number of maximum security vaults. Conspiracy theorists claim the vaults house a rogue AI, named Bahamut. The AI is a ruse to draw in Templar sympathizers, but actually contain secret data and money, possibly out of the watchful eye of ALEPH, for well-connected PanOceanian tycoons.

SELENE & ARTUME

Selene is the smaller of Neoterra's two moons with an orbital period of only 13 days. The moon shows evidence it shielded the planet from asteroid impacts, and there's a large scar believed to be from when Zeus's Thunderbolt scraped the side of the moon before impacting Neoterra. The primary industry on Selene is the mining dominated by the Cordoba Mining Network, operating a small network of mining facilities whose mining drones extract iron and titanium. The larger and more distant moon is Artume with an orbital rotation of 53 days. The moon is geologically active and has a thin sulphuric atmosphere. There are half a dozen catcher stations in orbit catching shipments from launched from Zeus and Poseidon.

ZEUS

This large, purple gas giant lying 6.2 AU from the Tencendur surges with storms. The planet is surrounded by a dense and unstable asteroid belt created by the destruction of a moon (see *Climate and Geography* above, p. 31), and asteroid mining is the planet's major industry. The Olympian Belt is a wealth of resources, but mining on the asteroids can be a dangerous affair due to frequent collisions and orbits that take the asteroids into the gas giant's atmosphere. These unstable asteroids are called "Skippers", and mining them is illegal under PanOceanian safety regulations. Despite that, illegal Skipper miners perform death-defying feats to extract the resources from the asteroids before they tumble into the upper atmosphere of Zeus.

CHAVENA STATION

This rough and tumble asteroid station houses work crews mining ice and ore. The station consists of a main living space in a rotating gravity ring and the low-g mining facility under the asteroid's surface. Nomad miners face regular discrimination and workplace danger. Civil unrest is common and the local security force cracks down harshly. Nitrocaine and other stimulant abuse are high on the station due to intense work schedules, and the security force's investigation struggles to find the source.

SHASHTAN STATION

Shashtan station is a joint venture built by the Group of Six, an organization formed of the most important PanOceanian corporations: Motronica, Omnia Research, MagnaObra, Minescorp, Multicomm, and Oxyd. The station is a place of free trade where the corporations rule, and it is a vibrant station with a bustling market and low gravity manufacturing facilities making it a centre of trade in the local Zeus system. The Group of Six have recently extended investment opportunities to Vinamayama Industries and CineticS.

A Nomad Commercial Mission on the station provides the corporations with convenient access to the Tunguska data crypt for covert transfer of data and money. The mission is concerned about the treatment of their people on Chavena Station, and their efforts to organise the local workers is meeting serious opposition from the station's director.

POSEIDON

This deep blue gas giant lies a distant 28 AU from Tencendur. There are hundreds of gas mining stations in high orbit whose drones to dip into the upper atmosphere to harvest gas for refinement at Eryx Station. Poseidon is orbited by six moons: Amphitrite, Idyia, Hippo, Lilaea, Nemesis, and Petraea. The moons are home to a number of isolated research stations studying everything from the mundane to risky paths of study and research.

An O'Neil cylinder named Eryx Station is the centre of local gas refinement, and the first stop off for many ships entering the Tencendur system. The Order of Santiago maintains docks at the station for maintaining their fleets operating in the outer system. The Neoterra-4 Nomad Commercial Mission negotiates trade and watches over Nomad interests in the Tencendur system.

MAHRAJAN CARAVANSERAI

A Haqqislam *caravanserai* orbits Zeus acting as trade centre for the outer planets of Neoterra's system, and is in direct competition with Shashtan Station for control of the local markets. The fierce competition results in mutual acts of sabotage, cyberwarfare, and other covert actions. The Knights of Santiago try to corral these activities, but there are constantly stonewalled, and the station is accused of acting as safe haven for Haqqislamite pirates in the system.

CRONUS OPERATIONAL BASE

Cronus Operational Base is the local command post of the PanOceanian Military Complex's Armada. It services three destroyers dedicated to patrolling the crowded Olympian Belt. While the destroyers project the station's power, the Order's smaller shuttles and patrol boats investigate crimes, mete out justice, and settle disputes between the belt's multitude of independent mining groups. The station has holding cells for serious criminals and fugitives, but those prisoners must be transferred to a long-term holding facility.

VARUNA

VARUNAN
CLIMATE &
GEOGRAPHY

Varuna enjoys a warmer climate than Earth, owing in part to the high humidity and natural build-up of vapours in the atmosphere. Inhabitants of Varuna are no strangers to sweat when working, but the temperature is exceptionally well-suited to relaxation for most of the year. The average summer temperature is between 25°C and 33°C and is capable of climbing into the high thirties and low forties on rare occasions. Across the rest of the year, there is little deviation.

Rain is a common occurrence on the planet, but the showers rarely stray over the landmasses due to the immensity of Varuna's ocean. Showers vary from a

light drizzle to small storms, but outside the rainy season, it's rare for a day to see more than fifteen minutes of rainfall. Thanks to the sloped topology of the archipelagos and the well-constructed sewerage systems on Varuna, on the odd occasion that rain reaches the shoreline it rarely leads to flooding. This beautiful weather is fundamental to the Varunan tourism complex, ensuring the Varunan beaches are paradise year around.

An odd weather phenomenon occurs in Varuna's atmosphere when a ship or foreign object attempts orbital entry or exit. A sudden upset of the vapours and moisture in the atmosphere causes the rapid formation of rain clouds. It is rare for ships to enter Varuna's atmosphere outside of the spaceports or orbital elevator, but these places are beset by narrow corridors of constant rain. This stands in stark contrast to the rest of the planet's sunny weather. Tourist vessels are normally cleared for



night-time landings to mitigate the cloud formation. Both meteorologists and military scientists are interested in the phenomena as it allows them to track objects that enter Varuna's atmosphere, whether it is debris or an unregistered spacecraft.

Winter is a foreign concept on Varuna. In the hot season, the temperature rises to its most pleasant, and the warmer days of Varuna are the selling point for many visitors. Dehumidifiers are commonly used to control the humidity levels in hotels and buildings, as it can become uncomfortable. The cold season is ironically named, since the temperature only drops slightly compared to the hot season. Temperatures hover around the mid-twenties, and the humidity calms somewhat. Fog is common in the morning or at night due to the cooler winds. The rainy season is unique and most disaster prone, but is also mercifully short, occurring planet wide every ten months for two weeks. Interrupting the cycle of the hot and cooler seasons, large volumes of rain fall in staggered patterns across the planet while temperatures continue around the norm.

DISASTER READY

Varuna is no stranger to potential disasters during the rainy season. While violent storm surges and hurricanes are a rare occurrence, previous storms have prompted the Varunan people to be ready to ensure the safety of any clientele. Varunans pride themselves on the structural durability of their towns and cities, as well as the ironclad solidity of their disaster reaction plans.

Fatalities and structural damage due to natural events are universally low because of this culture of preparation, and community relief from the effects of storms is quick and efficient. To the average Varunan, these events are just another part of life. It is a common joke amongst the hospitality workers of Varuna's coasts that the storm season is simply the last and most violent guest of the tourism year.

Earthquakes on Varuna are incredibly rare and generally weak but have been known to cause tsunamis. Experts have mapped earthquakes and fault lines to better prepare for the influx of water.

THE SURFACE

Although the landmasses of Varuna are small, they are packed with vegetation and wildlife. The tips of underwater hills and mountains that reach for miles under the ocean form Varuna's four major archipelagos. Pre-colonization flooding occurred when Varuna's polar caps melted, leaving only the highest ground unsubmerged. Several rivers and lakes run between the mountainous areas of the archipelagos as a result of this.

Other waterways formed when the few remaining natural dams were broken by years of pressure from the rising ocean. There are very few independent water sources on Varuna. Nearly every inland body of water connects to the ocean through overland paths or through subterranean water flows. Freshwater sources are created with desalination processes or stored using rain collection devices. These devices range from the advanced storm veins that spread like wings over the Living Cities to simple tarps pulled over impromptu houses by the Ateks.

THE DEPTHS

In many ways, Varuna is a vertical world. Not in the way of towering mountains and skyscrapers however, as the small amount of landmass can't support skyward structures. Underneath the glimmering blue waters of Varuna's ocean stretches another world, though. Forests of coral surround immense subaquatic mountains and canyons, a landscape few other worlds can boast. Varuna is home to the deepest aquatic points in the Human Sphere, with depths exceeding 20,000 meters.

During the initial mapping of Varuna, communication with the Helot people led to the process of separating these locations into three depth bands. First is the *sissala*, or 'uplands.' The *sissala* has warmer waters and plentiful light and contains much of the vibrant wildlife of Varuna. This band of the depths, which includes the landmasses above the waters, is the most extensively charted, a union of PanOceania's advanced geographical mapping technology and the assistance of Helot locals.

The second level of the depths is referred to as the *sissolu*, simply translated as the 'waters.' Down in the *sissolu*, light is still present but dim, and many of the planet's less attractive flora and fauna make their homes here. Helot communities tend to favour this depth, as the unique Helot pressure-sensitive biology is most productive there. The strong currents make this depth the most turbulent of the three, requiring care to navigate.

The final depth is the *kossulu*, or 'deepwaters,' and is only lightly mapped compared to the other two depth bands. The pressure, lack of light, and incredible cold make travel to this depth dangerous without proper care and preparation. Some information has been gained from talks with the Helot people, but for the sake of tradition, they tend to stay tight lipped about the *kossulu*, wishing to respect the privacy of their elders, the *kossomn*.

THE TASSALA

To combat the lack of landmass above water, early settlers used temporary and crude rigs to expand

THE FIRST SETTLERS

Though a majority of the Varunan people are descended from Australians, the initial settlers of Varuna were drawn from Nadu, Tamil, Polynesia, Kerala, and the Malay Archipelago. Their experience with tropical climates proved invaluable during the initial stages of settlement, and the task would have been impossible without their efforts.

HURRICANE SOLOTOLO

Varuna's worst natural disaster on record was one of the first to hit the planet after human colonisation. Hurricane Solotolo caused hundreds of millions of Oceanas in damage and cost hundreds of lives. Disaster relief was thankfully quick enough to prevent more deaths. Since Solotolo, Varuna's disaster prevention laws have been enforced rigorously.

UNPLUMMED DEPTHS

Beyond mining there is little interest in the *kossulu*, which suits the more secretive activities of the PanOceania government and military complex just fine. The few species that make their home at this depth are truly alien compared to other creatures on Varuna.



DURALAN FIVE

The most notorious *tassala* rig still in operation is the Duralan Five rig. A massive web of metal and rust, the rig was at the centre of a massive radiation leak early in its life when its reactor entered meltdown after a particularly harsh storm smashed it against the coast of Gurindam. Though it has since been repaired and depowered, no one trusts the relic of a rig anymore. The rig holds a small, permanent population of Ateks, leading to difficulties in permanently removing the rig.

outward from the small islands, developing farms and mining platforms to pursue their business. The Helots called these rigs *tassala*, and the name stuck with the local humans.

The *tassala* and the companies building them were indifferent to the damage to the local ecosystem, and this occasionally brought them into conflict with displaced Helot communities. It was common that these pods were forced to leave areas occupied by the supports used in rig construction and machinery to prevent natural reclamation by coral and seaweed.

As more and more humans settled on Varuna though, these temporary solutions became inefficient and outdated. Modern *tassala* are marvels of engineering, built to support the local wildlife, encourage coral growth, and some even provide housing for Helot pods. Some say the only reason the companies that produce the expansions followed a more ecologically sound solution was to support the tourism industry, but no one wishes to argue the fact thanks to the benefits the new rigs offer.

Though nearing completion, the phasing out of the old *tassala* rigs is an unfortunately slow process. For the Varunans, this can't happen fast enough, as their ugly construction is a distraction from the sleek elegance of their modern counterparts.. Recent developments in the *tassala* include a newly developed plant species that actively desalinates water that flows inland.

competition was fierce. Luckily for Varuna, the mud toad isn't the only terrestrial animal.

The suncrest is a serpentine avian creature sporting four wings, a strong, dextrous tail, and a sharp beak. Suncrests earn their name from their bright plumage, which is a vibrant yellow and orange. They are graceful creatures that hunt mud toads almost exclusively, leading to Varuna's love of suncrests due to the effect a flock of the creatures has on the local mud toad population. The popularity of the suncrest has spread to other aspects of Varunan culture, including the popular Scuball team, the Syurga Suncrests. It is also the name given to a particularly gaudy line of luxury watercraft.

The rest of the wildlife in Varuna is primarily found underwater. The most popular and beautiful species are found in the *sisssala*. Brightly coloured *Kidok* (robe-fish) sport beautiful patterns. *Kidok* earn their unusual name for their fins, which secrete a substance resembling cloth to envelope the animal. When threatened, the *kidok* can shed the substance as a distraction and dart away to safety, regrowing its 'robe' over the course of a few days. The population of *kidok* has only grown stronger with the arrival of humanity because the *tassala* drove away the natural predators of the robe-fish.

The robe-fish share their environment with a species known as serra-fish, a familiar creature to Earth travellers as it resembles a salmon. Inherently social animals, serra-fish stick to large schools when travelling, splitting apart upon arrival at a reef or algae bloom to feed and mate. It boasts highly reflective scales used to communicate with their schools in vibrant displays of colour. The serra-fish is the staple of many predators' diets, lacking any comprehensive defence and suffering from high visibility as well as admittedly poor intellect.

The more predatory species of the uplands include the Ithican Arrow and its natural predator, the Narain Stingray. The Ithican Arrow is a strange creature, more akin to a sentient torpedo than a fish. Notable for its incredible speed underwater, it uses a pressurised gland to swallow and expel water at an incredible rate, allowing it to outswim most predators and chase down its own prey.

The Narain Stingray is a cunning creature in contrast, a master of camouflage and ambush tactics. A polychromatic creature about half a meter wide, the Narain Stingray uses its colour-shifting abilities to blend into the vibrant coral of the uplands and wait for passing wildlife. It then dazzles its prey with a lightshow of bioluminescence before striking with its harpoon-like tail. This same ability allows it to elude the few predators that seek it out, allowing it to daze and injure them before making good on its escape.

FLORA AND FAUNA

Though the majority of Varuna's ecosystem lies beneath its ocean, life has also evolved to survive on the archipelagos. These species range from familiar amphibious life forms to more alien creatures.

FAUNA

The most populous of the island species is the strange creature known as the mud toad, named for the amphibian pests of Earth. A subaquatic species, they nest in rivers and inland waterways and are squat, spherical creature with a limb span of about thirty centimetres. The mud toad has six limbs, four legs and two appendages with mouths at their tips. The creature's ears and eyes are hidden well on its body, blending into the natural patterning of its smooth skin. The mud toad consumes plant matter at terrifying speeds and accumulates stores through fat pockets in its body. This appears to be an evolutionary defect, once valuable when digestible resources were rare on the archipelagos and

KÖRURU

A mythic creature named by the Hawaiian crew that claim to have discovered it, *Köruru* is described as an immense shadow that tipped over a fishing vessel early in Varuna's settlement. Since then it has become a cryptid to the Varunan people, the same as the Loch Ness Monster or Bigfoot. Though many doubt the authenticity of the tale, sightings of large, shadowy creatures are becoming more common as the deepest depths of Varuna are explored.

Deeper into the ocean, the glamour of the upland species is replaced with a simple majesty. The *badak*, nicknamed the rhino whale, is a legless amphibian about three meters long. A gentle herbivore, it mainly consumes underwater plants but will occasionally surface to eat dry vegetation to supplement its diet. It is during these times that Varuna's Atek population hunt the docile creatures. Though the skin of a *badak* is tough, the meat is nutritious and admittedly tasty. A single *badak* can feed a small community for a week. These aren't the creatures' only predator however.

The *jerung*, a creature vaguely similar to Earth's stingray, is the apex predator of the *sissolu*. Dark grey with razor sharp teeth, these predators can grow to surprisingly large sizes with some growing larger than three meters in width. The *jerung*, deceptively fast and voracious, hunts its prey silently and relentlessly. It is rightly feared not only by the wildlife, but Helots and humans alike.

In the deepest reaches of the *kossum*, the *Gaim Moyu* dwell. Large cephalopods with a single large tentacle, most span between three and nine meters long. Some species of *Gaim Moyu* can grow larger than this and have several tentacles, but these are rarer. The *Gaim Moyu* live secluded lifestyles in the deeps, only surfacing to feed on small fish and plants. *Gaim Moyu* don't possess the speed to chase down their prey, usually serra-fish, and rely on tiring their quarry out. They have been known to attack human craft that they perceive to be territorial or mating rivals.

FLORA

The plant life atop the archipelagos tend towards simplicity. Much of the biodiversity of Varuna's terrestrial life vanished with the rising tides, leaving only the most durable species. The most notable terrestrial species is the coral known as *kubala*. Invertebrate colonies, *kubala* grows out of the water onto the shoreline to nestle in the nutrient rich earth, creating white and chalky forests.

As with animal life, the plant life of Varuna becomes more diverse when entering its oceans. Lemuria algae is one of the planet's most interesting examples. Named after the Lemuria archipelago, the algae is hailed as a miracle organism with an incredible amount of applications in science, medicine, and even construction.

Katallpeacs seaweed is also an important plant for the inhabitants of Varuna. Though ordinary, *katallpeac* has one remarkable quality, its adhesive properties. Dead *katallpeac* drifts to the surface

of the ocean and fuses together when exposed to the air, creating natural formations known as lily pads. Helot communities used these lily pads and the currents to travel from one archipelago to the other, a practice still used in the present by more reclusive Helots.

Across the Sphere many people talk of the incredible oceans of Varuna and how they seem to glisten unlike any other ocean. This can be attributed to the microscopic excretions of a fungus known as riftweed. Riftweed grows within the coral reefs of Varuna and constantly sheds reflective particles that are carried through the currents of the planet, and over the years has almost become global. Sometimes a shift in the ecosystem or climate from a natural disaster causes riftweed to dump a large amount of these spores in an effort to reproduce rapidly and survive. The oceans of Varuna shine on these occasions, and Varunans view the event as a sign of rebirth and reconstruction.

ECONOMY

Varuna is a natural jewel in the Sphere, famed for its beauty and intrigue. It is little wonder that one of its primary sources of income is tourism. Every day thousands of people pass through Varuna's star ports, looking to escape from the rigors of their home and work life.

Varuna is home to many natural wonders such as the Ó Hailpín Deep (the deepest underwater point of the Sphere), the coral reefs of Atlantea archipelago, and the seasonal migration of the serra-fish, which causes the oceans to shine. These sights and many more continue to attract visitors. Varunans have become the masters of seafood in the Human Sphere and proudly supplement this with carefully selected and grown produce both local and foreign.

Despite tourism being its most visible industry, Varuna's major export lies in aquaculture. The immense amount of exploitable resources within Varuna's ocean is staggering. Hundreds of companies farm entire species of fish and plant life, exporting them to the rest of the Human Sphere. *Katallpeac* seaweed's adhesive elements, once refined, make excellent glue and construction paste, the preserved scales of serra-fish always find their ways into fashion trends in foreign capitals, and *kidok* are a much sought-after pet. Beyond the allure of the tastier breeds of fish, certain plants and organisms have proven to be invaluable for medical and scientific use. Though Lemuria algae is the most famous in this regard, several other species have offered new and exciting insights across a variety of fields, and Varuna benefits from selling them (in controlled moderation of course).

TITANTIC DEPTHS

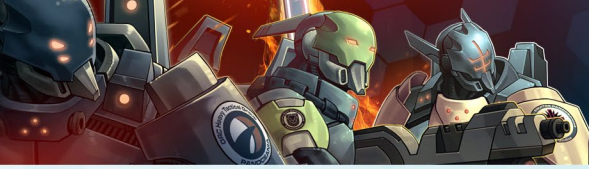
There are rumours of even larger animals than the *Gaim Moyu* in the further reaches of the *kossum*, titanic creatures that can reach sizes exceeding thirty metres. They are described as having ink black skin, making it near impossible to spot them. Tales of sudden and violent currents rocking deep sea explorers and immense forms blocking spot lights have become more common as the years pass. A majority of Varuna's scientific community dismiss these creatures as little more than phantoms, wild stories told by panicked submariners. Helot pods sometimes pass down stories that include creatures matching these descriptions, describing them as the guardians of the planets secrets. As to what this means, no one is clear.

ATEKS OF THE KATALLPEACS

It isn't unknown for small communities of Ateks to take up residence on one of the *Katallpeac* lily pads and drift to different parts of Varuna. Some Varunans have learnt how to predict the movement of the lily pads from Helots.

HELOT LABOUR

The mining and aquaculture industries both make prolific use of Helot workers. Treatment of the Helot workforce has always been a black mark on the reputation of Varuna's companies, who exploit the gaps in the relatively young laws that protect the Helot people's rights and worker protections. Mistreatment, overwork, and poor pay are common, and the work of the hypercorporations makes progress at closing these legal gaps slow.



ATLASIUM

Atlasium was discovered shortly after mining operations on Varuna began. When tested under pressurised conditions, the alloy was found to be eight times more stress resistant than other leading construction materials. Export of the ore is Sphere-wide, and now several space and aqua-craft can claim a small percentage of the Atlasium-Teseum infused Herculeum alloy within their hulls. The fusion of the two metals grants the pressure resistance of Atlasium at a greatly reduced weight.

Most of these resources are fed back into Varuna's scientific community. While not as publicly acclaimed as the facilities of Haqqislam, Varuna quietly achieves a remarkable level of success in various fields. The unique conditions of Varuna's oceans allow for a depth of testing unattainable in most other environments, and the natural elements attainable from Varuna's species allow for the construction of potent medicines and minor genetic engineering processes, as well as powerful biofuels and some interesting construction materials. These medicines and treatments have helped to cement Varuna's reputation as a place of mental healing and growth, the two-pronged effect of Varunan medicine and hospitality serving as an excellent place for high stress victims to unwind and finally, truly, relax.

Outside of these industries lies the last of Varuna's economic powerhouses, mining. The archipelagos' surfaces remain largely untouched by mining companies because nearly all of Varuna's mineral resources lie far below in the oceans. Large scale operations dig away at the forgotten landmasses below the surface, retrieving an immense variety of ores, gases, and gemstones. The pressure resistant metal Atlasium is an alloy used in the construction of deep sea exploration equipment on Varuna and more recently deep space craft.

and when to use them. Due to most of a foreigner's contact with Varunan locals being limited to hospitality workers and businesspeople, many don't see the boisterous and rude attitudes common amongst Varuna's farmers and miners. Savvy tourism companies of the Sphere refer to this as the Varunan Smile. This skill serves many Varunans who enter fields such as politics and business.

Varunans tend to be a communally peaceful folk, content in their work and leisure and at ease with one another. In a culture where everyone has been in the 'business,' most workplace issues come from a rude off-worlder rather than locals, leading to a strong bond of unity amongst communities and work circles. Unfortunately, this leads to a casual frustration with foreigners, carefully hidden when at work. More extreme members of the Varunan community display racial insensitivity or outright racism, though these people are usually ushered far away from the front lines of the hospitality scene. Most cases are met with disapproval from other Varunans, but the undercurrents never truly disappear.

Activists work against this growing distrust in any way they can. Allies to the Helots' plight have existed on Varuna since the early days of settlement, and they have made it their business to make sure the Helot peoples are given the same rights and responsibilities that any sentient creature deserves. These activists work with the Helot community to counter the negative press gained from the actions of Libertos and try to help Helots find ongoing, humane employment. This activism spreads to other issues, and Varuna has robust environmental activist groups in the face of Varuna's rapid urbanization.

Despite philosophical divisions, one of the most unifying aspects of Varunan culture is their love of sports. Aqua sports such as polo and competitive swimming are popular, as well as more terrestrial sports such as football. But none of these sports match the popularity of Scuball. Scuball season is one of the most important parts of the Varunan year, breathing life into the population and giving them passion they usually have no time for. The Varunan Scuball League is a powerful force in Varuna's culture and economy, and it's hard to find a Varunan that doesn't at least keep up with the happenings of the sport.

Crime is surprisingly rampant on Varuna. Though it is more accurate to say Varuna suffers from crimes imported from other worlds. Crimes committed by locals tend to be petty, possession of illicit substances and minor cases of theft, and Varuna is mostly free of major crimes. However, tourists from other worlds tend to bring more dangerous

VARUNAN CUP

Scuball's majestic Varunan Cup takes place at the end of each solar year just before the stormy seasons. Off-worlders can find themselves swept up in the sheer fiery passion that grips Akuna Bay as the twelve most successful teams in the league battle for the position of number one. Citizens are known to become rowdy at this time of year, but it is tolerated as the last celebration before the onset of the disaster-prone storm season. Although Scuball holds the hearts of Varuna's people, it is far from the only sport enjoyed by the populace on a professional level. Varuna hosts several successful leagues that are broadcast across the Sphere including the PanOceanian Volleyball League, the Interplanetary Quadathlon Federation and several more.

CULTURE AND DEMOGRAPHICS

Varuna seems to be the happiest place in the Human Sphere. Wherever you turn, someone is smiling. Varunans are constantly portrayed as friendly, laidback and more than willing to party into the depths of the night.

The average Varunan is remarkably well off, even when compared to other PanOceanian citizens. Hospitality is the most common entry level job on Varuna, and the relatively low population combined with the influx of tourists means that most service sector jobs have good, stable hours with great pay. The workers of Varuna find ample time outside of their jobs to pursue their many hobbies, and there are few places better to do that than in paradise. Off-planet visitors find that in picturesque Varuna, people are laidback and deeply content.

The positivity of Varuna's people is another beast altogether. A vast number of Varunans have mastered the art of pleasantry, drilled into them from years at work in their jobs in hospitality. A well-timed smile or friendly compliment is usually all that's needed to make a customer happy, and the workers of Varuna know all the tricks in the book



criminal activities with them. Drug trafficking is a major problem in particular, many dangerous substances being brought in by the crime syndicates from other worlds. Varuna's reputation as a party world means drugs are sold easily in such environments. The Varunan government does its best to keep a leash on the influx of dangerous banned substances.

Crimes of passion are incredibly common as well. Cheating husbands and wives retreat to Varuna seeking an affair only to be followed by their spouse and violently confronted. In other cases, powerful businesspeople are hunted down by those they have wronged and made to pay. Regardless of the circumstances, Varuna's police are left to deal with each mess as the people of the Human Sphere drag their dramatic baggage to the doorstep of the planet.

Because of these problems Varuna has a well-equipped police force as well as a surprisingly large private investigation scene. These two forces work together to try and stop these crimes from happening pre-emptively, or at the very least getting to the bottom of them at a fast and orderly pace. Better to sweep the issues under the rug as fast as possible and let Varuna's guests' lives in paradise go on. Due to the minor nature of crime on Varuna, the standing police force is rather small but well

trained and equipped, with a focus on de-escalation as opposed to outright law enforcement. Uniforms are rare in the force, whose only identification is their badge and equipment. This is to allow them to blend in and give Varuna a 'freer' feel. This has led to the locals calling the police 'deputy bouncers'.

Aside from the 'working' class of Varuna, the upper class tends to keep their distance from the archipelagos and their 'mundane' wants and responsibilities. The rich inevitably find their way to one of the Living Cities of Varuna, vast platforms that support a range from small towns to large cities. These places are a step above anything seen on the archipelagos, the sleek architecture and incredible technology matching the hyper advanced and flamboyant inhabitants. To live on one of the floating cities is to experience a life of luxury that cannot be attained anywhere else in PanOceania, perhaps even the Human Sphere. The most notable of these cities is Karthikeyan, the *crème de le crème* of Varuna. One visitor is quoted as saying that it is the closest one can get to heaven in the universe.

This has led to a frustrating complexity in responses to the Helot people as well. For the most part the Helot people are tolerated on Varuna. Most people understand that Helots, like them, just want to live their lives. Interactions with the *tete-kulu*

ECOLOGICAL ANGER

Scattered debris remains a problem on Varuna despite the gradual shutdown of the old tassala. Environmental groups work constantly to hold the hypercorporations accountable when corners are cut and tassala remains aren't properly salvaged. Activists have received bad press in many situations, especially where they have aimed their focus at restricting construction zones that would negatively impact the coastal environment. Tensions were highest when a rally resulted in the death of a construction worker from activists picketing the construction of the largest Scuball stadium on Varuna.



ATEKS AND HELOTS

The two marginalised peoples of Varuna have a surprisingly strong relationship. It isn't uncommon for the two groups to share food, stories, and shelter when the other is in need and out of their element.

FIRST CONTACT

Initial observations of the Helot people were met with excitement. The Helots represented the first intelligent life encountered by the Human Sphere and every effort was placed into learning about them. Communication was swiftly established, and the Helots became the peaceful neighbours of humanity. Though this excitement has cooled over the years the first contact was considered an incredible success, especially compared to the first contact with the Antipodes or the Combined Army.

AKUNA BAY RECLAMATION LEAGUE

A radical group such as the Akuna Bay Reclamation League is bound to have a disparate series of views, but none are more confusing than the group's stance on Ateks. The Akuna Bay Reclamation League commonly uses the Ateks as a scapegoat and measuring stick against Helots, demanding to know why Helots are favoured over the disenfranchised Ateks. But it isn't uncommon at all for members to turn on Ateks as well, calling them lazy and wastes of resources. Such is the contradictive nature of the faction.

can colour this view negatively however, leading to some Varunans seeing Helots as violent and lazy. With the rise of the threat of the E.I Hegemony, anti-alien rhetoric is beginning to poison public opinion towards the Helots. Combined with the actions of Libertos, it is becoming more dangerous each day to be a Helot, the risk of violent racism a growing issue.

ATLANTEA AKUNA BAY

Akuna Bay is the capital of the Atlantea archipelago and by extension Varuna. Built on the island of Mu, the city sits close to Highwater Spaceport, one of the two major spaceports on Varuna, as well as the large aquatic port built within the bay that connects it to the primary export hub of Deepwater. These two avenues of trade and transport ensure that Akuna Bay is among the first and last stops for goods and tourists that travel to Varuna. Proximity to the Planctae Sub-Archipelago, which houses Varuna's largest military presence, ensures the city maintains a constant guard against any harmful forces that seek to pass onto the world.

Atlantea maintains the largest population of the archipelagos, and Akuna Bay holds the largest amount of that population. The city's architecture is low rising but wide, taking up most of the bay's edge and expanding deep into Mu Island. This can confuse foreigners who hear of the quaint size of Varuna's towns and cities. In truth Akuna Bay is the exception to the rule, a sprawling metropolis compared to the frontier-like towns that make up the rest of Varuna's centres of population.

The city's shore plays host to its large tourism industry. Hotels, bars, and restaurants run along the length of the bay side. Nestled amongst them are the myriad travel agencies and boat rental services that allow travel across the breadth of Varuna, with some agencies even offering ekranoplans, snub-nosed ground-effect aircraft, for the impatient traveller.

Many off-world companies make their home in the financial districts, establishing branches to monopolise on the many lucrative ventures Varuna can provide. Nestled further inland beyond the limits of the city centre are the industrial district and suburbs where many of Akuna Bay's workers live. Maglev trains connect these suburbs to the city's central hub, ensuring that whilst Akuna Bay is a large city, travel considerations impact little on productivity.

The industrial district is home to all manners of construction companies. The Highwater Spaceport

and Deepwater ensure materials arrive with timely reliability, the only drawback being the constant rain that pours on the edges of the districts and suburbs. The poorer of Varuna's workers and companies usually find their way to these outskirts, the constant rain lowering the property values of lots and homes.

At the very edge of these suburbs are the slums that Ateks call home. These slums make up the largest Atek community on Varuna, and constant expansion ensures the Ateks are on the move constantly as their temporary homes are demolished and removed.

Intelligence agents are surprisingly common in Akuna Bay. Undercover operatives from across the Human Sphere lie in wait for an ambassador or executive with vital information and attach themselves to them carefully to gain said information. Though this is well known in the intelligence community, it is frustratingly hard to find hostile operatives. Thousands of legitimate travellers come in and out of Akuna Bay each day and finding the one spy is near impossible.

A monument to the Omn Accords — a large statue depicting a Helot and human shaking hands — stands in front of the Hall of Governance. The Accords were the first formal legislation that granted the Helot people a measure of the rights held by humankind. These include property ownership, the right to fair treatment within the justice system, the right to life, and so on. The accords were an agreement between the two races to work together to create a better Varuna and to respect each other's culture.

The Libertos terrorist group argues that the Accords were a calculated move to ensure that O-12's watchdogs couldn't bring the hammer of legal action down upon the corporations that at the time abused the rights of Helots, and still do to the present day. For many, the monument stands as a sign of peace, the first true steps in guaranteeing a future of cooperation, but this hasn't stopped attempts to deface the monument. Radicals from xenophobic camps on both sides of the political spectrum have made it their business to destroy what they see as a monument to compromise. Such incidents have only increased security for the monument however, and now it is nearly impossible to reach the statue without being tagged by eight different identity probes and arrested. Even if the statue is damaged, there are rumours that the government has several identical backups of the statue just in case.

This hasn't dissuaded nationalist groups from aggressively working against the Helot population

in other arenas. Within Akuna Bay a movement called Akuna Bay Reclamation League campaigns against the rights of the Helot people. Driven by a loose ideology of nationalism, and fuelled by racial prejudice and xenophobia, Akuna Bay Reclamation League works to keep the Helot people out of population centres and in the oceans 'where they belong.' Whilst the movements had very little traction in the past, current events such as the war against the Ur Hegemony has caused their membership to rise as anti-alien sentiments become more common. Most members live and operate in the poorer parts of Akuna Bay's suburban district, and many have only seen Helots on Maya in pictures and videos. But, misinformation and prejudice are potent forces. Though their numbers are still small compared to other activist groups, meetings are carefully monitored by the Varunan government. Several officials are worried now that the first politically minded members of the group begin to gain power. All eyes are on the most vocal member of the group, Betty 'Jaqqi' Jackson, for the job. Despite her blatant lack of political knowledge and administrative training, her ability to rally the uninformed is second to none in the suburbs of Akuna Bay.

DEEPWATER

Deepwater occupies the island of Hesperia and is immediately recognizable from afar for the immense tower of clouds that rises above it. Deepwater and its orbital elevator handle the majority of interplanetary shipping and cargo, despite two planetary spaceports. Immense loads of raw materials are passed up and down the elevator each day to be passed onto waiting cargo ships and ferried across the Sphere.

Unlike Highwater Spaceport and Syurga however, Deepwater is relatively untouched by rain. There is a wide berth of entry lanes for orbital transport, and the only disturbance to Varuna's atmosphere is the length of the orbital elevator. The gentle drift of the tower isn't enough to cause a full-blown storm to develop, but enough to stir up the atmospheric layers and cause storm clouds and gentle rain to form. This phenomenon has been named the *retet-tunkii* by the Helots and referred to as the storm tower by the locals. This pillar of clouds has served to make Deepwater famous in the tourism industry and one of the many stops offered to visitors on their way to Akuna Bay's central travel hub. Riding the elevator down to the surface has become a popular attraction, tourists enjoying the thrill of descending through the small active storms and rain. Safety is never an issue, as the tower was modified to harness the lightning that developed in the clouds it created to reduce costs and funnel electricity into Deepwater.

Due to the unexpected popularity of Deepwater, the town is undergoing a bustling expansion project to introduce more activities and sights for tourists. Every day more companies try their hand at creating attractions to keep tourists entertained, but the task is becoming progressively harder. Deepwater was built with stability for the elevator in mind rather than any natural wonders. The waters surrounding Deepwater lack reefs or interesting underwater attractions. The species that normally amaze foreigners are absent due to lack of food and places to nest. Mud toads are the most common animal around the town, leading to a mercifully sizable suncrest population. However, the battle to turn Deepwater into a tourist trap is a failing one. There is simply too little material for any lasting attractions to be viable beyond the elevator. The small burst of corporate attention has been appreciated by the locals however, giving the local economy a minor boost. The last remnant of this effort is a small red-light district in the deeper sections of the ports, which is still frequented enough to remain operational.

The shipping industry has always been strong in Deepwater. The starport is a maze of warehouses and storage centres with a vast selection of uses. Row upon row of freezer storage keeps food from Anahena and fish from across the globe fresh, whilst storage yards receive trucks stuffed to the brim with minerals from the efforts of the mining towns of the Gurindam archipelago.

Carefully guarded yards contain the incredible creations of the Varunan military complex, ready to be shipped across the Sphere for combat use. Deep vaults contain samples taken from across Varuna, incredible species being sold to other worlds to expand the scientific knowledge of the Sphere. All this and more await in the shipping yards of Deepwater, demanding a strong security presence. Unlike Akuna Bay's focus on immigration police, Deepwater's guards are more militant.

The companies who store their goods on site hire private security firms, leading many to joke that the true military force of Varuna is found in the shipping industry. Although they are carefully covered up, it isn't uncommon for small skirmishes to break out between these contracted soldiers in the dead of night as one company seeks to liberate cargo from another. The law enforcement agencies of Varuna have been known to respond carefully to these skirmishes, announcing their presence loudly to pressure the skirmishers to scatter so long as fatalities and structural damage are at a minimum. Fatalities and full-blown fire fights are fortunately rare, leaving the peace of Deepwater intact.

HALL OF GOVERNANCE

The heart of Akuna Bay is the Hall of Governance, a tall and proud building holding the majority of Varuna's governing body. Every day politicians from across Varuna come to represent the interests of each of the archipelagos and their population centres. Attached to the Hall are several embassies and hotels that offer a home to politicians traveling from off world. The high number of foreign visitors ensures that political intervention is a common necessity. A visit to Varuna to bail a confused traveller out of trouble is considered a lucky job amongst the political community of the Sphere, as the proceedings to deal with the red tape can take ages, during which it isn't uncommon for the good folk of Varuna to offer all their hospitality. Sometimes, with the right strings pulled as favours, a matter that should have taken days can take weeks.

HELOT EMPATHY

On the other side of the political spectrum are activists supporting the Helots and their environments. Despite the heavy activity of Akuna Bay's port, several pods of Helots call Akuna Bay's reefs home. Friction between the native population and the construction industry is common whenever plans to expand the ports surface. These attempts are universally opposed by Helot rights groups and environmentalist groups who oppose the destruction of the reefs within the bay. Ironically the greatest support these groups gain is from the industries opposed to the expansions. Trade and mining industries support the expansion of the docks only to be blocked by groups funded by the tourism and aquaculture industry. These feuds appear in the streets as large protests and rallies and in back-door deals within the financial district. So far, each motion for expansion has been blocked, and support for preservation remains high.



CAS

At the edge of Neo Canberra, built onto the water of the Timur Ocean, sits the Centre of Aquatic Sports, which generates hundreds of millions in revenue each quarter. Comprised of a considerable number of stadiums, the Centre is active nearly all year round, hosting professional athletes and the several media outlets that provide Maya coverage. The Centre is almost a town itself, containing all of the resources the average human needs. An almost permanent population of workers man the stalls, merchandise shops, and convenience stores that pay for the maintenance of the Centre.

NEO CANBERRA

Neo Canberra is based on Sarakino Island and is surrounded by sporting arenas. Neo Canberra was initially a deep-sea mining outpost. Upon discovery that the seams which seemed plentiful at first were shallow and pocketed, interest in the location dwindled, leaving little for the populace to do but fish and play sports. As time passed, these sports became an attraction of their own. The creation of Scuball, the most popular aqua sport in the universe, occurred when the miners used their underwater propulsion gear to make the first Scuball propulsion suits.

It's said if a citizen of Neo Canberra was to step out of their house and throw a ball into the air, it would likely land in a sports stadium. Sport runs in the blood of Neo Canberrans more deeply and fiercely than anywhere else on Varuna. Water sports are popular in Neo Canberra for a refreshing reason – water sports offer a release from the endless oppression of the planet's warmth, which can become overwhelming at times.

Akuna Bay may be the capital city of Varuna, but it's Neo Canberra that every off-worlder knows about. Millions of viewers from across the Sphere tune in every week to see the latest Scuball matches. Neo Canberra is the beating heart of the Scuball scene, the most famous teams in the sport claiming descent from one of the small clubs that played the high-intensity sport in its fledgling years. The same teams are immortalised in the Scuball Hall of Fame to this day, one of the greatest honours possible within Neo Canberra. Though Scuball holds ascendancy in popularity, every conceivable water sport known to man can be found somewhere in Neo Canberra.

Neo Canberra hosts many famous sporting events throughout the year, with influxes of tourists usually coinciding with a final or championship. Because of this, Neo Canberra is designed almost exclusively as a tourism capital. Whilst Akuna Bay has its industrial sector and financial district, and the other archipelagos can claim sources of revenue outside of hospitality, tourism is the lifeblood of Neo Canberra. The Golden Mile, an immense chain of hostels and resorts, dominates the shoreline of Sarakino, leaving almost no room for fishing and other forms of aquaculture. The terrain around the city is mountainous and unfit for planting crops or raising livestock. Though the earth and ocean beneath Neo Canberra now lack mineral deposits, the remaining mining industry still tries desperately to find what should have been an immense supply. Without visitors from other planets, the city would wither and die. And so, the leagues of Neo Canberra monopolise on the popularity of sports on the planet.

A constant drive to expand the major attractions of the city means nothing else can come first. Natural wonders are mowed down to make room for stadiums and sports fields. Nesting grounds for endangered animals are swept aside to erect museums and statues to the great sporting heroes of Varuna. Culture has taken precedence over nature, which has drawn the attention of many activist groups from neighbouring Akuna Bay. Unlike Akuna Bay however, there is very little corporate interest in the survival of a few suncrests, or the preservation of an empty reef. The public could care less, caught up in a never-ending season of tourist activity and team spirit. Coldly, carefully, and in great secrecy, Neo Canberra's businesses ensure their city's survival at the cost of the local environment.

OCEAN VISTA

Atlantea isn't a quiet archipelago. The bustle of Varuna, the roaring crowds of Neo Canberra and the endless grind of delivery in Deepwater never stop. It seems impossible for there to be a quiet place on the islands of Atlantea and yet, in the east of the archipelago, there is. Ocean Vista is the embodiment of twilight years. The days are slow and pleasant. The air is clear and soothing. The waves lap at the shore in a steady rhythm that lulls the mind and soul to ease. The wonders of Circeo Island are simple things, not sold with flair or fake smiles. In Ocean Vista, one has time to sit back and unwind.

Ocean Vista is dedicated to looking inwards and focusing on the inner self. There is a quiet spirituality to the island that cannot be found in the storm of activity that is Varuna, and it is one of the few places on the planet free of commercialisation and advertisement. Meditation, hiking and swimming are popular pastimes for the visitors of the town, free of the distractions of the modern world. Newlyweds, who seek to deepen their new powerful bond, and seniors, who sometimes want to find it again, are the most common visitors. Attracting lovebirds, the town has the fond nickname of 'Lovers Roost' amongst the people of Varuna, and there is many a young romantic who dreams of one day having someone they can take to Ocean Vista.

The sunset of Ocean Vista is its most popular attraction. A unique breed of reflective coral grows in the deeps around the town, and riftweed is common within the reefs beyond. Combined with an unobstructed view of the Timur Ocean, the sea seems to dance in the twilight, a dazzling display of colour that can move even the hardest heart to tears.

PLANCTAE SUB-ARCHIPELAGO

Varuna may be a laidback world, but it is hardly defenceless. As is expected of each planet within PanOceania, Varuna has a standing army at the ready. The Varunan High Command sits on the Planctae Sub-Archipelago. The entire cluster of islands has been turned over to military use, every inch of the archipelago dedicated to housing for the army, storage for weapons and munitions, or as a training ground to keep the regiments of Varuna up to the high standards the modern military demands.

War games and drill camps take up most of a soldier's time in the Varunan defence force, with at least one rotation to Akuna Bay and the vast oceans for patrol duty. High Command is far enough away from the capital to stay out of sight, but close enough to immediately react in the event of a hostile attack on the city. To ensure that any foreign aggression is headed off, High Command keeps an intricate array of intersystem scanning facilities operational at all times. The Varunan fleet also stands alert, exchanging a feed of information with these ground-based assets and responding to the odd bogey within Varuna's extra-planetary borders.

Before contact with the EI Hegemony, Varuna's peaceful status meant that the presence of its army wasn't always needed. Thanks to this, the Hexahedron established the Varunan Immediate Reaction Division, a section of the Varunan military that acts as PanOceania's first responders in a military crisis, drawing troops from a planet that is unlikely to be the target of a foreign power. Members of the force are commonly called Snake-Eaters, because a majority of the Immediate Reaction Division is composed of special forces that deploy quickly and survive on their own grit whilst waiting for the main forces to arrive.

The recent war with the Combined Army has changed this. Every day, troops from Varuna's military branches, including the famous ORC regiments and Kamau Intervention Teams, are deployed to the front to combat the EI's armies, shrinking the garrison little by little. Luckily for the military, recruitment remains steady, ensuring that the Varuna's defence remains secure.

KUMARI KANDAM BHARGAVI

On the north-western edge of Apam Napat Island, lays heaven. Bhargavi is hard to find, a secret kept by Varunans for themselves, a paradise for the people who work in paradise. Bhargavi is quietly

VARUNA'S FINEST

The Immediate Reaction Division and Varunan Army is made up of Varuna's best and brightest, and many of its regiments have earned themselves renown amongst their peers.

The ORC troops of the Varuna Division are famed for their skill traversing aquatic terrain as well as moving quickly and quietly, quite the feat for a soldier in powered armour without any stealth technology. Enemies have taken to calling the Varunan heavy armour specialists 'god damn sharks,' which, more often than not, is a point of pride for the troopers. These ORC's commonly work in mixed teams with other forces such as the Kamau to achieve tactical supremacy, and there are few warriors you would rather have at your back.

The Kamau represent some of Varuna's best operatives abroad and at home and are commonly planted in other units to lend their expertise. They are trained to integrate in units quickly and earn the trust and respect of their fellow soldiers before applying their talents, be it counterterrorism or aggressive infiltration.

Famous units include Echo Bravo, the Ready Reaction Unit, the pride of the Immediate Reaction Division. These soldiers act as special ops paratroopers, deploying in the worst situations and turning it to their favour. They refer to themselves as the true snake-eaters and run their training operations in stormy weather on the abandoned oceanic platforms that dot Varuna.

Another famed unit is Zulu Cobra, the Special Recon and Intervention Group. The unit act as special operation infiltrators and skirmishers and are known for their brutally effective tactics. Descended from a fusion of the Australian Zeta unit and Indian CoBRA antiterrorist group, they share the motto यश या मृत्यु, "Glory or Death."

considered the most naturally splendid location on Varuna. Its waters are crystal clear, filled with vibrant coral that are home to schools of serra-fish and *kidok*. The sands are pristine and white, perpetually warm under the sun. The plants surrounding the shore emit a sweet smell that drifts on the wind. Those who discover the best kept secret on Varuna are inclined to hoard the secret for themselves.

The hotel Nirvana is a surprisingly humble place considering the secrecy surrounding it. For an off-worlder to gain a reservation, they need to be invited by Rawat or one of her more trusted customers. Locals gain reservations more easily, a custom that Rawat makes sure to propagate.

The service at Nirvana is handled by the best of the best, handpicked from across Varuna for their skills. Every want or need is taken care of before the customer even has the idea of it, drinks refilled, food replaced, and services rendered. Nirvana is infamous amongst its residents for the waiver that requires signing before entry, legally silencing Nirvana's customers from speaking about it without permission from the manager herself. This dedication to secrecy has made many wonder what Rawat did before she became a successful hotel owner, and whether it would be safe to find out.

AMYRA RAWAT

One savvy businesswoman, Amyra Rawat, decided that such a natural wonder needed to be exploited and cultivated to perfection. She carefully contracted the construction of a hotel, making sure the building complemented the surroundings of Bhargavi rather than overpowering them. It was Rawat who planted the sweet-smelling flowers and trees that give the shore its signature smell that drowns out the stench of rotting seaweed. In short, she engineered Bhargavi itself to make it perfect. She promptly called her resort Devaloka, after the Buddhist heavens.

Many have puzzled over who Amyra Rawat actually is. Many believe she is an ex-Neoterran politician or black operations agent. She waves aside these allegations every time with a smile and laugh, which is somehow more terrifying than any harsh words.



KOIMALA

CAFFEINE

Caffeine consumption in Anahena is by far the highest on Varuna, even accounting for tourism hotspots like Akuna Bay and Ocean Vista.

Early rising farmers and nighttime ferry operators all use pick-me-ups to battle fatigue from their irregular working hours, with most turning to coffee. Varunans often joke that Anahenans give themselves away by their taste in coffee. An internalised drug trade also focusses on alertness over pleasure. Though technically illegal, Anahena's governing body works hard to provide legal channels for stimulants which. Overuse by citizens seeking to expand their days can come with hefty side effects, which has encouraged regulation.

IMBAL CORPORATION HQ

In the centre of Anahena stands the tallest skyscraper in the city, the home of the Imbal Corporation. The company controls most of the land-based agriculture on Varuna and is the first word in its horticultural efforts. Recently, the company has been experimenting with expanding their operations onto the oceans of Varuna in large bio-barges, which combine considerable fish farms with football-field-sized, man-made fields of produce.

There are rumours that the company has also begun experimenting on a new type of super crop that can grow at incredible speeds. If successful, Varuna will be able to reinvest their resources into larger tassala installations, increasing their native food supply and spurring the growth of the local economy.

Koimala was the first of Varuna's floating cities. Not as sleek as its modern siblings, it was plagued by a variety of unforeseen issues. *Katallpeac* seaweed jammed its propulsion systems, and aggressive Helot pods caused minor damage when Koimala's waste dumps provoked them. The city suffered from inadequate drainage to combat the storms that sometimes sweep Varuna. But it was the lack of disaster planning that struck Koimala down in the end. An immense typhoon destroyed the navigation systems of the city and swept it off course, causing it to run aground on Thuvarayiam's shores. Though efforts were made to make the city seaworthy again, the outdated systems and the construction of more stable floating cities doomed Koimala to remain where it had fallen.

Several of Koimala's inhabitants decided to stay with the city however, and soon expansion begun to make Koimala liveable again. One of the first buildings raised was a series of immense anchors named the Driftlock Towers. The towers acted as giant pitons to stop the city from moving even slightly as the tide rose and fell, to ensure a modicum of stability for the city. The towers exist to this day, despite the expansions from the city centre holding Koimala still, to remind the inhabitants of their struggle and victory against the tides.

Koimala is roughly divided into three layers. The city centre houses much of the original architecture of Koimala. The docks beneath the lip of the city edge handle the duty of maritime imports and exports, and the upland expansions is where most of Koimala's residents make their home. Koimala's local economy grows each day as more and more people come to live in the upland estates, as even the shadow of the opulence the city once contained is enough to draw those who seek to live in a beautiful location.

HAWAIKI ANAHENA

Tangaroa holds a swath of flat even ground, a rarity on Varuna's archipelagos. Nearly all of this space has been given over to farmland to generate a food surplus on the planet. With the use of careful planning and applied terraforming technology, several corporations have moulded the soil to be capable of growing almost any crop. Some farmers use this to capability to grow sweet fruits whilst others use their space to grow sturdier crops such as grains, carrots, and other vegetables.

Large agridomes protect the crops from the extremes of Varuna's climate, ensuring that rain

and winds during the stormy season don't destroy any of the farmers' efforts. These domes are usually built around maglev rail hubs that lead back to Anahena, a nexus of skyscrapers and refineries that process the raw materials into shipping units. Varuna then can supplement its usual aquaculture and expand its enterprises.

Within Anahena lies Varuna's emergency crop surplus, the Hawaiki Reserve. A combination of cryogenic storage and chemical preservation has been used to create a back-up supply of seeds and usable crops in case of an emergency situation such as floods or hurricanes. Each year the reserve is replaced, and the excess is put towards humanitarian efforts across the Sphere, as meagre as it is compared to the exports of larger planets.

Whilst the reserve takes up an impressive amount of space, it is hard to notice with the amount of bustle throughout the city proper. Hundreds of vehicles ferry deliveries across the city from maglev to maglev, before shooting off their cargo to another section of the city to be processed, stored, and loaded onto the ships. The chaos is barely contained by the tireless effort of the Anahena Shipping Authority and the several companies that call Anahena home. This furious pace is matched by Anahena's citizens, the city barely sleeping amongst the constant flux of product. This doesn't stop the workers of Anahena from enjoying themselves, however. The city has grown to adapt to the flow of industry, and shift schedules ensure that the city never sleeps.

IKATERE

Ikatere holds the crown of clubbers' paradise on Varuna. A town famed for the brewers that make their home there, Ikatere is a string of clubs, bars, and restaurants that each delivers a different experience. Some offer brief tastes of culture for those who are homesick while others embrace the odd or eclectic, dabbling in the oddities that Varuna's ecosystem has to offer.

Ikatere is home to the largest community of *tete-kulu*, 'wild ones', on Varuna. Rare is the Helot that lives above water, but the *tete-kulu* are usually rejected by pods under the waters and feel more at home on land. A slum lies outside of Ikatere that acts as the housing for these wayward Helots, who find a sense of home and community amongst the other rejects. A fierce loyalty is found within the slum community, and it is a foolish outsider who attempts to cause trouble for the *tete-kulu* of Ikatere.

Because of this proximity to a permanent Helot presence, Ikatere has adopted many Helot foods

TIKASSAN CLUB

Many clubs claim to be the best in Ikaterere, but the heart of the club scene lies on the shoreline in a bar known as *Tikassan Club*. Famous for being one of the very few Helot run establishments on Varuna, *Tikassan Club* is the premier bar for all things Helot, from food and drink to music and art. *Tikassan Club* celebrates the unseen wonders of Helot culture. The club's menu is a fusion of Helot traditionalism and the Human Sphere's diverse tastes, and the expertise on show is incredibly wide, serving an inordinate amount of drinks and food, combining techniques from across the Sphere.

The owner and head bartender, a Helot by the name of Badara, owes this wealth of knowledge to her travels across Varuna as one of its first Helot auxiliary troops. Born a *tete-kulu*, Badara was shunned from her pod for her aggressive nature. This led her into the military life as a member of the Helot Militia, which she found she excelled at. She even attained the rank of warrant officer, a position no other Helot had ever reached, and might have risen higher if not for her race. Eventually, she could no longer stomach fighting Libetos; Helots who simply wanted to erase the prejudice she and others had experienced. After resigning, she used her savings to retire into

the business of bar ownership. *Tikassan Club* is a haven for other *tete-kulu* and a place Badara can keep an eye on the younger Helots who have yet to find a way to channel their aggression. In her bar, she teaches them how to stay away from trouble (or make the best of it) and build something with their lives. This practice means that the staff on shift tend to be hot-headed and prone to violence, but this has done nothing to stop *Tikassan Club*'s meteoric rise to popularity. Altercations are rare, but always end with an apology from the staff under the stern gaze of Badara.

Rumours suggest that *Tikassan Club* also acts as a meeting place for Libertos. Amongst the many tales of the *Tikassan Club*, this is one of the few that is true. Badara has been a staunch supporter of Libertos since her separation with the military, and while she avoids direct involvement in their activities, she supports them with alibis and logistical support when she can. No lines have ever been traced back to Badara, as none would suspect the star of PanOceania's greatest Helot success story being associated with the rabble.

and traditions. The people of Ikaterere are perhaps the friendliest to Helots on Varuna, having lived side by side with them each day. One example of this unity is the famous Ikaterere drink, Helot Rum. Referred to as *kotussum* by the Helots, the drink is a combination of algae, purified fish blood, and locally refined alcohol. The drink is famous for its strong but surprisingly good taste and the effect it has on the body, heightening the senses and giving the imbiber a feeling of floating. Though many assume there would be negative side-effect, the drink is surprisingly healthy for the human body, acting as a good source of potassium and vitamin D.

TINIRAU

Tinirau sits at the edge of Ranginui and faces another small landmass to its north. The currents that sweep between these landmasses are erratic and uncertain, and flooding is common along the shores of the island. Settlers faced unique challenges in building a lasting town, because while the flooding was inconvenient, the currents had the tendency to draw in an immense number of sea life.

Fishermen of Tinirau find it easier to catch fish than other places on Varuna, the currents literally sweeping them into their nets. An odd efficiency became the aim to the people of Tinirau, and to improve the frequency of their catches they designed their buildings to float with the currents. Originally this was simply to handle the challenges the tide brought in, keeping the town from flooding when the tide swept in. In time however, fishermen began to abandon their boats and ships, electing to

simply build extensions onto their homes to handle the storage of their gear and hold their catches. Soon enough most of Tinirau followed this example. This has led to a town made of watercraft that is constantly repositioning itself. Each day the town disconnects itself from the shore and shifts up and down the Hikri Strait, following the schools of fish that are swept along its length.

Entire sections of the community follow this method, including the schools and medical centres. Traditionally, fishing tends to be a lonely job, but in Tinirau, it is an act of community. Friends and families tie their craft together and extend their net lines to share in the spoils. Store owners learnt long ago that the best business practice is to follow their customers onto the open ocean. Each day eateries and convenience stores latch onto fishing hubs as they depart into the strait to sell food, drink, and other necessities as the day passes.

This has caused issues for the Varunan government in the past. It is remarkably difficult to enforce law and order in a town that simply changes its position on the map each day. To alleviate this issue, a permanent communications centre was built at the centre of the Strait that tracks the movement of the town. This also serves the twofold method of preparing drop locations for supply convoys to resupply the town and collect the spoils of the day.

As Tinirau grows larger and more coordinated each year, it grows closer to classification as a floating city. This has drawn the ire of the many upper class Varunans who consider the 'ramshackle heap of a town' an eyesore, nothing close to the beauty

THE IKATERE BRAVES

A small faction of the Libertos members loyal to Badara, these Helots are primarily composed of *tete-kulu*. Trained by Badara to inflict maximum damage at minimal cost of life and exposure, they are perhaps one of the most dangerous groups in Libertos, trained to know what to expect from the militaries counter terrorism taskforces.

TINIRAU DOCKS

Though much of the town floats on the currents, a permanent dock was established towards the eastern side of the Strait. Construction companies specialising in Tinirau's unique housecraft abound here, including the largest local business known as the best in the rather unique field of interlocking, floating houses: Crine Manufacturing. Crine's advanced nodal docking programs and alignment detection systems have revolutionised the town. Thanks to their technology, the drifting town floats in formation with its vital services acting as the heart, providing stability and prosperity to its expanding population.



MINING CREWS

Often accompanied by Helot guides and riggers, Damak miners operate in five-man teams and seek out seams within the tunnels. One member is always an experienced pilot able to navigate the rushing currents of the tunnels — submersible pilots can always find work in Damak. After finding a seam and fixing themselves to the wall of the tunnel, the team begins the dangerous task of carefully displacing and mining the materials, which is made hard thanks to intense pressure from the current necessitating the use of special diving suits and equipment. To capture the minerals before they are swept downstream, the Helot riggers build a careful lattice of netting which is secured to the submersible once the seam is mined out. The crew let the current drift them to the other side of the island for retrieval and ferrying.

and opulence of their incredible, floating cities. Only time will tell if the town will ever make the jump in classification, as the citizens of Tinirau are more than happy to continue their nomadic ways, bound by community, hard work, and a little bit of advanced technology.

GURINDAM DAMAK

Damak is a town of sludge and stilts and holds the title of the mining capital of Varuna. Damak is a small town on the southern tip of Lagu Island that is easily considered the dirtiest place in Varuna. Underneath Damak flows an immense network of flooded tunnels, perilously close to the surface. Combined with the sloped geography of Lagu, the rains and ocean have soaked the land to its core.

When the Varunan government conducted geographical inspection of Lagu Island, they discovered incredibly rich seams of ore and gemstones hiding beneath the sodden earth. Several companies attempted to dig their way down, but every conventional method either failed or did not return enough revenue to make the process worth it. Eventually, one company stumbled on a solution. The natural tunnel formations underneath Lagu had worn away at the bedrock, exposing many of the seams over the years. Using carefully modified underwater exploration vehicles and the assistance of a local Helot pod, the company dispatched an expedition to traverse the winding paths of the

tunnels. It took time to map out workable routes, but eventually a map was created and work began proper.

The town of Damak was built to establish homes for the miners and storage areas for the companies. As the industry grew, so did the town, and presently Damak supports a small population of about ten thousand, most of them miners and their families. The town stands upon an impressive network of stilts several meters above the earth. Carefully positioned to sit on the few stable points of bedrock, Damak is constantly being rebuilt and reclaimed from the soil and sludge, an enterprise that sometimes feels pointless. But the people of Damak carry on with pride and determination as the mining capital of Varuna, exporting incredible amounts of raw materials and containing some of the bravest and most daring souls on the planet.

This has led to an intense rivalry with their sister town, Hujan. The two towns constantly butt heads, a conflict that has existed since the early days of Varuna. Neither town has shown signs of giving up this feud. This works in favour of the Varuna mining sector as the fierce competition drives the workers to achieve the status of the best of the planet. Profits climb in particularly intense years, leading to some companies 'nudging' their employees with staged pranks to boost enthusiasm.

HUJAN

Aside from Damak, Hujan is the second most successful mining town of Varuna. Though the efforts to reach seams beneath Damak began first, Hujan was the first town to be built. The island of Keharmonian doesn't suffer from the complexities of Lagu. The ground beneath Hujan is solid and filled with a wealth of minerals, allowing for traditional mining methods and a stable influx of mined goods.

Several dig sites pepper Keharmonian's surface and the waters surrounding it. Although the workers of Hujan aren't as well adapted to underwater mining as the miners of Damak, they aren't strangers to the efforts required to reach underwater deposits. Several underwater mining operations are carried out by Helot workers around the edges of Keharmonian to reach seams that are too far out to safely obtain.

The town of Hujan is located on the eastern shore of Keharmonian. Unlike Damak, Hujan is a town like any other on Varuna. A port built by the town connects Hujan to the global shipping lanes of Varuna. Hujan supports a population larger than Damak thanks to its stable ground, though Hujan's people tend to be dour and serious compared to the inhabitants of Damak. The sour facade hides a simple, fierce pride in their work, however. More than anything, they want to prove themselves the better of Varuna's mining towns and work hard to achieve it.

Hujan relies on unity in purpose and openly shared information to ensure their profits are maximised. This has led them to form a unified body to handle the distribution of information and mining rights, the Keharmonian Miners Guild. This union of miners from across the island specialises in different forms of excavation. At an annual meeting each year, information gathered by each of the companies is shared to allow the best-equipped miners to tackle the right jobs as they appear. To date, this has worked in the favour of each company. Time will tell if the depletion of resources will compromise this agreement.

PULARI UTARA ISLAND

In the northern reaches of Varuna's oceans sits Pulari Utara. A quiet and unremarkable island, very little of note can be found on its verdant mass. That is unless you know the paths to the facility built beneath it.

Thousands of meters below the surface and built into the bedrock of Pulari Utara lays the Centre of Aquatic Warfare, the greatest military secret on the planet. The complex is only accessible by underwater shuttle

or one of the few hidden elevators on the island's surface, each heavily guarded by carefully hidden REM Dronbots. The brightest minds of PanOceanian aquatic engineering contractors, such as Moto. tronica, meet within to design the next generation of PanOceania's naval might. Some of the wonders created in its halls include pressure-resistant Atlasium alloys, the infamous Cutter Naval Warfare Chasseur, and special operations *Ithican* assault craft.

The secrets preserved in the facility demand a high level of security, and this is provided by a variety of dedicated units. A contingent of ORC troopers remain on site, cycling out every month. A handful of Cutters are also kept on site to defend against any attacks from the underwater entrances to the facility. Top-of-the-line, motion-tracking security-ware monitors each and every object that moves within a fifteen-kilometre radius of the island and keeps logs on anything within one hundred kilometres. Some would consider this excessive, but it isn't uncommon for teams of off-worlder agents to attempt to find the base and steal its secrets.

Cyber security specialists do their best to deflect these probes into PanOceania's interests, but every day brings with it the chance of discovery. In recent years, the gaps between potential detection events grow shorter as foreign powers drag their noose tighter.

SYURGA

It's always raining in Syurga. Like Akuna Bay's spaceport, Syurga is host to a perpetual case of rain storms, summoned by the constant arrivals and departures. Unlike Akuna Bay however, there is very little reason for the storms to be hidden. Tourism is rare on the bleak reaches of the Gurindam archipelago and so locals must brave the constant downpour brought on by the turbulent atmosphere.

That isn't to say the people of Gurindam's capital are miserable. Syurga is a bustling city of business, enjoyment, and – surprisingly – the fine arts. Many of the deep-sea miners from across the archipelago make their home here and often return from long assignments looking for rest and relaxation. Pilots also find they have time to burn on their assignment turnovers and spend their hard-earned money in the city. Syurga hosts an expansive entertainment scene, offering the latest recreational technology from across the Sphere. Aside from this technology are the many theatres, galleries, and bars which support a solid cultural bedrock that works to combat the dreary weather.

Within Syurga, lies the headquarters of the Coldsoil Mining Conglomerate, a public company that officially runs most of the mining efforts in Gurindam

RIFT RIDERS

Though it is expressly illegal, many daredevils ignore the application process to enter Damak's aquatic mines and dare the currents on their own. Known as rift riders, they attempt to traverse the length of the island in small high-speed pods, stopping only to rest and eat.

ITHICAN ASSAULT CRAFT

Inspired by the *Ithican* Arrow, the assault craft is a rapid insertion submarine used in naval engagements. Used as a boarding craft when confronting other subaquatic vessels, the assault craft is shot at the enemy vessel. Upon contact it latches to the hull and employs cutting blades and precision-guided shaped charges to breach the side of the vessel, disorientating the enemy crew and allowing its cargo to deploy.

DAMAGE DAREDEVILS

Only the most daring workers accept positions in the Damak mining workforce. Each day is a risk, but an exhilarating one. Daredevils and thrill seekers from across Varuna commonly apprentice in the Damak workforce, ensuring a constant influx of workers. This enthusiasm usually runs its course safely enough. A slip or tumble down the currents can scare almost anyone out of the job. Though fatalities are rare with the high standard of safety and medical technology available to Varuna, there are around fifteen fatalities a year in the tunnels.

OCEAN PROVISIONS

Between the Silver Sands, Redcliff, and Ararat islands runs a powerful current that courses from the Barat Ocean into the Tengah Ocean. The current is strong enough to tear excess Lemuria Algae and funnel it into naturally forming blooms that can spread up to hundreds of meters wide. Some rare blooms can even reach a kilometre in width. Crystal Cove acts as the port for a fleet of trawler ships that capture and condense these blooms before returning them to Crystal Cove's refinement plants for processing. Combined with the harvesting platforms littered within the currents between the islands, the intake of algae is incredible.

ANNUAL SPOTLIGHT

Once a year, Foster Beach holds a festival designed to coincide with the Surfer's Cup of Varuna. This is one of the only times Foster Beach steps into the spotlight within the Varunan year. Food and music entertain the guests of the City of Tents as the surfers prove their skills.

and unofficially runs them all. Made up of several smaller companies which handle such things as subaquatic vehicle building, geographic surveying, and aquatic research, the Coldsoil Conglomerate uses its many subsidiaries to maintain an edge in the growing mining sector on Varuna. As one of the financial powerhouses of Varuna, it constantly contributes to lobbies to lift restrictions on no-mining zones and employs underhanded techniques to ensure that it maintains its grip on the resource monopoly it has established. Even the few companies that find their way to acquiring mining rights tend to disappear under the weight of the Coldsoil Conglomerate, quietly bought out and repurposed into a branch organisation within the titanic company. Varuna's governing body tends to overlook such aggressive takeovers for the sake of economic stability. Coldsoil Mining accounts for nearly eighty percent of mining employment planet wide and seventy eight percent of mining contracts and surveying. Without the company's business, Varuna's economy would take a brutal hit.

The city is truly a reflection of the archipelago, filled with the working class and their families. Education inevitably leads to one of the many trade schools or universities that specialise in geosciences. This paved path is far from popular with the youth of Syurga, who tend to act out against the inevitability of their future. Most eventually fall into the work anyway, with few opportunities offered around Gurindam outside of hospitality and mining. A few become lucky, however, and break the mould. This is either by enlisting with the PanOceanian military, moving to another city, or by channelling their frustration into an artistic focus and finding their way into one of the prestigious art institutions that pepper Syurga and Akuna Bay. These schools are dedicated to producing the best actors, musicians, and artists on Varuna, with the Syurgara Institute being the most prestigious. Varuna's most famous personalities have been trained in its respected halls, where they are offered a strangely classic education compared to the more modern institutions of the Human Sphere. The arts are oddly well-respected considering Syurga's commonly more down to earth occupations. The inhabitants of Gurindam never forget the people who make them laugh and cry.

**LEMURIA
CRYSTAL COVE**

Lemuria Algae is one of the most precious resources on Varuna. The abundance of applications for the waterborne organism are incredible. Though Lemuria algae is plentiful in the archipelago it is native to, it stubbornly refuses to be spread anywhere else. Scientists are at a loss as to why

this is, but some speculate there is a unique quality to the waters of Lemuria that enables the substance to grow. Regardless of the conditions of growth, Varuna always seeks out new methods of expanding their harvesting efforts, and Crystal Cove remains the most effective harvesting and refinement plant in the archipelago.

Crystal Cove earned its name thanks to the efforts of its trawlers and harvesting stations, whose combined efforts to process algae ensure the surrounding waters are incredibly clean. All manners of substances – both natural and unnatural – are dredged from the ocean for processing. The refinement plants grow day by day to meet an ever-expanding demand.

An expanding fleet and increasingly successful methods of capture demands a larger workforce and more space to store the supply of refined algae before it is shipped across Varuna and off world. A small town has grown around the plant to house the ever-increasing population of workers of the plant and their families. The development of a small community and self-sustaining economy has taken root, and if the current rate of growth continues experts predict that Crystal Cove could become a fully-fledged population centre within as little as five years.

FOSTER BEACH

As with all water sports, surfing has a popular following on Varuna. Surfing though is one of the few professional sports on Varuna not held in Neo Canberra. Due to the busy beaches and cluttered waters outside of the city, surfing is difficult and sometimes even dangerous. So, the surfers of Varuna wandered until they stumbled on their own little chunk of paradise.

The incredible Foster Beach sits at the tip of Silver Sands Island, surrounded by a whole lot of nothing. Colonization has yet to reach the island, and the inhabitants have no complaints. There are no permanent buildings in Foster Beach, leading to its title as the City of Tents. Travellers, Ateks, Helots – all are welcome on Foster Beach. This temporary town is a favourite location for the youth of Varuna, particularly students and surfers. It isn't uncommon for the young folk of Varuna to make pilgrimages and road trips to Foster Beach in between school semesters and during their vacations. Though far from a rite of passage, the journey to Foster Beach is counted as some of the best times of many a Varunan's life.

Foster Beach isn't without its problems however. Drugs and other illicit substances find their way to the unregulated society that Foster Beach supports. Raids from the law enforcement of nearby cities are often attempted but never turn up anything

worth the effort. The fact that the nearest hospital is hours away via aircraft and even more by boat contributes to several deaths a year on Foster Beach. Thankfully the culture of care in the town is a strong one, and the inhabitants of the City of Tents are sure to watch out for each other and help in any way they can should tragedy strike.

HALIDON BRIDGE

With currents battering the passage between the three islands, Crystal Cove has difficulty exporting its algae. Many a cargo ship has been lost to storm-infused riptides. To provide a point of egress that didn't rely on the fickle currents and dangerous waters of the three-point strait, a combined port and airfield was developed on the edge of Halidon Island. Though this worked initially, the small gap of ocean between Halidon and Redcliff Islands became a bottleneck to increased productivity. A bridge was commissioned to further improve the flow of import and export, and began construction of Halidon Bridge.

Initial construction was a massive undertaking. To close the gap between the islands and link the many small towns of Redcliff and Halidon's Port, the bridge needed to span many kilometres. Redcliff Island was still sparsely inhabited in those days, so workers had to either commute by aircraft each day or construct their own accommodation.

Accommodation was originally clustered at the entry point of the bridge, but workers' camps grew alongside its own expansion across the water. Each camp became semi-permanent fixtures thanks to plumbing and essential services linked between them. At final completion, the services were left behind untouched until a property developer hit upon an innovative scheme. Soon enough, Halidon Bridge's first 'high' rise apartments created a town beneath a bridge, beneath a town.

The apartments were aimed at the men and women working the maglevs that transport hundreds of tonnes of algae and import essential supplies, but as Crystal Cove's operation expanded, so did the local community. Hundreds of modular, affordable apartments sprang up, with luxury apartments and business premises soon following. It was cheap, had a wonderful view, and the maglevs were only an occasional distant rumble, so people found their way to live there. The Halidon Bridge of today looks like children's brickwork, with buildings attached to points across and under its entire architecture.

NOAHTOWN

Unsurprisingly, ship construction is major business on Varuna. Even in an age of interstellar travel and

technological marvels, few methods of transport are as cost effective as sailing. The sheer number and scope of vessels that ply Varuna's oceans requires a constant and furious effort to keep afloat. Though most Varunan towns and cities have a shipyard, there is only one that truly matters: Noahtown.

Based on the most south-western corner of Ararat Island, Noah's Point, and named after the biblical figure whose Ark came to rest on the peak of Mount Ararat, Noahtown is barely a town despite its name. It encompasses kilometres of shipyards, factories, and warehouses that handle an incredible sixty-seven percent of ship construction and maintenance on Varuna. From small, humble fishing dinghies, to the colossal freighters that transfer crops and fish from Varuna's farms, many Varunan ships can trace their origins back to Noahtown's shipyards.

Although officially classified as a habitable town, Noahtown has few of the standard systems in place to identify it as such. Noahtown personnel that have families generally choose to live in one of Ararat's many smaller towns. The town's few schools and hospitals are small and mainly focussed on first aid and apprenticeships. Every other plot has been given over to industry in Noahtown, with only minimal consideration given to necessities such as food, water, and accommodation. The workforce prefers it this way, as they are fiercely prideful of their work and distractions aren't tolerated well.

Noahtown maintains a strong relationship with the miners of Gurindam, as a large portion of their spoils end up at the inland refineries. This monumental process refines then combines Varuna's unique ores with more familiar alloys such as iron, aluminium, and titanium. These molten concoctions are then shaped into plating, ferried by maglev to the great shipyards, and fitted to the hulls of ships. Many vessels, including the immense Living Cities that make such an incredible sight, return to their birthplace for repairs and refitting, as the craftsmanship and care shown in Noahtown is peerless.

Noahtown's greatest achievements are undoubtedly the Living Cities of Varuna. Its shipyards were the pioneers of the immense city ships and they continue to receive each new contract for the construction of one of the opulent vessels.

In addition to civilian contracts, Noahtown also caters to various military outfits, all of whom clamour for cutting edge aquatic vehicles and an advantage in maritime warfare. To ensure that the secrets within remain secure, the shipyards dedicated to military contracting are carefully guarded by private security firms. Sensibly, weapon systems are kept off site as a point of safety and are only fitted once in the hands of those that

SHIPWRIGHT'S GUILD

Even the ancient profession of shipbuilding must grow and modernize with the times. Noahtown's companies bring their brightest minds in naval engineering together at the Varunan Shipwrights Guild and task them with paving the way to greater nautical achievements. A loose collection of engineers, scientists, programmers, and even carpenters, they research and develop newer and better naval technologies whilst preserving nautical traditions.

BRIDGE LIFE

Society on Halidon Bridge is normal enough. People go to work and children go to school on the mainland. Base jumping and drone racing are popular hobbies. Many toil at the maintenance required on the bridge itself, but others find jobs on the maglevs, or at the many refineries in Halidon Port or Redcliff.

HALIDON TROLLS

Despite humble beginnings, Halidon Bridge hasn't been immune to the darker side of society. Making their home in the bridge's dark underbelly, the Halidon Trolls ensure crime is at an all-time high on its modular streets, particularly abduction. Though not necessarily violent, the gang are notorious for stealing portions of the algae shipments that pass overhead, which they then use to create Varunan Blue. Though simply named, the drug is a dangerous hallucinogen that provides a powerful high. In mockery of the algae's healing properties, it also damages the brain's synapses and causes extreme paranoia. Despite harsh sentencing, Varunan Blue has found its way across Varuna and off-world more than once. Police efforts have failed to date, as the Trolls are incredibly adept at disappearing... or making those who seek them disappear.

**TBRC**

The Tescari Biogenetic Research Centre (TBRC) sits at the centre of Rylstone's hive of intellectuals. Professor Marco Tescari was a prodigious genius of his time whose credits include pressure adaptive drugs for deep sea workers, the genetic modification of plants to increase the viability of farming on Varuna's nutrient-poor land, and the Helot pressure suit. Some even praise him as the man who made Varuna habitable, a title that would make him twist in his grave. Believing that cooperation can overcome anything, he was a staunch advocate of the power of unified effort. As one of his last projects before his retirement and death, the TBRC was posthumously given his name so as to inspire others to rise up together, or not at all. Although a staunch anti-revivalist, the professor consented to a brain scan and the construction of a fully ALEPH-integrated pseudo-personality. This quasi-Tescari now serves as Rylstone's librarian.

THE MAD DOCTOR MARCO

Made shortly after Tescari's death, The Biomancer movie drew elements from the Professor's life and works to create a highly fictionalised tale. Considered an affront to his feats, it was panned across the Sphere. Despite its label as the film that killed Varuna's credibility in the media industry, a cult following has led to several direct-to-Maya sequels.

commissioned their construction. Of course, this also serves as insurance of payment.

RYLSTONE

Located on the remote island of Haven, Rylstone is the heart of Varuna's biotechnological industry. Primarily a collection of famous universities dedicated to bioengineering, biological nanotechnology, and the development of new and incredible substances derived from Varuna's strange ecology, Rylstone's proud institutions and best and brightest are protected by a private security force that maintain a tight cordon.

Students can expect gruelling coarse loads and intense deadlines designed to weed out the uncommitted and subpar. Only the best can graduate into the alumni of Rylstone and turn their minds to the betterment of the Human Sphere.

The halls of the famed Biogenetic Research Centre (see sidebar) conduct hundreds of experiments under varying conditions. The sheer scope of research is credited to the wonders of Varuna's diverse ecosystem, which contain evolutionary marvels that could greatly benefit mankind if replicated. Research requiring field testing or observation in an active environment is undertaken in one of several underwater facilities. The unique conditions granted by these environments have kept the scientists of Haven a step ahead of their PanOceania competitors.

To maintain the secrecy of some of the more ground-breaking advances in bioscience and material development, PanOceania's Hexahedron has classified Rylstone and its research as a strategic resource and defend it with care. Wary of foreign influence, carefully planted operatives from the military's intelligence branch keep a watchful eye on the scholarly community. With the town meeting most of their needs, Rylstone is a close-knit society whose members rarely leave for reasons other than business or research excursions. Dormitories and more permanent residences have been built, allowing families and friends to regularly visit. Considered a prestigious posting, working at Rylstone is a dream come true for the career scientist.

The increased security presence surrounding Haven's more secretive laboratories provide an air of mystery to those living nearby. Rumours and conspiracies abound concerning the Rylstone's facilities, with some even inspiring films about the biotechnical experts and their 'twisted' practices. For the most part, the rumours are false. Now that humanity's fate lies in a struggle with an aggressive alien power, every day requires greater military advancements to ensure victory. With increasing

frequency, scientists are receiving unusual assignments that deviate from their common workload. Although no lines have been crossed yet and would almost certainly be met with strong reactions if they did, one can't help but wonder if Haven will earn the reputation it is rumoured to have.

WAVE PORT

Positioned at the uppermost north of Ararat Island with views across the Tengah Ocean, the city of Wave Port is considered the last stop for a successful soldier, and the first stop for a recovering one. The capital of Lemuria Archipelago is famous for its hospitals and recovery facilities, with Hospitaller Order's Blessed Heart Hospital of Saint Lazarus Upon the Sea chief among them. Dedicated to the physical and mental rehabilitation of military personnel, the hospital has a sterling reputation amongst the military for therapy and reintegration. The Hospital's celebrity has even led to wounded from other nationalities applying for treatment. Though the vetting process is strict, applications sometimes receive support from high in the PanOceania government.

Many of PanOceania's frontline combatants bear physical and mental scars. A visit to Varuna is a common recommendation on retirement. See the sights, breathe the sea air, and finally rest after years of brave and faithful service. Thanks to advances in medical reagents via Rylstone, Wave Port's methods are continuously expanding and improving. A constant stream of the sick and injured, both military and civilian, make their way here from across Varuna, and beyond. Varuna's environment helps set the mind at ease, which in turn allows the body to heal. Thanks to these combination of factors, Wave Ports success rate is nothing short of miraculous.

Religion is an important aspect of PanOceania life, which is doubly true in Wave Port. Churches are almost as common as hospitals. Neither are the two mutually exclusive; in Varuna's city of miracles, faith and science meet with the goal of healing the sick. Education also maintains a strong presence, as its proximity with Rylstone provides many medical students the opportunity to intern in Wave Port's hospitals. Earning a doctorate at such a facility is a high honour on Varuna that virtually ensures employment.

The city earns its revenue through medical care and contracts from Rylstone. Wave Port offers the opportunity to test the many advancements discovered in Rylstone's laboratories on active medical cases. This cooperation ensures that each new technology is tested humanely and rapidly, increasing the pace of healing and research in both locations. Though the rare case ends tragically, the risks often outweigh the cost.

CHAPTER 5

PANOCEANIA GEAR

PanOceania's iota-scarcity prosperity rests not only on profound infrastructural integration with ALEPH, but on a robust consumer economy, diverse citizenry, vast territory, and deep governmental investment in research and development to maintain the Hyperpower's technological edge. Maya permeates every aspect of PanOceanians' lives, allowing them to not only share their thoughts and desires, but to find whatever they desire quickly and easily, accelerating trends and shifts in fashion.

Lifelong immersion in this high-tech consumer's cornucopia means that demotics and personalisation that would be luxuries elsewhere are expected defaults in PanOceania, even for basic items. Maya's panopticon makes each choice of style, make, and materials into a statement of personal, political, and sub-cultural identity – a tangible ring in one's halo, and a socially rewarding game for those willing to make the effort.

Poorer PanOceanians are, if anything, even more involved with this stylistic interplay, although their inexpensive materials and Maya overlays raise eyebrows in Elite circles – AR variable clothing that changes radically depending on halo permissions is a recent fad. Among the wealthy, smart fabrics and items that draw textures and palette from a very particular neighbourhood, era, or fictional work are increasingly popular, often requiring personal knowledge of the wearer or user's taste to interpret.

Some things remain difficult to acquire, even in this iota-scarcity economy. Access to exclusive vacation spots and tourist enclaves, specialized tools, personal vehicles, and military hardware of all kinds require not only funds, but the right connections. In a society where almost anything is possible, the inaccessible becomes intensely valuable, and the right friends even more so.

NEW QUALITY

HERITAGE WEAPON X (CULTURE)

Though modern society is a largely peaceful one, the martial aspects of its many originating cultures are quietly encouraged to ensure support for military actions. Heritage Weapons are bestowed by cultural leaders to recognize an individual's actions on behalf of their community, with encoded metadata as proof – higher rankings are awarded for increasingly important accomplishments. Wearing the weapon visibly, or revealing its metadata tags in one's halo, grants X bonus Momentum when leaning on one's

accomplishments and reputation in social tests with individuals from the appropriate culture or sub-culture, but misusing one is a serious risk to that reputation, adding +1 complication range to the test.

NEW VEHICLE TYPES

Aircraft: The vehicle is capable of self-propelled flight at a variety of altitudes. This

distinguishes them from Hover vehicles, which push off from a nearby surface and can only hover a short distance from the ground, water, or other surfaces. Most modern Aircraft are capable of vertical take-off and landings, and a considerable degree of lateral movement.

Remote Presence: The vehicle is designed to be piloted remotely. If it has Max Passengers zero, it has no cockpit or other life support systems.

Submersible: The vehicle can safely submerge and operate underwater, and handle the ordinary pressures and temperatures of aquatic and deep-sea conditions.

GEAR CATALOGUE

ADARSANA GRENADE (ENVIRONMENT)

Nanotech pesticides altered by Eco-Aktion bio-hackers and named for the Acontecimento region destroyed by invasive Earth-born crops, Adarsana grenades release a vicious array of bio-toxins designed to destroy "impure" plants and ecosystems in a particular environmental biome. They deal negligible damage to non-flora, but Cover Soak from fungus, plants, bushes, or trees from the target environment in the affected area is reduced by one each round until reduced to zero, and the zones fill with slurries of rapidly-degrading plant matter, becoming D2 Difficult Terrain. (Explosive Grenade, Disposable, Indiscriminate (Medium), Nonlethal, Speculative Fire, Thrown, Unsubtle, destroys plant cover)

AERARIUM ACCOUNT X

Named for the ancient Roman treasury, these high-security Hospital Bank accounts provide +2X Security Soak to the user's financial interactions and transactions, due to constant and detailed monitoring against illicit intrusion or manipulation. Opening an account requires Earnings of at least 3+X, and good standing with the Church, ALEPH, and PanOceanian officials.

WHAT YOU'LL FIND IN THIS CHAPTER

- A new item Quality, Heritage Weapon X
- Several new Vehicle Types common in PanOceania
- A catalogue of new items and vehicles used by PanOceanians
- Four iconic TAGs used by the PanOceanian Military Complex

Aircraft – see *Infinity GM Guide*, p. XXX

iota-scarcity – see *Infinity Corebook*, p. 140

"SAVE YOUR MONEY. SAVE YOUR SOUL."

The motto of the Order of the Hospital's Hospital Bank, one of the most important banks in the Sphere, is ubiquitous in advertisements throughout PanOceanian territory. While they advertise widely, they are selective about who they allow to open an account, and well-known for openly sharing their records with the Hexadron, ALEPH, and law enforcement, as well as Church officials.

Order of the Temple – see *Infinity Corebook*, p. 178

BALISONG KNIVES

Balisongs, also known as butterfly or Batangas knives – originated in the Phillipines, and can be quickly opened by skilled fighters. Their handles are split into two narrow bars which rotate around the tang and have grooves which conceal the knife when closed.

**MEDIUM COMBAT
ARMOUR VARIANT****BAGH-MARI
ARMOUR**

Named for ancient clans of Indian tiger killers and a fierce counter to Yu Jing Tiger Soldiers, Acontecimento's Bagh-Mari wear armour built for the hunt, incorporating adaptations and Chameleonwear coatings specific to their intended operational biome (aquatic, desert, or jungle), as well as a Multispectral Visor 1.

Aeropter: Lightweight civilian VTOL frames, aéropters see extensive use as communal vehicles on the frontier, archipelagos, CFZs, and as cheap airbabs for the ever-changing skyline of Neoterra's Newton City.

AEROPTER

AIRCRAFT, EXPOSED (+2 COVER), FRAGILE

ATTRIBUTES

Scale	Speed	Brawn
2	1/2	9 (+1)

DETAILS

Max. Passengers	Impact
4	2+3 (Knockdown)

Hard Points

–

DEFENCES

Structure	9	Firewall	6
Armour	2	BTS	0

Alpenstock: Ice axes attached to smart-material extensible poles inspired by the ancient Swiss climbing poles of the same name, alpenstock are quickly becoming heritage items among Svalarheimans, returned to the community on death. Each owner adds a stanza or two to the embedded saga. Alpenstocks count as kits for climbing. (Melee Weapon, 1+4 damage, Unbalanced, Heritage Weapon X (Svalarheimans), Improvised 1, Non-Hackable, Stun, Vicious 1)



Balisong Motorcycle: A daredevil's favourite, balisongs are as swift and unexpected as their namesake Filipino blades – and nearly as dangerous to untrained amateurs. This year's Manila model from San Fernando de Dagopan's Skym-Naza Motors is their best in years, but Baling AB's 2–9 and Tagatek's Manny are still significantly easier to repair.

BALISONG MOTORCYCLE

EXPOSED, GROUND, WHEELED

ATTRIBUTES

Scale	Speed	Brawn
0	3	10

DETAILS

Max. Passengers	Impact
1	1+3 (Knockdown)

Hard Points

Chassis 3, Comms 1, External 1, Internal 1, Motive 1, Weapons 1

DEFENCES

Structure	8	Firewall	6
Armour	1	BTS	0

SPECIAL ABILITIES:

- Splitwheels:** The cycle's wheel sets are pairs attached to independent hydraulic struts, and can split and extend for ATV-like manoeuvres and sudden leaps. With a Pilot (D2) test at +2 complication range, the balisong can ignore up to Hazardous or Difficult Terrain 2, or vault over obstacles up to a meter tall without penalty.

Banduk E/Mitter: Produced by Khalsa's own Chikreli Arms, and favoured by the Akali commandos based in the region, banduk (rifle in Punjabi) E/Mitters are underslung launchers for subsonic non-lethal electromagnetic-pulse projectiles, designed for use with weapons with the MULTI Light Mod quality such as Combi Rifles. Excellent for assaulting technological units or disabling defence and security systems, the careful calibration required adds +1 difficulty to Tech tests to add to a weapon. (Range C/M, 1+5 damage, Burst 1, 1H, Nonlethal)

Blade of St. George: The iconic weapons of Knights Hospitallers, these formidable swords incorporate the latest in modern melee materials, including a Teseum edge, while carefully avoiding the Templar apostasy of artificially intelligent weapons. (Melee, 1+5 damage, 2H, Grievous, Non-Hackable, Parry 2, Piercing 2, Vicious 1)

Bounce: Named after the low-g "Acontecimento Step", and popular with PanOceanian partiers, bounce is a euphoric with an intense comedown, taken a few hours before the end of a night of carousing to ensure restful sleep. Sold in disposable oral sprays, it is banned in Yu Jing and Haqqislam's territory due to dangerous side-effects if abused.

Special Effect: Once administered, the user gains +1 Morale Soak and +4 Resolve for three hours. Once those three hours are up, they heal 4 Mental damage, and quickly descend into deep REM sleep for the next six hours.

Addiction 1 (8 doses), **Compulsion 1**

Overdose Wound Effect: all overdose damage is doubled, and taken as mental damage.

Withdrawal 2+2 (N) mental damage, **Harm Effect** (user takes double mental damage until recovered, and suffers intensely personal nightmares)

Bush Knife X: Deeply-grooved broad blades with hardwood handles, also known as Bowie knives, bush knives were indispensable survival kit during Neoterran colonization. Originals and knockoffs are formal apparel and constitute significant gifts between Neoterrans with frontier Australasian heritage. Many have layered blade inscriptions in addition to metadata. (Melee Weapon, 1+5 (N), Heritage Weapon X (Australasian Neoterrans), Thrown, Unforgiving 1, Vicious 2)

Caskuda Jewellery: Named for the nigh-invulnerable Acontecimento cockroach, these ornate bracelets are mosaics of multihued Punta Norte stones surrounding a memory diamond library of unique and exhaustive Infowar countermeasures, providing 4 Security Soak to the wearer's personal network so long as they stay in close proximity with the wearer's skin. Rumours abound about their source, but only a few are sold each year, always through anonymous cut-outs and obscure dead drops, and since they permanently imprint on the first individual to wear them, bidding is fierce among collectors and elite hackers.

Citplant: Currently only used by the PanOceanian military as an additional security measure for key installations, these implanted identity tokens each contain a unique but static cryptographic database embedded in memory diamond, adding +2 difficulty to forge a specific implant to anyone with Tech or Hacking focus of 2 or less. The "Ateks Out!" movement has recently advocated for gating access to all city cores and services with the use of similar "citizen-only implants" to further marginalise Ateks, who rely on fake IDs for access.

Contender: A family of duelling weapons for use in Aristeia! competitions, Contender designs widely vary by manufacturer, but all share a low rate of fire, high stopping power, and compact size. Despite seeing some military use, their biggest market remains Aristeia! fighters and fans, with prices driven by marketing rather than any actual difference in utility. (Range M, 1+4 (N) damage, Burst 1, Unbalanced, Anti-Materiel 1)

Croc Mine: Like the infiltrators that use them, croc mines are designed for amphibious stealth and covered in a chameleonwear coating, rendering them difficult to see unaided – they cannot enter the revealed state unless the viewer is within Medium range. When deployed underwater, at any depth, they passively adjust their buoyancy and use shrouded pump-jet impellers to maintain their position. (Explosive Mine, 2+5 (N) damage, 1H, Comms, Disposable, Fragile, Indiscriminate (Close), Unsubtle, Grievous)

Cutter TAG: Characteristically high-tech Motronica weapons for ocean dominance, Cutters are designed from first principles for stealth both above and below the waves, despite their massive depth-resistant construction. In addition to TO Camo sheathing and internal system sound-suppression, passive filtration-layers disguise the TAG's radioactive and E/M profile, effectively shielding it from sensor detection.

A CineticS Lunan MULTI HMG is a Cutter's sole weaponry besides their fists, so they are best in coastal engagements where their amphibious manoeuvrability lets them strike from surprising angles at Long range. On land, their exaggerated swimmer's build's can appear ungainly, but at sea attenuated wings at shoulders and ankles unfurl to steer them in smooth sweeping arcs – powered by the aquajet that comprises most of their torso's bulk, they reveal a deadly stream-lined grace.



POPULAR CONTENDER MODELS

TauruSW Duelist – basic undisguised model

Styrocarb8 – disguised as a conventional carbine.

CineticS FLX line – built into a personalized armour forearm.

Goa Dynamics' Bhujang series – incorporate custom-grown *reptilo*-scale inlays and AR effects to complete the wielder's look.

Acontecimento Step – see *Infinity Corebook*, p. 224

Caskuda – see *Infinity Corebook*, p. 225

**“NEMO NOS
EFFUGIT” (NOBODY
ESCAPES US)**

Varuna's Naval Chasseurs, or more specifically their Fast Intervention Unit, use Cutters as armoured spearheads for both deep-sea and amphibious covert operations – infiltrator insertion, punitive actions, perimeter enforcement, interdictions, and so on. While analysts and investigators often resent the photogenic TAGs drawing all the attention, there's no denying they sustain the unit's motto. The sole exception is Libertos attacks – Helots somehow reliably detect and evade Cutters, a black mark on the Naval Chasseur's otherwise flawless record.

Cube Scan – see *Infinity Corebook*, p. 394

**DANGEROUS
THREAD**

Every nation has a unique recipe for D-Thread, each of which is treated as a state secret, and an illicit creation of it is a capital crime in some nations.

SHARED VISION

Even without Maya Integration, AR Eye Implants are so common among PanOceanians that broadcasting what one sees to friends, family, or even the public at large is an unconscious reflex. Sharing a live visual feed (with modest on-the-fly editing by one's geist) is a common signifier of trust between friends – or cheeky flirtation.

CUTTER TAG

ENCLOSED, GROUND, HANDS, REMOTE PRESENCE,
SINGLE-SEAT, SUBMERSIBLE, WALKER

ATTRIBUTES

Scale	Speed	Brawn
2	2	17 (+2)

DETAILS

Max. Passengers	Impact
1	3+7 (Knockdown)
Hard Points	
–	

DEFENCES

Structure	16	Firewall	10
Armour	8	BTS	6

GEAR: ECM 1, TO Camouflage

MOUNTED WEAPONS:

- **MULTI HMG:** Range L, 2+5 damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle

SPECIAL ABILITIES:

- **Run Silent:** +1 difficulty to Observation tests to detect the Cutter, so long as it makes only Careful Piloting actions.
- **Run Deep:** Ignores penalties imposed by pressure, even at extraordinary depths.

scan, requiring a successful Psychology (D2) test to analyze correctly, but on a success grants 1+2 bonus Momentum for social skill tests targeting the subject of the recording. On a failure, or if any Effects are rolled, a single Momentum is generated, along with a Complication – which can be used by the GM in the same way as a complication generated on a skill test.

Exo-Compass: Exo-compasses contain magnetic field maps and starfield profiles from every major planetary body in the Human Sphere, aiding wilderness and interplanetary navigation. While they do not require a comlog to use, they are often combined to leverage navigation software. An exo-compass grants one bonus Momentum to Survival tests to navigate through an unfamiliar region – or to similar Extraterrestrial navigation tests offworld.

Electric Pulse: This contact-activated defensive system is typically installed on vehicles and remotes, and generates a discharge strong enough to non-lethally immobilize and daze targets. A defender can use their electric pulse system for Close Combat Defence Reactions against melee attacks for –1 Heat (minimum 0). If the defender wins the face-to-face test, they deal Electric Pulse damage to the attacker, in addition to preventing the attack. (Melee, 1+4, Mounted, Immobilising, Stun)

Full-Sensorium Maya Integration:

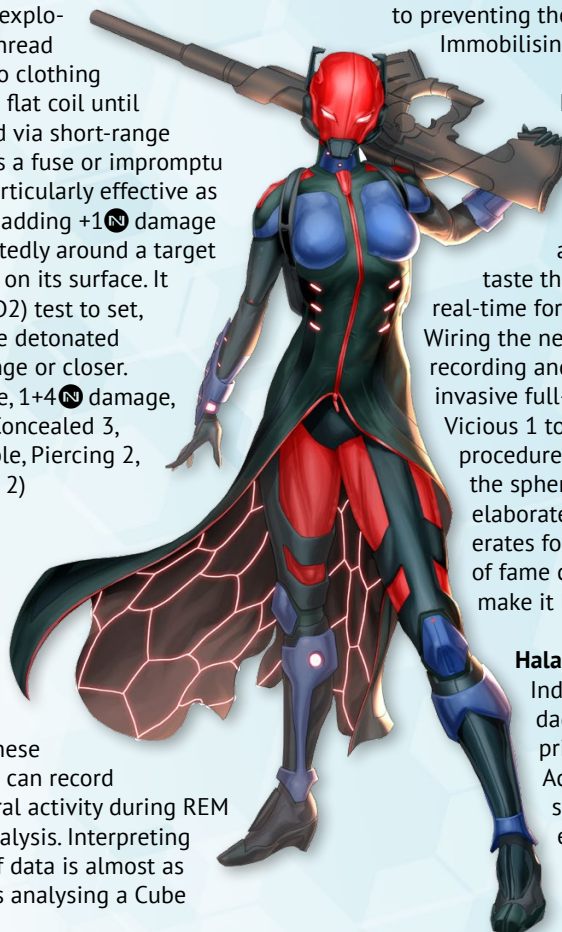
Maya-stardom demands more than a fierce sense of style and an enthralling personality – modern audiences want to feel and see and hear and smell and taste their idol's sensations, ever-cast in real-time for eager consumption and critique. Wiring the nervous system for high-definition recording and transmission is a profoundly invasive full-body Silk augmentation, adding Vicious 1 to any damage received during the procedure. Despite the risks, aspirants across the sphere take extensive loans or sign elaborate contracts with media conglomerates for a chance to make their dreams of fame come true... for as long as they can make it last.

Haladie: Inspired by early Syrian and Indian blades, these double-ended daggers are popular showpieces, prizes, and signs of favour among Acontecimento criminals and smugglers, and are banned from every major settlement. (Melee Weapon, 1+4, Heritage Weapon X (Acontecimento Submondo),

D-Thread: Thin thread with a dense core of flawless segmented octanitrocubane explosive crystals, D-Thread is often laced into clothing or concealed in a flat coil until needed. Triggered via short-range receiver, useful as a fuse or impromptu D-Charge, it is particularly effective as a cutting charge, adding +1 damage if wrapped repeatedly around a target or coiled in rings on its surface. It requires a Tech (D2) test to set, and it can only be detonated from Medium range or closer. (Explosive Charge, 1+4 damage, Anti-Materiel 2, Concealed 3, Comms, Disposable, Piercing 2, Unsubtle, Vicious 2)

Dream-Recorder:

While reading thoughts in real-time is beyond the reach of modern consumer tech, these hat-like scanners can record the wearer's neural activity during REM sleep for later analysis. Interpreting a week's worth of data is almost as much of an art as analysing a Cube



Vicious 2)

Indeeds: As the primary dispenser of Resurrections in PanOceania, the NeoVatican Church has revived the medieval tradition of indulgences – services to the Church are rewarded with points towards a Resurrection licence, tracked through the inDeeds app on the user's comlog. The app is tied to the List of Deeds, a regularly updated list of praiseworthy acts, both general (donating money or volunteering for the Paradiso Crusade), and very specific, sometimes triggering mercenary competitions to see who can achieve them first. The app indicates nearby opportunities, including personalised tasks from the Church, and a steady stream of “micro-point deeds” – minor acts of charity and goodwill that benefit one's immediate community.

Ice Crawler Transport: With six broad tracks, a nose-mounted slow-burning flamethrower attachment, and plenty of room for cargo or passengers, ice crawlers are crucial for Svalarheiman survival, and several models contend for the market – Neoterra's Neon Lupo, Sol's FierraFord Model I, and Moto. tronica's Polaris, built right in Vest Festning.

ICE CRAWLER TRANSPORT

ENCLOSED, GROUND, WHEELED (TRACKS)

ATTRIBUTES

Scale	Speed	Brawn
2	3	13 (+2)

DETAILS

Max. Passengers	Impact
7	3+5 (Knockdown)
Hard Points	
–	

DEFENCES

Structure	16	Firewall	6
Armour	4	BTS	1

MUNTED WEAPONS:

- **Slowmelt Flamethrower:** Range C, 2+5 damage, Burst 1, 2H, Incendiary 4, Munition, Nonlethal, Torrent

SPECIAL ABILITIES:

- **Toasty:** Grants passengers immunity to even extreme cold so long as they stay inside the crawler.
- **Low Gear:** Crawler drivers can make the Ram Through vehicular Momentum spend for 1 Momentum.

Gt Bracelet: Named for the founder of the original Knights Hospitaller, Gerard Thom, and charitably subsidised by the Order for any PanOceanian citizen, this bracelet painlessly micro-samples the wearer's blood and continually records their biometrics to build a detailed medical profile over time. As long as it is worn continually for at least a month, it provides anyone with 2 or more Medicine Expertise

and network access to it a bonus d20 on tests to diagnose health issues the wearer is suffering from, or to provide the wearer with Long-Term Care.

Kirpan X: A Sikh article of faith and reminder to defend themselves and others from injustice and oppression, Kirpan are curved blades with an inner cutting edge. Still worn after religious initiation, they are also prized Gatka School teacher-student gifts, and wearing one is a pan-cultural sign of Aryavartan pride. (Melee, 1+3 damage, 1H, Heritage Weapon X (Aryavartans), Subtle 2, Unforgiving 1, Vicious 1)

Locust Rifle: Combi Rifles extensively modified for Locust clandestine action teams, Locust Rifles fire BTS-degrading Breaker rounds, and in addition to their modular secondary weapon assembly, have a charge-plate – equivalent to a Stun Baton – built into the stock usable as a melee weapon without any Improvised penalty. (Range C/M, 1+5 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1)

Malasartes Grenade: Named for the legendary Latin American trickster and rogue, Malasartes grenades release a cloud of concealing smoke carrying illegally fabricated nanotech that partially blocks modern optics and sensors, including the multi-spectral sensors used by high-security buildings. Used for getaways and criminal heists, they are also useful for agents disguising their operations as Submondo activity. (Explosive Grenade, Disposable, Indiscriminate (Close), Nonlethal, Reflective 1, Speculative Fire, Thrown, Unsubtle)

Mere: Short broad-bladed flat clubs made from *panamou* (nephrite jade) and designed for thrusting strikes at short range, these Maori weapons recognize the bearer's *mana* (personal energy and prestige in Austronesian languages) among PanOceanians with Polynesian ancestry. They are common homecoming gifts for victorious soldiers and diplomats. (Melee Weapon, 1+4 damage, Heritage Weapon X (PanOceanian Polynesians /Maori), Knockdown, Stun, Vicious 2)

Mobility Armour: A product of the Omnia Research Corp, and at Joan of Arc's insistence made available to carefully vetted Father-Knights, mobility armour is dangerous to use unless the wearer is carefully trained and in peak physical condition. Add +3 complication range to all Acrobatics tests if the wearer does not have at least three Acrobatics Talents, an Agility of 13 or more, and a Brawn of 12 or more. (Combat Armour)

Mulebot: Created as multifunction logistics remote units, mulebots support even the most dynamic PanOceanian forces. Their multiple configurable attachment points, reliable design, and open

POWERED COMBAT ARMOUR VARIANT

KNIGHT OF SANTIAGO ARMOUR

The Knights of Santiago demand extensive zero-g and technical skills from their members in order to protect Circulars and pilgrims, and their heaviest armour reflects those priorities, incorporating vac-suits with an additional three Oxygen Loads and two Parts worth of sealant and emergency patches, as well as a powered multitool.

A VOICE IN THE WILDERNESS

For Bureau Noir campaigns incorporating the Wilderness of Mirrors, the inDeeds app can be used as an unobtrusive way to communicate covert objectives, or add bonus objectives for the NeoVatican Church as a sub-faction. GMs can provide additional resources, allies, or intelligence on future missions as rewards for completed objectives, or use inDeeds opportunities to give characters a chance to act on their Traits.

WINTER TACTICS

The Svalarheima Winter Force uses Ice Crawlers for rapid deployments – after a modest up-armouring (+1 Armour Soak) and incendiary boost (+1 damage and remove Nonlethal), of course. Melting into the ice and ambushing targets from below is a favourite tactic.

ARMoured CLOTHING VARIANT:

HEXAS NIGHTWEAR

Custom-fitted by SSD armourers for Hexas Agents, these outfits are high-impossible to differentiate from ordinary albeit stylish clothing until their hidden features activate. (Hidden Armour 2, Kinematica, Thermo-Optical Camouflage)

HEAVY COMBAT ARMOUR VARIANT

SWISS GUARD ARMOUR

Guardians of the NeoVatican and the Pope's elite guards since before humanity left Sol, the Swiss Guard may follow ancient traditions, but their armour is uncompromisingly modern, incorporating thermo-optical camouflage, Blades of St George blessed by the pope himself (+3 Morale Soak), and extensively purified personal firewalls (+3 BTS).

SPES-GAANY MOLEE

Fish cooked in a spiced coconut gravy, this staple of Malaysian/Indian cuisine is a ubiquitous dish in Neoterra's Spes Archipelago's agricultural villages, each of whom swears by a recipe incorporating locally grown ingredients. Tours of the region during festival season are popular with Elite gourmands.

MULEBOTS INCLUDED

Mulebots are designed to serve in trios – three of them can precisely fit in a shipping container as a single modular unit for storage and shipping via space elevators, the Galvão railgun, or other high-velocity transportation options. The three-bot one-container configuration is often sent as part of a larger shipment, providing delivery on arrival and eliminating the need for local short-haul transport.

architecture proved equally useful for civilian purposes once Moto.tronica's exclusive contract with the Hexhedron ended, and they now form the backbone of PanOceanian shipping and warehouse management, as well as a substantial hobbyist modding community.

TROOPER

MULEBOT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	10	9 (+3)	11	7	4	4

FIELDS OF EXPERTISE

Combat	—	—	Movement	+3	1	Social	—	—
Fortitude	=1	—	Senses	+1	—	Technical	—	—

DEFENCES

Firewall	6	Resolve	6	Structure	12
Security	—	Morale	—	Armour	2

ATTACKS

- **Electric Pulse:** Melee, 1+4 damage, Immobilizing, Stun

GEAR: Repeater

SPECIAL ABILITIES

- **Common Special Abilities:** Inured to Disease, Poison, and Vacuum; Superhuman Brawn 3
- **Open Architecture:** So many eyes on their code have resulted in a robust and fairly bug-proof architecture. When controlled by a geist or native LAI, mulebots gain Morale and Security Soak of 2, and Tech tests to modify or repair them are at -1 difficulty.
- **Shipping Configuration:** As a full-round Action, a mulebot can retract its limbs and heat-sink panels, reducing its profile for easy shipping, and go into power-saving hibernation.
- **Tri-Sync:** Mulebots in civilian use are designed to work in threes, and each mulebot in the triad rolls +1d20 on tests when lifting, moving, or transporting cargo in coordination with the others.

Nanopulser Jewellery: While ordinary nanopulsers are widely restricted for civilian use, PanOceanian Elites have carved out an exception for openly-worn "protective ornamentation". Usually embedded in ornate Portuguese-style filigree, these single-use short-range nano-bot sprayers quantronically alert authorities and then dissolve when used, and require extensive identity vetting before purchase. A clear signifier of influence, Nanopulser Jewellery acts as if it had the Heritage weapon 1 quality when in polite social interactions with PanOceanian Elites and Hyper-Elites. (Range C, 1+5 damage, Biotech, Comms, Disposable, Torrent, Vicious 2)

Noimosyn: A common prescription for cognition disorders, noimosyn enhances concentration and memory, and is often abused as a performance enhancer by students and data workers. Sold legally only in pill form, possession of the drug without a prescription or in other form factors is a minor crime on most worlds.

Special Effect: The user gains a free d20 reroll on Analysis tests requiring intense concentration, memorisation, or recall for one hour. If they have the Pattern Recognition talent, they gain a second free reroll, but must accept the new result. Once the noimosyn wears off, the user suffers +1 difficulty to Brawn tests for two hours.

Addiction 2 (6 doses), Compulsion 1

Withdrawal 1+1 mental damage, Harm Effect (user suffers Withdrawal damage whenever they make non-Analysis tests, and easily fixates on finding connections between arbitrary data or stimuli to the exclusion of other activity)

Orb-Light: Modelled after the great sphere upheld by San Pietro's iconic Lady of Light, these small flying spherical lights follow the user, and can brighten via quantronic command to illuminate the user's zone. They are near-inescapable tourist trinkets in PanOceanian territory, particularly in the Lightball Mall, and come with a Theia charging-statuettes.

Pitcher: Modified grenade launchers, pitchers increase the effective range of tactical Hackers, firing deployable repeaters as Reloads just as grenade launchers fire grenades. The weapon inflicts no damage, and targets a zone rather than a normal target with a Ballistics (D1) test, modified as normal for range; if successful, the deployable repeater lands in the targeted zone and deploys immediately. (Range M, Burst 1, Unbalanced, Munition, Speculative Fire)

Pollock Grenade: A PanOceanian specialty, these grenades detonate in mid-air, spray a fluorescent nano-laden telemetry paint in all directions, use their overlapping sensors to take a snapshot of their surroundings, and register paint that struck potential targets. They then transmit the results to



networked friendlies, giving anyone in the target zone the Marked condition unless they succeed at an Acrobatics test as a Reaction with difficulty equal to the number of effects rolled. (Explosive Grenade, Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Thrown, Unsubtle, marks targets)

Pressure Suit: These sleek, skin-tight mesh pressure suits allow a Helot to negate the effects of unwanted environmental pressure, and act normally without modifiers or Pressure Personality Traits. They provide no protection on their own, but can be worn beneath conventional armour with some modifications.

Prison Transport: VTOL aircraft used to move prisoners securely, prison transports are constructed in sterile fully-automated facilities to prevent tampering. Devatech's BH-4 Bhishma, named for the *Mahabharata*'s honourable warrior and kidnapper, is the only version used by the Tower High-Security Correctional Facility on Neoterra, but KraussEK's Hund T, Lupo's Maria Noir, and Castellón's Minorca are also relatively popular.

PRISON TRANSPORT AIRCRAFT, ENCLOSED			
ATTRIBUTES			
Scale	Speed	Brawn	
3	2/4	13 (+1)	
DETAILS			
Max. Passengers		Impact	
2/12		4+5  (Knockdown)	
Hard Points			
—			
DEFENCES			
Structure	28	Firewall	10
Armour	4	BTS	5

GEAR: ECM 1, Electric Pulse

SPECIAL ABILITIES:

- **Holding Area:** The rear zone of the transport is sealed, and designed to hold up to a dozen prisoners immobilised. Tests to escape it are at +1 difficulty, and it can be flooded with Oneiros gas by a Tech (D1) test from the 2-crew cockpit.

Remote Pod X: These enclosed cockpits with integrated remote presence gear allow operators to pilot remotes in safety and comfort at a distance, often in environments too hazardous for human life. Advanced pods incorporate olfactory sprays and hormonal-mediation auto-injectors, smart-material upholstery, micro-climate control, and bio-management features — anything to keep their charges happy and alert through long shifts of remote work. Many corporate, governmental, and even military employees, particularly in PanOceania and Yu Jing, spend their workday inside a remote pod in their home.

Remote pods have the Neural quality, count as VR equipment, and remove the complication range penalty for operating remotes and vehicles via remote control. Though ghosting a remote is intense, practiced operators can optimize their remote pod's features for +X Morale Soak while in the pod. The pod's firewall quality is crucial for defence against malicious hackers and quantronic intrusion, providing +X Security Soak.

Rippa Board X: Driven on one's belly when underwater or balanced on as a narrow surfboard on the surface, these aquatic sleds are incredibly common sights near PanOceanian coastal vacation spots and pleasure islands, especially during Great Tides. Quality boards are nimble but less stable: anyone with Agility less than 9+X is at +X complication range.

RIPPA BOARD X			
EXPOSED (+2  COVER), SUBMERSIBLE, WATERCRAFT			
ATTRIBUTES			
Scale	Speed	Brawn	
0	X+1	9	
DETAILS			
Max. Passengers		Impact	
1		1+3  (Knockdown)	
Hard Points			
—			
DEFENCES			
Structure	7-X	Firewall	5
Armour	1	BTS	X
GEAR: 2 Oxygen Loads, Recorder, Locational Beacon			
SPECIAL ABILITIES:			
• The board grants X bonus Momentum to Acrobatics tests to perform stunts and X-1 bonus Momentum to Piloting tests to manoeuvre around obstacles.			

Sanctuary Service: Initially provided by the Order of Santiago in Human Edge for PanOceanians far from home, and now offered regularly on Circulars and Santiago-controlled stations, these hour-long church services offer both spiritual and practical reinforcement. During the service — which heals 2+2 Mental Damage for believers — attendees' personal networks are isolated from all outside connections to avoid distraction, and given careful review by Santiago technicians, healing 2+4 Mental Damage, and healing a Breach per effect rolled. Services are free for Church employees, Military Order members, and Circular workers.

Scuball Suit: Varuna's most popular sport, scuball is played not only by professionals like the Neo-Canberra Sea Devils, but by enthusiastic students and amateurs all over the planet. Scuball suits contain a head-mounted recorder, aquajet thrusters in

HELOT ARMOUR

Pressure suit-compatible armour either provides one less Armour Soak in all locations, or the added bulk restricts movement, negating the user's Natural Swimmer trait. Pressure suit modifications add +2 and +T2 to an armour's cost, but the basic suits are subsidized by PanOceania, ensuring widespread adaptation. See Pressure Personality Traits — see page 94.

OPTIONAL RULE REM-LAG

Returning to the physical limitations of a human body and the serene pace of an office environment after the intensity of remote work can lead to disorientation, irritability, depression, and other psychological issues, collectively referred to as rem-lag. Mandatory breaks and counselling alleviate stress for corporate and governmental workers, but intense expectations, ambition, and greed often drive operators past their own limits.

To reflect rem-lag stress, at the GM's discretion, for every hour of remote work beyond their maximum Resolve, pilots who work without pause take 1+1 Mental Damage, healing one Resolve if an effect is rolled. After double their Resolve in hours, the damage increases to 1+2, and at triple 1+3 also taken as physical damage.

Tower High-Security Correctional Facility — see *Infinity Corebook*, p. 261

"NOICE RIPPAH, GUPPY."

Varunan rippers have an extensive vocabulary differentiating what might seem like near-identical variations to outsiders — particularly swift ripper are "aggra" or "gnarl", for example, while slower and more stable versions are "bigs", regardless of size.

OPTIONAL RULE

SENSARECORDER CANDIDATES

Proven performers are often offered a role in a sensaseries by media conglomerates. During Decision 8: Careers in Lifepath character creation, if a character takes Maya Personality, Sports Personality, or other performance-oriented career two or more times, they can optionally gain Sensarecorder augmentation in exchange for a 10 Asset debt to a GM-defined media conglomerate or other appropriate faction or subculture. If they choose a different 3rd or 4th career, the debt increases by 5 Assets.

LIGHT COMBAT
ARMOUR VARIANT**DOC ARMOUR**

Standard issue for Fusilier paramedics and Trauma-Doc first responders, Doc Armour incorporates a MediKit in the right forearm with an 8 Serum magazine, a bioscanner in the left forearm, and a backpack filled with basic medical supplies.

**"ULTIMA RATIO PANOCEANIAM"
(THE FINAL ARGUMENT OF PANOCEANIA)**

Sent in only when all diplomatic and less-destructive options are exhausted, the Heavy Lancer Regiment of PanOceania's Armored Cavalry are blunt instruments and proud of it. Piloting Squalos TAGs swifter than most competition, they outmanoeuvre and reduce their opposition to wreckage with terrifying efficiency.

the limbs, protect the wearer from aquatic hazards, and contain three Oxygen Loads. As a Minor action when underwater, the wearer can move to another underwater zone within Long range with a successful Athletics (D2) or Extraterrestrial (D2) test.

Sensarecorder Augmentation: Performance in blockbuster Triple Alpha sensadramas requires augmentation even more elaborate and invasive than so-called "full-sensorium" Maya integration – sensatech. Designed to be imperceptible except to a deep medical scan, this invasive surgery implants hi-fidelity sensors throughout the user's body, and even links to their Cube's carrier systems, gathering a slice of the recorded sensory information. This allows recording of subtler senses far beyond the basic five, such as kinaesthetic proprioception, cardioception, somatic and visceral pain, hunger and thirst, and even a portion of the user's emotions, storing an incredibly elaborate profile of the user's experiences, which can then be uploaded as the raw material for sensaseries or for detailed analysis and review – uploading takes five minutes per day of recorded sensory data. Wiring the user's nervous system for high-definition recording is an invasive full-body Silk augmentation, adding Vicious 1 to any damage received during the procedure.

Sensatranslator: Experiencing a sensaseries requires the use of a special device that partially connects to Cube sensory implants. Passive devices, sensatranslators can only provide sensory input, and cannot access a Cube's contents, to prevent exposing the Cube to outside interference, and there is always a slight sense of separation from the experience in the interest of psychological safety. Since constant experience in the first person with the same character is often exhausting for the audience, directors often cut between multiple viewpoints and senses, allowing the spectator to enjoy a curated artistic experience. Each series also includes bundles devoted to specific characters, providing different points of view to increase the chances of repeat viewings.

The device's cost covers staying current with a number of sensaseries equal to the character's Earnings – if unpaid, the user still has access to previously purchased episodes. They can gain access to an additional number of shows equal to their Earnings by increasing the Maintenance cost by one. With GM permission, extensive repeated viewings of a related sensaseries can halve the XP cost to gain the first rank of Expertise in a particular skill.



Seraph TAG: Strong in their faith, Military Order Father-Officers fight without fear of death or hesitation, resulting in severe attrition rates until the creation of remote operated Seraph TAGs, which allowed them to lead on the frontlines without needlessly risking their lives. Powerful back-mounted aero-jets and gliding wings allow them to soar over battlefield terrain, enhancing their already angelic humanoid form.

Built-in coordination systems make Seraphs guardians and guides for allied remotes, just as their pilot safeguards the souls of the soldiers under their command, but they are formidably armed even on their own, with a chest plate Nanopulser, CineticS Bagyo-T Spitfire, and iconic shoulder-sheathed TAG-scale greatsword. The greatsword's edges' micro-grooves are filled with superconducting gel, which turns into intense directed blasts of ionized plasma on impact.

SERAPH TAG

ENCLOSED, GROUND, HANDS, REMOTE PRESENCE, SINGLE-SEAT, WALKER

ATTRIBUTES

Scale	Speed	Brawn
2	2	16 (+2)

DETAILS

Max. Passengers	Impact
1	3+7 (Knockdown)
Hard Points	
—	

DEFENCES

Structure	16	Firewall	10
Armour	7	BTS	6

GEAR: ECM 1, Kinematika

MOUNTED WEAPONS:

- **Spitfire:** Range M, 1+5 damage, Burst 3, 2H, Spread 2, Unsubtle
- **Nanopulser:** Range C, 1+5 damage, 1H, Biotech, Subtle 3, Torrent, Vicious 2
- **Seraph Greatsword:** Melee, 1+5 damage, Massive, Anti-Materiel 1, Spread 1, Unsubtle, Vicious 2

SPECIAL ABILITIES:

- **Ardour:** Designed as a tactical coordination nexūs, Seraphs grant allied Remotes within Medium range one bonus Momentum to Ballistics and Athletics tests.
- **On Wings as Eagles:** Seraphs can vault over obstacles up to twice their height without penalty, and grant -2 difficulty on tests to move through difficult terrain.

Spike: A favourite of Aristeia! competitors, many of whom sponsor their own brands, a spike is an adhesive patch embedded with gel packets of fast-acting medications that absorb through the skin when the patch is slapped on.

Special Effect: Spike can be administered once a round to Absterge physical conditions. 1+1

damage is taken per dose, ignoring armour and BTS. Ten minutes after application, the user becomes Fatigued until they get a full night's sleep, and multiple doses add additional instances of the condition.

Squalo Tag: The second iteration of Moto.tronica's Stingray TAG platform, Squalos (shark in Italian) retain the line's pedigree of manoeuvrability, comprehensive firepower, armoured durability, and raw speed. Improvements include cutting-edge countermeasures against Guided weaponry, and — addressing longstanding pilot complaints — refactored finger actuators and reinforced knuckle guards.

The TAGs themselves are unmanned, piloted from kilometres away via purpose-built remote presence pods. Towering nearly two stories tall, their lack of life support systems ensures a lean humanoid silhouette, broken only by a pair of transmission antennae sweeping back from the head and a shoulder-mounted CineticS Lunan MULTI HMG with a Switech Cadentem Heavy Grenade Launcher rack built into its stock. A BernaDente HAP5 Heavy Pistol, mounted in the torso but detachable for an ambidextrous firing arc, ensures armour-piercing firepower at Close range.

SQUALO TAG

ENCLOSED, GROUND, HANDS, REMOTE PRESENCE, SINGLE-SEAT, WALKER

ATTRIBUTES

Scale	Speed	Brawn
2	2	17 (+2)

DETAILS

Max. Passengers	Impact
1	3+7 (Knockdown)
Hard Points	
—	

DEFENCES

Structure	16	Firewall	10
Armour	8	BTS	6

GEAR: ECM 2

MOUNTED WEAPONS:

- **AP Heavy Pistol:** Range R/C, 2+4 damage, Burst 1, Unbalanced, Piercing 2, Unforgiving 1, Vicious 1
- **MULTI HMG:** Range L, 2+5 damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod (Heavy HGL), Spread 1, Unsubtle
- **Heavy Grenade Launcher:** Range M, 3+5 damage, Burst 1, Unbalanced, Munition, Speculative Fire + Grenade qualities

Strides: Also known as “trou”, these skeletal exoskeletons are used by farmers, factory workers, and police for quick transport and extra muscle. Their sale is heavily restricted outside PanOceania, despite hypercorp lobbying. They

VAC SUIT VARIANT

SIGMA-OXS PIALUG

Named for an ancient Micronesian navigator, these advanced suits incorporate an exo-compass, two Sensor Suites of the purchaser's preferred type, and an additional Oxygen Load and Part to support extended solitary jaunts. Their additional complexity adds +2 complication range for users with less than 3 Extraterrestrial Focus, but veteran explorers swear by them.



"AD FINEM" (UNTIL THE END)

Acontecimiento's Armoured Chasseurs exclusively use Tikbalang, and are based in and primarily piloted by locals from San Fernando de Dagopan. Due to fierce public support, local lobbyists and manufacturers block the sale of the TAGs to outsiders, enhancing "our hunters" mystique. Opposing arguments quickly founder on the squadrons' motto.

SUNDANG

A large cutting tool traditionally popular in the Philippines and Indonesia, these broad-bladed narrow-tipped knives were used extensively in revolutions against the Spanish and the United States of America. Modern square-tipped versions, with their sharpened knuckleguards, only vaguely resemble the originals, but still represent proud independence in San Fernando de Dagopan's Filipino-Malaysian enclaves. Tikbalangs' TAG-scale sundang add a Teseum edge and larger construction, but retain a striking similarity to their human-sale equivalents.

grant Superhuman Brawn 1, and allow the wearer to move to a zone within Long range as a Minor action.

Thunka Charges: Nicknamed by Neoterran troops for the sound they make when attaching, thunka charges are D-Charges with a guidance package, micro-jets, and permabond adhesive strip around the edge of their directional cover, designed to be thrown in the general direction of their target and then guided into place remotely. Successful placement requires a successful Athletics (D1) test(+1 difficulty for each range category beyond Close) to send the Thunka in the right direction – it then guides itself to the target location. (Explosive Charge, 2+6 damage, 1H, Anti-Materiel 2, Comms, Disposable, Guided, Piercing 2, Spread 1, Thrown, Unsubtle, Vicious 2)

Tikbalang TAG: Like the eponymous mythical Filipino half-man, half-horse, Tikbalang haunt the jungle and ambush the unwary with overwhelming force, returning again and again if killed.

Third-generation Stingray models adapted for combat in dense forest and jungle, they carry TAG-scale Teseum-edged sundang blades and TauruSW KHF-7 Caldera (Portugese for boiler) Heavy Flamethrowers to clear vegetation and opposition, and CineticS Tausug HMGs for rapid long-range fire.

Designed for remote piloting, they are more compact than most PanOceanian TAGs, since they lack life support systems and manual controls. Using mimetic sheathing, sound-suppression, and passive radiation filtration derived from the same Moto.tronica research used to build Cutter models'

more advanced concealment, as well as surface treatments to reduce friction from vegetation, Tikbalang move swiftly and silently through dense terrain to outflank opposition and force breaks in enemy lines

TIKBALANG TAG

ENCLOSED, GROUND, HANDS, SINGLE-SEAT, WALKER, REMOTE PRESENCE

ATTRIBUTES

Scale	Speed	Brawn
1	2	16 (+2)

DETAILS

Max. Passengers	Impact
1	2+7 (Knockdown)

Hard Points

–

DEFENCES

Structure	16	Firewall	10
Armour	6	BTS	6

GEAR: Chameleonwear, ECM 1

MOUNTED WEAPONS:

- Tikbalang Sundang:** Melee, 1+5 damage, Unbalanced, Anti-Materiel 1, Piercing 4, Spread 1, Vicious 2
- HMG:** Range L, 2+6 damage, Burst 3, Unwieldy, Spread 1, Unsubtle
- Heavy Flamethrower:** Range C, 2+5 damage, Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent

SPECIAL ABILITIES:

- Mångangaso:** The Tikbalang can ignore Difficult Terrain up to its controller's Pilot Focus in jungles, forests, or other environments with dense vegetation.

ARMOUR TABLE

ARMOUR	ARMOUR SOAK				BTS	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
	HEAD	TORSO	ARM	LEG						
Pressure Suit	0	1	0	0	1	Immunity to Pressure	1	5	0	0
Mobility Armour	3	4	2	3	3	Exoskeleton 1, Kinematika, Self-Repairing	4 (PanO 3, Military Orders 2)	10 + 3	T3 ¹	3
Strides	0	0	1	2	1	Exoskeleton 1, Heavy Armour	3 (PanO 1)	6 + 2	T2	2

¹ No Tariff for Military Orders

AUGMENTATIONS TABLE

AUGMENTATION	CATEGORY	TYPE	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
Citplant	Cybernetic	Implant	Aug, Comms	4 (Panoceania 3)	4+4	T4	–
Full-Sensorium Maya Integration	Silk	Full-Body	Aug, Comms, Subtle 3	2	13+1	T3	–
Sensarecorder Augmentation	Silk	Full-Body	Aug, Subtle 3	4 (PanOceania 3, Nomads 3)	15+1	T2	–

MELEE WEAPONS TABLE

NAME	DAMAGE	SIZE	QUALITIES	RESTRICTION	COST	TARIFF
Alpenstock X	1+4	Unb	Heritage Weapon X (Svalarheimans), Improvised 1, Non-Hackable, Stun, Vicious 1	2+X (Svalarheima 1+X)	2+X	T(X)
Blade of St. George	1+5	2H	Grievous, Non-Hackable, Parry 2, Piercing 2, Vicious 1	3 (PanO 2)	8+2	T1
Bush Knife X	1+5	1H	Heritage Weapon X (Australasian Neoterrans), Thrown, Unforgiving 1, Vicious 2	2+X (NeoTerra 1+X)	4+X	T(X)
Electric Pulse	1+4	Mounted	Immobilising, Stun ¹	1	5+3	T1
Haladie X	1+4	1H	Heritage Weapon X (Acontecimento Submondo), Vicious 2	2+X (Acontecimento 1+X)	3+X	T(X)
Kirpan X	1+3	1H	Heritage Weapon X (Aryavartans), Subtle 2, Unforgiving 1, Vicious 1	2+X (Acontecimento 1+X)	5+1	T(X)
Mere X	1+5	1H	Heritage Weapon X (PanOceanian Polynesians /Maori), Knockdown, Stun, Vicious 2	X+1 (PanO X)	4X+X	T(X)

RANGED WEAPONS TABLE

NAME	RANGE	DAMAGE	BURST	SIZE	AMMO	QUALITIES	RESTRICTION	COST	TARIFF
Banduk E/Mitter	C/M	1+5	2	1H	E/M2	Nonlethal	3	6+4	T1
Contender	M	1+4	1	Unb	DA	Anti-Materiel 1	1	5+5	T2
Locust Rifle	C/M	1+5	2	2H	Breaker	Expert 1, MULTI Light Mod, Vicious 1 ¹	3	6+4	T3
Nanopulser Jewellery	C	1+5	1	—	—	Biotech, Comms, Disposable, Torrent, Vicious 2 ¹	5 (PanOceania 4)	10+3	T2
Pitcher	M	—	1	Unb	Deployable Repeater	Munition, Speculative Fire ¹	2	8+2	T2

¹See entry for additional abilities

EXPLOSIVES TABLE

EXPLOSIVE	CATEGORY	DAMAGE ¹	SIZE	QUALITIES	RESTRICTION	COST (PER 3)	TARIFF
Adarsana Grenade [Environment]	Grenade	—	1H	Disposable, Indiscriminate (Med), Nonlethal, Speculative Fire, Thrown, Unsubtle ¹	3 (Illicit 1)	5+2	T2 ¹
Croc Mine	Mine	2+5	1H	Comms, Disposable, Fragile, Indiscriminate (Close), Unsubtle, Grievous	3 (PanO 2)	5+3	T4 ¹
D-Thread	Charge	1+4	1H	Anti-Materiel 2, Concealed 3, Comms, Disposable, Piercing 2, Unsubtle, Vicious 2	3	—	—
Malasartes Grenade	Grenade	—	1H	Disposable, Indiscriminate (Close), Nonlethal, Reflective 1, Speculative Fire, Thrown, Unsubtle	3 (Illicit 1)	—	—
Pollock Grenade	Grenade	—	1H	Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Thrown, Unsubtle ¹	3 (PanO 2)	—	—
Thunka Charges	Charge	2+6	1H	Anti-Materiel 2, Comms, Disposable, Guided, Piercing 2, Spread 1, Unsubtle, Vicious 2	3 (PanO 2)	—	—

REMOTES TABLE

REMOTE	RESTRICTION	COST	TARIFF	MAINTENANCE
Mulebot	2 (Panoceania 1)	9+3	T3	3

TOOLS TABLE

TOOL	QUALITIES	RESTRICTION	COST	TARIFF	MAINTENANCE
Aerarium Account X	Comms	1+X	1+X	T(X)	1
Caskuda Jewellery	Armoured 5, Comms, Nfb, Concealed 1	5	5+5	T5	—
Dream Recorder	Comms, Fragile	1	4+1	T1	—
Exo-Compass	Comms	2	2+2	T2	—
inDeeds	Comms	1	1	—	—
GT Bracelet	Comms	1	3+1	—	—
Orb-Light	Comms, Fragile	1	3+1	T1	—
Remote Pod X	Comms, Mounted, Remote Presence Gear	1	8+2X	—	X
Sanctuary Service	Comms, Disposable	2 (Panoceania 1)	4+2	—	—
Sensatranslator	Comms, Fragile	1	12+1	—	11
Scuball Suit	Adapted[Aquatic]	2	8+1	T1	1

¹ See entry for additional abilities

DRUGS TABLE

DRUG	RESTRICTION	COST	TARIFF
Bounce	1 (Yu Jing 3 / Haqqislam 3)	3+1	T1
Noimosyn	2	2+2	T2
Spike	1	3+1	T1

VEHICLE COSTS TABLE

NAME	SCALE	SPEED	STRENGTH	ARMOUR	BTS	IMPACT	RESTRICTION	COST	TARIFF
Aeropter	2	2	9 (+1)	2	0	2+3	1	10+2	T3 ¹
Balisong Motorcycle	0	3	10	1	0	1+3	2	9+3	—
Coldcrawler	2	3	13 (+2)	4	1	3+5	2	12+2	T1
Cutter TAG	2	2	17 (+2)	8	6	3+7	4 (PanO 3)	15+5	—
Prison Transport	3	4	13 (+1)	4	5	4+5	3	10+4	—
Rippa Board X	0	X+1	9	1	X	1+3	X	6+X	—
Seraph TAG	2	2	16 (+2)	7	6	3+7	4 (PanO 3, Military Orders 2)	14+4	—
Squalos TAG	2	3	17(+2)	8	6	3+7	4 (PanO 3)	14+5	—
Tikbalang TAG	1	2	16 (+2)	6	6	2+7	4	13+3	—

¹No Tariff for Military Orders



CHAPTER 6

PANOCEANIAN CHARACTERS

PANOCEANIAN
LIFEPATH
DECISIONS

The Lifepath Decisions outlined on p. 38 of the *Infinity Corebook* should be followed with the following exceptions for characters belonging to the PanOceania faction.

DECISION ONE—
BIRTH HOST

If you roll a 19 or 20, roll on the *Alien Host Table* (p. XXX) to determine your character's non-human heritage.

DECISION THREE—
HOMEWORLD/
HOMELAND

Characters with PanOceania heritage roll on the *PanOceania Expanded Homelands* sub-tables (p. XXX) after determining their homeworld.

DECISION
FOUR—STATUS

Characters in the PanOceania faction roll on the *PanOceania Faction Status* table (p. XXX).

DECISION SEVEN—
ADOLESCENT
EVENT

Characters in the PanOceania faction roll on the *PanOceania Faction Adolescent Event Tables* (p. 117).

DECISION EIGHT—
CAREERS

Instead of rolling on the *PanOceania Faction Career* table in the *Infinity Corebook*, characters in the PanOceania faction roll on the *Expanded PanOceania Faction Career* table (p. 117), as well as the *PanOceania Faction Career Event* tables (p. 117).

Life in the Hyperpower is different than in the rest of the Human Sphere. Bigger, more prosperous, and better-connected than their peers, PanOceania citizens have a unique perspective on the galaxy, the view from the top. Advantages that others would only dream of are an everyday occurrence, and dangers that others contend with rarely touch PanOceania shores. Which is not to say that PanOceania are never challenged. The weight of expectations can be as crushing as it is empowering, and while the economy is stable and thriving, an individual's fortunes can fluctuate wildly.

PanOceania characters can be created using the variant rules in this chapter, rather than those in the *Infinity Corebook*. If doing so, the entries presented here supersede their counterparts.

DECISION ONE:
BIRTH HOST

Determining Alien Heritage: Roll 1d20. On a roll of 19 or 20, your character belongs to an alien species. (For the purposes of this rulebook, this means that you're a Helot; see p. 91.) If you roll an alien

heritage, you can instead choose to spend 1 Life Point to be human.

Alien Host: Each alien species or non-human type has a template. Apply the species' attribute modifiers to both your attributes and Host section of the character sheet. Make note of any special abilities possessed by the species.

Alien species also have a Life Point cost. You can choose to pay this cost to simply choose the species, but the cost must be paid even if you randomly roll into it. (If the cost cannot be paid, the character is considered human.)

DECISION THREE:
EXPANDED
HOMELANDS

The Hyperpower is a massive entity with a huge amount of diversity throughout its territories. After determining your region by rolling on the *PanOceania Homeworld Table* (*Infinity Corebook*, p. 44), add your attributes and skill as normal, then roll on the associated *Homeland Table* to determine precise region, and what language(s) your character speaks.



ACONTECIMENTO HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–4	Aryavarta	Hindi or Punjabi (choose one), Portuguese, and English
5–8	Bomjesus	Portuguese or Spanish (choose one) ¹ , and English
9–11	Camões	Portuguese, Spanish, and English
12–14	Magalhães	Portuguese, Spanish, and English
15–17	Vishwa	Hindi, Punjabi, or Portuguese (choose one), and English
18–19	Minor Archipelagos	Hindi, Punjabi, or Portuguese (choose one), and English
20	Descoberta System	Hindi, Punjabi, or Portuguese (choose one), Spanish, and English

SOL
HOMEWORLDS

Characters from the Earth and the other worlds of the Sol system will be detailed in the *Sol Sourcebook*. PanOceanian characters from the Sol system can either use the rules in that supplement, or simply roll on the *PanOceania/Sol Languages Table* in the *Infinity Corebook* (p. 45) and add English.

NEOTERRA HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–4	Aquila	German, or Italian (choose one), Spanish, and English
5–6	Gratia Archipelago	Hindi, or Italian (choose one), Spanish, and English
7–10	Lux	English and Spanish
11–15	Pax	French, Greek, Italian, or Portuguese (choose one), Spanish and English
16	Solitude Island	Hindi, or Italian (choose one), Spanish and English
17–19	Spes Archipelago	Italian, Portuguese, Tagalog, or Spanish (choose one), Hindi, and English
20	Tecendur System	Hindi, or Italian (choose one), Spanish, and English

VARUNA HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–6	Atlantea Archipelago	Spanish, Malay, and English
7–11	Gurindam Archipelago	Tamil, Tagalog, or Malay (choose one) ¹ , and English
12–15	Hawaki Archipelago	Māori, Malay ¹ , and English
16–18	Kumari Kandam	Hindi or Malayalam (choose one), Tamil, and English
19	Lemuria	Malay, Portuguese, or Tamil (choose one), and English
20	Mitra System	Malay, Malayalam, or Spanish (choose one), Tagalog, and English

PARADISO HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–8	Syldavia	Portuguese, Punjabi, or Hindi (choose one), Spanish, and English
9–16	Gāyatrī	Portuguese, Spanish or Punjabi (choose one), Hindi, and English
17	Isles of Paradiso	Hindi, or Spanish (choose one) ¹ , and English
18–20	Paradiso System	Hindi, or Spanish (choose one) ¹ , and English



HUMAN EDGE HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–6	Asteroid Belts	Spanish and English ¹
7–14	Trojans	Portuguese, Hindi, or Spanish (choose one) ¹ , and English
15–16	Heraclitus	Portuguese, Punjabi or Hindi (choose one), Spanish, and English
17	Livy	Portuguese, Tagalog, or Hindi (choose one), Spanish, and English
18–20	Socrates	Tagalog, Hindi, Spanish, or Yujingyu (choose one), and English

SVALARHEIMA HOMELAND SUB-TABLE

D20	REGION	LANGUAGE
1–5	Arkhangelsk	English, German, and SvalarNorse
6–8	Nordkap	German or Spanish, (choose one), English, and SvalarNorse
9–16	Solokov	German, or Spanish (choose one), English, and SvalarNorse
17–19	Trollhättan	German, Spanish (choose one), English, and SvalarNorse
20	Epsilon Eridani System Orbitals	German, Spanish, or Tagalog (choose one) English and SvalarNorse

¹ Roll again on the *PanOceania Homeworld Table* (Infinity Corebook, p. 45) followed by the appropriate sub-table to determine a second language you're fluid with. If you roll the same result, that's the only language you're fluent with.

DECISION FOUR: STATUS

As any citizen will tell you, growing up in PanOceania is different from the rest of the Human Sphere. Wealthier, more technologically advanced, and interconnected – unless, of course, you're an Atek – it's good to be in the Hyperpower.

During *Step One: Social Class* of Decision Four, characters currently in the PanOceania faction roll on the *PanOceania Faction Social Status Table* (instead of the *Social Class Table* from the *Infinity Corebook*).

PANOCEANIA FACTION SOCIAL STATUS TABLE

2D6	SOCIAL STATUS	ATTRIBUTE	EARNINGS
2	Atek ¹	Willpower	1
3	Demigrant	Personality	2
4–6	Middle	Coordination	3
7–8	Upper	Agility	4
9–10	Elite	Personality	5
11–12	Hyper-Elite	Willpower	6

¹ Ateks are unfamiliar with advanced technology. Characters who become Ateks in Decision Four gain the trait *Quantronic Novice* and suffer +1 complication range when using Expert systems. This minor trait (including the expanded complication range) can be removed by spending 50 XP or 1 Life Point.

DECISION SEVEN: PANOCEANIAN ADOLESCENT EVENT

During Decision Seven, characters in the PanOceania faction roll on the *PanOceania Faction Adolescent Event Tables* to determine which *Adolescent Event Table* they use to generate their adolescent event.

PANOCEANIA FACTION ADOLESCENT EVENT TABLE

D6	CAREER
1	Heritage Event Table ¹
2–3	PanOceanian Adolescent Event Table
4	Adolescent Event Table A ²
5	Adolescent Event Table B ²
6	Adolescent Event Table C ²

¹ If available, otherwise roll on *PanOceanian Adolescent Event Table*.

² *Infinity Corebook*, p.49–52

PANOCEANIAN ADOLESCENT EVENT TABLE

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	You were selected to be fitted with bleeding edge Mayacasting tech – with a few corporate strings attached.	Pop-Ups	Gain Full-Sensorium Maya Integration, but your geist has become fond of advertisements. Increase your complication range by +1 due to untimely distractions. Removing the ads will cost 10+8 Assets but will remove this penalty.
2	You tried to modify your geist, with poor results.	Faulty Geist	Reduce your geist's Firewall by 1.
3	Trying to meet your mentor's expectations, you wound up hospitalized for a year. What happened?	Crushing Expectations	Reduce Vigour by 1 but gain 1 rank in Discipline.
4	You tried to modify your geist, with mixed results.	Hyperactive Geist	Reduce your geist's Firewall by 1 but increase their Morale by 1.
5	Your family's fortunes more than enabled your bad spending habits.	Spendthrift	Gain a 5 Asset debt but gain 1 Rank in Lifestyle.
6	You discovered an underground nightclub scene – and the party favours to go with it.	Bounce-Bunny	You are addicted to Bounce (p. 117). Begin play with 1+4 doses.
7	Although raised in a religious household, you began to question everything. How did this inform your beliefs?	Skeptic	Gain 1 rank in Analysis.
8	Facing the consequences of crimes you most assuredly did commit, someone offered to make it all go away. Did you let them? If so, what was the cost?	It Takes One to Know One	Either spend 1d6 years in jail before starting your first career and gain a Criminal Record (see <i>Infinity Corebook</i> , p. 54) or gain a debt of 3+5 Assets.
9	You tasted stardom as part of a popular children's Maya broadcast. You handled the celebrity better than expected, but you never did learn financial restraint. People still recognize you on occasion.	Former Child Star	Gain a debt of 1+6 Assets. Additionally, reduce the difficulty of all Lifestyle tests by 1 (to a minimum of 0) with individuals who recognize you.
10	You had the misfortune of experiencing a <i>Libertos</i> attack first-hand. Separated from your family, it was hours before rescue services found you.	Suspicious	Always looking for trouble, you may reroll 1d20 when making a surprise test but must accept the new result.
11	You spent some time living in an orbital – it didn't suit you at all.	Astrophobia	Increase the complication range of Extraplanetary tests by 1.
12	While traveling to orbit, your pilot suffered a heart attack. Turns out all those hours in sensorium flight sims paid off.	Big Damn Hero	Gain 1 rank in either Pilot or Spacecraft.
13	You became heavily involved in the Maya ARG scene.	Amateur Sleuth	Gain 1 rank in Analysis
14	An accident left you needing cybernetic replacements. Luckily, you got some cutting-edge tech. Maintaining your aug is expensive, but it routinely outperforms the competition.	Aug Addict	You have a cybernetic arm or leg (<i>Infinity Corebook</i> , p.363). Increase the Maintenance cost by 1 but add one bonus Momentum on successful tests made with the limb.
15	You got so involved in a Maya fandom that your health started to suffer for it.	Couch Potato	Reduce Vigour by 1.
16	You trusted someone, and they burned you – hard. You're not going to let it happen again.	Won't Get Fooled Again	Gain 1 rank in Discipline but suffer +1 complication range on all social skill tests where trust is a factor.
17	You know the difference between genuine, Made-in-PanOceania gear and the knock-offs. And you hate to settle for less.	Brand Loyalist	Gain +2 Morale Soak when wearing exclusively PanOceanian Armour or clothing but increase your complication range by 1 when you're not.
18	The Church left a strongly favourable impression on you.	Pious	Add 1 to your Resolve Stress track. You may choose Priest as your first career.
19	One of your most deeply-held beliefs about your home is turned on its head. What happened? Why did it lead to you leaving PanOceania?	Disillusioned	You defect to a new faction. Roll on the Faction Table (see <i>Infinity Corebook</i> , p. 41) to determine your new allegiance
20	The recall didn't catch you in time, but the resulting scandal ensured you didn't waste away inside a Resurrection queue.	Bitter	Your character died and was resurrected. See the rules for <i>Resurrection</i> in the <i>Infinity Corebook</i> , p. 54.

DECISION EIGHT: CAREERS

PanOceania is a place of great opportunity, but with those opportunities comes risk in equal measure. Compared to other Lifepaths, PanOceanian careers boast higher earnings and more gear – with a few drawbacks. Earnings are more volatile, and career events are significantly more likely to result in being fired or a loss of assets or earnings. PanOceania is the high-stakes table. Just because you were born wealthy doesn't mean you'll stay that way!

During Decision Eight, characters in the PanOceanian faction follow the normal procedures for performing their career phases with the exception that they roll on the *Expanded PanOceanian Faction Career Table* whenever they would normally roll on the *Faction Career Table* in the *Infinity Corebook*. Whenever they would normally determine a career event, they roll on the *PanOceanian Faction Career Event Table* to determine which *Career Event Table* to roll on.

PANOCEANIA FACTION CAREER EVENT TABLES	
D6	CAREER
1–3	PanOceanian Career Event Table
4	Career Event Table A ¹
5	Career Event Table B ¹
6	Career Event Table C ¹

¹ *Infinity Corebook*, p. 56–58

EXPANDED PANOCEANIAN FACTION CAREER TABLE

D20	CAREER
1	Special Forces ¹
2	Intelligence Operative ¹
3	Lobbyist ^{1,2}
4	Maya Personality ¹
5	Corporate Executive ¹
6	Fusilier ²
7	Mayacast Support Staff
8	Sensorium Mayacaster
9	Explorer
10	Fighter Pilot
11	Neoterran Special Officer ²
12	Hexas Agent ²
13	Priest
14	Order Sergeant ²
15	Knight ²
16	Croc Man ²
17–20	Roll on <i>Faction Table</i> of Your Choice

¹ Career from *Infinity Corebook*.

² Career has a prerequisite of belonging to this faction. You can't hazard this career unless you're of the matching faction. If you roll into this career, you automatically fail your defection check. You can override these limitations by spending 1 Life Point (in which case you were somehow undercover while working the career).



HAQQISLAMITE CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1	Some of your investments pay off.	Gain 4 Assets.
2	Bureau Toth brings you in for questioning. What do they want to know? They let you go, but under what condition?	Gain Trait: On the Watchlist
3	Your words are badly misconstrued in an interview.	Gain Trait: Antisocial Media. Increase the difficulty of hazarding your next career by +1.
4	You invest in some high-risk stocks.	Roll 4  . Gain Assets equal to the result but lose 1 Asset for every Effect rolled.
5	An old Maya post of yours goes viral overnight.	Gain Trait: Fringe Celebrity
6	Pitting rival employers against each other costs you your job but opens some doors.	You are Fired (see <i>Infinity Corebook</i> , p. 54). Gain an appropriate trait. However, reduce the difficulty of hazarding careers by 1, to a minimum of 0.
7	You are the “lucky winner” of a transfer to Paradiso.	Gain a character trait describing your experience. You may take Croc Man or Special Forces as your next Career without making a hazard test.
8	You save a tourist from a horrible fate.	Gain an ally in a random faction.
9	You embrace the Church’s teachings wholeheartedly.	Gain Trait: Zealot. You may choose Priest, Order Sergeant, or Knight as your next career without making a hazard test.
10	Circumstances converge to put you at the helm of a ship. What brought this on?	Gain 1 Rank in Spacecraft. You may choose Pilot, Ship Crew, or Fighter pilot as your next career.
11	You arrive for work to find nothing. It’s as though your employer never existed.	Gain Trait: Left in the Dark. You may not elect to extend or repeat your current career.
12	You developed an obsession with a professional sports team. As go their fortunes, so go your moods.	Gain a trait describing your new obsession.
13	A Hexahedron agent visits your employer. The next day, your employee access has been revoked. What happened?	You are Fired (see <i>Infinity Corebook</i> , p. 54). Gain an appropriate trait. You may choose either Hexas Agent or Criminal as your next Career.
14	Someone close to you is a criminal, but you can’t bring yourself to turn them in. Why not?	Gain Trait: Dirty Little Secret.
15	You foiled an act of espionage against your employer.	Gain Trait: Dangerously Curious. Additionally, gain +1 Earnings for your act of balance-sheet-friendly heroism.
16	You are fired. What did you do, and why was it worth it?	You are Fired (see <i>Infinity Corebook</i> , p. 54). Gain an appropriate trait.
17	You are scouted by an unlikely employer.	You may hazard your next career, even if you don’t meet the faction prerequisite.
18	Some old Maya posts of yours get the wrong kind of attention before you can delete them.	You are Fired (see <i>Infinity Corebook</i> , p. 54). Gain an appropriate trait.
19	You are murdered. Who was blamed for this, and who do you think was actually responsible?	Your character died and was Resurrected. See the rules for <i>Resurrection</i> (<i>Infinity Corebook</i> , p. 54). Gain a trait related to the experience.
20	You pay the Price of Ambition: things are about to get interesting.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll The Price of Ambition again, add additional rolls.

CAREER PROFILE

CORPORATE EXECUTIVE

Executives in the most influential hypercorps wield more power than many sovereign rulers among the minor nations. With the trade of currency and favours, an Executive alters the course of political development, positions their company to benefit first and foremost from government contracts, and helps shape the Human Sphere. A Corporate Executive swims in shark-infested waters, vying with competitors for the best deals. An Executive is responsible for their company's interests, which often means meeting and negotiating with the most high-powered individuals in human space. They must adapt to constantly changing situations with a quick wit and keen eye for opportunity.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
–	+1	+1	+2	+2	+3	+1

SKILLS				EARNINGS
Mandatory	Persuade	Lifestyle	Command	3+3
Elective	Education	Lifestyle	Discipline	

GEAR: High-Fashion Clothing (with Locational Beacon), Tonfa Bangles or AP Pistol, Neural Comlog or AR Eye Implants, 1 dose of a recreational drug

CAREER PROFILE

EXPLORER

The Hyperpower has always prided itself on its Explorers, the brave souls who fearlessly chart new courses, find neo-material rich asteroids to mine, and in exceptionally rare cases, new worlds to colonize. Of course, most of an Explorer's life is spent in far less grandiose pursuits. Whether conducting an environmental survey, navigating an asteroid belt, or pushing the boundaries of the Human Edge, Explorers all have one thing in common – they heard the call of adventure.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+3	+1	–	+1

SKILLS				EARNINGS
Mandatory	Extraplanetary	Pilot	Spacecraft	1+4
Elective	Observation	Survival	Tech	

GEAR: Crashsuit, Exo-Compass, Inlaid Palm Circuitry or Thunka Charges (2)

CAREER PROFILE

CROC MAN

Veteran scouts from the brutal jungles of Paradiso, the Croc Men were founded in the wake of the Ravensbrücke debacle. The PanOceanian Polynesian Division went into the ill-fated operation as Fusiliers. The survivors came out as a battle-forged whanau.

Many Crocs, regardless of ethnicity or gender, honour the unit's heritage by opting to receive *Tā moko* – the tattoo-like facial markings signifying status and coming of age in Māori society – upon embarking on their first tour of duty. Specializing in surveillance, covert operations, and sabotage, Croc Men make stalwart friends and deadly enemies.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+2	+1	+1	+1

SKILLS				EARNINGS
Mandatory	Ballistics	Survival	Stealth	0+1
Elective	Close Combat	Observation	Stealth	

GEAR: Light Combat Armour, Mere X, Croc Mines (3) or Subdermal Grafts (choose one location), MULTI Sniper Rifle

SPECIAL: In Decision Nine, set the value of your Mere to the number of times you took the Croc Man career, and gain Contacts: any other Croc Man.



CAREER PROFILE

FIGHTER PILOT

In the PanOceanian Armada, perhaps no role is as glamourized as that of the fighter pilot. PanOceania's aviators are portrayed as brash and reckless top guns in many a Maya-series, a reputation that their real-world counterparts do little to discourage. Outside of the holomovies, successful fighter pilots possess a killer instinct and hunter's temperament sharpened to a fine point. With unmanned high-maneuvrability fighter squads operating at speeds beyond human capability, a pilot needs synchronisation that is hard to match from a Remote Presence Cockpit. Many Fighter Pilots become permanent adrenaline junkies; from Father-Pilots to Archeron Blockade vets, once you've danced among the stars with your life on the line, a sedentary lifestyle holds little appeal.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+3	—	+1	+1

SKILLS

Mandatory	Ballistics	Pilot	Spacecraft
Elective	Observation	Resistance	Spacecraft

EARNINGS

3+2

GEAR: AR Eye Implants, Inlaid Palm Circuitry, Surge (2 Doses), Light Combat Armour or Assault Pistol with 2 Reloads

SPECIAL: Members of Military Orders may substitute their Order's Electives for this Career.

CAREER PROFILE

INTELLIGENCE OPERATIVE

The tense state of conflict in the Human Sphere means every agency looks for an edge over its competitors. Intelligence Operatives conduct corporate espionage, deep-cover spy missions, acts of sabotage, and other acts which risk their life and limb for agencies that would disavow any knowledge of, or connection to, their operations. An Intelligence Operative is quick-witted, highly disciplined, and often alone in a place surrounded by enemies unaware of the traitor in their midst. They trade in secrets – information that can turn the tide of small-scale conflicts, like raids on secret warehouses holding valuable experimental gear or data – and they can influence the large-scale skirmishes that take place between rival nations. The intelligence an operative collects can cause wars or end them with equal facility.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	—	+2	+2	+1	+1

SKILLS

Mandatory	Observation	Stealth	Analysis
Elective	Hacking	Education	Thievery

EARNINGS

3+1

GEAR: Fake ID 2, AP Pistol (with 4 Reloads), Breaking & Entering Kit, Recorder

CAREER PROFILE

FUSILIER

The unquestioned backbone of the PanOceanian military, Fusiliers consider themselves the light infantry troop to judge all others by. Professional soldiers hailing from every corner of PanOceania, many citizens have spent a tour of duty with the Fusiliers. While not all go on to careers in the military, most look back on their service with immense pride.

Fusiliers commonly posit that they form the heart of the army – everyone else is basically their support staff. And while this sentiment is echoed with a range of intentions from comical to dead serious, it wouldn't survive this long without at least a grain of truth. Ubiquitous, modern, and versatile, Fusiliers are the binding agent that holds the PanOceanian Military Complex together.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+1	+1	+2

SKILLS

Mandatory	Athletics	Ballistics	Resistance
Elective	Medicine	Stealth	Tech

EARNINGS

2+1

GEAR: Light Combat Armour, Combi Rifle, 2 Pollock Grenades



CAREER PROFILE

HEXAS AGENT

The living embodiment of the Hexahedron's Strategic Security Division and an espionage fantasy made flesh, Hexas Agents safeguard PanOceania's interests throughout the Human Sphere. Equipped with bleeding edge tools, forward-thinking training, and the full support of the Hyperpower, a Hexas Agent has no boundaries, no moral code, and no conscience while in the field. The mission is all that matters, and the mission can change by the hour.

Able to infiltrate corporate facilities, capture the attention of hyper-elites, and pursue targets through adverse conditions, Hexas Agents are chameleons by necessity. Who they are today might not suit tomorrow's task. The spy fantasy both is and isn't everything it's cracked up to be, but the vids were right about one thing. Hexas Agents possess impeccable style.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	—	+1	+1	+3	+1

SKILLS

Mandatory	Close Combat	Persuasion	Stealth
Elective	Hacking	Psychology	Thievery

EARNINGS

3+2 (N)

GEAR: Hexas Nightwear, 1 Malasartes Grenade, Wetspike

CAREER PROFILE

KNIGHT

Symbols of faith, collaboration, and unwavering dedication, Knights are living emblems for not only the military, but for PanOceania society as well. Living beyond a soldier's ideals, a Knight must inspire others with their faith, even if they don't share it. Beliefs must be upheld, even if surrounded by those who flaunt them. Internal rivalries must be put aside, both figurative and literal, so that a united charge can be taken against PanOceania's enemies.

It's often said that Knights never truly retire, as they simply enter a new chapter of service. For a living embodiment of chivalry, piety, and holy warfare, there are no true days off, just new ways to serve.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+2	+1	+1	+1	+2

SKILLS

Mandatory	Ballistics	Close Combat	Command
Elective	See <i>Military Orders</i>		

EARNINGS

1+2 (N)

GEAR: Blade of St. George, see *Military Orders*

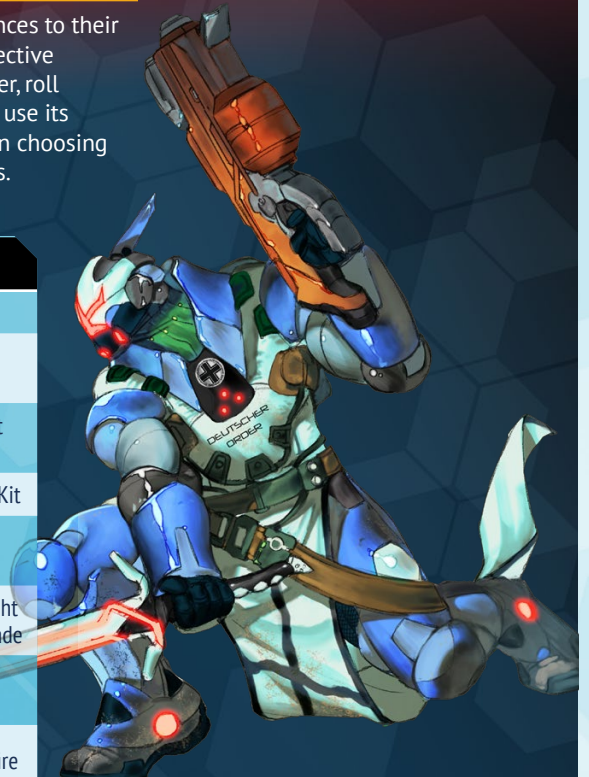
SPECIAL: When taking this career for the first time, roll on the *Military Orders Table* to determine your Order. Once you've determined your Order, you no longer roll upon taking this career; but in either case, you can instead spend 1 Life Point to simply choose your Order.

MILITARY ORDERS

PanOceania's Military Orders each provide different resources, training, and experiences to their members. Rather than navigate separate careers, each Order has a distinct set of Elective Skills that it teaches its members. When working the Knight or Order Sergeant career, roll on the *Military Orders Table* below or spend 1 Life Point to select an Order, and then use its Electives. You may also use your Order's Elective Skills in place of the standard when choosing the Priest career, or at your GM's discretion, for other careers on a case-by-case basis.

MILITARY ORDERS TABLE

D20	ORDER	ELECTIVE SKILLS	GEAR
1-3	Calatrava	Discipline, Education, Science	Powered Combat Armour, Heavy Pistol
4-6	Dominican	Analysis, Psychology, Persuasion	Aletheia Kit, Medium Combat Armour, Nanopulser
7-9	Hospitaller	Lifestyle, Medicine, Persuasion	Powered Combat Armour, MediKit
10-12	Montesa	Acrobatics, Close Combat, Command	Powered Combat Armour, Breaker Pistol
13-15	Santiago	Extraterrestrial, Hacking, Tech	Powered Combat Armour (Knight of Santiago Armour), E/M Grenade
16-18	Teutonic	Extraterrestrial, Resistance, Spacecraft	Powered Combat Armour, Panzerfaust
19-20	Sepulchre	Close Combat, Discipline, Observation	Powered Combat Armour, Spitfire



CAREER PROFILE

LOBBYIST

The immense PanOceanian government, the largest in the Human Sphere, has ended the hypocritical separation between political and economic power. Old political parties have been abolished and replaced by a substantial number of lobbies. Lobbyists vie for political favour, coordinate the activities of lobby members, and engage in covert battles of influence with rival lobbies. An unprecedented level of transparency in modern lobbies means a Lobbyist can be practically anyone, from a citizen with a very active interest in the groups that preside over their area of concern, to a prestigious and influential leader intimately guiding the lobby's political fortunes. All Lobbyists are highly motivated and skilled in their chosen arena, as the lobbying game is both robust and demanding.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	—	+2	+2	+2	+1

SKILLS

Mandatory	Persuade	Psychoogy	Command
Elective	Discipline	Lifestyle	Education

EARNINGS

4+2

GEAR: Negotiator's Suite (10 days rental credit), Geist Upgrade (+2 ranks in Psychology or Research Specialist talent for Education)

SPECIAL: Prerequisite (PanOceania Faction)

CAREER PROFILE

MAYACAST SUPPORT STAFF

Every star has bodies in its orbit, and the stars of Maya broadcasts are no different. Equal parts roadie, tech support, film crew, business manager, and personal security, these unsung heroes of the entertainment industry work tirelessly behind the scenes so that programmes can air without a hitch. Often ducking and diving just beyond a camera's view, their job is misunderstood, exhausting, and invisible. But these self-proclaimed "tech ninjas" wouldn't have it any other way. As any entertainer who's tried to make do without them will tell you, things just work out better when they're on your side.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	+	1+	1	+2	+2

SKILLS

Mandatory	Ballistics	Close Combat	Command
Elective	Hacking	Pilot	Stealth

EARNINGS

2+4

GEAR: AR Eye Implants, Theia Orb, Powered Multitool, 3 Recorders

CAREER PROFILE

MAYA PERSONALITY

Would-be Maya Personalities number in the millions, but the real stars reach hundreds of millions of viewers and are fueled by devoted, fanatic fans. A Maya Personality might be a popular musician, a comedian, or spiritual speaker. Artists and life-casters broadcast their work and live sensory feeds across the Sphere. The Maya datasphere hosts a staggering variety of content, and talented Maya Personalities rise from the faceless multitudes to become somebody. Popular newscasters and public speakers can gain far more fame and influence through legions of followers than they would have experienced as a government official. Larger-than-life personalities create legions of fans who hang on their every feeling, perception, thought, or word. They spawn both blind conformance and vehement dissent, filling up forums and editorial screeds with endless debate.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+2	+2	—

SKILLS

Mandatory	Persuade	Lifestyle	Observation
Elective	Hacking	Discipline	Tech

EARNINGS

1+4

GEAR: Recorder (x3), High-Quality Clothing, Fake ID 1, AR Eye Implants

CAREER PROFILE

NEOTERRAN SPECIAL OFFICER

As one of the largest population centres in the Human Sphere, Neoterra is also arguably the safest. Exactly as intended. Whether it's the Tactical Operations Unit, Special Narcotics Force, the Territory Response Group's Hawk Brigade, or any of the countless other civilian police forces, Neoterra's Special Officers ensure stability is maintained at any cost.

Often working undercover or striking at a moment's notice, Special Officers live their lives on-call. They seek out the worst dregs of society and not prevent them from causing harm, all without disrupting, terrorizing, or otherwise harassing the rest of the citizenry. If the wrong call is made, they must be fast enough to make up the difference. Balancing optimism and cynicism in equal measure is no small task, but these officers wouldn't trust anyone else with the job.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	+1	+2	+1	+1	—

SKILLS

Mandatory	Ballistics	Observation	Stealth
Elective	Analysis	Hacking	Science

EARNINGS

2+3

GEAR: AR Eye Implants, Ballistic Vest, Banduk or Hacking Device or Stun Baton

SPECIAL: Cannot be selected by characters with a Criminal Record

CAREER PROFILE

ORDER SERGEANT

Not all members of a Military Order become Knights, which is no bad thing as logistics, bureaucracy, technical issues, and a thousand other factors mean the Orders have their hands full. Sergeants at Arms, colloquially known as Order Sergeants, provide the assistance and support necessary for the Military Orders to reach their full potential.

Ranging from earnestly pious, to opportunistic or even bloodthirsty, Order Sergeants are often temporary associates who have paid for the privilege of belonging to an Order. Regardless, they are the lifeblood in the Orders' veins once the call to action goes out. Conducting tactical support tasks and securing combat zones as part of the advance force, Order Sergeants represent the breadth of PanOceanian society for both good and ill. There are few defenders of faith and home as stalwart once the call to arms goes out.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+2	+1	+1	+1	+2

SKILLS

Mandatory	Close Combat	Observation	Tech
Elective	See <i>Military Orders</i>		

EARNINGS

1+4

GEAR: Assault Pistol, Knife, Light Combat Armour

CAREER PROFILE

PRIEST

Whether pious or lackadaisical, religion is an integral part of daily life for most PanOceanians. The Hyperpower produces more clergy per capita than any other G5 nation. While the Church is overwhelmingly the dominant religion, there exist no small number of Hindu Pujari, Sikh Granthi, and other clerical representatives of their respective religions. Affiliations aside, Priests provide guidance, leadership, and hope to their clergy. With the advent of quantronic-assisted communion, modern Priests are frequently opinion leaders rather than liturgists or ritual leaders; a source of spiritual insight, a willing ear for confession, and a moral and spiritual compass — all reachable via comlog. Pillars of the community by default, it's no exaggeration that Priests are responsible for dictating large chunks of PanOceania's culture, whether they intend to or not.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	—	+1	+2	+2	+2

SKILLS

Mandatory	Command	Education	Persuasion
Elective	Analysis	Lifestyle	Psychology

EARNINGS

1+4

GEAR: High-Quality Clothing, Geist Upgrade (+2 ranks in Education), Kirpan (if Sikh)

SPECIAL: Members of Military Orders may substitute their Order's Electives for this Career.

CAREER PROFILE

SENSORIUM MAYACASTER

The thrill of racing over Varuna's waves. The exhilaration of traversing Neoterra's urban environments via augmented parkour. The picoscale precision of an Acontecimento prima ballerina. Any Mayacaster can show their audience these things, but a Sensorium Mayacaster can make them feel it.

Communicating sensory data through their augmentations, these entertainers bring their audiences with them on remarkable journeys, letting the audience feel the exhilaration of success, the shock of despair, and every range of emotions in-between. Athletes are common, but all Sensorium Mayacasters provide their own unique perspective to their fans. For them, the concept of privacy is almost foreign, but the rewards are absolutely worth it.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	—	+1	+2	+3	+1

SKILLS

Mandatory	Acrobatics	Lifestyle	Persuasion
Elective	Education	Hacking	Psychology

EARNINGS

1+8

GEAR: AR Eye Implants, High-Quality Clothing, Full-Sensorium Maya Integration

CAREER PROFILE

SPECIAL FORCES

The most elite soldiers in the Human Sphere carry out spec ops missions across known space... and sometimes upon unknown worlds. Special Forces units operate in covert missions of international warfare, hunting down war criminals, striking important assets, and retreating before anyone can blame their acting governments. These elite units also carry out the most difficult ops in the war for Paradiso, attacking Combined Army commanders and bases, rescuing allies caught far behind enemy lines, and countering the threat of elite enemy units. Governments deploy Special Forces when discretion is needed—all too common in the shadow warfare fought between nations of the Human Sphere—and when regular mercenaries or law enforcement simply aren't enough. A Special Forces soldier receives the finest training, equipment, and most important missions, demanding as much from themselves as their people do.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+2	+1	+1	—	+2

SKILLS

Mandatory	Survival	Resistance	Ballistics
Elective	Close Combat	Hacking	Discipline

EARNINGS

2+1

GEAR: Medium Combat Armour, Combi Rifle or AP Rifle (with 5 Standard Reloads), Climbing Plus or Combat Jump Pack, Garrotte

CHAPTER 7

HELOTS

The amphibious native inhabitants of Varuna, Helots – or Omn, as they refer to themselves – have had an uneven time integrating into PanOceanian society. Indeed, a cursory look suggests that they might not have integrated at all, with hydrocultural workers labouring far from the eyes of most Varunans, and even those Helots who work among humans rarely opt to live alongside them. The average PanOceanian is unlikely to work with any Helots, less likely to count them as neighbours, and incredibly unlikely to see them in anything resembling their native habitat.

Even so, Helots have been gradually gaining a greater understanding of PanOceanian culture and the reverse holds true as well. Bit by bit, the two cultures are beginning to come to a greater understanding, as the refinement of pressure suit technology – allowing Helots control over their water-pressure induced mood alterations – has led to an increasing number of Helots venturing further into mainstream PanOceanian society (dipping their toes in the water, as it were).

HELOT CULTURE

The first thing that surprises most humans when meeting Helots for the first time, is how universally friendly they are. With expectations primarily set via news reports of Libertos attacks, many are surprised to find your average Helot to be a friendly, gregarious, and generally pleasant individual.

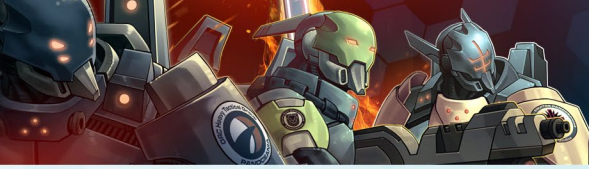
While this trait is probably most pronounced among those inquisitive young Helots most likely to interact with PanOceanian society, it's a reliably common thread throughout Helot culture. Typically, a Helot needs to dive to fairly deep waters before expressing introverted traits; and even then, those who return seem eager to seek out companionship.

Helots learn to be pleasant company at an early age but acting nice and being nice are very different things. Even a complete dastard who's planning to stab you in the back tends to be fun-loving company right up to the moment the knife goes in. However it's expressed, Omn culture teaches Helots

"SEMI-INTELLIGENT"

A Helot on land finds it difficult to focus; in the depths, they can become lethargic. Before pressure personalities were understood – and pressure suits allowed them to take the reins, so to speak – the general perception of Helots was that they were lazy, and a little slow. Early news reports branded them "semi-intelligent", a label they've had a difficult time shaking ever since. Even a recent study showing that suited Helots scored about the same as humans in culturally neutral intelligence testing has done little to dispel this notion.





HAPPY AS A WAVE

The Helot's native language, *Tetessom*, expresses concepts through simultaneous communication channels; when speaking a human language, they tend to be incredibly expressive, with sweeping gestures, and cascading colour shifts across their skin, designed to better illustrate the concept. While laughter isn't an instinctual response, it's caught on as a trend, especially with younger Helots. So while a happy Helot might titter, guffaw, or chuckle as the situation dictates, their mood is better understood through the cascading gradient colour shifts across their skin; fast, giggling ripples, broad, roaring waves, or a calm, cycling tide; all in shades of rich, warm browns.

Pressure Personalities — p. 302,
Infinity Corebook

"Pods? Pods! Beh, you're letting them call you fish. Can't you correct the humans? It's Padjj, not pods... you're not even listening, are you?"

—Kossomn Xima Wave-Glider,
to a group of fries who were, in fact, not even listening

HELOT "TEARS"

An amphibious race, Helot's eyes don't secrete tears. In lieu of lacrimation, their eyes rapidly nictate, accompanied by a vivid change in iris colouration; black sorrow, turquoise relief, or whatever hue corresponds to the triggered emotional state.

to feel everything deeply, and imposes few restrictions on expressing it. To a human, Helot mood swings can come seemingly out of nowhere, as frequent as they are extreme. For their part, Helots simply feel things very deeply and most aren't shy about expressing that. It says something about their culture that even with the myriad threats and challenges that they face, the most frequently expressed sentiment tends to be joy.

PODS

The central feature of Helot culture is the pod. Usually consisting of twelve to twenty individuals — though both larger and smaller pods exist, they're an outlier — the pod is essentially a Helot's entire social network. Friends, family, lovers, colleagues, even rivals are all likely part of the same pod. Of course, nothing lasts forever, and pods are no exception. A given pod will split apart, join with other pods, and otherwise shift its membership several times over the course of its existence, though it's rare to see the *Pojju* — the half-dozen or so individuals who make up the core of the pod, it's heart and soul — fracture in this process.

Each pod has its own identity, name, and history, and they serve a socio-cultural function not dissimilar to a human's hometown and ethnic heritage. Due to the way that knowledge passes from generation to generation, each pod is like a micro-nation in its own right, with its own history, conflicts, biases, and idiosyncrasies; and just as complicated a relationship with other pods as any two human nations one cares to mention. Helots will often introduce themselves to outsiders of all stripes as hailing from a particular pod, as outsiders can't be expected to tell the vital context from sight alone.

One of the more divisive social developments in Helot history is currently unfolding; namely, the fact that some Helots, living in isolation from their people but surrounded by humans, have begun to "pod up" with them. This in itself isn't terribly controversial — every Helot should endeavour to make friends — but upon returning to their own waters, these "xenopods" maintain membership with and allegiance to their human companions, much to their elders' consternation. To some back home, it looks like turning your back on your own people. But to the Helots who form these bonds, it's the only natural course of action: these people are their family, their friends; their pod. Why would their species matter?

HELOTS ON THE SURFACE

Before the advent of the pressure suit, extended stays on the surface were simply less appealing to Helots. Twitchy, foul-tempered, and aggressive, early surface contact with Helots led to countless cultural misunderstandings; these conflicts shaped

Varuna's views on Helots in ways that the young race has yet to shake.

And they are, in many ways, a young people. Between the *kossomn*'s teachings, pod-legacies, and oral histories, it's difficult to put an exact timeline on the Helot's history, especially as these records tend to exist as living fables more than a record of historical peoples and events. Regardless of the length of their history, most Helots are relatively unburdened by it, seeing the lessons of the past as a good teaching tool: morality plays to keep in mind.

Most Helots tend to keep to themselves, with pods clustering in communities near or in the water and avoiding ever heading too far inland. Even with a pressure suit providing clarity of thought and the ability to enjoy living and working on the surface, Helots generally don't consider it a good day unless they've had time to go for a lengthy swim.

EPICURIOSITY

Helot culture places significant value on optimism, trust, and a willingness to see the best in others. To many humans, this often looks like naiveté; and the Helots themselves do little to dispel this notion. A young people culturally, if not necessarily evolutionarily or historically, Helots tend to approach the surface world with the wide-eyed wonder of a child, mixed with the easily-impressed novelty of a tourist, and tempered with the relentless cheerfulness that Helots have made their stock-in-trade. To their eyes, life on the surface is a never-ending parade of wonders; a magical adventure that they can barely keep pace with. It's not uncommon to find a pod "weeping" openly at a sunset, or cheering excitedly at the most trivial piece of good news.

To a Helot, novelty is no prerequisite to wonder, and familiarity rarely breeds contempt. In fact, subsequent exposure to stimuli tends to deepen, not lessen its emotional impact, leading to many pods creating ritualized habitual patterns, with the wonder and beauty of the world deepening with each pass. Given their desire to live a happy, tranquil life, their constantly refining experiential palates, and the grand, wondrous nature of their experiences, this Epicurean curiosity — dubbed "epicuriosity" by the Varunan media — has slowly worked its way into the PanOceanian zeitgeist. Epicuriosity is often cited as a reason why so few Helots venture beyond their home planet; after all, they literally understand it in a way that few others ever will.

HELOT SETTLEMENTS

In their native environment, Helots are strikingly communal. This extends to possessions, currency, and even property; a typical Helot settlement isn't

OMN FABLES

Every young fry is familiar with the mythologies and fables that make up their people's oral history, having heard them repeatedly from the moment they hatched. Lacking any major religious, political, or competing philosophical force, Helot society's understanding of morality is primarily communicated through these fables. Good and evil, right and wrong: all live in these tales of brave, compassionate heroes, and craven, selfish villains.

Less historical document, and more mythologized morality play, these fables provide the groundwork of Helot society; providing valuable lessons on virtue, companionship, and societal mores. While most fables are simply related from an adult to a group of fries, they're also an important part of both education and cultural exchange between pods. Members of a given pod will take on traditional roles in a dramatization of the events – a multisensory combination of aquabatics, acting, and coordinated pigmentation shifts to create “scenery,” these performances are a primary point of cross-pod interaction, and are greatly anticipated events. While the full number of these fables has yet to be tallied, there are several common types of hero that routinely make an appearance:

- A steadfast friend, who constantly lifts the spirits of their companions. In the end of these stories, it is their relentless optimism, gentle hearts, and faith in their friends that carries the day

- The faithful, monogamous couple, who bravely rescue and care for their eggs in the face of considerable danger (it is not uncommon for storytellers to make these heroes the fry's parents in early tellings of the fable)
- The clever trickster. Helot heroes tend to be preternaturally savvy; these tales often deal with competition between tricksters of different depths; clashes between roguish speedsters from the uplands, and the patient, plotting schemers of sissolu depths are a frequent theme

In addition, there are several common types of antagonists:

- The greedy, impetuous youth, hoarding belongings for themselves, rather than sharing with their pod. They often wind up friendless; the cruelest fate in any fable
- The agitated workaholic. This antagonist has no understanding of, or sympathy for, anything besides their all-consuming drive to accomplish their goals. They are often rescued by their friends, who teach them to slow down and enjoy their lives
- The too-carefree, careless sort, floating through life, ignoring their kossomn's warnings. They are usually eaten by Water-Snakes.

While some Helots have embraced the spectrum of human religions and philosophical beliefs, most trace their moral compasses to these tales.

“owned” by any one person or group, but rather maintained by whomever's using it at the moment. Pods tend to exist in a constant state of motion; migrating from settlement to settlement, often hitching a ride on the *katallpeac* lilypads between destinations. Upon arriving in a new settlement, they find a vacant habitat, and take up residence in the structure, making it their home until it's time to depart once more.

A traditional habitat typically blends underwater caves with Helot gardening techniques; underwater vegetation can be cultivated to provide everything from bedding and cushions to doors and window “blinds,” to say nothing of pods that tend to grow their own food. While constructed habitats have existed as long as Helots can remember, the modern aquatecture techniques that PanOceania has introduced have revolutionized Helot settlements, with new designs ranging from the utilitarian to habitable underwater sculptures. Businesses in industries (such as aquaculture) that rely on Helot migrant workers have taken to building particularly interesting habitats near their properties, in hopes of becoming a more attractive migrant destination, and gaining a competitive edge.

Regardless of the type of habitat, it's considered good manners to leave it in better condition than you found it. Helots traveling through human

territories are simultaneously comfortable with and confused by hotels; they're quite comfortable with temporary domiciles; but cleaning crews require an adjustment.

HELOTS IN THE WORKFORCE

It's no secret that PanOceania initially saw – and certainly still sees – the Helots as a low-skilled labour force, easily and efficiently exploitable, and a key economic factor in the feasibility of Varuna's industries, most notably aquaculture. Activists, primarily those hailing from Haqqislam and the Nomad Nations, have repeatedly likened the situation to slavery, and calls for reforms are a frequent talking point when these factions butt heads.

While few could deny that the situation is an exploitive one, calling the Helots slaves is an exaggeration. While their legal status is complicated, there exist opportunities, rights, and protections that defy the expectations of outside observers. Much like an old Earth commonwealth nation, Helots are considered quasi-citizens of PanOceania. They pay taxes, and can travel freely throughout the Hyperpower's territory, though they cannot join lobbies or otherwise participate in the governmental process. While eligible for demogrants, Helots only receive one-third of the disposable income portion, with the remainder going to a species-wide trust fund, accruing income at a steady rate.

CLUTCH HAVENS

During their young adult phase, female Helots travel to the shallow uplands to lay clutches of eggs, which they then leave to be fertilized and defended by males. While this seems strange to humans, to a Helot it's just a ritualized part of their adolescent mating rituals and certainly no stranger a human's first date. While their ancestors had to forage for whatever safe havens they could find, generations of Helots have left quite an array of clutch havens behind, ranging from the cosy and well-furnished, to the hidden, or highly-defensible. Recently, PanOceanian corporations have been trying to monetize this cultural phenomenon by offering custom-fabricated clutch havens; often with an array of security options for young males defending their claim.



PRESSURE PERSONALITY TRAITS

The intense biochemical reactions that Helots experience in response to pressure variations also influence their behaviour. This can manifest in several different fashions, but is roughly classifiable as deep, medium (or *sissolu*), and light pressure. Each level has its own associated modifiers, as well as a temporary trait that persists as long as the Helot is in the respective pressure level.

Deep Pressure: The deeper into the ocean a Helot goes, the more mellow, calm, and thoughtful they become. Generate 1 additional point of momentum on Psychology tests and Resolve Recovery tests, but increase complication range by +1 on all other actions. Gain Trait: Lethargic

Sissolu Pressure: Like the temperate waters of their youth, medium-pressure waters split the difference between light and deep. The primary venue for cross-pod cultural exchange, Helots in *sissolu* pressure find it easy to socialize. And while they're neither as lazy as in the depths, nor as unfocused as on land, they still suffer from both tendencies. Helots in *sissolu* pressure generate 1 additional point of momentum on Lifestyle tests, but increase complication range by +1 on all other actions. Gain Trait: Placid

Light Pressure: On dry land, the Helot is hot-tempered, twitchy, and expecting trouble around every corner. They generate 1 additional point of Momentum on face-to-face tests, but increase complication range by +1 on all other actions. Gain Trait: Twitchy

TETESSOM: THE HELOT NATIVE TONGUE

Language is always a barrier when first contacting a new culture, and the Helots proved no different. And while auto-translators made short work of the Helot's native language, it would be some time before its true depth would be fully appreciated.

As creatures of land, shallows, and incredible depths, Helots' language evolved to suit their unique needs. While *Tetessom* – literally, “tri-speak” – is a single, unified language, it's comprised of three separate sub-languages, working in unison:

A low-pitched, sibilant verbal component, known as *Lassom*

A semi-controlled photoreactive element, primarily observable in Helots' shifting eye colours, but also apparent in shifting patches of skin, known as *Erissom*

A fluid, expressive sign language reliant on the placement of bioluminescent skin patches, known as *Vadassom*

HELOT NAMES

Given the complexities of *Tetessom*, it should come as no surprise that Helots' names carry a layered complexity. Working alongside humans for generations has had a streamlining effect, however; while their names aren't (entirely) changing, the way they communicate them is.

A Helot's given name consists of a verbal component with an accompanying sign, while their surname is a *portmanteau* of both their parents' signs. Given the text-heavy nature of communicating with humans, this has been codified into a series of characters, usually accessed by motion detecting the speaker. So a Helot might be named Cessil in *Lassom* with a *Vadassom* placement of the hand over the heart, going from right to left to indicate a male gender. Cessil's surname, a combination of a crescent and a balled fist, would indicate the pairing that raised him, but would be stylised in animated slashes – like the strokes of a painter's brush – in text. Barring special characters, the directions are spelled out literally so our example Helot's name would be Cessil Crescent-Fist in plain text.

All of this takes much more time to explain than to actually do, and those who interact with Helots at any length often find themselves adding in the gestural part of their names on instinct.

Common Helot names include:

- Arrodiel, a popular hero figure in fables, known for their cleverness
- Lassit, meaning "beloved one"
- Sannay, meaning "sunbeam", one of the most successful diplomats during first contact with humanity
- Yisso, meaning "swift"
- Rose, meaning "rose", a popular name for young frys as PanOceanian culture becomes increasingly fashionable, and Helots adapt human names with strong visual or emotive motifs (another example of this is Aroha, a feminine Māori name meaning "love")

It's only by combining these three elements that the full richness of the language becomes apparent. While the interplay of the three is fairly complex, a general guideline is that *Lassom* is used to clinically explain concepts, *Vadassom* is used to express simple concepts, or to inform others of your feelings on the subject, and *Erissom* is used to add nuanced context. Helots can – and sometimes do – use a single linguistic element in their communication; hand signals are often sufficient for casual greetings, words alone are considered the best way to clinically communicate information, such as scientific data, and speakers are often given colour feedback, as its seen as less interruptive. But in general, using a single linguistic element is akin to speaking very slowly, as though you were explaining a concept to a child... or an idiot.

Given the interwoven nature of their language, a written analogue has never really developed. Simple, easy to read glyphs have served their purpose – Danger Ahead, Safe Harbour, These Are My Eggs (Back Off or I'll Kill You) – but even as increasing numbers of Helots become literate in human languages, a written *Tetessom* seems unlikely.

In fact, the evolution of *Tetessom* as it sees increased use on the surface has been a contentious one. Humans tend to focus primarily on *Lassom* vocalizations, without realizing that the

excessive sibilance is essentially an accent, affected to make *Lassom* sound more natural when spoken in air, rather than water. The high-pitched sound waves of most consonants don't travel underwater; words like *sissolu* are humanizations of a vowel-primary spoken language, adapted to surface use. Many of the *Erissom* colours used are hyper-bright hues more easily visible on the surface; to a *kossomn*, it's not only garish, but it entirely lacks nuance; akin to constantly shouting, rather than speaking respectfully. The increased use of surface forms is emblematic of a larger cultural conflict between the depths and the surface; a gap that is widening with each passing day, and leading increasing numbers of *kossomn* to lend their guidance to the Libertos movement.


To that end, anyone who's ever seen a pod of Helots break out laughing seemingly out of nowhere knows to look for the one with a smirk and an odd coloration; pigmentation-based sarcasm is considered the height of dry wit among Helots.

HELOTS IN THE HUMAN SPHERE

Despite their love for their homeland, the homeward pull of *Epicuriosity*, and the limited opportunities afforded them compared to other PanOceanians, there still exist Helots who seek their fortune among the stars. Venturing out into

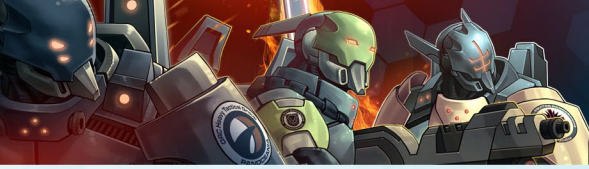
HELOT PRESSURE SUITS

In their natural state, a Helot's temperament is largely a factor of environmental pressure; a phenomenon easily circumvented by wearing a pressure suit. Wearing a suit negates the effects of environmental pressure, allowing Helots to act normally, without any of the modifiers or temporary traits associated with different depths.

A sleek, skin-tight mesh, pressure suits provide no protection on their own, but can be worn under conventional armour with some modifications. Pressure suit-compatible armour either provides one less Armour Soak in all locations, or the added bulk restricts movement, negating the Strong Swimmer talent. Pressure suit modifications add +2  and +T2 to an item's cost, but the basic suits are subsidized by the Hyperpower, ensuring widespread adaptation.

PLAYTEST TIP PRESSURE TRAITS

Rather than saddle Helots with a lengthy suite of negative modifiers, simply take advantage of their temporary pressure traits. Liberally invoking these traits is a good way to highlight when you have a fish out of water, so to speak.



TRUE COLOURS

While the nuances of *Erissom* tend to be expressed through gradients, some key colour associations – easily observable in the clear, uncontrolled hues of a Helot's eyes – are known to most Varunans:

Blue – Rage

Crimson – Calm

Green – Lust

Amber – Panic

Orange – Anticipation

Pink – Contemplativeness

Brown – Joy

Lavender – Curiosity

Black – Sorrow

Turquoise – Relief

"THEY THINK WE'RE STUPID"

"The thing you have to understand, is that they think we're stupid. They come to our home, kick us around, and call us slaves while laughing behind our backs! Well guess what. We can learn dead languages as well as you can. You call us slaves, and then have the gall to deny it? Well, these slaves just freed themselves; deal with it. The Libertos don't need your suits, your laws, your empty promises, and definitely not you! We won't stop until every last Omn is free, whether they know they want it or not. Sleep with one eye open, Conquistadores; we're coming for you." – Cinadon Arrow-Fist, founding Libertos member.

lands beyond Varuna – known to Helots as *kossala*, the deep uplands – requires a special sort of individual. Possessed of equal parts *Epicuriosity* and epic curiosity, these sidereal travellers exist in a near-constant state of wonder; as the new and the known constantly crash upon their senses like tidal waves of emotion.

Wide-eyed or not, Helots still need to eat. And since few are wealthy enough to finance a trip to the stars themselves, many find themselves employed as labourers, traders, or entertainers to make their way through the Human Sphere. Though there are relatively few Helot pilots, those who try their hand at crewing a ship find their natural inclination to think in three dimensions to be a boon to navigating in spacecraft, and all Helots gracefully adapt to zero-g conditions. For the most part, Helots present an interesting novelty; an honest-to-goodness alien, working and living alongside humanity as though it was the most natural thing in the world. Deserved or not, many of these Helots earn a reputation as ship's mascots; beloved figures who do more for morale than productivity.

Still, the number of Helots who venture beyond the shores of their youth remains quite small. It's hard for a Helot to consider it a good day if they don't get to go for a swim, and most starships don't have a public pool of appreciable depth. Even so, PanOceania is proud of these adventurous Helots – if for no other reason than to refute the accusations that their "client race" is nothing but disgruntled labourers and terrorists.

But ultimately, most Helot travellers do so for a simple reason; their pod. Their companions are one of the most important things in a Helot's life; and if those companions happen to be human, then travel might be in the cards. As it turns out, a Helot can put up with nearly anything if it means maintaining the relationships of those closest to them; and if that means venturing out into the void of space, they consider it a small price to pay.

LIBERTOS

Of course, not every Helot is happy with PanOceania's "stewardship" of their people. Formed in direct response to the colonization of their homeworld, the Libertos – literally meaning "freed slave" in ancient Latin – see things very differently than most Helots. Students of human culture and history, they see PanOceania's role in Omn affairs as entirely exploitive; an invasion that they alone are still fighting.

To the Libertos, they're not terrorists, insurgents, or anything else the Mayacasts want to call them; they're the last bastion of free Omn, defending their

home. In their rage-blue eyes, they didn't start this war; they're the only ones who recognize it for what it is, and have the courage to fight back. Originally composed entirely of Omn, over time the group has added human members, from Ateks to full citizens, who either support their cause, or have their own bone to pick with the Hyperpower. Supported by activist groups, as well as PanOceania's many enemies, Libertos has become better-funded over time. And they pride themselves on putting their resources to efficient use.

Organized in a fault-tolerant clandestine cellular structure, Libertos has tapped into the Omn's natural inclination to form pods and used this as the basis for its internal structure. In a traditional cell organization, neutralizing a given cell's leader would effectively cut it off from the rest of the organization. But through a series of independent side links, including paired dead drops, independent communication vectors, and custom cyphers that make good use of humanity's difficulties with *Tetessom*'s nuances.

Libertos aren't much for peaceful protest; they prefer violent, disruptive action whenever possible, and rarely miss an opportunity to make a statement. Of particular note is their disgust at the existence of pressure suits, which they see as a fundamental subversion of their natural state, akin to brainwashing. Never mind the countless Helots who value the suits, saying they grant a hitherto unachievable focus; the suits are tools of the machine, and the machine has to burn. If some of their fellows get caught in the blaze, it's unfortunate, but can't be helped. To a Libertos, if you're not a part of the solution, you're part of the problem.

And no one else is a part of the solution.

LIBERTOS ACTIVITIES

Engaged in subversive actions all across Varuna – and very occasionally leaking out to the rest of the Human Sphere – Libertos operations tend to fall into one of four different categories: target destruction, intelligence acquisition, retributive actions, and political communication. Prefixed with the *Tetessom* word "B'akk" – a Libertos-coined word meaning violence, with an implied undertone of unnatural wrongness – all Libertos field operations are meant to send a message; every death, every explosion, every lost profit and frightened child are all designed toward one purpose, and one purpose only. The credo of Libertos, their desire for freedom from PanOceanian rule, must echo loudly through every strike. If the public is confused, then clearly, the mission was a failure, and in the future, the message should be clearer, and likely louder, to get the point across.



LIBERTOS B'AKK XHASSA (TARGET DESTRUCTION) MISSIONS

The loudest, and most public of Libertos' actions, there's nothing quite like a large-scale loss of property and life to send a message. While Libertos tend to eschew large-scale civilian casualties, the prevalence of Cubes in PanOceanian society has led them to adopt a *laissez-faire* attitude regarding collateral damage.

- Destruction of key military infrastructure, usually with improvised explosives
- Disruption of day-to-day life for PanOceanians: create power outages, disable transportation hubs, incinerate outgoing food shipments
- Removal of key personnel: anti-terrorism task force leaders, politicians, and media figures all feature prominently, but any enemy of the cause is fair game
- Destruction of an individual's Cube, removing any sensitive data they collected since their last backup

LIBERTOS B'AKK RHASSI (INTELLIGENCE ACQUISITION) MISSIONS

While it grabs fewer headlines, the Libertos' intelligence division is surprisingly robust, given the organization's low-tech ethos. It has to be; PanOceanian counter-terrorism is a refined art, a chess match of traps, counter-feints, and false trails. To survive opposite such enemies requires skill, cunning, and no small amount of luck.

- Abduction of non-key personnel with access to closed systems; administrative assistants, dispatchers, and chauffeurs are common targets
- Low-tech, in-person surveillance by assets posing as civilians
- Favour-trading with Ateks, trading smuggled goods or other actions in exchange for information

LIBERTOS B'AKK B'AKKU (RETRIBUTIVE ACTION) MISSIONS

Varunan politicians are fond of appearing tough on the "Libertos issue," and often take widely publicised actions to "send a message" to them. The only message that the Libertos hear is "come and get me." Retributive actions are a form of targeted harassment designed to discourage powerful individuals from targeting the movement.

- Coordinated vandalism: the target never has a vehicle with unslashed tires, finds their Maya feeds awash in unwanted newsletters, and generally suffer in a thousand small ways over the course of the mission
- The acquisition of blackmail, and subsequent distribution to rival — primarily Yu Jing — news outlets
- *Riposte* actions: striking back publicly, and violently, at any forces who've enjoyed public success against the movement

B'AKK XHASSA: THE HELOT REBELLIONS

It was on the road to the NeoColonial Wars that Libertos first revealed its presence. Funded and equipped by unknown off-world sources, Libertos destroyed key infrastructure across the Atlantea Archipelago, leaving most of Akuna Bay without power for 72 hours while the government scrambled to figure out just what was happening.

B'AKK RHASSI: ONGOING MISSIONS

Varunan law enforcement estimates that at any given time, there are at least three high-priority Libertos Intelligence Acquisition missions, about a dozen medium-priority missions, and countless decoys. Counter-terrorism investigators have privately confessed confidence that they're wasting half their time chasing red herrings; they're just not sure which half.



B'AKK B'AKKU: OPERATION BLUE TIDE

"Mayor Lopez has rounded up three hundred of our fellow Omn under the guise of 'cracking down on terrorism.' These people have nothing to do with us, of course, but we need to make it very clear that Libertos won't stand for this. *Tete B'akk B'akku*, people; three-pronged counterstrike. Mesopelagic team: Mr. Lopez owns several fine beach houses; I want nothing but ashes where they stand. Bathyal team; our "friends" in the StateEmpire want dirt on his mistress; get it to them. No, I don't trust 'em, but I do trust that they'll hurt Lopez with the intel, so they get it. Abyssopelagic squad, you get the hard job. Every cop, every damn one of them who put a hand on our people in this? Find them and send their asses to a resurrection queue. No exceptions."

—Surveillance footage of "Deep Blue," recovered following the apparent suicide of Raul Lopez, mayor of Deepwater.

B'AKK PADJURA: WHY WE CAN'T HAVE NICE THINGS

"No sir, I don't know where all the fish guts came from. No sir, it wasn't here this morning. Yes sir, I do know that Go-Go Marlene is on her way... yes sir, I do have some idea how bad this looks. Respectfully sir, best of luck; I quit."

—A groundskeeper hands in their resignation, moments before Mayacast crews arrive, Ocean Vista, Atlantea

LIBERTOS B'AKK PADJURA (COMMUNICATION) MISSIONS

While every Libertos mission is an act of political communication, targeted guerrilla messaging is a key component of every revolutionary movement. For their part, the Libertos could hardly be accused of neglect. Like many revolutionaries, they believe that if the world at large simply understood what they were saying, that the only rational response would be agreement; so they take every opportunity to get their message out, consequences be damned.

- Collaboration with off-world hackers — usually Nomads or Yu Jing — to flood citizens with graphic images of violent acts against Helots
- Strategic defacing of public places — covering religious statues with gallons of fish blood, wide-scale arson of public parks, or the introduction of invasive aquatic species to private beaches — anything to make the average Varunan feel the way that Libertos feel
- Any violent disruption of a public gathering

HELOT CHARACTERS

In contrast to the cornucopia of options presented to most PanOceanian citizens, the life of a Helot is comparatively restricted. Born on Varuna, most never stray too far from its oceans. A Helot's

formative experiences are substantially different from other PanOceanians; Helot characters are created using the variant rules in this chapter, rather than those in the *Infinity Corebook*, or the variant rules for PanOceanian characters on page 80. The entries presented here supersede their counterparts in the corebook.

DECISION TWO: FACTION AND HERITAGE

All Helots are born PanOceanian citizens. Select PanOceania for both Faction and Heritage, and gain skills accordingly.

DECISION THREE: HELOT HOMELAND/HOMELAND

Helots, without exception, call Varuna their home; the next Helot hatched off-world will be the first, if it ever happens at all. While the *sissolu* that Helots hail from aren't tied to PanOceanian geography, the major archipelagos are the primary reference point when trying to find them on a map.

Select Varuna from the *PanOceania Homeworld Table* (p. 44, *Infinity Corebook*), add your attributes and skill as normally, then roll on the *Sissolu Waters Table* to determine their precise region, and what language(s) they speak.

SISSOLU WATERS TABLE

D20	REGION	LANGUAGE
1–5	Atlantea Waters	<i>Tetessom</i> , and Spanish, English or Malay (choose one)
6–9	Gurindam Waters	<i>Tetessom</i> , and Tamil, Malayalam, or Malay (choose one) ¹
10–14	Hawaki Waters	<i>Tetessom</i> , and Māori or Malay (choose one) ¹
15–17	Kumari Kandang Waters	<i>Tetessom</i> and Tamil
18	Lemurian Waters	<i>Tetessom</i> , and Malay, Spanish, English, or Tamil (choose one)
19–20	<i>Katallpeac</i> Lilypad	<i>Tetessom</i> ¹

¹ Roll again on the *PanOceania Homeworld Table* (*Infinity Corebook*, p. 45) followed by the appropriate sub-table (p. XXX) to determine a second fluent language.

HELOT SOCIAL STATUS TABLE

2D6	SOCIAL STATUS	ATTRIBUTE	EARNINGS
1–4	Underclass	Agility	1
5–10	Demogrant	Personality	1
11–12	Middle	Willpower	3

HELOT

ATTRIBUTES

AGILITY	–	AWARENESS	+1	BRAWN	–	COORDINATION	–
INTELLIGENCE	–	PERSONALITY	+1	WILLPOWER	–1		

Amphibious: Helots can breathe underwater, and possess the Common Special Ability Inured to Cold.

Strong Swimmer: Born underwater, Helots are naturally proficient swimmers; they begin with one rank of the Strong Swimmer talent.

Pressure Sensitive: A Helot's mood is strongly influenced by their environmental pressure; see *Pressure Personality Traits*, p. 117.

Pressure Modifications: While most Helots are unable to control their Pressure Suits, the more intrepid among them have discovered ways of tweaking their internal pressure levels to suit different situations. As a Standard Action a Helot may attempt a D1 Tech Test to adjust their suit's pressure, selecting the benefits – and drawbacks – of the associated Pressure levels.

Life Point Cost: 2

HELOT LIFE CYCLES

Every Helot goes through five stages of life: egg, fry, young adult, mature adult, and elder (or kossomn). This creates some distinct challenges. Notably, frys and elders are mermaid-like in appearance; without legs, navigating human environments is difficult to say the least.

Helot PCs are assumed to be mature adults by the time they reach play. Groups wishing to use the optional Step Six: Aging during Decision Nine of the Lifepath, or otherwise explore the transition through life stages, can use the following optional rules.

In addition to the normal effects of aging (p. 71, *Infinity Corebook*), when a Helot reaches the age of 45, and every three years thereafter, roll 1d20. If an Effect is rolled, you have begun the transition into your kossomn stage. Gain the Common Special Ability Inured to Aquatic Pressure. Over the course of the next year, your legs will begin to atrophy; each month, make a D5 Resistance test. On a failure, you have lost the use of your legs. Barring replacement through augmentation, your movement speed is greatly reduced; it requires a Standard action to move to a point within Medium range, and all non-aquatic terrain tests are made at +3 difficulty.

DECISION FOUR: HELOT STATUS

Unlike their human counterparts, Helots find their social mobility extremely limited; there simply aren't that many opportunities, and the proverbial glass ceiling seems reinforced with Teseum; wealth is rare, and the next Helot Hyper-Elite will be the first. Helot characters roll on the *Helot Social Status Table*, but roll on the *Home Environment Table* as normally.

Note that nothing prevents Helot characters from advancing beyond middle class in play or later in the Lifepath. They can change status just like any other character; but none of them are born with a silver spoon.

DECISION FIVE: FRY EVENTS

Being a fry is both like and unlike being a human child. While Humans and Helots alike are routinely shocked by how much they have in common despite their obvious differences, fryhood tends to be a fairly dramatic time for Helots and their pods.

Roll 1d20 and 2d6, then reference the *Fry Event Table* below. Each event indicates a massive impact from your youth; something that shook you (and perhaps your pod) to the core. It might be something you've since moved past, or it may define you even into adulthood, but either way, you'll want to use the descriptions as a diving board for your imagination, and detail precisely what happened.

HELOT LIFEPATH DECISIONS

The Lifepath Decisions outlined on p. 38, *Infinity Corebook* should be followed with the following exceptions for Helot characters.

DECISION ONE—BIRTH HOST

In order to use this Lifepath your Birth Host must be a Helot. This may have been randomly determined or purchased with Lifepoints.

DECISION TWO—FACTION AND HERITAGE

Helot characters automatically take PanOceania for both Faction and Heritage, and gain skills accordingly.

DECISION THREE—HOMEWORLD/HOMELAND

Helot characters are born on Varuna; select Varuna as your homeworld, and roll on the *Sissolu Waters Table* (p. 117).

DECISION FOUR—STATUS

Helot characters roll on the *Helot Social Status Table* (p. 117).

DECISION FIVE—FRY EVENT

Helot characters roll on the *Fry Event Tables* (p. 117).

DECISION SEVEN—ADOLESCENT EVENT

Helot characters roll on the *Helot Adolescent Event Tables* (p. XXX)

DECISION EIGHT—CAREERS

Instead of rolling on the PanOceania Faction Career table in the *Infinity Corebook*, characters in the PanOceania faction roll on the *Expanded PanOceania Faction Career Table* (p. 117), as well as the *PanOceania Faction Career Event tables*.

FRY EVENT TABLE

D20	2-5	6-8	9-12
1-4	Your pod clashed with a rival pod; the fighting was intense, and you lost someone close to you. Reduce your Resolve by 1.	Your pod clashed with a rival pod; the fighting was intense, and you lost people close to you on both sides. Gain a trait from the experience.	Your pod clashed with a rival pod; the fighting was intense, and despite your youth, you took a life with your own hands. Gain 1 rank in Close Combat.
5-8	Libertos came to your pod, trying to recruit it. Some left to join the cause, while others rebuffed the strangers; but everyone fought, and your <i>Pojju</i> split that day. Reduce your Vigour by 1 from the injuries you sustained.	Libertos came to your pod, trying to recruit it. Some left to join the cause, others rebuffed it, but either way, your <i>Pojju</i> split that day. Gain a trait from the experience.	Libertos came to your pod, trying to recruit it. When it became clear that you weren't interested, they forced the issue. You didn't know how to fight, but that didn't stop any of you; your pod banded together to protect its own. Increase both your Resolve and your Vigour by 1 rank each.
9-12	Members of your pod were abducted. Your <i>Pojju</i> never really recovered, drifting apart over the next few years. Reduce your Resolve by 1. You can choose to take Libertadores Member as your first career.	Members of your pod wanted to go to the surface, but as you didn't have legs yet, you stayed behind with a neighboring pod. Did they ever return? Did you rejoin them if they did? Gain a trait from the experience.	A group of human scientists traveled with your pod for a time. Were they friendly? Cold? Could you even communicate with them? Gain 1 rank in Awareness. You can select <i>Human Education</i> in Decision Six.
13-16	Your pod migrated to a beautiful, but empty, cave network. You soon discovered why; as the Varunan Water-Snakes were quite pleased you'd moved into their den, and much of your pod didn't survive. Reduce your Brawn by 1, as injuries and venom stunt your physical development.	Your pod migrated via the same <i>katalpeac</i> so often that it began to feel like home. An Atek shanty town floated on top; what were your relations like? Roll on the <i>Sissolu Waters Table</i> , and learn the associated language(s). Gain a trait from the experience.	Your pod welcomed back an old friend who'd served in the Helot Militia. Stories of their exploits captured everyone's imaginations, but they saw something special in you. Increase your Resolve by 1; you can choose to take Helot Militia as your first career.
17-19	Through circumstances beyond your control, your entire pod was wiped out, leaving you stranded and completely alone. Reduce Willpower by 1. Reroll any results other than <i>Human Education</i> or <i>Wild Pod</i> in Decision Six, accepting the new result.	Your pod reunited with an old member, who'd left to join Libertadores. While the pod was divided in their politics, your elders showered them in praise, ignoring you in the process. Reduce Willpower by 1, and gain a trait from the experience.	Whether through choice, tragedy, or circumstance, you joined the <i>Tete-Kulu</i> , relocating to the surface before your body was fully adapted. Reduce both Vigour and Willpower by 1, but increase Coordination by 1, and select <i>Wild Pod</i> in Decision Six.
20	Reroll Twice and Combine Results		

DECISION SIX: HELOT EDUCATION

When it comes to education, Helot characters do things a little differently. Even if a human school admits a fry for classes, their physiologies – legless, and requiring frequent submersion to properly develop into healthy adults – present a unique challenge, though not an insurmountable one. However, the overwhelming majority of frys are collectively taught by their pods, according to aptitudes they've shown, and the pod's own leanings and resources. They shadow adults in the

pod, learning through kinesics, participation, observation, and good old-fashioned pedagogy. Given the communal nature of a pod's possessions, frys don't gain much in the way of gear in this process, but the knowledge gleaned will last them a lifetime.

As Helots transition from frys to young adults, the nature of their environment becomes much clearer; the type of education they receive says a great deal not only about the character, but about their pod as well.

If you roll a 20, your character is one of the few Helots to receive a human education; roll on the *Education Table* (p. 48, *Infinity Corebook*) as normally.

HELOT EDUCATION TABLE

D20	EDUCATION	EXAMPLE
1-6	Scout Training	Scavenger, Explorer, Raiding Scout
7-12	Hunter/Warrior Training	Shark hunter, Libertadores military training, Pod Squire
13-18	Utility Training	Skiff Repair, Settlement Construction, Migrant Workers
19	Wild Pod	<i>Tete-Kulu</i> Surface Training, Off-Grid Survivalists, Remote Deep Fishers
20	Human Education	Religious monastery, Aquatic Research Institute, Quantronic Tutors

DECISION SEVEN: HELOT ADOLESCENT EVENT

As a Helot transitions to their young adult phase, changes are abundant. As their bodies change, their newly-grown legs open new opportunities, and they head to the shallow waters of the uplands, lay and fertilize eggs, and often have their first contact with humanity. It's a passionate, often violent season of their lives, and one that leaves them forever changed.

During Decision Seven, Helot characters roll on the *Helot Adolescent Event Tables* to determine which *Adolescent Event Table* they use to generate their adolescent event.

HELOT ADOLESCENT EVENT TABLES

D6	CAREER
1–4	Helot Young Adult Table
5–6	PanOceania Faction Adolescent Event Tables

DECISION EIGHT: CAREERS

As Helots transition into adulthood proper, myriad changes – both social and biological – come to pass. Most Helots form a monogamous pair-bond by this age, and travel back to *sissolu* waters to retrieve eggs that have reached *calassus*, raising the fry as their children. Even more so than with human characters, you'll want to think about your character's family life; do they have a pair-bond? Children? Why or why not? Any answer is viable, but having one is important.

During Decision Eight, Helot characters follow the normal procedures for performing their career phases, with the exception that they roll on the *Helot Career Table* whenever they would normally roll on the *Faction Career Table* in the *Infinity Corebook*; and whenever they would normally determine a career event they roll on the *Helot Career Event Table* to determine which *Career Event Table* to roll on.

HELOT CAREER EVENT TABLES

D20	CAREER
1	Career Event Table A ¹
2	Career Event Table B ¹
3	Career Event Table C ¹
4–6	<i>Faction Career Table</i> ²
7–20	Helot Species Career Event Table

¹ *Infinity Corebook*, p.56–58

² If available. If not, roll on the *Helot Career Event Table*

HELOT EDUCATION BENEFITS – MANDATORY

EDUCATION	2	1	–1	MANDATORY SKILLS
Scout	Awareness	Coordination	Brawn	Acrobatics, Athletics, Observation, Stealth, Survival
Hunter/Warrior	Agility	Personality	Intelligence	Acrobatics, Athletics, Ballistics, Close Combat, Resistance
Utility Training	Personality	Intelligence	Brawn	Animal Handling, Education, Lifestyle, Psychology, Tech
Wild Pod	Brawn	Agility	Willpower	Athletics, Observation, Resistance, Survival

HELOT EDUCATION BENEFITS – SKILLS AND TALENT

EDUCATION	ELECTIVE SKILLS (PICK 2)	TALENT GAINED
Scout	Ballistics, Pilot, Thievery	Stealth: Scout
Hunter/Warrior	Medicine, Observation, Stealth	Acrobatics: Graceful
Utility Training	Analysis, Persuasion, Science	Lifestyle: Socialite
Wild Pod	Stealth, Survival, Thievery	Special: Gain 1 Life Point

HELOT CAREER TABLE

D20	CAREER
1	Unemployed ¹
2	Frontiersman ¹
3	Criminal ¹
4	Ship Crew ¹
5	Pilot ¹
6	Intelligence Operative ¹
7	Libertos Member
8	Aquatic First Responder
9	Bartender
10	Helot Militia
11	Labourer
12	Varunan Guide
13	Mayacast Support Staff ²
14	Scuball Player
15	Omn Storyteller
16	Deep-Sea Explorer
17	Priest ²
18	Trader ¹
19	Heavy Industry ¹
20	Starfish

¹ Career from *Infinity Corebook*, p. 59

² Career from *Characters*, p. XX.

HELOT YOUNG ADULT TABLE

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	You fled the waters of your birth and the safety of your pod in search of adventure. It ended badly. How?	Once-Bitten	Reduce Resolve by 1.
2	Mimicking the trickster fables of your youth, you caused a problem you couldn't talk your way out of.	Too Clever by Half	Gain 1 rank in Thievery, but reduce Discipline by 1.
3	Eager to take your new legs out for a stroll, you visited Akuna Bay and were promptly beaten within an inch of your life by activists.	Xenophobic	Reduce Vigour by 1. Receive 2 Assets in reparations from the PanOceanian government.
4	You are kidnapped and experimented on. While the process was unpleasant, your insides are downright Silken.	Test Subject	Gain any Biograft or Silk augmentation that requires an action to use, but add +2 to its complication range.
5	Guilty or innocent, you were ripped from the waters, held without trial, and thrown in jail for Libertos terrorism.	The Usual Suspect	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record (see p. 54, <i>Infinity Corebook</i>).
6	While exploring, you were separated from the rest of your pod. You haven't seen them since.	Orphan	Gain 1 Rank in Analysis.
7	During the mating season, you were nearly killed by a Varunan Water-Snake. You barely managed to escape, though your eggs weren't so lucky.	Traumatized	Reduce an attribute of your choice by 1 rank.
8	You took in a young injured creature, and despite its dangerous nature, nursed it back to health.	Critter Whisperer	Gain 1 rank in Animal Handling.
9	You discovered a human religion, and despite its alien assumptions, something about it took root.	Pious	Add 1 to your Resolve Stress track. You may choose Priest as your first career.
10	In the uplands, you chose a clutch haven that proved nearly – but not quite – impossible to navigate.	Daredevil	Gain 1 rank in Acrobatics.
11	During the upland mating season, you were swept away by a terrible current. Months later, you awoke in a human hospital bed. Your pod was gone, but the people who rescued you remained.	Fish Out of Water	Reduce Vigour by 1. You may take Aquatic First Responder (p. 104 as your first career.
12	Venturing into human territories, you discover that your pod has a reputation; and it's even a good one.	Vainglorious	You can reroll your first career but must accept the new career rolled.
13	Rivals, predators, or sabotage; whether you laid or defended them, none of your eggs survived to <i>calassus</i> .	Amber-Tinted Glasses	Reduce Willpower by 1.
14	You were stranded on dry land for months. What happened?	Xerophobia	Reduce Vigour by 1.
15	You are injured in a Libertos attack. While the burns eventually healed, your <i>Errisom</i> colours have never looked quite right.	Living Scars	Add +1 difficulty to social skill tests with other Helots due to damaged <i>Errisom</i> hues.
16	An encounter with automated farming equipment left you mangled. Your pod did what it could to fix you up.	Old Injury	Reduce Agility by 1.
17	During the upland mating season, you dragged your eggs to a shallow cove, spending your formative years in those hot-blooded shallow waters	Hair-Trigger Temper	You gain +2d20 to Surprise tests, but increase the difficulty of Discipline tests by +1.
18	Trapped in a dire situation, you were rescued by a Libertos cell. How did you react?	Nose for Trouble	Gain one rank in either Discipline or Thievery. You may choose Libertos Member as your first career.
19	Awakened by your pod in the still of night, you saw strange figures – human figures – with them. You left with them; willingly. Why?	Swimming Upstream	You defect to a new faction. Roll on the Faction Table (p. 41, <i>Infinity Corebook</i>), to determine your new allegiance.
20	A <i>Kossomn</i> entrusted you with a great secret. What is it, and why does it mean you can never go back to your old life?	Destined	Gain +1 Infinity Point refresh rate (max. 4). Increase the difficulty of social skill tests with other Helots by one step.

HELOT SPECIES CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1	While returning from a clutch haven, you're suddenly attacked; the eggs don't make it, and you barely do. Who or what was responsible?	Gain Trait: Bereaved.
2	Turns out that Epicuriosity doesn't preclude regular curiosity.	Gain 1 rank of training in a skill you currently have no training in.
3	While visiting the sissolu waters of your youth, you uncover some artifacts of unexpected value.	Gain 2 Assets.
4	Your bondmate (or someone similarly close to you) contracts a rare disease. An expensive cure exists, but you know you can do this.	Gain a debt worth 5 Assets. You are filled with determination; gain 1 rank in Resolve.
5	Your (or your pod's) new clutch of frys are smart. Real smart. The expensive kind of smart.	Gain a debt worth 6  Assets as you pay for the frys' education. Increase Social Status by +1 for each Effect rolled, as their accomplishments reflect well on your whole pod.
6	Your pod disbands suddenly. What happened? What do you do now?	Gain a character trait describing your newfound isolation.
7	Following a Libertos attack, you are taken in for questioning. What did they think you knew? And did you?	Gain a 1+5  Asset debt representing lost wages and court fees.
8	You save a tourist from a horrible fate. Little did you know they were Mayacasting at the time.	Gain Trait: Unlikely Celebrity. You may take Mayacast Support Staff as your next career.
9	A fryhood podmate has a bad injury, and turns to you for help. What happened?	Gain a debt worth 8 Assets, or gain the character trait: Pariah.
10	You are mistaken for a Libertos member who you clearly bear no resemblance to.	You must pass an Average (D1) hazard test for your current career or you are Fired (see p. 54, <i>Infinity Corebook</i>).
11	Other Helots think you're cursed; they might not be wrong.	Reduce your Infinity Point refresh rate by 1 (min. 0).
12	The sole survivor of a hurricane, people wonder if it's luck or savvy.	Gain +1 Infinity Point refresh rate (max. 4).
13	You're betrayed by a member of your <i>Pojju</i> , your bondmate, or some similarly intimate, trusted acquaintance. Who was it? What did they do to you?	Gain Trait: Deeply Cynical.
14	Both Libertos and the PanOceanian authorities are hunting you down. What do they think you know? Do you?	Gain both a criminal enemy and a police enemy. You must pass an Average (D1) hazard test for your current career or you are Fired (see p. 54, <i>Infinity Corebook</i>).
15	You survive a serious natural disaster. The person closest to you doesn't.	Gain Trait: Haunted.
16	You're singled out as a great employee; the example that other Helots should hold themselves to. Is it true?	Increase your Earnings by one (to a maximum of six), and gain the character trait: Toadie.
17	You discover a human language that works pretty well for you.	Learn a new language of your choice.
18	You are fired. What reason did they give, and why does it make no sense to you?	You are Fired (see p. 54, <i>Infinity Corebook</i>).
19	Other Helots think you're cursed; they might not be wrong.	Reduce your Infinity Point refresh rate by 1 (min. 0).
20	The tide comes and goes; but The Lavender Tide leads to curious – some would say interesting – times.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result. If you roll duplicate events, it means some similar event has occurred. If you roll The Lavender Tide again, add additional rolls.

CAREER PROFILE

AQUATIC FIRST RESPONDER

EMTs, firefighters, lifeguards. Of the many career paths open to Helots, the First Responder is one that confuses humanity the most. Not that they aren't happy to see them, as any human EMT would be hard-pressed to match a Helot when navigating hazardous underwater terrain. For a species tarred as "lazy", however, many are confused to see how enthusiastically they take to the role.

What most Varunans fail to understand is that these Helots are living out their fryhood fantasies and following in the footsteps of the greatest heroes of Omn lore. Like Yisso-tal, they swoop into danger to save other's lives, and like Arrodiel, they risk their own skin to help strangers. This may be confusing to outsiders, but to a Helot First Responder it's simple. Who wouldn't want to be a superhero?

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+2	+2	+1	+1	+1

SKILLS				EARNINGS
Mandatory	Athletics	Medicine	Tech	1+2 (N)
Elective	Discipline	Observation	Pilot	

GEAR: Light Combat Armour (with pressure suit mod), MediKit (with 3 Serum)

SPECIAL: This career is not available to characters with a Criminal Record.

CAREER PROFILE

BARTENDER

Across Varuna, particularly Ikatere, Helots indulge in the ancient role of barkeep, dispensing drinks and offering a friendly ear in equal measure. Legend states that early PanOceanian entrepreneurs revelled with a pod of Helots. They watched their hosts dive effortlessly beneath the waves, then resurface with various chilled liquors that were mixed with playful aplomb. An opportunity not to be missed.

Regardless of origin, it's difficult to dispute that Helots make exquisite bartenders. Their cooking involves a fair amount of mixing and chemistry, while a gregarious and cheerful disposition also serves them well. Beyond the exotic allure of *kotusum* drinks, several clubs have modified aquariums where Helot Bartenders retrieve chilled aquatic ingredients and mix beverages in a routine that's equal parts chemistry, aquabatics, and performance art.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	+1	+2	+1	+1

SKILLS				EARNINGS
Mandatory	Lifestyle	Persuasion	Psychology	0+1 (N)
Elective	Education	Observation	Persuasion	

GEAR: Fashionable Clothing, Psychotropics (3 doses)

CAREER PROFILE

DEEP-SEA EXPLORER

Prideful as PanOceania are of their Explorers, it's curious that much of Varuna's depths remain unexplored. Of course, between the crushing pressure, aquatic predators, and omnipresent, oppressive darkness, most humans know better than to dive too deeply, undiscovered secrets or no. The Helots know better too. But they do it anyway.

No human could pilot a submersible craft, casually pop the hatch, and explore on their own the way that a Helot does. Whether in the employ of a corporation or government work programs, out on their own or with their pod, Helots brave the deep sea with a bravado born of certainty, even if it literally ages them too fast. And while some never return, a fair number of them simply join the elder *kossomn* in the great depths, pondering life's mysteries among their own kind.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	+1	+2	+1	+1	—

SKILLS				EARNINGS
Mandatory	Animal Handling	Pilot	Tech	1+3 (N)
Elective	Analysis	Observation	Survival	

GEAR: Crashesuit (with pressure suit mod), Exo-Compass, D-Thread (3 charges), Knife

SPECIAL: If using the optional aging rules, roll 1d6 when working this career, subtracting the result from the age when you begin transitioning into your *kossomn* stage (45 by default).

CAREER PROFILE

HELOT MILITIA

Considered little more than cannon fodder by PanOceania's command, Helot Militia specialise in amphibious operations and support the PanOceanian military in situations where amphibious natives provide a tactical edge. Primarily focused on internal security, though occasionally providing support in military operations abroad, these brave Helots have one of the highest casualty ratios in the PanOceanian military due to their primary deployment in high-risk situations. Despite abnormally high casualty rates, and even considering the risky situations in which they're typically deployed, many Helot Militia take pride in protecting their home and gain satisfaction in doing so in a fashion that the rest of PanOceania is sure to understand. If they escape with their lives, those serving in the Helot Militia always leave with some scars and stories to show for their trouble.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+2	+2	+1	+1	+1

SKILLS				EARNINGS
Mandatory	Ballistics	Observation	Resistance	1+1 (N)
Elective	Close Combat	Discipline	Stealth	

GEAR: Light Combat Armour (with Pressure Suit mod) or Pain Filters, Rifle

CAREER PROFILE

LABOURER

When most people think of Helots, one of two things comes to mind. Either the terrorist actions of Libertos, or the many Helot Labourers working across Varuna. The advent of the pressure suit revolutionized the workforce, but even with this advancement, most Helots still make their living as semi-skilled Labourers. Primarily working in aquatic or amphibious farms, contributing to Varuna's primary aquaculture exports, or toiling in underwater mines, or performing equipment and facilities maintenance, Helot Labourers tend not to have particularly exciting or challenging professional lives, which suits many just fine. In a nod to Earth's early post-industrial workforce, many Helot Labourers have taken to colouring the collars of their pressure suits denim blue, in tribute to their human counterparts. But given the significance of the hue in Erissom, perhaps it's not a tribute at all. Perhaps it's a warning.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+2	+1	+1	+2	+1

SKILLS

Mandatory	Athletics	Discipline	Resistance
Elective	Discipline	Observation	Pilot

EARNINGS

0+3

GEAR: Locational Beacon, Powered Multitool or Repair Kit, Painkillers (5 doses)

CAREER PROFILE

OMN STORYTELLER

Owing to centuries of oral tradition as the primary means of recording their legends and history, the Omn ("those who speak" in *Tetessom*) are fantastic storytellers. Elder *kossomn* traditionally act as the primary lorekeepers, though everyone is encouraged to participate. Those with a talent for engaging, theatrical storytelling are singled out from fryhood. Recently, PanOceanian Cultural Integration Programs have made efforts to chronicle and highlight the art of the Omn Storyteller, with several popular Maya documentaries placing them on a stage unthinkable to their ancestors. For their part, Storytellers take this in their wake. Whether educating young Frys on the legend of *Vayyu* the Swift, explaining the intricacies of monogamous pair-bonds to a group of nodding scientists, or simply providing a sonorous voice-over for a new brand of deep-fried fish nugget, Omn Storytellers weave their narrative tapestries with luxurious precision.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	+1	—	+2	+3	+1

SKILLS

Mandatory	Education	Lifestyle	Persuasion
Elective	Acrobatics	Persuasion	Survival

EARNINGS

0+3

GEAR: Cosmetics Kit, Recorder (x2)

CAREER PROFILE

LIBERTOS MEMBER

Libertos view themselves as change. To make change requires blood, violence, and confrontation. Faced with unacceptable conditions and convinced that there can be no change without violent upheaval, Libertos members take their destiny into their heavily-armed hands. Viewed as anti-human terrorists, they actually have very little issue with individual humans. Their insurgency rails against the intolerable treatment of their fellow Omn and the conquest of their planet. Sympathetic humans support the cause, but the heart and soul of Libertos will always be Omn. Trained in guerrilla tactics and sabotage, Libertos Members forego pressure suits unless used for infiltration purposes, preferring instead to bask in their natural agitation at being on land and using it to fuel the fires of revolution.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+1	+1	+2

SKILLS

Mandatory	Ballistics	Close Combat	Stealth
Elective	Hacking	Survival	Thievery

EARNINGS

0+2

GEAR: D-Thread, Fake ID 1, Malasartes Grenade (x2) or Heavy Pistol

SPECIAL: Criminal Career. Remove the pressure-regulating functionality of any pressure suits or pressure suit-modified armour upon starting the Libertos Member career

CAREER PROFILE

SCUBALL PLAYER

Unlike human players, who extensively use custom Scuball suits to better navigate the underwater environs, Helots are born swimmers. Unlike human athletes, who can't start seriously competing without organizational support, young Helots engage in different variants of the game before they reach maturity. Although it's among the more lucrative options available to them, the money hardly competes with the chance to enjoy their dream job. For applauding crowds. Whilst swimming. Helot Scuball Players constitute a significant portion of the league and include some of its top performers. For many, the comfortable glow of acceptance is even more addictive than the rush of competition and the thrill of victory. Much like with Dog-Bowl players, Helot Scuball Players have an accepted place in society. They are heroes even after the game. For some, that's worth any price.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+3	+1	—	+1	+1

SKILLS

Mandatory	Acrobatics	Athletics	Lifestyle
Elective	Athletics	Command	Observation

EARNINGS

2+3

GEAR: AR Eye Implants, Rippa X, Helot Jet Harness, Uniform

SPECIAL: In Decision Nine, set the value of your Rippa to the number of times you took the Scuball Player career.

CAREER PROFILE

STARFISH

After years of frustration in dealing with the Nomad Nations' cetacean pilots and their intrinsic understanding of three-dimensional spatial manoeuvres, the PanOceanian Armada snapped. The Star-Swimmer initiative hardly revolutionized the PanOceanian Navy, but recruiting the best, most tech-savvy, or reckless Helots available gave the Hyperpower an edge it had been sorely lacking. Whether maintaining the Acheron Blockade, hunting pirates, or giving the Nomads a taste of their own medicine, the Armada's Helot pilots – "Starfish" – possess a knack for sidereal manoeuvrability that is second to none. Less aggressive than a fighter pilot, but possessed of unmatched generational instincts, they're more a fraternity of Helots who've ventured into the deepest kossala and found the proverbial waters to their liking than formal unit.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+3	–	+2	–

SKILLS				EARNINGS
Mandatory	Extraplanetary	Pilot	Spacecraft	1+2
Elective	Ballistics	Lifestyle	Spacecraft	

GEAR: AR Eye Implants, Light Combat Armour with Pressure Suit mod) or Assault Pistol with 2 Reloads

CAREER PROFILE

VARUNAN GUIDE

From underwater mining in Damak, to scouting for new construction sites, to friendly neighbourhood tour guides, many Helots spend their time guiding their human neighbours around Varuna. Intricately tied to the tourism industry, outside of Labourers, more Helots find their employ as Guides than in any other vocation. Requiring not just extensive local knowledge, but the ability to explain its importance to a highly-educated populace, more than one Varunan Guide has needed to explain why and how eating a poisonous plant is a bad idea.

Equal parts sheepdog, tour guide, explorer, and local expert, many Helot Guides cluster around locations or phenomena that they know well, where their tendency towards *Epicuriosity* often translates the natural beauty and majesty of their home far better than any holo-pamphlet could ever hope to.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	–	+3	+2	–

SKILLS				EARNINGS
Mandatory	Animal Handling	Education	Psychology	1+2
Elective	Athletics	Lifestyle	Survival	

GEAR: Adarsana Grenade, Lantern, Locational Beacon, Signal Flare, Survival Kit

CHAPTER 8

THE BEST & BRIGHTEST

Many people say that PanOceania is the Human Sphere – they couldn't be more right! PanOceania, being one of the two major Hyperpowers, has access to all the cutting-edge high technology currently on the market. Coupled with the fact that they receive logistical support from ALEPH, the benevolent AI, means there is nothing in the entire Sphere that can openly stand against them. The PanOceanian Military Complex (PMC), a sophisticated conglomerate of military forces intertwined with corporate assets, is one of the major discussion points during each year's budgetary meetings. Moreover, the church is another major actor within the Hyperpower, and its Military Orders are feared on the battlefield as they look to bring the Kingdom of God to PanOceania.

Separated into Corporate Assets, Knightly Orders, and Veteran Forces, this list of adversaries includes the typical kind of opposition one can encounter when facing the "Boys in Blue."

KNIGHTLY ORDERS

The contemporary Knightly Orders draw from historic traditions dating back to the Middle Ages. Created to protect church interests – which included individuals and groups – in the Holy Land, members of various orders such as the Templars and the Hospitallers were warrior-monks, scholars, tacticians and, sometimes, businessmen. Today, the ranks of the Orders concentrate on the warrior aspect – after all, that is why the church has brought them back. The on-going alien incursion means that there is no shortage of conflicts in need of advanced shock troops, and the Knights are happy to send these aliens back to the hellhole they crawled out from.

ELITE

KNIGHT OF MONTESA

Standard operating doctrine of the Military Orders requires reconnaissance duties to be carried out by trained specialists drawn from the ranks of the Order Sergeants. Due to the high scout attrition rates in hostile theatres, however, High Command decided to revise their approach; equipment, training, and faith superseded stealth and subterfuge. The Knights of Montesa are the pinnacle of this approach. Hulking individuals in lightweight power armour tasked with reconnaissance by fire actions, they are responsible for testing the enemy's resolve before other assets are committed. As mechanized deployment units renowned for reliability and stubbornness, they are the first on and last off the field.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	10	9	7	7	10

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	–	Social	+1	–
Fortitude	+2	1	Senses	+2	–	Technical	+2	–

DEFENCES

Firewall	7	Resolve	10	Vigour	10
Security	3	Morale	2	Armour	3

ATTACKS

- **Combi Rifle:** Range C/M, 1+7 (N) damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Chain-Colt:** Range C, 1+7 (N) damage, Burst 1, 2H, Concealed 1, Torrent, Vicious 1
- **Pistol:** R/C, 1+6 (N), Burst 2, 1H, Vicious 1
- **Sword:** Sword: Melee, 1+7 (N), Parry 2, Vicious 1

GEAR: Powered Combat Armour (Montesa Variant), tabard emblazoned with Order heraldry

SPECIAL ABILITIES

- **Probationary Status:** The status of the Order of Montesa places each and every knight in the position where their actions could lead to the dissolution of their order. When faced with a Discipline test, the Knight can ignore any D1 or D2 test should failure bring their order into disrepute. Such tests are considered automatically successful.
- **Final Valour:** When a Knight of Montesa is killed by an enemy attack, they gain an immediate standard action to take one final attack at the enemy. This attack begins as a Dire [D4] test, and the enemy can react to the test as normal. In the unlikely event that momentum is rolled, this must be spent for extra damage.

ELITE

BLACK FRIARS

With beliefs turned upside down in the face of new revelations, various religions of Old Earth evolved to cope with the outcome of humanity's race to the stars. Many secret societies and sects formed, including the ancient Catholic order of the Dominicans, whose services were seemed even more necessary in these troubled times. Today, the Special Security Detachment of the Order of Preachers is made up of the Dominican Black Friars, so-called for the colour of the hoods that all the initiated wear. The Black Friars returned to their roots as Hounds of the Lord. The watchdogs of the Church and the Human Sphere. Most commonly found on Paradiso or places of high interstellar traffic, the Black Friars constantly search for enemies seeking to corrupt humanity from within and monitor the population for signs of alien interference.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	9	9	10	9	10

FIELDS OF EXPERTISE

Combat	+2	–	Movement	+1	–	Social	+2	–
Fortitude	+1	–	Senses	+3	1	Technical	+2	–

DEFENCES

Firewall	10	Resolve	10	Vigour	9
Security	2	Morale	–	Armour	3

ATTACKS

- **MULTI Rifle:** C/M 1+6 (N), 2H, Expert 1, Medium MULTI, MULTI Light Mod, Vicious 1
- **Pistol:** R/C, 1+5 (N) damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+4 (N) damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour (Military Order), tabard emblazoned with Order heraldry, Multispectral Visor 2

SPECIAL ABILITIES

- **Biometric Visor:** Tasked with rooting out infiltrators, some Friars are equipped with specially designed biometric visors that aid their task. Black Friars can reroll 1d20 when making an Observation test, but must accept the new result. Additionally, Black Friars gain 1 bonus Momentum when making a face-to-face test against an opponent using stealth.
- **Watchers in the Dark:** As intelligence operatives first and foremost, the Friars make sure they are prepared for Infowar. They benefit from +1 Security Soak (included in their profile).



ELITE

ORDER SERGEANT

Order Sergeants are the lowest rank of troops that form the core fighting force of any Order. Contrary to popular belief, not all the members of the organisation are actual knights. Not all of them are official members of the clergy, either. Most are uninitiated servicemen, serving in this particular branch of the PanOceanian military just like they would in any other. Specialists in combat support, firepower handling, and advanced force operations, these courageous men and women excel in supporting the actions of their Brother Knights. All the Orders employ Sergeants, although within some of them, such as the Order of the Holy Sepulchre, the ratio of Sergeants to Knights is much lower as they do not perform many direct actions. Other Orders, such as the Teutons who have established their monastery-fortress on Paradiso, will employ more recruits to replace casualties in their fighting force.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	8	10	8	8	10

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+2	—	Social	+1	—
Fortitude	+2	1	Senses	+1	—	Technical	+1	—

DEFENCES

Firewall	8	Resolve	10	Vigour	8
Security	2	Morale	—	Armour	3

ATTACKS

- **Combi Rifle:** Range C/M, 1+6 damage, Burst 2, 2H,
- Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** R/C, 1+5 damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1,
- Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour, tabard emblazoned with Order heraldry

SPECIAL ABILITIES

- **He Wills It So:** With God at their side, who would dare to stand against them? Through their faith, psycho-conditioning, or simple raw willpower, Order Sergeants ignore the effects of the Fear Common Special Ability. Any Intimidation Psywar actions targeting them are made at +1 difficulty.
- **Firing Drill:** Order Sergeants undergo daily trainings in the use of all firearms that the Complex has to offer. They may reroll two when making a ranged attack but must accept the new results.

CORPORATE ASSETS

Money makes the world go 'round, and the megacorps have the money – from the relatively small, niche companies that provide goods no-one ever needs, to transnational giants that use lobbys and Parliament to further their own agendas across entire star systems. Many Corporations utilize clandestine divisions that employ disposable assets for reconnaissance and corporate warfare – after all, accusations of spying and outright hostility are bad for business. Knowing how their employers view them means the mercs hold little loyalty to anything other than their pay cheque.

ELITE

CRISIS EXPERT SENIOR SPECIALIST

The CESS are a varied bunch. As implied, their employers hire them for specific problems or situations with the only stipulation being that the problem disappears. Usually jack-of-all-trades, no two CESS are the same and usually tackle matters from differing angles; intimidation, bribery, or more lethal methods. Each CEO usually has at least one CESS on speed-dial, with a memo to file the expenses under 'miscellaneous'.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	8	8	10	9	9

FIELDS OF EXPERTISE

Combat	+2	—	Movement	+2	—	Social	+2	—
Fortitude	+2	—	Senses	+2	—	Technical	+2	—

DEFENCES

Firewall	10	Resolve	9	Vigour	9
Security	1	Morale	1	Armour	2

ATTACKS

- **Combi Rifle:** Range C/M, 1+7 damage, Burst 2, 2H,
- Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** R/C, 1+6 damage, Burst 2, 1H, Vicious 1
- **Hacking Device:** CLAW-1, SWORD-1, SHIELD-1, GADGET-2, IC-2, +2 damage

GEAR: Armoured clothing, Negotiator's Suite Grenades; no Cube

SPECIAL ABILITIES

- **Jack-of-all-trades:** Most CESS have seen and done it all. They suffer no negative consequences from complications.
- **Master-of-none:** CESS struggle to master any of the topics they work on. PCs ignore any increase in complication range when making face-to-face tests against a CESS.

ELITE

CORPORATE DATA THIEF

Data thief is a name encapsulating all the hackers engaged in corporate espionage. Despite best attempts of the Corporations to stay ahead of the technological curve when it comes to breaching software and hostile intrusions, they must also face the reality that a highly motivated individual will eventually look on their servers. Many data thieves are still freelancers, but there are fewer of these due to the hard-handed punishments in cases of corporate espionage. Moreover, the Corporations began to put these hackers on their payroll as "advisors" to avoid them working for the competition. One would be mistaken, however, to assume that a data thief only sits in his basement looking at flowing data strings. These agents go out into the field and sometimes mingle with their targets at social gatherings, of which there are plenty in high society.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	9	7	8	11	9	11

FIELDS OF EXPERTISE

Combat	+1	—	Movement	+2	—	Social	+2	—
Fortitude	+2	—	Senses	+2	—	Technical	+2	1

DEFENCES

Firewall	11	Resolve	11	Vigour	7
Security	4	Morale	—	Armour	—

ATTACKS

- **Pistol:** R/C, 1+5 damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1,
- Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Hacking Device Plus:** CLAW-2, SWORD-1, SHIELD-2,
- GADGET-3, IC-2, UPGRADE White Noise; +3 bonus damage

GEAR: Fake ID, Breaking & Entering Kit

SPECIAL ABILITIES

- **Blending In:** The best secrets are always well hidden, as are the best data thieves. The first sneaky action a Data Thief makes in a given scene does not provoke a stealth state test.
- **Master of Improvisation:** Data Thieves soon learn to work without access to their preferred toolbox. They suffer no penalties for Technical tests attempted without proper tools.
- **Master Hacker:** Data Thieves live and breathe Maya (and Arachne, for that matter). Their complex gear provides them with a Security rating of 4, included in the profile.

VETERAN FORCES

A key G5 player, PanOceania participates in many conflicts. Contemporary military operations rarely occur in the open, providing ample opportunities for operatives of all kinds to test their skills in CODE INFINITY situations. Commanders have a variety of experienced troops to draw on, from experienced alien hunters and civilian pacification specialists, to units trained for hostile environments. The ranks of the PMC will always provide..

ELITE

PARADISO WAR VETERAN

With entire regiments exterminated, the First Paradiso Offensive proved to be a true crucible for the PanOceanian Military Complex. Survivors of these first skirmishes are treated with utmost respect, with many battle-scarred veterans still serving on the Paradiso frontline. They keep on fighting despite having been through hell and back and living to tell the tale, because they know that if you want something done right, you have to do it yourself. Who else will kick the aliens off planet.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	9	9	10	8	8	11

FIELDS OF EXPERTISE

Combat	+2	–	Movement	+2	–	Social	+1	–
Fortitude	+2	1	Senses	+2	1	Technical	+1	–

DEFENCES

Firewall	8	Resolve	11	Vigour	9
Security	2	Morale	1	Armour	3

ATTACKS

- **Combi Rifle:** Range C/M, 1+6 (N) damage, Burst 2, 2H,
- Expert 1, MULTI Light Mod, Vicious 1
- **Light Flamethrower:** Range C, 1+5 (N) damage, Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent)
- **Knife:** Melee, 1+4 (N) damage, 1H, Concealed 1,
- Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour, AutoMedikit

SPECIAL ABILITIES

- **Jungle Training:** When in a jungle environment, attacks targeting a Paradiso War Veteran from beyond Close range are at +1D. Additionally, they may reroll 1d20 when making Survival tests and gain 2 Momentum when making such tests in jungle environments.
- **Revered Veteran:** When leading a fireteam into action, the Veteran can reroll up to 2 (N) for a ranged attack, but must accept the new results. Additionally, they benefit from a Morale Soak of 1.

ELITE

SVALARHAIMA NISSE

In Nordic mythology, Nisse were house gnomes from folk tales, strong and friendly, but also moody and demanding a great degree of respect. Contemporary Nisses take their name from these fantasy creatures because they are experts at operating in hostile, winter environments and have an equally explosive temper. The regiment was created to operate where PanOceanian interests clash with those of Yu Jing, in the icy and desolate tundra of planet Svalarhaima. The Nisse are patient hunters and are completely immune to the cold that permeates the planet thanks to both the latest tech developments and rigorous training. Historically, Nisse regiments provided the best snipers in the PanOceanian Military Complex, and the Nisses are hard at work today to maintain that reputation.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	10	10	11	8	7	9

FIELDS OF EXPERTISE

Combat	+3	1	Movement	+1	–	Social	+1	–
Fortitude	+2	1	Senses	+2	1	Technical	+1	–

DEFENCES

Firewall	8	Resolve	9	Vigour	9
Security	2	Morale	–	Armour	3

ATTACKS

- **MULTI Sniper Rifle:** MULTI Sniper Rifle L 1+8 (N), Unwieldy, Medium MULTI, Heavy, MULTI, Unforgiving 2
- **Pistol:** R/C, 1+6 (N) damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+4 (N) damage, 1H, Concealed 1,
- Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour, Multispectral Visor 2

SPECIAL ABILITIES

- **Common Special Abilities:** Inured to Cold
- **Blizzard Born:** When in an arctic environment, any attacks targeting a Nisse at ranges beyond Close are made at +1 difficulty. Additionally, they may reroll one d20 when making a Survival test and gain +2d20 when making such tests in arctic environments.
- **Clear Shot:** The regiment's tradition as master snipers mean that each Nisse spends a considerable amount of time honing their skills. They may reroll up to three (N) when making a Ballistics test but must accept the new results. Additionally, they reduce the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of 0).

ELITE

LOCUST, CLANDESTINE ACTION TEAM

Clandestine Action Teams are special Hexahedron units tasked with reconnaissance and HUMINT – intelligence gathered by means of interpersonal contact. Proficient in soft skills that allow them to gather the data they need without resorting to violence, CAT agents are also trained to handle explosives, hacking devices, and a plethora of deadly weapons. The technology they have access to supposedly doesn't exist, which makes it difficult to prepare for a fight with a Locust. Much like their namesake, they are bent on destruction, so the PanOceanian Military Complex often employs them in hostile theatres requiring specialised agents who accept any task, however gruesome it might be. After all, if the individual and organisation do not exist, how can they be charged with crimes against humanity?

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	8	11	8	8	9

FIELDS OF EXPERTISE

Combat	+2	–	Movement	+1	–	Social	+1	–
Fortitude	+1	–	Senses	+3	1	Technical	+2	–

DEFENCES

Firewall	6	Resolve	10	Vigour	12
Security	–	Morale	–	Armour	3

ATTACKS

- **Breaker Combi Rifle:** Range C/M, 1+6 (N) damage, Burst 2, 2H,
- Expert 1, MULTI Light Mod, Vicious 1, Breaker
- **Pistol:** R/C, 1+5 (N) damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 (N) damage, 1H, Concealed 1,
- Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Modded Hacking Device:** CLAW-1, SWORD-1, SHIELD-1, GADGET-2, IC-2, [UPGRADE – choose two] +2 (N) damage

GEAR: Light Combat Armour, D-Charges, Optical Disruption Device, Garotte

SPECIAL ABILITIES

- **Common Special Skills:** Menacing 3.
- **You Don't Want to Do This:** Locust enjoy and utilise a fearsome reputation. They benefit from a Morale Soak of 1. Additionally, when attempting to intimidate an opponent, they gain 2d20 to per Momentum spent, instead of the normal 1. (The normal limit of 3 bonus d20s still applies.)
- **Master Exploder:** Expert saboteurs, any ordnance rigged by the Locust will explode exactly when intended. Explosives prepared by the CAT Agent are at +2D to disarm.
- **Waiting for an Opening:** A Locust will always have the initiative in a Surprise situation.



WASON LOUIE

NEMESIS

INA MARIE

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	9	10	10	12	10

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	—	Social	+3	3
Fortitude	+2	1	Senses	+2	1	Technical	+2	1

DEFENCES

Firewall	12	Resolve	14	Vigour	11
Security	1	Morale	2	Armour	2

ATTACKS

- **Combi Rifle:** Range C/M, 1+7 damage, Burst 3, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+6 damage, Burst 1, 1H, Vicious 1
- **Knife:** Melee, 1+4 damage, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour, Order Sergeant Tabard

SPECIAL ABILITIES

- **Exultant (1 Heat):** Ina's jovial nature can be infectious. She can spend 1 Heat to increase a target's complication range by 1 during face-to-face social tests.
- **Ordained:** Ina draws inner strength and determination from her faith. She has a Morale Soak of 2 and may reroll 1d20 when making a Discipline test.
- **Order Trained:** Ina has been trained to the exacting standards of the Order of Montesa. She may reroll 1d20 when making an Acrobatics test, or up to 2 when making a ranged or melee attack but must accept the new results. Additionally, she reduces the penalty for firing at a range other than the weapon's optimal range by 1 step (to a minimum of 0).

INA MARIE (ORDER SERGEANT)

Smoke drifted up from behind the treeline. The Crusader Brethren had landed and established a beach head. Order Sergeant Ina Marie crossed herself, put on her helmet, and adjusted her displays.

She calmly surveyed the crammed vehicle, studying her comrades in arms: Father-Knight Miguel of the Montesa Order checking his holo-display, Sister Illeana readying her hacking device, Brothers João and Petru praying silently, and wide-eyed young Matteu gawking outside the transport.

She smiled under her helmet. "We are almost there, Brother Matteu. Think nothing of it and entrust yourself to God, and you will be delivered safely from your first battle," she reassured him.

Turning from the window, Matteu looked about to speak when the red deployment light flared. The other passengers quickly donned their helmets.

Father Miguel and the Sergeants drew their swords and made the sign of the cross as the vehicle's door powered open. "Brothers and sisters!" Father Miguel roared, rousing them. "We face our enemy! Trust your companions, your weapons, and most importantly your Faith! Miles Christi! In Hoc Singo Vincetis!"

Ina Marie thundered the battle cry of her Order and dismounted with her unit, firing short suppressive bursts at the few enemies still entrenched behind the smouldering remains of the alien communication towers as she ran. Originally five towers, the Crusader Brethren vanguard had destroyed three before being slaughtered by mercenary defenders. The few survivors were now pinned down behind a destroyed antenna.

As Father Miguel began to give an order, Ina noticed a snake-like smoke trail streaking towards the landing craft from the mercenary's position. "Incoming!" she screamed, though she was too late to do anything but take cover as the missile struck the transport and engulfed them in a ball of fire.

Disoriented, Ina Marie stood up. The explosion had claimed her rifle and helmet. Drawing her side arm, she took cover behind a piece of flaming wreckage and opened a communication channel.

"Marie here. Anyone else still standing?"
"Brothers Louis and Eliza at the north tower. The rest are with God now. Three hostiles at the west tower and one, a hacker we believe, at the south tower."

"We have to stop them. I'll take the south

tower. Pray to God brothers, and we will be heard! Miles Christi!"

Ina jumped from behind her cover and charged through the breach, assured there was still much of God's work to be done.

APPEARANCE

A pretty, quietly spoken woman with an easy smile. Courteous towards civilians and strangers, Ina Marie is attentive and respectful with other members of the military. She wears a silver crucifix necklace on top of her bulletproof vest and Order regalia.

ROLEPLAYING

- She is very pious and frowns upon people cursing and swearing.
- When nervous or excited, she plays with her crucifix.
- Very polite to others, though righteous and fanatical in combat.

BACKGROUND

As a young woman toiling in one of Acontecimento's vast grain fields, Ina Marie fell from a huge harvester and hit her head, suffering several seizures thereafter.

Although scans detected no lasting damage, Ina swears she has visions during her episodes — fire, brimstone, and the impending doom of the End of Times.

Since then, her already faithful demeanor changed. She became more focused and fervent. Expected to join a nunnery, she surprised her family and joined the Acontecimento Regulars instead; Ina's plan did not include spending her life cloistered in a convent. Intending to bring her faith to where it was most needed, she volunteered for the Sergeants of the Order of Montesa as soon as her training allowed.

Once under the strict rules of the Order, her visions gradually subsided, only to be replaced by the reality of an alien invasion. She knew then that Providence had delivered her right where she belonged. Moved entirely by her faith, she is a bulwark within her unit and a true leader ready to assist anyone in need. To continue her selflessness beyond death, she has recently begun researching how best to gain a Resurrection licence.



YAKUB PALM

NEMESIS

JAKOB PA-LEM

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	10	9	12	9	10

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	1	Social	+1	—
Fortitude	+2	2	Senses	+2	2	Technical	+3	3

DEFENCES

Firewall	15	Resolve	12	Vigour	12
Security	3	Morale	2	Armour	1

ATTACKS

- **Pistol:** Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1
- **Knife:** Melee, 1+5 (N), Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Hacking Device:** CLAW-1, SWORD-1, SHIELD-1, GADGET-3, IC-1

GEAR: Light Combat Armour

SPECIAL ABILITIES

- **Educated Technician:** Jakob is intelligent and educated. He may reroll 1d20 when making an Analysis or Education, or any dice that did not generate a success on the initial roll of a Tech test, but must accept the new results.
- **Life Hack (1 Heat):** A rebel before being sepsitorized, Jakob's will is unerringly guided by the EI. He has 2 additional Security Soak and a Morale Soak of 2. Further, he may pay 1 Heat to inflict +1 difficulty to any attempts to detect his subversion (useable once each test affected). Additionally, he may reroll 1d20 or 2 (N) when making a Hacking test but must accept the new results.

JAKOB PA-LEM (CA HACKER)

Jakob had never perspired so much in his whole life. He recalled hailing from Svalarheima. What had possessed him to get assigned to Paradiso? He had five Alguaciles escorting him for this mission, hacking alien-looking antennae to gain intelligence on the enemy. The antennae detected the incoming PanOceanian transports quickly enough for Jakob to easily warn the squad, yet he remained silent and observed them gathered around the northernmost antenna.

A loud whistle pierced precluded one of the antennae exploding and crashing down to send one of the Alguaciles scrambling for cover. As expected, Jakob identified the vehicles as PanOceanian Crusaders. The vehicle's weapon loadout, however, was an unknown variable to collect data on. He reached out to the vehicle's command program. Shutting off the communications and power systems sent the transport crashing heavily into the surf a few metres from one of the towers.

The attacking humans had managed to destroy a second tower with only one loss so far. Two hostiles were heading to a third tower, so Jakob opened a channel and ordered the Alguaciles to fire a missile at its base. He then activated the same tower's security system, blasting the two Crusaders with electricity. The missile struck before they could recover, blowing both the structure and the humans to pieces.

Knowing the second aircraft would land in less than 45 seconds, he acknowledged he had to stall the attackers for the mission to be completed and set to firing haphazardly at the remaining soldiers to make them aware of his presence. He also downloaded misleading information regarding Onyx Force positions into the antenna's memory bank for the humans to find.

Another explosion. This one from the recently landed transport vehicle. Jakob needed access to ALEPH. Arranging for this human vessel to be captured and interrogated by PanOceania was the best route to gain access to the humans' and their AI cyber-space. Opening his eyes, he saw his comrades being cut down by a pair of furious Crusaders. Even more alarmingly, however, he saw the charging Sergeant headed straight for him. Bewildered, Jakob cursed the day he merged with the EI and threw up his arms in surrender. The following minutes were going to hurt like hell and

the EI would make sure he was conscious during every second...

APPEARANCE

A non-descript man wearing characteristic Nomad Clockmaker's attire, Jakob Pa-Lem has large eyes that occasionally glaze over to resembling those of a shark, emotionless and cold. He is quite inquisitive and is constantly interacting with any unattended technology.

ROLEPLAYING

- He is very shy and avoids social interaction as much as possible.
- He talks to himself about an "Episteme Monster" when nobody is watching.
- He avoids direct eye contact at all times.

BACKGROUND

A promising TAG engineer, Jakob was disdainful of wasteful PanOceanian projects. He criticised both military and entertainment ventures that had nothing to do with acquiring more scientific knowledge. He even denounced ALEPH as a diversion from true knowledge.

Chancing upon a data package from Paradiso, Pa-Lem discovered and became fascinated with the EI, even publishing a paper justifying its existence and ethical advantages over ALEPH. Naming this utilitarian thought the "Episteme Monster", he praised the EI for its Grand Pursuit. ALEPH removed all traces of his work and Pa-Lem defected to the Nomads. Growing to become his own named creation, he worked as a bounty hunter gathering information from Cube hacking.

Joining the EI seemed the only way forward for his pursuits, so he chose a mission on to get closer. The Shasvastii captured him soon enough, inflicting an induction process wiped his memory bar the vaguest ghosts. Ordained with the task of covertly damaging the cohesion of the Social Energy and gaining access to ALEPH, he has returned as one of the EI's agents. When not controlled by the EI, he understands that achieving its goals are as vital as keeping the VoodooTech implanted in his Cube hidden.



T. MALONE SCREEN JR.

NEMESIS

MALONE SKRYNE

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	10	11	11	9	10

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+2	1	Social	+1	1
Fortitude	+1	1	Senses	+2	2	Technical	+3	2

DEFENCES

Firewall	14	Resolve	11	Vigour	10
Security	—	Morale	2	Armour	1

ATTACKS

- **Pistol:** Range R/C, 1+6 damage, Burst 1, 1H, Vicious 1
- **Knife:** Melee, 1+5 damage, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Armoured Clothing, ECM 2, Survival Kit (Jungle), Tiklabang TAG (p. 78)

SPECIAL ABILITIES

- **In Tony's Footsteps:** Malone pushes himself hard to master his TAG. He can reroll 1d20 when making a Pilot test but must accept the new result. Additionally, he can reduce the penalty for damage by -2 difficulty when making a Pilot test with a damaged TAG (minimum of 0).
- **Swift & Silent:** Malone has an intuitive understanding of movement in the jungle, which he transfers to his TAG. He can reroll 1d20 when making an Acrobatics or Stealth test but must accept the new result. Additionally, he reduces the difficulty to move through, past, or over obstacles and difficult terrain by 2 steps, to a minimum of Simple (D0).
- **TAGged (2 Heat):** Malone has a knack for hitting enemy TAGs where it hurts with Zyrael. He can spend 2 Heat to reroll up to 4 when attacking other TAGs when using his own TAG.cost.

MALONE "ZYRAEL" SKRYNE
(TIKBALANG PILOT)

ROLEPLAYING

- He likes to be the centre of attention and constantly mentions his TAG.
- When frustrated, he behaves like a bully.
- He loves to bet on pretty much anything.

BACKGROUND

Malone and his TAG Zyrael came to Paradiso in the second wave of recruits after Tony Macayana's tragic death. Like hundreds of young volunteers from San Fernando de Dagopan, Malone had a crush with the ideal of Macayana and his heroic TAG Eduardo. Malone enrolled thinking he would ride into battle with his noble steed, avenging the honour of PanOceania.

Reality hit Zyrael's team during the follow up offensive to TAGLine where a brutal detachment of the Raicho Armoured Brigade swept through the rookie PanOceanian lines like a hot knife through butter.

The agile Zyrael managed to escape the main charge of the gargantuan alien TAGs thanks to Malone's understanding of jungle fighting. Later, during debriefing, Malone realized that even in a remote-controlled pod, the war in Paradiso was something terrible and deadly. He became more cynical in order to survive and to bring real vengeance to the alien army.

Zyrael and Malone quickly rose up the ranks of the regiment as a top TAG killer, with six confirmed TAG kills in its first twelve assignments. Zyrael, unlike the noble Eduardo, is a crafty, sneaky, and efficient jungle killer. They are less of a knight and steed and more a Tikbalang, a horse demon preying on the unsuspecting aliens.

The crabbot remote handled itself very differently from Zyrael. The four clunky legs always made the remote tilt in weird ways, but this time, the PanOceanian engineers had demonstrated why they were the best in TAG technology. Malone placed the mine perfectly, without endangering Zyrael unnecessarily.

Grinning within the confines of his control pod, five kilometres away from the theatre, the pilot sent the little remote back to the awaiting TAG and eagerly switched control from the remote to the Stingray 3 TAG. The Tikbalang was identified in his regiment as Zyrael, an aggressive and cunning team of human cleverness and hyper-technological destruction machine.

"Zyrael online and ready to engage!"
"Copy that, Zyrael. Hostiles closing in your location. Defensive measures advised."

Malone checked his quantronic display. These were Morat, a totally different category above mere "hostiles," and defensive measures would not be enough. He had to take the battle to them, and that was precisely why he activated the crabbot.

Zyrael crouched in his hiding place, several metres behind the trees rigged with mines. The jungle fell silent. Malone's vitals rose in anticipation.

"Malone, your heart rate is spiking. Do you need assistance?"

"Negative. I'm fine"

At that precise moment, a series of coordinated detonations erupted in front of him followed by screams of fury and pain and then insults in Morat.

Malone grinned, switched on Zyrael's flamethrower and advanced upon the ambushed Morat.

"Just fine!"

APPEARANCE

Sergeant Malone "Zyrael" Skryne is a muscular man, though not very tall, and has an arrogant half-grin all the time. He moves with the confidence of a Holo-drama star, laughing out loudly and attracting the attention of all around him.



RILEY ESMOND

NEMESIS

RAMORA LEONHART

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	11	10	9	11	9

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	+2	2
Fortitude	+2	2	Senses	+1	1	Technical	+1	1

DEFENCES

Firewall	10	Resolve	11	Vigour	13
Security	2	Morale	2	Armour	4

ATTACKS

- **Boarding Shotgun:** Range C, 1+7 (N) damage, 2H, Knockdown, Medium MULTI
- **Pistol:** Range R/C, 1+6 (N) damage, Burst 1, 1H, Vicious 1
- **Blade of St. George:** Melee, 1+7 (N) damage, 2H, Grievous, Non-Hackable, Parry 2, Piercing 2, Vicious 1

GEAR: Heavy Combat Armour

SPECIAL ABILITIES

- **Devout:** Ramora draws inner strength and determination from his faith. He has a Morale Soak of 2.
- **Knightly Combat:** Ramora has been trained to the exacting standards of the Knightly Orders. He may reroll 1d20 when making an Acrobatics test, or up to 2 (N) when making a ranged or melee attack, but must accept the new results. Additionally, he pays 1 less Heat to make Guard or Defence Reactions (minimum of 0).
- **Unconventional (1 Heat):** Ramora can be unpredictable. If he spends Heat to seize initiative, he can spend 1 additional Heat to reroll 1d20 on any subsequent melee or ranged attack, but must accept the new result.

RAMORA LEONHART (HOSPITALLER KNIGHT-ROGUSH-)

The monastery's halls were particularly cold this night. It certainly did not help the fact that the Hospitaller Order frowned upon using the knights' armour heating system for anything but strict survival.

Still, Ramora's spirit was up as he had finally finished the penance imposed on him for striking that Blizzard-6 officer.

"Officer," he blurted out. "A fancy title for that filthy mercenary!"

Ramora Leonhart of the Hospitaller Order chastised himself silently for his arrogance and headed to the monastery's infirmary. The Blizzard-6 team had entrusted the Order with guarding a crate of biohazardous material rescued from a crashed space shuttle that had the whole province on alert earlier that week.

Entering the infirmary, Ramora found the Brother in charge of the night shift was lying on the floor, murdered. The cameras were destroyed, and the doors to the biohazard storage were wide open.

Ramora drew his sword, praying to Saint John of Skovorodino. He had not come across anyone on the way there, and it was the only route, so the killer must still be inside.

Out of the corner of his eye, Ramora thought he saw movement. He swung his sword in a low cut while instinctively ducking and heard a loud bang near his head. The shot grazed his helmet, sending static and flashes up his retina display for a second. Ramora charged blindly, crashing into something and running straight through a glass door into a storage room.

He grappled with his enemy, shredding the optical disruption clothing just before he was shot again at point blank. Luckily, his helmet held one last time. By the time he took it off, his assailant was on the far wall of the infirmary, placing what looked to be demolition charges. Ramora grabbed his sword and hesitated before deciding to run for cover. After the charges exploded, Ramora rushed to the newly-made hole and his enemy was nowhere to be seen.

Ramora inhaled and immediately felt the icy cold of the planet.

"Oh well. I suppose I will be doing penance anyway." He grumbled as he activated the heating system of his battered armour.

APPEARANCE

Ramora is a tall man, with the characteristic fair hair of the Svalarheimans. He wears his armour comfortably. His demeanour is friendly, and he has a mischievous shine in his eyes.

ROLEPLAYING

- He is always happy and motivated.
- He is very impetuous, constantly getting into trouble with his superiors.
- He prays at least three times a day and constantly invites people to join him.

BACKGROUND

Ramora is one of the most popular members of the Holy Order of Hospitaller Knights of Saint John of Skovorodino. In one of the most serious and sober institutions of the Human Sphere, Ramora is always ready with a smile and a positive attitude that clashes with the sombre – and usually fatalistic – approach of the Knights Hospitaller.

Ramora's positivity is ironically both his best quality and his worst deficiency as he is constantly butting heads with his superiors on the strict following of the Order's Rules.

A pious and merciful soul, he tends to put orders on hold when innocents may suffer. He has taken his Order's main objective to heart but is unable to view the big picture when the safety of civilians is at stake. Thus, he is constantly praying and performing penance on account of his disobedience to superiors and their strict rules.



CHRIS HARRIS

NEMESIS

CRISTÓBAL HARRIS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	10	9	11	9	11

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	1	Social	+1	1
Fortitude	+2	1	Senses	+2	2	Technical	+4	2

DEFENCES

Firewall	15	Resolve	13	Vigour	12
Security	3	Morale	4	Armour	5

ATTACKS

- **Combi Rifle:** Range C/M, 1+7 (S) damage, Burst 3, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Breaker Pistol:** Range R/C, 1+6 (S) damage, Breaker, Burst 1, 1H, Standard, Vicious 1
- **D-Charges:** Charge, 2+6 (S) damage, 1H, Anti-Materiel 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2
- **Teseum Blade of St. George:** Melee, 1+10 (S) damage, Unbalanced, Non-Hackable, Piercing 4, Vicious 2
- **Assault Hacking Device:** CALW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1

GEAR: Powered Combat Armour (Comms, Exoskeleton 3, Kinematika, Self-Repairing)

SPECIAL ABILITIES

- **Deo Vindice:** Cristóbal has a Morale Soak of 4.
- **Knightly Combat:** Cristóbal has been trained in the Knightly Orders. He may reroll 1d20 when making an Acrobatics or Discipline test, or up to 2 (S) when making a ranged or melee attack, but must accept the new results. Additionally, he pays 1 less Heat to make Guard or Defence Reactions (minimum of 0).
- **Metaphysical Sword:** An expert hacker, Cristóbal can reroll 1d20 or up to 2 (S) when making a Hacking test but must accept the new results.

CRISTÓBAL HARRIS (FATHER-KNIGHT HACKER)

APPEARANCE

A stern looking man, Father Cristóbal has an intimidating countenance which, added to his field armour, makes him terrifying. He is clearly not comfortable wasting time talking and looks like he will explode at the smallest provocation.

ROLEPLAYING

- Harris has a deep voice that booms his favourite phrase, "God wills it."
- He is a fervent monk and will not tolerate any blasphemy.
- He is extremely impatient.

BACKGROUND

Cristóbal Harris is a man of unshakeable faith, a true soldier of God. He has a very traditionalist mindset even though he possesses highly advanced technological skills.

During his training as an acolyte, he received training from Father de Fersen, the most skilled hacker in the Order. The training cultivated Cristóbal's hacking abilities, but the young acolyte never grew accustomed to de Fersen's presence. There was something non-sanctus as he would put it to his confessor later, and that thought has never left Harris' mind.

Deep down, Cristóbal enjoys his labour as one of the Order's hackers, but he is aware that the theological implications of some technologies are downright heretical, and this makes him uncomfortable and quite intolerant towards new technologies.

Father Cristóbal contemplated the damage to the monastery's wall from the sabotage attack. He turned to face the sergeant in a hazmat suit.

"What do we have?"

"We retrieved one of the canisters intact, Father Cristóbal. It is some kind of bio-reactive component."

"A biological weapon?"

"A weapon, or a tool. It is constantly mutating, complimenting, and strengthening whatever it gets in contact with. There is no record of such a living organism, at least not in God's Sphere."

"Then we have no choice but to take that sample to the specialists. Sergeant, arrange for a shuttle to take me to Circular C1 before it makes the transit. Missio Dei!"

Father-Officer Cristóbal Harris entered his cell and studied the canister, wondering what demented and god-forsaken alien had produced the aberration. It was clear though, this was evil, and he would make sure all those involved would pay for their sins.

He turned on his terminal and looked up the monastery's records, carefully reviewing all the information regarding the canisters. The biohazard crate containing the samples was brought by a Blizzard team, whose leader had a spat with one of the Knights of the Order. The Blizzard team found the crates at the crash site of a private shuttle, which in turn was disengaged from the Circular currently passing through the Epsilon Eridani system.

He searched the cargo registries of the Circular, and things got more interesting. The registry of the shuttle stated it was private-owned and hailing from Dawn, but there was no clear reason for the shuttle to disengage. A safety alarm had gone off at the docking bay, and there was an increase in the Yu Jing armada's transmissions until the shuttle entered the planet's atmosphere.

Cristóbal's terminal started issuing security warnings, and he quickly logged off before he was discovered. Clearly, someone was covering their tracks regarding the organism, and that only told him those involved were guilty.

One way or another, Cristóbal swore, they would pay for their sins.



THORBJORN HEIN

NEMESIS

THOR HEIN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	12	10	9	10	10

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+3	2	Social	+2	1
Fortitude	+1	1	Senses	+2	2	Technical	+1	1

DEFENCES

Firewall	11	Resolve	11	Vigour	11
Security	—	Morale	2	Armour	1

ATTACKS

- **Pistol:** Range R/C, 1+6 damage, Burst 1, 1H, Vicious 1
- **Stun Baton:** Melee, 1+7 damage, Non-Hackable, Knockdown, Subtle 1, Stun

GEAR: Alethia Kit, Armoured Clothing, Bioscanner

SPECIAL ABILITIES

- **Energy Spike (2 Heat):** All that sugar has to go somewhere. Once per scene, Thor can spend 2 Heat to immediately recover 2 Vigour.
- **On the Case:** Thor has taken to his new career like a Helot to water. He can reroll 1d20 when making an Analysis, Persuade, or Thievery test, but must accept the new result.
- **Sport Fusion:** Thor has enjoyed promising careers in both Scuball and the Fusiliers. He has a Morale Soak of 2. Additionally, he can reroll 1d20 when making an Acrobatics test, or up to 2 when making a melee or ranged attack, but must accept the new results. Additionally, he gains 2 bonus Momentum on Athletics tests.

THOR HEIN (PRIVATE INVESTIGATOR)

The small hologram Scuball figure slowly revolved, repeating the phrase, "To my biggest fan." The young girl watched it turn once more and thanked the man before running excitedly to her mother, just like the fans in the old days.

Thor Hein, former Scuball star, had business other than signing autographs at hand, however.

"Do you have any high-end Scuball gear?" The hologram in charge of the store, an attractive woman nodded. "Right this way, Mr. Hein. In the upper level."

Hein followed the lights, paying attention to where the security cameras and projectors were. He needed access to the store's warehouse — and do it discreetly.

Upstairs, he took the first piece he saw and asked to try it on. In the fitting room, he carefully put on the Scuball suit and produced an optical disruption device from his jacket, now hanging in the room.

Stealthily, he slipped out of the fitting room and found the almost invisible backdoor heading to the store's warehouse.

Thor looked around and quickly what he was searching for, crates marked Switech Corp., unopened and way in the back, separated from the rest of the merchandise. He had been following the Switech lead for a while and this was good news. The only thing left to do was to get proof of the crates' contents.

As he pulled out his hacking gear, he wondered why Mikhail wanted him to follow up on sporting Hypercorp deals. He understood millions were always at stake with Scuball and Aristeia!, but this was not the reporter's usual line of research. But, his money was good, his contacts had paid off and the only thing left to do was to get proof of the crates' contents.

Deftly, he hacked a lock on the nearest crate and opened it. The moment he lifted the lid, a security alarm activated, and his retinal projector flashed warnings. He was ordered to stay put and wait for the security team to pick him up. This level of security was over the top for even a Nitrocaine shipment. As he looked into the crate, he saw something worse than Nitrocaine, the inert bodies of several high-end Lhosts. Thor cursed himself quietly for not charging Mikhail more.

APPEARANCE

Thor is a huge athlete with the musculature of a Scuball professional and the observing gaze of a bird of prey. Of Scandinavian stock, he has a deep voice and a day-old beard. He has a confident smile and looks relaxed, as if he could take on anyone in the room and come out unscathed.

ROLEPLAYING

- Thor doesn't like to talk about his former life as a Scuball player.
- He likes to drink energy beverages constantly.
- He tends to be over-protective of his comrades.

BACKGROUND

After a tragic incident where a fellow opponent drowned, Thor "The Bear" Hein, captain of the Neo-Canberra Sea Devils, left a promising career in sports and joined the Fusiliers where he distinguished himself in several operations against Libertos.

During the operations at Varuna, he became disillusioned by the way the Hyperpower was treating the Helots and was honourably discharged at age thirty-eight instead of continuing a potentially stellar career.

Currently, Bjorn makes his own rules, as a private investigator and bodyguard. He chooses his customers and assignments carefully, which allows him to be at ease with himself, knowing he is doing the right thing.



ANDREAS GRUBER

NEMESIS

ANDREAS GRUBER

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	11	10	9	9	11

FIELDS OF EXPERTISE

Combat	+4	1	Movement	+3	1	Social	+1	1
Fortitude	+3	1	Senses	+2	1	Technical	+1	1

DEFENCES

Firewall	10	Resolve	14	Vigour	14
Security	—	Morale	3	Armour	1

ATTACKS

- **Combi Rifle:** Range C/M, 1+7 damage, Burst 3, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+5 damage, Burst 1, 1H, Vicious 1
- **Croc Mines:** Explosive Mine, 2+5 damage, 1H, Comms, Disposable, Fragile, Indiscriminate (Close), Unsubtle, Grievous
- **Knife:** Melee, 1+4 damage, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour, Multispectral Visor 2

SPECIAL ABILITIES

- **Born Lucky (2 Heat):** Once per scene, Andreas may spend 2 Heat to reroll any dice that did not generate a success on the initial roll of a test, but must accept the new results.
- **Sharp Teeth:** Andreas has a Morale Soak of 3 and may reroll 1d20 when making an Acrobatics or Stealth test, any dice that did not generate a success on the initial roll of a Resistance test, or up to 2 when making a ranged or melee attack, but must accept the new results. Additionally, he reduces the penalty for firing at a range other than the weapon's optimal range by 1 step (to a minimum of 0).
- **Unbreakable:** Andreas may reroll 1d20 when making a Discipline test, but must accept the new result. Additionally, he gains 2 bonus Momentum when taking the Recover action.

ANDREAS "LUCKY" GRUBER (CROC MAN)

Batroids were approaching Gruber's position in an unfortunate change of events. His mission was a simple recovery – locating and bringing back a prospector unit that had become lost in the southern swamp.

This far south of the frontline, a recovery was a reward mission, particularly after his last operation.

Still, as luck would have it, Gruber and the dark-haired Tech-Bee came directly across this CA patrol. Which also meant that for the past four days, he and the surviving engineer had been dodging Combined Army remotes left and right.

"How long until we reach the base, Lucky?" "Don't call me "Lucky." Only my friends can do that. You'll jinx us," he whispered to the woman. The Croc Man paused, planning their next move. "If we manage to reach that hill over there, I can signal our location and call for an airlift. Then, we can return home."

It was noon by the time they reached the summit of the hill. On top of it, there was single sentry, a Unidron sniper next to a communication relay. It was surveying its unit's movements, oblivious to the danger a dozen meters from its feet.

Lucky slowly drew his knife – this would have to be quick and silent. The alien soldier screeched and fell to the ground.

"Sweet dreams, you filthy piece of alien trash!"

Breathing heavily, Lucky looked around and got a good view of the zone for the first time in days. Things weren't good, not good at all.

He opened his Comlog and sent a signal requesting not the rescue airlift but a full barrage bombardment on his location. The Combined Army was moving in force, and there was no one to warn the PanOceanians.

"I knew she'd jinx it!" he mumbled. Gruber returned to join the Tech-Bee and once more try to escape the incoming inferno. If only they were so lucky!

APPEARANCE

A rugged man covered in tattoos, he has several scars, both from combat and self-inflicted. He is light on his feet and has a full set of white teeth which he shows easily enough as he laughs a lot.

ROLEPLAYING

- He is very superstitious.
- He is constantly eating some kind of dry meat jerky.
- He gesticulates a lot when talking to someone he doesn't know.

BACKGROUND

Andreas "Lucky" Gruber got his nickname when the invasion began while he was still working as a tourist guide in Paradiso. Leading a tour through one of Paradiso's swamplands when the first landings occurred, he helped evacuate of a resort full of civilians in one of the CA's landing zones even though the boat he was steering got sunk by enemy fire.

Later on, after hearing about Ravensbrücke, Andreas volunteered as an auxiliary scout in the decimated Croc Men regiment, which was sorely in need of guides and people who knew their way around the Paradiso jungles. Andreas survived Basic Combat Training and a Shasvastii ambush during his first recon mission. After Advance Combat Training, he joined the regiment as one of the first Paradiso-born Croc Men.

Although fortunate, he is aware of having the "ability" to be in the right place in the right time during the worst situations. Andreas has become slightly superstitious, following the regiment's rituals and practices to the letter in order to keep his good luck intact.



JACK MILLS

NEMESIS

JACK MILLS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	10	9	11	9	11

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	+2	1
Fortitude	+1	1	Senses	+4	2	Technical	+2	1

DEFENCES

Firewall	13	Resolve	12	Vigour	11
Security	—	Morale	2	Armour	1

ATTACKS

- **Pistol:** Range R/C, 1+6 damage, Burst 1, 1H, Vicious 1

GEAR: Alethia Kit, Armoured Clothing

SPECIAL ABILITIES

- **Block Party:** Jack is a trained officer of the Block Forces. He can reroll 1d20 when making an Analysis or Thievery test, or up to 2 when making a ranged attack, but must accept the new results. Additionally, when making Education or Persuade tests relating to or interacting with the criminal element, he gains 2 bonus Momentum.
- **Gambler (2 Heat):** Living life on the edge, Jack can spend 2 Heat to roll 1 when making a test. If a 1 or 2 is rolled, he adds that much Momentum to the test. If an Effect is rolled, he instead increases the complication range of the test by 2.
- **Tenacious:** Jack will dig deep to foil crime. He can reroll 1d20 when making a Discipline test but must accept the new result. Additionally, any time he is the target of a Persuade or Command test, Momentum paid to add dice to the Discipline tests provides 2 d20s, instead of 1. (Max 3 bonus d20s still applies.)

JACK MILLS (OFFICER OF THE LAW)

Jack Mills stepped into the room and something crunched under his feet. Lifting his boot, it looked like grains of sugar grains spilt all over the floor. Squatting, he scooped some of the substance into a sample vial. Jack then turned all his attention to the corpse lying on the floor as a nearby technician and a support Palbot stared at him inquisitively.

"I needed a sample of that," he explained.

"Of what? The glass?" the junior technician demanded impatiently.

"There are no broken windows..."

The technician sighed loudly, turned to the dead body, and began reciting.

"Female, in her twenties. No Cube, so it clearly was an Atek drug-related murder." He shrugged.

Detective Jack Mills's face turned red and took the technician's collar in his hands, shaking the young man violently.

"She was a human being, you imbecile! Get your sorry Cube and your 'bot out of my crime scene!"

The technician stumbled rapidly out of the room, the Palbot following.

Jack forced himself to breathe deeply and calmly knelt beside the dead girl. She had a huge wound, right where her Cube would be stored. She had several electroos, the expensive ones, and her clothes were all clean and in fine condition. She was no Atek, this girl, she was the daughter of an important member of one of Neoterra's political lobbies. Her name was Camille, and Jack Mills had met her last night to discuss information regarding the human trafficking of the San Pietro Ateks.

The information Camille had would have saved a lot of lives and put some evil people in jail. Jack took the small vial and held it to the light.

"I'm guessing you got a holo-message telling you to meet me here, and you encountered someone you did not expect... Someone with very, very expensive nanopulser jewellery..."

APPEARANCE

A rugged looking detective in the service of one of San Pietro's larger Block Forces, he wears a greasy uniform and clearly hasn't had much sleep lately. He calmly observes every detail in the room before addressing the rest of his business.

ROLEPLAYING

- He likes to gamble on various sports, even though he seldom wins.
- His favourite meal is Lo Pan's noodles, but his local joint got closed recently.
- When stressed he develops a tick, touching his Comlog three times before entering a room.

BACKGROUND

A Neoterran detective, Jack is an honest cop with bad luck and no political friends. As it turns out, San Pietro is both one of the most pious cities in the Sphere and one of the most corrupt. Jack, believing he could make a difference in the Neoterran capital, began pursuing a crime syndicate involved in Atek slave labour. Jack, thinking this a simple crime ring using Ateks as cheap manpower, started following those involved and found a huge and disturbing web of corruption and crime that would shame any Submondo crime-lord.

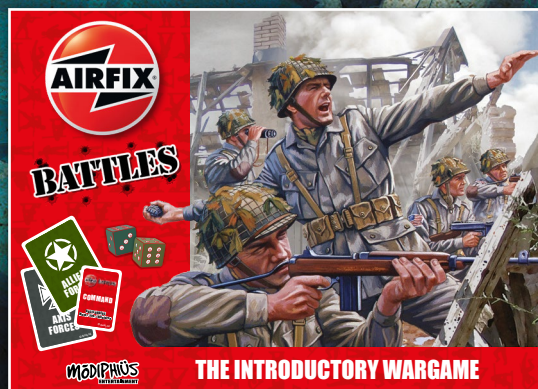
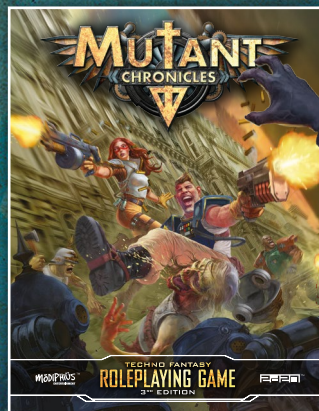
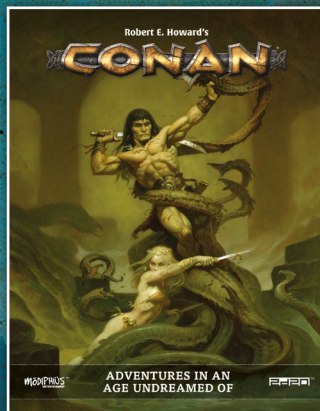
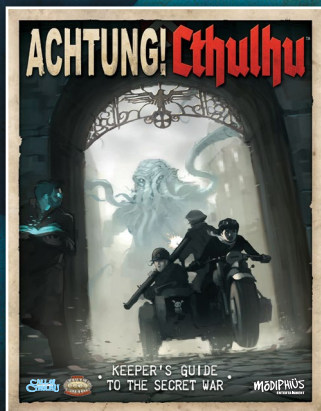
An idealistic rookie, he went straight to his superiors who quickly put a lid on it and transferred Jack to Newton City where they expected he would either get in line or simply fade into oblivion.

To everybody's surprise, Jack adapted quickly to the provincial life of Newton City and continues his work, gathering more information on the Atek trafficking ring until the time is right to blow the lid on so many high-profile criminals.

INFINITY
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