

Chapter 04: The Empire Core



Infrastructure Overview

The Empire is the center of the FS Universe. Its influence or even direct action will affect the players, NPCs, and all other forces with the FS setting. It is important to maintain that they are a good intentioned, powerful, relatively intelligent organization. If they were cast into an alignment they would be in essence to be Lawful, and they self perceive themselves as Good.

It is the central power, technology, and manufacturing of the galaxy. The Core Worlds consist of mainly Human, Acroyan, and Draken worlds. They also have a large amount of Mega Corporation located within the core.

Although they are the best of intentioned and truthful in their alignment, their actions will often be limited to their available information.

Architecture of the Core

The architecture of the core worlds again varies like the customs by the local mix of core races. The Empire overall has adopted a style that combines all three of the core races as well as many influences by the race worlds.

Empire Cities: The cities of the Empire within the core are extremely large. The towering structures that rise above the skyline are called 'space scrapers'. The higher your floor number, the greater the standard of living is expected to be. Smaller buildings lie in their outskirts of the heart of the cities tapering down into the distance. On the outskirts of the city is either one or several reactors that power the city as well as the force field for the city. They will almost always have one or more spaceports towards the outskirts as well.

Space Scrapers: The average of these buildings is approximately 400 stories tall (1.5 miles) have bases approximately 2 miles per side. They form the heart of every Empire city. They reach upwards for hundreds of stories, and their bases are several miles on a side. They ascend into the skies in the shape of a pyramid. Their exact number of sides to the pyramid is representative of the cultural influence of the native core race. The Acroyans have 3 sides as is traditional with their buildings back to the time of their nomadic tent life. The Humans have 4 sides as a testament for the pyramids their race once built. The Drakens have 6 sides as they traditionally are favored toward the hexagonal structure of the combs of a native insect that was first responsible for the creation of ale.

The architecture of these pyramid shapes can vary greatly. It is the simple building requirements for such behemoths. The bases are much wider than their tops, and they sink a couple hundreds levels into the soil, or even stretch into deep waters.

Social Casting: Socials castes are formed within the same building by the closer to the top, the more elite. The levels that are Subterranean are filled with the lowest of classes in this city. This either be the poor or if the conditions are more extreme, possibly the dispossessed. The Street levels are typically filled the average income or poor. Higher levels are much more expensive. The highest of levels are occupied by ambassadors, MCs owner and the truly rich.

Subterranean: The levels of the buildings that are underground will house and support the inhabitants with the lowest incomes of the buildings. Besides the actual housing, there are shops and malls underground, services, entertainment, and public transportation. The subway is very cheap and connects the buildings in a maze of circuits through out the city. On the lowest levels will be shelters for the dispossessed, the welfare offices and facilities, and food dispensers.

Even the poorest of the dispossessed is taken care of by the Empire's welfare. Communal shelters will house them and provide the most basic of creature comforts. Food is provided in the form of kibble like hard and soft taffy like biscuits provide a balanced diet. Clean water, bathing, and grooming facilities are made available. A person completely destitute should still be able to work out of this caste.

Street: Street: The 10 floors or so above and below the street are considered in this zone. This is where the upper low class, and the average worker classes reside. On the lower end of this spectrum is cheap rent a coffin motels, and on the upper levels somewhat respectable condos. The typical mode of transportation for this class is the hover cabs on the larger streets and walking on. Slipways aid the weary traveler by allowing them to stand and be propelled at a speed that is easy to walk off from. They ride a level above the street to avoid the street traffic. Much more rarely will be seen wheeled vehicles. In the base of the shaft that allow sunlight into the core of the building is often a large public park. The outside edge of the street level and the surround space will be filled with family owned shops, market, eateries and food booths. With a little bit of searching you may be able to find a local stimulant bar, bakery, and bodega.

Above Street: They next higher levels in the cities are those of small businesses and office space. They typically will have an anti-gravity bay for shipping vehicles and corporate limousines. They are also connected by a monorail system for the working class. Outside the buildings this level is filled with skyways for anti-gravity flyers.

Upper Levels: The upper levels of the building are occupied by the wealthy. They will access to anti-gravity vehicles that are

stored in an attached garage. The living quarters are spacious and opulent. Each room is wired with access to CommNet. The services and stores provided in this level are exquisite and clean. These levels will contain all manner of the most current manners of entertainment.

The walls of the rooms are often designed as wall screen projectors linked into the environmental controls to simulate visiting the beach. They include or chillier climates. These same walls can be used as view screens for terminals, and act as entertainment units as well. They will also have hologram projectors for communication equipment if they are not fitted with full sensory gear.

Utmost Levels: The utmost levels of the buildings are filled with unmentionable splendor in comparison to the citizens below. Only the most wealthy, powerful, and influential can obtain these penthouses. The tops of other buildings contain the government facilities. Many are capable of launching their own orbital shuttle.

Urban Sprawl: The area of the city that skirts beyond the space scrapers begins another cast distinction. The farther out you live the wealthier and more opulent the accommodations. The innermost rings of sprawl are very similar to the street level of the space scrapers, however they are looked down more upon. The middle class occupy the outer rings, until finally the rich own estates on the furthest rings. Also on the outer ring will often be Clan Halls and MC resorts.

Design: The buildings of the core, although all vaguely pyramid shape, have amazing architecture design. The outside of the building may be decorated in many ways. While some will display hundreds of large screen billboards that show looping advertisements, others will display corporate markings and designs. Yet other will resemble a classical façade of architecture from a core race's history and style. Many of the buildings are gothic and extravagant in their artistic styling. Others have been cut short and hold giant commemorative statues on their stubbed pedestals. Regardless the city simply towers above an individual at the street level.

Communication Infrastructure

Most communication is done through a series of high intensity pulse laser projected into a small warp gate to one of many telecommunications satellites in orbit. These satellites direct transmissions to any number of other satellites in a load balancing random access path to the end destination.

Depending on the distance the transmission allows can allow as fast direct two way communication full sensory or near instant mail capabilities to weeks long mail paths to the farthest destinations of the Empire.

Research Communications Network: The RCN was developed as a communications tool for the Empire that was both rapid and secure. In its original use it was capable of supporting the entire Fleet with realtime full sensory communication and data feeds.

Three hundred years ago the Empire released the now older technology to the general public as it completed a new network during the Koranda war. About two hundred years ago, the Empire began to allow the MCs and other communication computers to expand the overburdened system. When this system was partially privatized it was renamed CommNet.

CommNet: Due to the war drain, it has not been providing its full intended capacity. In addition the only major system improvement the MCs have been able to introduce was access nodes that were publicly available. The satellites that were being produced for the expansion of the network have often been diverted to the war. This was also necessary to make the system profitable for private enterprise.

As a result of the increased number of users and the lack of new satellites and controller stations to support the increased traffic led to a reduction in the speed of the service. Currently two way full sensory is only capable within a few warp gates. Transmissions that reach farther may be delivered in as much as

5 days across the core routed through up to 25 relay connections, and up to 2 weeks beyond to reach the farthest colonies & fringe worlds, routed through as much as a 1000 connections.

Public Terminals: CommNet has been vastly increasing the number of public terminals within the Empire. This has created a great number of jobs, and has proven a very satisfying medium. Messages can be received on just about any public terminal within the core, and more civilized parts farther out. These public terminals are often called DataTerms and offer both a fully functional terminal for the RCN or CommNet but also a connection for a private users computer deck to the CommNet. They can be found on street corners, at airports, space stations and star bases, and just about anywhere there is a crowd gathered.

They offer a number of public service functions. This includes the online ordering, shopping, and arranging delivery of goods, and scheduling of services. They can be used to contact the net sites of bank and financial service companies with the personal identification within their BioComp and turn the machine into a teller. They are used as a full sensory telephone call for local connections and electronic mail of full sensory recordings to further destinations. They also have access to public databases of news, services, travel information, and public libraries, and the ability to visit or log on to both secure and public sites.

Network Sites: Companies, individuals, and organizations have network sites of their own that can be visited through CommNet and occasionally even directly on the older RCN. Depending on the nature of the site, they can provide a great deal of information, services and interactives.

MCs will provide financial information about themselves to investors, online shopping of their products, as well as directory information for local branches, and hiring information.

Organizations will also have information about their purpose and recruitment into their ranks. Individuals who support network sites will have a wide range of topics discussed, in an infinite array of passions. Most will be interactives, message boards, file sharing sites, and about special interests.

Hacking & Net Security: Hacking is very difficult but definitely possible across this network. The basic rules have a hacking skill; however it is extremely limited in information about its usage. The Psyber Supplement goes into further ideas and rules about this type of activity. They are however optional rules, depending of how much computer usage the GM wants in his campaign.

Economic Infrastructure

Within the Empire, all citizens are uniquely identified by a government issued identity number in a bio-comp. This device is implanted under the skin. It contains all the personal information about the individual, including genetic map, medical background and financial information. All financial transactions are conducted via identifying these bio-comps. They can be used to exchange funds between individuals, stores, and banks.

The basis of the empire monetary system is the empire credit. It is possessed either physically or much more frequently in electronic form. Although the equipment guides are filled tons of gear and prices for them, if you need to calculate a price for an everyday item, translate credits and dollars equally.

Empire Credits: Although the Empire does have physical currency, it is rarely used within the core. As a result carrying coin is a rarity and will occasionally draw attention and curiosity as to where you got it even by common natives of the core. They are commonly given to kids in small denominations.

They are available via pre-order at most of the cores bank, but again slightly odd, and suspicious. The coin can carry any amount. At any time it is capable of receiving deposits into its value, or paying for purchases. However they usually occur in small denominations. They are often given to children to learn about money before they receive their biocomp.

The coin is actual minted credit chips that are traceable, and rather difficult to counterfeit. The suspicion to using them for counterfeiters greatly diminishes the appeal.

The coin can simply be given to another individual containing a specified amount, or they can be tapped together to consolidate, or transfer to other chips specified amounts, or they can be deposited or credited with a biocomp without the use of a bank. A person that is carrying many of them may be jibed about having mugged children or simply viewed as very unorganized. Typically the coins are combined to reduce their bulk.

A coin with remaining value, dims to a silver color. Again these types of transactions are monitored within the core. In other regions of the Empire, there is frequent abuse of these capabilities. They can be traced by investigation through the UGP.

MCs and many of the races also mint their own credits in either electronic form or in physical coins. They typically operate in similar or slightly less convenient way the empire credit. The number of credits is typically a representative share of the wealth of company. They are issued to pay workers, and provide services within that MC or of that race. They are traded in much larger numbers on the Pan Galactic Stock Exchange.

United Galactic Bank: The UGB is the backbone of money moving across the Empire. They no longer truly deal with true banking for the individual, as their customers are the MC banks. They move the information of the financial transactions between banks, and are the producers of the biocomps. They are very well respected and honest, and are essential to the economics of the Empire, however they are still a privately owned company. As a result they are very closely protected, monitored, and audited by the Empire Treasury. Accounts are accessible easily anywhere in the core, on the capitals of the race worlds, the empire's embassies, and within some of the colonies.

Pan Galactic Stock Exchange: The Mega-Corporations are known to mint their own coinage that is good within their sphere of influence or in their colonies. This currency can fluctuate in relation to galaxy credits and other MCs by their current reputation of profitability or losses. They are issued in restricted numbers according to the galaxy credit inflation, and the company's actual assets, and represent numbers of shares of stock in that company. As a result the stock exchange is based on the trade of the MC credits, and those of the Race Worlds. The Stock Exchange itself is closely monitored by the Treasury of the Empire as it does with the United Galactic Bank.

Law Enforcement Infrastructure

The core worlds strictly enforce law & order. They operate the largest of worlds as law level 7. Within the core the law representation and forces is very extensive.

It will also be extremely difficult establishing contacts within the black market, and even harder for any anti-Empire groups. The Empire is greatly respected and honored, imperfect at times, however well intentioned.

Local Police: Each world of the core will have its own significant presence. They will mainly be both a feet and mobile force. They will always have a foot patrol that patrols the streets of every city and town either on foot or in anti-gravity hover vehicles. Depending on the size of a particular area a special weapons unit and a mobile division of both reconnaissance and strike anti-gravity flight vehicles, may be present. The jurisdiction of local police forces is to the surface only, and the individual members will be assigned to specific cities, and towns.

Peace Keeping Force: The Peace Keeping Force is a rapid deployment group that is moved into areas where support is needed by local police agencies. They are run through a branch of the Empire. The PKF have large amounts of investigators, and under cover agents fielded investigating throughout the core. They offer assistance to local police forces, and also intervene in the disputes of MCs, and other organizations. An investigator is capable of summoning enough support to put an entire planet under martial law, although he must be able to justify this to his superiors.

Coast Guard: Each world will have the presence of the empire coast guard. Depending on the size of the world they may simply routinely patrol the planet, support a full time garrison to a planet, or even have a coast guard space station. If they are present they will identify and search randomly and as a result of suspicion each vehicle before it can interact with the planet.

On planets with relatively little population they may only station a planet based a single harbor master with a pilot shuttle, or a couple of them. If there is an existing space station, the will operate from there running their inspections. If necessary the Coast Guard will build its own space station to support small fleets in the system. Regardless large patrol ships constantly run between the worlds, with supplies and running the trade routes of the system. They are run through a branch of the Empire, however local resources are assigned by system.

Star Patrol: The Star Patrol is in charge of patrolling the space lanes between the systems of their assigned sectors. They patrol

in small ships such as assault scouts, corvettes, and destroyers. They perform a function like a military styled pursuit fleet. Those that have escaped the Coast Guard are pursued and intercepted by the Star Patrol. In addition they perform their interdiction patrols attempting to cut them off entering the core.

The Star Patrol is very similar to our Naval Reserve and is an elite unit solely of naval veterans. The Koranda War has siphoned off much of the resources of this service, as they have been called to active status. As a result their deeper patrols into the colonies, fringe worlds, and the race worlds have reduced in strength, frequency and effectiveness. Piracy is again becoming common practice on the edges of their patrols. The Star Patrol actively seeks to prevent piracy and smuggling.

The Star Patrol has many different reaction fleets. In addition they provide space stations and star bases throughout the core. In the past they have had additional bases in the colonies, the fringe worlds, the mega corporations, the now Koranda Occupied Territories, and on the borders of each of the empires races. Many within the further reaches on the Empire have been abandoned to consolidate their strength in trouble spots. The four largest Mega Corporation territories have begun patrolling their own space with their own forces to aid the patrol dwindling numbers, or simply for their own convenience.

As a result they are very strong within the core, but their strength has become overstretched elsewhere. If they need additional assistance they will summon it from either the local MC (if they are not involved) or directly from the military forces of the Empire.

Weapons & Armor: Within the core, citizens can only carry defensive armors, a personal and defensive hand weapon, and infrequently side arms. Power armor is completely restricted as offensive as well as strength enhancing exoskeletons. Personal defensive hand weapons include swords, axes, daggers and the like in either powered or non-powered fashions. Side Arms are typically frowned upon and will require checking on visiting many facilities, government buildings, business, inns, taverns, and vessels.

Races of the Core

The core is predominantly composed of Acroyans, Drakens, and Humans. However do to the centrality, power and resources, a great number of representatives are here from the race worlds, colonies, and MCs. For the natives of the core the mixture is 40% Human, 30% Draken, 20% Acroyan, and 10% a mixture of the empires races. However for a random encounter we need to include all of the travelers, representatives, and visitors that are

present at any given time in the Empire. The mixture is then 33% Human, 25%, 17% Acroyan, and 25% other races. When one of the other races is encountered they will predominantly be well off businessmen, traders, or politicians. To a lesser degree their will be very little of the dispossessed of other races or those of the core. It is a very prosperous place.

Society Overview

The core of the Empire has spread to include almost all of the Acroyan, Draken, and Human worlds. As a result their base cultures greatly impact the overall culture of their areas. Each

area of the core is under the direction influence by a population predominantly of one of these races, or in the case of MC influence a decent smorgasbord mixture.

The culture of the Empire differs greatly within the core. There is the rich, the affluent, the common middle class, the few of the dispossessed. The core of the Empire is very prosperous and only slightly impacted by the war.

Within the core; wealth, power, and influence are the predominating features. The wealthy executives and owners of the MCs reside here, as well as ambassadors, members of the government, and successful entrepreneurs. The majority of the Human, Acroyan, and Draken populace also resides here. Most are of the middle class, and poverty is uncommon here.

Technology of the Core

As a result the core is the most advanced region of the explored galaxy. Outside of the Koranda technology, they are the consumed with not only state of the art, but developmental, research and experimental technologies. Almost all technology is still built and developed in the core either by the Empire itself

or the various Mega Corporations within the core. The tech levels available to characters, forces, and organizations will be the highest in the galaxy. Anything that is legally available will be of tech level 7 and if possible higher.

Transportation Infrastructure

Transportation within the core can be very varied in nature. The most advanced types of transports, even developmental and experimental methods. However teleporter technology is extremely limited and not available to the general public. If the options psionic rules are used there are other possibilities for it. As generally available technology, however it is completely unavailable and should be encountered extremely rarely.

Stellar Transportation Companies: Travel between worlds of the core, is relatively easy and quick. Many companies run competing shuttle service to and fro across the core. Booking passage is as easy as going to the starport and departing within an hour or two. The actual travel time can range up to several weeks to the most distant points in the core, and as little as a day for the closer locales.

The cheaper fares will be in suspended animation on a third class slow vessel. The second class vessel will offer direct business flights intent on the shortest amount of time for the average fair. The first class vessels offer luxurious cruise facilities, sightseeing tours, and traveling slowly and expensively gambling in space.

Conscription & Migrant Workers: On occasion a ship will conscript at base or planet side. This may be done either forcibly or through very profitable agreements. Either way that ship needs a crew and it will get it. The Empire or an MC is more likely to offer wages, while pirates and mercenaries may just basically enslave you. However they let you go usually in a port or two. You usually don't get much of a say in where you end up however.

If you are considered a skilled worker (level 4) in any particularly useful skill to starship crew they may be able to sign you on to open vacancies. Usually these opportunities are advertised near the local space port or in space stations. You can typically find a ship heading to some destination that could use you onboard in a week or two. It is harder to travel in a group this way, as all members will need a skill. It is possible that they also advertise cheap fair to their next port if they have

vacancies. This has been used as a conscription trap before of course.

Galaxy Ferry Association: For those with smaller and more meager incomes a government ferry service offers welfare level travel accommodations. Even for the most remote locations, you will have layovers for more than a week or two. The ships also travel five times slower while you slumber in suspended animation.

You can program your animation settings with various options. You can wake up at each port of call for the full or partial time there. You can set it to go off at only specific port of calls. Remaining in suspension during a port visit would mean that you are unloaded, stored in a GFA warehouse, and then loaded onto your next connection flight while frozen.

A popular travel book at this time of war poverty, talks about traveling from the two farthest parts of the core to the other in the shortest route of 10 hops in 40 days, with a hurried sight seeing of each port in a day. The Raoul Route, as it has become known, only occurs during a rare alignment of flights every 6 months or so. Fans often take the tour together on this public service, as a bonding experience. It is popular in youth culture because of the several stops at natural stellar phenomenas that inspires an array of psychedelic light shows.

Typically however it can take up to 6 months to travel across just the core. It can take up to 3 years to travel across the full empire this way. Wealthier characters may eventually invest in purchasing their own ship, however they miss all of those wonderful bar brawls in those random starports, between connector flights.

Personal Stellar Transport: Travelers with more clout may have a personal ship that is at their disposal with restrictions from their employer or other benefactors. For example they may be a trucker for an MC with many restrictions to governmental investigators with permanent assignment of a craft with unlimited travel. They could be the equivalent to space

garbage men, that steal the truck, or elite personalized in luxury personal starcraft.

Orbital Transport: Any non-capital sized ship (smaller than a destroyer) is typically equipped to land on a planets surface. Any capital sized ship typically is not capable of landing and therefore remains in orbit. If the ships cannot land they will dock with any sufficiently sized space stations or star base present for refueling.

The larger ships will send shuttle craft to the planet surface and like the smaller space vessels land at the space port. The space port will offer shuttle service to orbit. The space port will typically have some form of transport to the local cities or other destinations.

Planetary Transport: The atmosphere of the majority of planets is breathable air to all three of the core races. Many however are not, and require completely sealed life support systems or similarly equipped surface vehicles for travel. Other atmospheres offer a wide selection of varying styles of air, land, and water vehicles.

Traveling downside on a planet can range greatly from heavy duty off road vehicles or in hover limos. All planets here will have a mixture of ground vehicles, hover vehicles, anti-gravity vehicles, flight vehicles, and shuttles to and from orbit.

Within the large cities there is an incredible amount of traffic and most of which needs to be regulated by a centralized traffic computer. In these cities, public transportation is available in all manners of subways, mono-rails, slide-walks, escalators, elevators, tunnels, and sky-ways.

Core Races of the Empire

The Acroyans, Draken, and Humans are the original three races that joined to form modern Empire. The Empire was based largely on the original Human Empire, and traits of the other two races. As a result of their long lived membership, these three races also compose the majority of its citizens. The remainder comes from a multitude of other smaller races. The most prominent of which are listed in the following chapter.

The Core Worlds consist of the oldest worlds of the Empire, where the Human, Acroyan, and Draken territories meet, and their respective home worlds. They are still called the core worlds even though the Empire has grown greatly since their formation. Travel and trade is heaviest in the core-worlds from the farthest fringes of the Empire.

The Empire has been formed by many different races, each that were their own kingdoms. Each still retains their own territory, even though they are all part of the same Empire. The core worlds are located near the center of the original Human Empire, but also consist of the Draken and Acroyan home-worlds. They are still called the core worlds even though the Empire has grown greatly since their formation. A great deal of the colony and fringe worlds have been captured by the Koranda. The fringe worlds are on the farthest reaches of the periphery of the Empire. They were only lightly settled prior to the start of the war. The closer colonies had considerably larger populations. Within the Empire, especially the core worlds and those on the borders the races intermingle to a great deal. They fill the ranks of the Mega-Corporations with great diversity. Travel between the different race's regions is rather free, as well as trade and commerce.

Acroyan Overview

Of the core races the Acroyans are the most serious and somber in tone. They never smile outside of a close and well bonded group of friends and family.

Outlook: The Acroyans view the Humans as overly dramatic but very amusing, and the Drakens as profoundly amusing for their pranks and joviality. They find treat the other races as little brothers.

Family Bonds: They are devout family members and most are in a family based clan. They spend large amounts of time away from their family preparing for their rites of passage, and wandering the Empire. Although they are typically loners, they bond strongly with their friends.

Rites of Passage: They must obtain these rights at the appropriate times of their lives move on as an individual. The challenges they face include trials of intelligence, learning,

philosophy, ethics, and personal combat. As a result they are often encountered training for one of these challenges, and are quite dedicated to them. They often spend time working and traveling alone through out the Empire.

Celebrations: They do celebrate though. These rights of passage are celebrated with feasts, drink, and song. An Acroyan cutting the rug is a sight to see. With their long life spans, these events for even a decently sized clan may be perhaps only once per year.

Sports: The Acroyans play an extremely vicious form of lacrosse. Variants are sometimes played on speed regulated hover boards. This sport has become a popular event viewed all over Empire.

They also spend a significant portion of their lives training in their ancient clans martial art. Competitions are held to promote

mutual development and training goals. They are also used to solve personal duels of honor.

Lifestyle: An Acroyan will also spend a significant part of their life attending Acroyan schools for their next passage, or empire schools learning trades, or their own philosophical or scholastic research. They do however need to support themselves and work dedicated to provide for their next rite of passage. Its holidays and celebrations are also days of reflection upon one of their principles rather than feasting or celebrating.

Drakens

The Drakens are a very happy race. They spend the majority of their times drinking, laughing, and joking. They are always with a smile on their face and something witty on their tongue.

Outlook: The Drakens view the Humans, as an overly dramatic bunch. Since all the Drakens know the same jokes, they love finding Humans that haven't heard them yet. They love to trick Acroyans into drinking. They say they like seeing the much larger humanoid 'stagger like a wee-laddie first drinking from his mothers teet.' The Drakens rarely ever seem down or depressed and live each day as if it were there last.

Family Bonds: The Drakens also have clan based families. They too often sign onto voyages and perform jobs far from home. They make remarkably loyal friends.

Rites of Passage: The Draken celebrate the entrance to puberty and therefore adulthood with a hearty celebration of their first legal drink. Youths will practice years in advance to train for the drink abuse they are put under with pride. A great feast and bonfire accompanies the occasion. They also celebrate their first job, promotions, and attainment of old age.

Celebrations: The Drakens would seem to be the most abusive of all in their celebrations. Every meal is a feast, and every meal celebrates with much drink. Their drinking is heavy but they seem to feel little effect of it until late in the night before they sleep. They have been known to pass out in the most random of places.

With few hours of sleep, they will be back on their feet in time for breakfast with drink and off to work, with no hangover. As they get older they develop an extreme tolerance to their native brews. If they are convinced to drink their non-native liquors, they do not have this tolerance.

Humans

The Humans overall are an emotional lot when compared to the Drakens or the Acroyans. They express a wide range of them in varying degrees of passion depending on how badly they needed attention rather than the necessity of the situation.

The Acroyans lead an extremely patterned life that is focused on attaining their rites of passage. It is very monastic life style for a religion that is based on philosophical principles and steps rather than creation stories. They spend their time in active schedule of physical conditioning, enlightenment meditation, studying the scrolls of disciplines of enlightenment, and working to provide for themselves for their next passage rite.

The Drakens are very fond of song. Whether it is a working song, marching song, drinking or bawdy song, the Drakens sang it first. They often will form their own amateur bands with a collection of traditional instruments to perform during their meal times. Their favorite is a 12 string synthesized guitar. They all can sing, well at least to their own races ears.

They have a great number of holidays based upon the time of the year and their traditional passage of the seasons and times of the hunts. Other holidays celebrate veterans, ancient battles, and significant times of their history.

Sport: For sport they prefer hunting with a wide variety of primitive and modern weaponry. Their hunts are quite a sporting event with ridden animals, hunting animals, and a pose of over gunned drunken Draken. Drinks are done by the kill together, and the games can last for days, sleeping in the wilderness.

The Draken with the most prowess, train to fight Xanthranians with hand weapons. They don't always win. Others shoot they for sport, regardless they love the sport of hunting Xanthranians. Recordings of these events horrify Humans, and Acroyans, but can be found in any Draken facility. They are frequently bet on in bars. Odds typically favor the xanthranian unless they are veteran fighter.

Lifestyle: The Draken do not have as much formal schooling as the other races. When they become adults at puberty they go on the job training for a trade. From their they simply keep on working. They pass a lot of their oral history, common sense philosophies with ironically bad endings, and culture though their use of song.

Outlook: The Humans view the Acroyans as occasionally dusty but extremely loyal friends, and the Drakens as fun loving people dependable to their word.

Family Bonds: Humans although very loyal to their families, end up separated by great distances from each other. They

rarely get to visit one another. They do however band into groups of incredibly dedicated friends. Humans have a very high loyalty factor to their peers.

Rites of Passage: The Humans do not have many rite of passages. They typically celebrate their birthdays, but have no social rites of passage attached.

Celebrations: The humans celebrate too much. Frequently this will be the reunion with friends and family, hellos and goodbyes with friends, and all too frequent holidays. They typically prefer to drink or take drugs to celebrate. Celebrating is a human word that dually means the welcome in positive events also means to suppress unwanted feelings. It could be a job completion happy hour, or a toast to a fallen friend, inevitably humans turn to substances to abuse.

Although abuse is not in their daily routine, like the Drakens, it is often a welcome time and badly abused. Of the drunks and dependants Humans have the highest majority. The Acroyans are very measured in their use, and Drakens are nearly immune to all ill effects.

Sport: Humans enjoy a number of sports. They are well known for their Olympics held within the human populations. Early attempts to integrates other races and their native events were

disastrous. Each event was impossible to uproot the expected outcomes of the sport's native race.

They also enjoy a great number of traditional sporting events for ancient times. They are mostly soccer, football, and lacrosse combinations. They also have a great number of card games, board games, not to mention their advanced virtual reality sensibles. They are the masters of entertainment for the Empire.

Lifestyle: Humans generally grow up attending school through about the age of 23, then begin a working career. They drift through many employments, and locations seeking to make themselves happy.

The Humans do have some prolific traditions that have been passed down from their ancient roots and from long since gone countries and nationalities. This is extremely rare however as many of these ancient customs have merged into other events, old ones forgotten, or new ones invented altogether. They are always based on a holiday, and always an excuse to celebrate in good and bad times.

Humans lead a highly undisciplined life after school. Success or failure relies pretty much on ambition and motivation. This isn't for everyone however. Drifters are very common