

Stellar Nations at a Glance

The Galactic Concord: A “United Nations of Space,” the Galactic Concord administrates sections of Old Space where the Stellar Nations collapsed. The Concord is represented in the Verge by the *Lighthouse*, a mobile space station.

The Expansion Pentad

Hatire Community: A religious theocracy, Hatires preach against the excesses of modern technology.

Nariac Domain: A socialist society interconnected by cybernetic implants.

Thuldan Empire: An aggressively militaristic society built upon genetic engineering to perfect the human race.

VoidCorp: The epitome of the soulless, high-tech corporate enterprise; its citizens are employees – for life.

Dreth Commonwealth: No longer existent post-GW2; its territories have been taken over by the Galactic Concord.

FreeSpace Alliance

Borealis Republic: An aristocratic society of philosophers and artists, many of among them clones.

Orion League: A progressive, pluralistic nation that prides itself on diversity and democracy.

Orlamu Theocracy: Orlamu scientific-religious belief teaches that one can experience the Divine Unconscious within the depths of drivespace.

Profit Confederation

Austrin-Ontis Unlimited: An entire nation obsessed with the right to bear – and employ – arms, the Austrins are believers in freedom through firepower.

Rigunmor Star Consortium: Dedicated to profit over everything else, Rigunmors are accomplished traders.

StarMech Collective: Known for their wide deployment of automated systems, the StarMech nation focuses on robotics and starship construction.

Union of Sol: Guardians of humanity’s home world and cultures, many Solars will adopt the dress and mannerisms of a historic period.

Glossary of Common Terms

Concord Administrator: Part peacekeeper and part bureaucrat, Concord Administrators are identified by their tri-staff weapons and sound judgment. Deputized to act with a high degree of freedom, they are authorized to preserve the peace throughout human space, including the Verge.

Cykosis: A type of insanity affecting those who use certain types of cybergear – specifically fast chips and the like – leading to its sufferers becoming soulless, cyborg killing machines.

Drivesat Relay: Communication between drivesat relays takes 11 hours and can cover a distance of up to 50 light years. The Kendai system’s drivesat relay was destroyed during GW2, and this prevented the Verge from staying in communication with the Stellar Ring. Most major systems in the Verge possess drivesat relays.

Externals: Mysterious alien races from outside of human space who work against humanity’s best interests.

The Grid: The interstellar network of computer systems that comprise the 26th Century’s cyberspace.

Mindwalker: Telepaths are well known among the fraal, and are not uncommon among other races. Known as mindwalkers, they wield power mental powers and regarded with suspicion by those who are not similarly gifted.

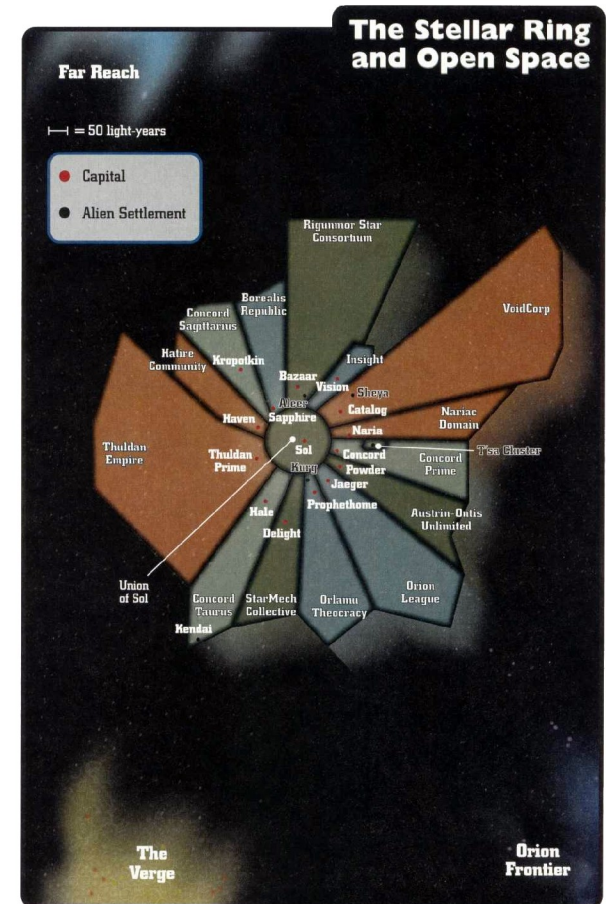
Religions: The most common religions of the 26th Century, besides Old Earth faiths, include Ancientism, who worship the ruins of the Precursor races; the Hatire faith, worshipping an alien god called the Cosimir and rejecting many modernities; Humanity Reformation, believing in the justness of human virtues to overcome evil; the Insightful, a Grid-based faith believing that information wants to be free; and Orlamism, a belief system focused on finding the Divine Unconscious in the depths of drivespace.

Starfall: A technology that involves traveling through a subspace dimension known as drivespace. Each trip through drivespace takes 121 hours, and the distance is dependent upon the size of a starship and the strength of its stardrive. Small ships can starfall 5 lightyear distances, while capital ships are capable of 35 or even 50 lightyear starfalls. It takes 2 to 5 days for a ship’s stardrive to recharge after a successful starfall.

Welcome to the Verge

The year is 2501. The war-torn nations of the Stellar Ring are finally recovering from the ravages of the decades-long Second Galactic War, which lasted from 2346 until 2472. Out of contact for over a century, the frontier colonies of the Verge were left to their own devices while the Stellar Nations waged a brutal war that ended only when the survivors were too exhausted to continue to fight.

Now, under the leadership of the Galactic Concord, the Stellar Nations have turned their attentions back to the Verge – and growing threats unlike any which humanity and their allies have ever faced before.



Star*Drive Races

Humans

Humans are the most ubiquitous race and are found throughout the Stellar Ring and the Verge. Natural human adaptivity and resourcefulness has led them to dominate large regions of space.

Fraal

Slight of build and highly telepathic, the fraal are an older race who were humanity's first alien contact. The fraal are of two factions: Wanderers, who isolate themselves from galactic culture inside giant generational ships; and Builders, who engage with the other races and work toward creating better societies for all.

Weren

Contacted by the Orlamu Theocracy while still at a Middle Ages level of technology, the weren are a proud warrior race who have yet to fully embrace 26th Century technology. Their hardy builds, sharp claws, and chameleon-like fur make them formidable opponents even with primitive weaponry.

Mechalus

Known to themselves as Aleerin, the mechalus are a race of near-human cyborgs who have embraced pacifism as a racial idiom. Integrated with technology from birth, a mechalus can interface between her own cybernetic circuitry and other computers with ease.



Sesheyan

Winged jungle-dwelling aliens, the sesheyan lived a simple life until the arrival of VoidCorp's starships. Impressed into service to their corporate masters, the entire sesheyan race consists of VoidCorp "employees" — or those few who have fled the corporation's authoritarian rule.

T'sa

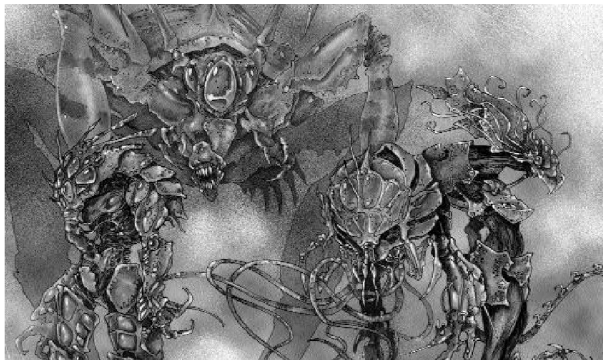
The t'sa are a reptilian race whose expertise in technology led them to reach the stars by the time they were contacted by humanity. Quick and intelligent, t'sa are an independent and adventurous race who seek out the stars to sate their endless curiosities.



Other Races

Humanity has discovered a number of other races, including those found only in the Verge: the aquatic Deepfallen of Bluefall and the quadrupedal Bhruu of the Karnath system, for example. Few members of these races venture off-world, although there are always exceptions.

In addition, humanity has made contact with a number of hostile alien races in the Verge, known collectively as Externals; examples include the insectoid warrior Klicks, the faceless Kroath, and the mysterious N'sss.



Key Planets of the Verge

Alaundril, Tendril system: Gateway to the Verge, known for regularly occurring solar storms known as the Burn.

Antigua, Ignatius system: Oceanic home of the hostile native species called the ke'kekt, a race of amphibious echinoderms.

Bhruusil, Karnath: Plains-covered home of the Bhruu, an intelligent race of bison-like quadrupeds.

Bluefall, Aegis system: The jewel at the center of the Verge, an oceanic planet that's home to the mysterious Deepfallen race.

Galvin and Alitar, Algernon system: Austrin and Thuldan colonies locked in a decades-long state of perpetual war.

Grith, Corrivale system: Contested planet desired by the Hatire Community, VoidCorp and the Galactic Concord, and home to an apparently indigenous sesheyan population.

High Mojave, Mantebron system: The windswept wastes of this colony world hide the ruins of the Glassmakers, an extinct Precursor race.

Lison, Oberon system: Subterranean mining colony in a system infested with piracy.

Ohmel, Coulomb system: Last outpost of the Leodal States, now a banana republic ruled by the Ngongwe family.

Penates, Lucullus system: Former Union of Sol penal colony, now run by criminal Barons and their syndicates.

Spes, Hammer's Star system: Former location of the lost Silver Bell colony, now a battleground against the Klicks.

Yellow Sky, Tychus system: Chlorine-laden clouds in the lowlands prevent full exploration the Stoneburner ruins left behind by an ancient Precursor civilization.

