EXILES

The many men, so beautiful!
And they all dead did lie;
And a thousand thousand slimy things
Lived on; and so did I.

The Rime of the Ancient Mariner
Samuel Taylor Coleridge

TABLE OF CONTENTS

A Roleplaying Game
by Jason Camp
David Fleming · Brettwick Gordon · Erich Wambach

HISTORY

Following the unprecedented population growth of the late 2000s, it became painfully obvious to the nations of the world that overpopulation would become a worldwide crisis much sooner than anticipated. Early forecasts, a decade before the millennium, estimated the world's population to reach eight billion by the year 2030. However, by the year 2014, the population was already approaching six billion, and was likely to double in another twenty-five years.

The colonization of space, while possible, proved to be a slow and hazardous task. While both the United States and Japan had fairly extensive orbital stations in use, their rising costs and a requirement for trained personnel separated them from the common citizen. Following the nearly-avoided disaster of the experimental Armstrong Moon Colony in 2006, the scientific community all but abandoned the space program, and began searching for other possible solutions.

The coming of the Hydrosphere

The first permanent underwater habitation, Hydrosphere 3, was constructed by the Owata-Tsumi Corporation in 2008. This was a natural extrapolation on the increasing trend of urban encroachment of the oceans, and was the culmination of the two previous hydrosphere stations, originally developed for exploratory research. Hydrosphere 3, with an outer sphere measuring over one-half kilometer in diameter, and one hundred meters at its highest point, contained housing and workspace for fifty families, all dedicated to exploring the new undersea environment. Sponsored by the newly formed UNAP government (The United Nations of Asian Peoples), the Hydrosphere 3 station met and exceeded all expectations, and standardized the process of underwater habitation and urbanization.

> *Much like the BioSphere 2 project of the early 1990s, hydrospheres are gigantic domed megastructures which are entirely self-sufficient. Inspired by Paolo Soleri's arcology designs, each hydrosphere is a complete city unto itself, capable of generating its own energy and supporting its population. The prototype HydroSphere supported just under 200 people. The largest modern city-spheres support populations approaching 5 million.*

The Hydrosphere

By the year 2018, UNAP and Owata-Tsumi had begun construction of a dozen new city-sized hydrosphere arcologies, including the gigantic New Shanghai mega-sphere. Completely self-sufficient through the use of extensive recycling processes and hydroponic farms, undersea living proved to be cost-effective, and only slightly more technologically demanding than life on the surface. Using and trading the hydrosphere technology (Owata-Tsumi almost exclusively), all other major world powers had similar city-stations in development by the end of 2019.

The Push to the oceans

The first to reach operational status was Israel's catastrophic Leviathan, which became operational in 2021, despite many structural complications and substandard safety measures. Leviathan was evacuated nine times in its first year due to technological malfunctions, and was eventually abandoned in 2056 following a total pressure breach which flooded the entire station.

Following a close second, the combined resources of SATO (The South Asia Treaty Organization; India, Bangladesh, Nepal, Myanmar, and Bhutan) completed Lemuria in 2025. Despite being one of the largest hydrosphere arcologies ever designed, Lemuria quickly overpopulated, and became the first hydrosphere to expand, growing beyond its original boundaries.

The Unites States, following the peaceful annexation of Canada, Mexico and Central America, becoming the United States of North America (USNA), simultaneously completed two major hydrosphere arcologies in 2024; Angelo Mar, off the coast of Los Angeles, and Tenochtitlan, in the Gulf of Mexico. Gotham, spreading eastward from Long Island, was completed in 2032. These three were joined by two more in 2033; the Bering Sea-located Fort Yukon, and Paradise City, the subPacific evolution of San Francisco. Plymouth, founded one hundred miles east of the original Plymouth Rock, finished in 2037.

Meanwhile, Europe had taken a course of action all its own. The Scandinavian countries had collaborated to begin construction of two hydrospheres under the supervision of the Scandinavian Peoples Union (SPU). The SPU completed Valhalla in 2019 and Bothnia in 2033. Valhalla, set in the cold waters of the Norwegian Sea, became the first hydrosphere above the Arctic Circle. The other nations of the European

Community (EC) combined in the construction of four more hydrospheres. These included Lochness in the North Sea (2021), Brython in the Eastern Atlantic (2032), and both Lyonesse and Charlemagne in the Bay of Biscay (2038). Australia and the surrounding island nations pooled their efforts into the creation of two hydrospheres, Oceania and Gallipoli, both of which were completed in 2034.

Also in 2034, the Baltic Union (Estonia, Latvia, Lithuania, Belorussia and Russia) completed work on Rimsky-Korsakov in the Baltic Sea. This was followed, in 2036, by Okhotsk in the Sea of Okhotsk. However, the substandard construction of Okhotsk led to a catastrophic instability, and the entire station collapsed in 2049, killing more than eighty thousand unsuspecting civilians. Tolstoygrad, off the coast of Severnaya Zemlya, was finished in 2029, and took Valhalla's place as the northernmost hydrosphere, seated well above the 80th parallel. Eventually, the BU established another Arctic presence, with the 2040 completion of Polyarny in the Barents Sea. Meanwhile, to the south, the Georgian League (Georgia, Azerbaijan, Armenia, Moldavia, and Ukraine) built their hydrosphere, Odessa, into the depths of the Black Sea.

The Southern American Nations (SAN) also took part in the hydrosphere rush, completing Amazonia in 2043 and Cuidad Del Mar in 2048. The SAN stations were also the first to incorporate large 'sunlamps,' used to illuminate the core domes of these two cities. Both spheres quickly became popular tourist attractions.

Finally, in 2037, shortly after the culmination of the Cape Province Wars, the National African Congress (NAC) took over the extremist Afrikaaner's hydrosphere project (mockingly called "Under-the-Capetown") and completed it as Nambia. The NAC also co-sponsored the construction of New Soweto with the powerful policorp Masai. Both hydrospheres incorporated a disproportionately large number of hydroponic farms in order to help cope with the continents malnourished.

The Lost Kingdom Rises

As efficient and helpful as the hydrospheres were, by the year 2035, with a world population of almost thirteen billion, their contribution was minimal at best. The combined hydrosphere population at the time was little more than three hundred million, a mere 2% of the world. Another failed moon colony in 2040, the Magellan Project, left the nations of the world few options.

Therefore, following the supervision of the New United Nations, the construction of a new underwater mega-city was undertaken. The project, a sprawling, multi-hydrosphere station containing five complete, interlocked arcologies and a proposed population of more than one hundred million, began construction in 2051 under the title Atlantis. With an estimated completion date of 2065, Atlantis brought together hydrosphere experts from all over the globe, each contributing significant advances from their own designs. These included: New Shanghai's advanced earthquake countermeasures; cold-water technology from Polyarny; Lemuria's super-compact housing structures; the multi-level hydroponic vats from New Soweto; Cuidad Del Mar's super solar lamps; and so forth.

961 Antaeus

With Atlantis well underway, and stringent population-control measures becoming increasingly common in troubled areas of the world, the rampant population growth leveled out for several years, increasing to slightly more than seventeen billion by the end of 2059. However, in the summer of the next year, astronomers stationed in the USNA space station Galileo spotted what quickly became the overriding fear for every man, woman and child on the planet Earth.

A gigantic asteroid, 961 Antaeus, was dislodged by an unknown force from its home in the asteroid belt between Mars and Jupiter, and had passed through the outer edge of Mars' gravitational field. Defying incredible odds, the pull of the red planet altered the trajectory of the meteor and brought it onto a collision course with Earth. While the scientific community could not immediately be certain it would actually strike the planet, it would pass far too close for comfort. 961 Antaeus quickly became the source of international panic and fear. Following the announcement of 961 Antaeus' threat, close to eight hundred thousand people were killed or injured in the resultant rioting.

The situation was desperate. The impact of such a meteor, hypothesized to strike in the Southern Pacific Ocean, would cause massive flooding and destruction, and if enough water was driven into the atmosphere, theories suggested that a new Ice Age could be introduced. If this were the case, life on the surface would become nearly impossible within months, and there seemed to be only two options for survival: outer space and under the waves. Neither seemed very promising.

With only two years estimated before 961 Antaeus would arrive, there was not enough time to adequately prepare. Atlantis, given increased funding and workforces, could be completed in time, but there was not enough time to create any other, new hydrospheres. Owata-Tsumi began manufacturing cheap, prefabricated emergency hydrospheres, known as 'hydrobubbles,' which sold by the hundreds of thousands.

The International Aerodynamics and Space Association, with the two failed colonies behind them, insisted that their new proposed moon settlement, Columbus, had rectified their earlier flaws, and could be built within the allotted time frame.

With little choice, the governments of the world approved. Specially selected personnel were given basic astronautic training, and weekly space launchings began the slow transference of raw materials and colonists to the moon.

The Giant Arrives

In the final attempt to stop 961 Antaeus, several decommissioned nuclear missiles were fitted with orbit-breaking propulsion systems, and were fired at the meteor when it entered their limited range. The results were, initially, spectacular. The missiles blasted away huge sections of the meteor, and it appeared as if the multiple impacts had actually altered the path of the giant rock. It was not long, however, before the truth was known. The impacts had reduced the meteor's size somewhat, but the apparent change in direction was an illusion, brought on by the meteor's new axis of rotation.

On March 21st, 2062 at 11:44 EST, the meteorite 961 Antaeus collided with the planet Earth at 53 degrees longitude, 52 degrees latitude, just off the Falkland Islands. The hydrosphere city Cuidad del Mar was instantly destroyed, killing almost three million people. Giant tidal waves surged across the Atlantic, carrying into the Pacific and Indian Oceans as well. Billions of gallons of water were displaced, either splashed into the upper atmosphere or evaporated from the meteorite's extreme heat. The impact was literally felt all around the world. Massive earthquakes riddled the planet, and numerous volcanic eruptions occurred all along tectonic faultlines. In an instant, the world was immediately, irrevocably, violently changed.

In the wake

The years immediately following the impact of Antaeus were times of sorrow and doubt. Less then 4% of the Earth's population had survived, and there was no time to mourn for the lost. New construction began almost immediately, for the existing hydrospheres had been packed to their limits, and were not designed for such crowded conditions. Thanks to the meteorite, not only had the barely-explored sea floor been altered, the surface world had become uninhabitable and utterly hostile.

961 Antaeus had indeed induced a new Ice Age upon the Earth, and most shallow-swimming sea life perished within the first few months. Severe atmospheric storms and the loss of all surface equipment prevented any contact from being made with the Columbus moon colony, although it was known that a large fragment of Antaeus had impacted with the moon, which was believed to have crippled or destroyed the colony as well.

Underwater transportation and communication functioned well at first, but those systems had not been designed for such repeated, intensive use and breakdowns and equipment failures caused even more frustration and despair.

"I never thought I'd wake in darkness. I never thought I'd wake without the possibility of going home. All those times I thought,' Here's my home. A small town south of Denver. Born here, raised here, and die here.' I had a wife, two sons...oh, God, how could the world change like this so quickly? But all of that is gone now. Now I lie here, amidst the abysmal black waters, in fear. I fear what has happened, I fear what's around me, and I fear tomorrow. I am a a man with no home, no family, no desires. I am the exile."

From the Diary of Samuel Henry Judge
(2024 A.D. - 39 E.V.)

Minor skirmishes and arguments born of desperation soon rose to dangerous levels, and raids on food and weapon supplies became more and more frequent. Pseudo-political factions formed, and open hostilities developed between, and even within, varying hydrospheres. Threats of terrorism and all-out war became increasingly real. After so narrowly avoiding complete annihilation, the human race seemed about to destroy itself.

The survivor

As the worldwide tension and desperation seemed to be heading for a violent resolution, a young engineer working on a new hydrosphere expansion near Angelo Mar reported an incredible discovery. While investigating some unusual sonar readings from a proposed building site, he had found his small submersible craft face-to-face with two bottle-nosed dolphins, a mother and her newborn calf.

Since all dolphins were believed to have perished as a result of 961 Antaeus' impact, this extraordinary discovery was heralded all around the world as nothing short of miraculous. Response was incredible. The dolphins, studied intently but kept alive, were looked on as harbingers of hope and endurance. Their unlikely survival had sparked a deep flame of human spirit, and almost overnight, the complexion of sea-life changed from an air of downcast despair to optimistic determination.

Goodwill gestures between formerly hostile factions eased relations, and the people of the world began to unite behind the concept that they would overcome and endure. At the request of the United Sovereign Nations, the year of 2062 was retroactively declared year 1 of a new age: Etiam Vivere, Latin for 'Still Alive'

THE PRESENT

It is now the year 293 E.V., almost three centuries after the impact of Antaeus and the beginning of the Holocene Ice Age, and man's subsequent exile beneath the waves. The surface world is uninhabitable – fast-moving glaciers cover the land, and the skies are perpetually filled with powerful electric superstorms, making even the upper 200 meters of ocean a virtually unpassable danger zone.

Humanity now exists under the waves, in vast hydrosphere cities stretching out for kilometers across the floors of the world's oceans. It is an advanced technological society, socially governed by a worldwide system of Corporate Feudalism, combining aspects of both humanity's future and past.

It is a prosperous world, but not without problems or conflicts. It is a world filled with unknown and unexplored depths, and as always the vast restlessness of the oceans is reflected in mankind. It is the world of EXILES.

Welcome.

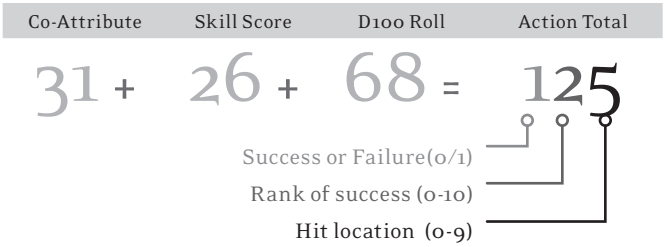
GAME SYSTEMS

ACTIONS

Anytime a player or NPC needs to do something (use a skill, perform a task, etc.), they are attempting an **Action**. EXILES uses a unique system for calculating a character's ability in any given activity. To determine a character's level of competence, the character's specific **Skill** is added to a **Co-Attribute**, which may be any one of the character's basic attributes. These vary from situation to situation. Any given Skill may have a number of Co-Attributes, each one to be used for a specific circumstance.

MAKING ACTION ROLLS

A character makes Action rolls with a D100, adding both the value of the Co-Attribute and the Skill to the number rolled. This generates a number between 1 and 200, referred to as the Action **Total**, which determines both failure or success, and degree of success.



As shown above, each digit of the Action Total represents some aspect of the attempted action. The first digit is like a binary number - either zero or one - and represents basic success or failure. A one (1) is positive, and indicates a successful action. A zero (0) is negative, and indicates the action has failed. When successful, the second digit then determines the **Rank** of success - the higher the Rank the more successful the action. And in combat situations, the third digit is used to determine the hit location.

Very simple, straightforward character actions may only require the first digit (succeed/fail) to be resolved. Others will be open-ended, where higher Ranks reflect greater and more complete successes – and sometimes these may be opposed by another PC or NPC's roll. Still others will be assigned a Rank **Target**, which must be equalled or exceeded to achieve success. Remember, a total of 100 exactly (a Rank 0 success), while not an outstanding or impressive display of skill, is still a success.

PURE ATTRIBUTE CHECKS

Sometimes, characters will want to attempt actions for which there is no appropriate Skill to be used. These actions might be tests of pure strength, agility, or even knowledge. For these types of actions. the Arbiter will assign a Co-Attribute as usual, but instead of adding a Skill, the character will add the appropriate Aptitude – Physical, Mental or Character. A test of reflexes would use REF and the Physical Aptitude, while a test of confidence would use CNF and the Psyche Aptitude. Note that Psi Attributes also have an Aptitude, but it works differently (see Psi).

FAILURE AND RE-ATTEMPTING ACTIONS

It's bound to happen sooner or later; a character will fail an Action. This is not necessarily the end of the world, since many Actions can be re-tried. Which ones? Essentially, this is up to the Arbiter. If the Action was to stop a reactor from exploding, and was failed, the chances are it can't be re-tried (explosions tend to be fatal). If the Action was to pick an electronic lock, it can probably be tried again. In all cases, the Arbiter's decision is final.

Normally, re-attempting a Action after a failure causes the Rank to increase by one, and the player must wait a number of chrons equal to the original rank before rolling. So, a failed Rank 4 Action can be retried, 4 chrons later, at Rank 5. At the Arbiter's discretion, no Action may be attempted more than three times in succession.

COMBAT

When tempers get pushed over the edge and the kelp starts to hit the fan, the combat system kicks in. EXILES combat is fast, exciting, and can be quite deadly. The combat sequence is as follows:

1. All players who wish to be involved in the combat roll **Initiative**.
2. The character with the highest Initiative goes first - they declare their action and it is resolved.
3. The character with the next highest initiavive takes their action.
4. Steps 2-3 are repeated until all characters have completed all their actions for this round.
5. The combat cycle starts over, or if all combatants are incapacitated, ends.

Likewise, the sequence of actual combat exchanges can be broken down into five steps:

1. An **Attack** roll is made.
2. Attack Rank is determined.
3. A **Defend** roll is made.
4. The Defend Rank removes from the Attack Rank.
5. The final Attack rank is determined, and if still successful, damage is inflicted.

INITIATIVE

To begin a combat cycle, each character rolls Initiative. This determines how quickly a character reacts, as well as the number of actions that a character can attept in the **Combat Turn**. A Turn is equal to one centichron (approximately nine-tenths of a second).

To determine their Initiative, the player rolls D100 and adds their REF and AWA attributes. This will generate a number between 21 and 200. The highest rolled number "wins" the Initiative, and can take the first action (or Hold, described below). Additional actions are available at increments of 100, so if a character's Initiative roll exceeds 100, they will get a second action.

A character with AWA 33 and REF 35 rolls D100 and gets an 52. They will take their first action at Initiative 120, and will get a second action at 20.

In the case of tied initiative scores, PCs and NPCs take their actions simultaneously.

Hold

Holding your Initiative is a voluntary action anyone can take, which allows them to hold their action until they wish to use it. This can be helpful in cases where characters are not sure what they should be doing, or when they are waiting to see what an opponent or ally is doing first. However, if a player with two actions holds past their second action slot, they lose that second action.

Player A has rolled a 162 for Initiative, so he will take actions at 162 and 62. However, he's waiting for Player B to make the first move. Player B doesn't go until 58, so Player A sacrifices his second move. As soon as Player B acts at 58, Player A acts immediately after, at 57.

ACTIONS

For each initiative action a character has, they may:

Draw/holster a firearm
Load/reload a firearm
Shoot a firearm (1 round/3 round burst)
Draw/sheathe a melee weapon
Make a melee attack (within range)
Grab an item
Throw an object
Speak a few words
Move ATH meters
Use a skill
Use an "immediate" Psi power

SHOOTING

To make an attack with a gun, a character rolls D100 and adds their REF and Firearms skill. With a successful roll, the Rank determines the damage that will be inflicted.

Range and Situational Modifiers

All firearm and projectile weapons are listed with four ranges, which represent the weapon's accuracy and effectiveness at certain distances. These ranges are: **Close; Normal**; **Long;** and **Extreme**. Depending on the attacker's distance to their target, there are bonuses or penalties to their shooting roll.

Attack rolls can also be modified by environmental circumstances, weapon-enhancement equipment, and other various factors. These modifiers are cumulative, and can seriously increase or decrease the chance of their shot hitting.

RANGE	MODIFIER
Close Range	+10
Normal Range	–
Long Range	-10
Extreme Range	-30

SITUATION	MODIFIER
Point-blank range (touch)	+50
Target immobile	+30
Firing from prone position	+10
Laser scope	+10
GunEye scope	+20
Weapon braced	+10
Each action spent aiming	+10 (max +50)
Target behind >50% cover	-40
Target behind <50% cover	-20
Wild firing	-30
Firing with "off" hand	-30
Firing while moving	-20
Moving target	-10
Poor lighting	-10
Target in melee combat	-20 per combatant

Dodging

While characters cannot dodge bullets, certainly an observant participant in a firefight knows when to keep their heads down, or perhaps even simply leave the scene at the first sign of weapons. A player who is aware that they are going to be fired at can attempt to move out of the way, provided that they either a) have not taken their action yet, or b) have a second, unused action remaining. In either case, attempting a dodge sacrifices their next initiative action.

The **Dodge** roll is made with REF + Dodge, and successful rolls reduce the attackers action total, Rank-for-Rank. If the defense roll drops the attack roll below 100, it has missed completely.

> *Rolling to his feet, our hero whips his railgun pistol out of his jacket and fires at his arch-rival across the darkened factory floor. He has a 36 REF and a 41 in Firearms, and -30 in modifiers (Target behind <50% cover, Poor lighting). His roll is stellar - a 92 - for a total of 139 and a rank 3 success.*
>
> *The arch-rival, however, knows his nemesis is quick to return fire and is ready to dodge the incoming attack. He has a 38 REF and a 34 Dodge, and no modifiers. He rolls a 40, however, for a total of 112. A rank 1 success. The attack roll is reduced by one rank, but he's still been hit with 2 ranks of damage.*

MELEE COMBAT

Hand-to-hand combat is conducted in much the same way as shooting. The attacker makes a roll using ATH + Combat: Armed/Unarmed.

Situational Modifiers

While range is not as much of a concern (people are either within range to fight or they're not), Terrain and environmental circumstances can also affect melee combat. These modifiers are cumulative.

SITUATION	MODIFIER
Opponent immobile	+50
Longer weapon than opponent	+10
Shorter weapon than opponent	-10
Superior position	+10
Inferior position	-10
Using weapon in "off" hand	-20

Defending

In melee, a character can defend themselves in two ways - **Dodging** (ATH + Dodge), or **Blocking** (ATH + Combat: Armed/Unarmed). A player who is aware that they are going to be attacked can attempt to defend themselves, provided that they either a) have not taken their action yet, or b) have a second, unused action remaining. In either case, attempting a dodge or block sacrifices their next initiative action.

It will be up to the Arbiter whether certain weapons can be blocked by an unarmed defender, though if a character is intended to be accomplished martial artist it should be quite viable.

Successful rolls reduce the attackers task total rank-for-rank. If the defense roll drops the attack roll *below* 10 0, it has been dodged completely or successfully blocked. Remember, a Rank 0 success will still inflict damage, so the defensive Rank must be higher than the attack Rank in order to completely avoid damage.

> *Raja-kur spins and uses his momentum to lash out his fist. He rolls a 67 and adds it to his ATH (43) and his Unarmed Combat (40). 150 – A Rank 5 success. Tamayo is expecting the attack, and raises his arm to block it. He rolls a 32, adding his own ATH (46) and Unarmed Combat (44). His*

Rank 2 success (122) absorbs some of the impact, but 3 ranks of damage still get through.

Once the final damage step has been determined, it's time to calculate and apply the damage.

DAMAGE

Every weapon has a fixed damage number called a **Damage Step**. This number, along with the Rank of a successful attack roll, is what determines the damage inflicted by any given attack. The formula is simple:

(Rank *x* Damage Step) = Points of damage inflicted

Types of damage

There are two fundamental types of Damage a character can sustain – **Physical** damage – caused by guns and blades and sticks and fists; and **Fatigue**, which is inflicted by energy weapons like tasers, psionic attacks, drug and poison effects, and even simple physical overexertion.

Likewise, weapons are classified into types, which represent what kind of damage they do. Weapons which cause Physical damage are either **Acute** or **Blunt**, and those that cause Fatigue are called **Concussive**. Nominally these damage types are simply known as A, B, or C.

hit Locations

In EXILES combat, the human body is divided into nine sections, each of which can be individually hit and damaged. Each section, or Hit Location, has a certain score which indicates the number of damage points it can sustain before it is destroyed.

#	LOCATION	HIT POINTS
1	Head	STA/2
2	Right Arm	STA
3	Left Arm	STA
4-6	Torso	STA x 2
7	Abdomen	STA
8	Right Leg	STA x 1.5
9	Left Leg	STA x 1.5

The Hit Location is determined by the ones digit of a successful attack roll. A roll of 103 means location 3 is hit. A roll of 149 hits location 9, etc. A Hit Location of 0 indicates that the attacker may choose the Hit Location they want to damage.

Note that the hit location is determined by the initial die roll, and dodge/defend reductions are to the rank of success ONLY. A successful attack roll of 155 (rank 5, location 5) which is successfully defended with a roll of 124 (rank 2) is reduced to a rank 3 success (rank 5 - rank 2), but the hit location (5) does not change. However...

Push
A character with high Firearms or Melee Combat skills may "push" the ones digit (hit location) of their attack total up to 3 locations. This means a character with a Firearms skill of 30 (Push 1) could bump a hit on location 3 to location 2 or 4.

Note: A push can never move the target to location 0 (zero).

armor

Many different kinds of personal armor are available to characters. Armors are defined by **A/B/C** ratings, which directly correspond with the types of damage they protect against.

When an armored location is struck, the damage to be inflicted is simply reduced by the appropriate armor rating.

Facing a formidable foe, our hero is unable to dodge a vicious knife attack. Fortunately, it's hitting him on the shoulder, and his ballistic armor jacket will lessen the blow. The attacker has hit with a total of 18 points of damage, but minus the armor's A rating of 10, he only causes 8 points. Merely a scratch.

Effects of Physical Damage

There are three basic "degrees" of wounds, each of which affect the character differently.

Minor Wound - Damage less than half the locations' total score. A flesh wound or deep bruise. No penalties.

Serious Wound - Damage greater than one-half the locations' total points. The location is badly damaged, with severe tissue trauma, possibly torn ligaments or broken bones. Furthermore, they suffer a -10% penalty to all rolls. This penalty is cumulative – four seriously wounded locations means a -40% penalty.

Major Wound - Damage greater than the locations' total points. Limbs have compound fractures (or have been severed entirely), the chest has a massive, gaping wound, etc. Note that for game purposes, an area cannot take "negative" damage – once it has reached 0, further damage is inconsequential. If the character is still conscious, they suffer a -50% penalty to all rolls.

Unless "finished off" by another player or NPC, the character will succumb to their wound(s) and die after a number of chrons equal to their END attribute. Thanks to modern medicine, however, if attention is recieved within that time frame, and the wound(s) can be stabilized, they will have an excellent chance for complete recovery.

consciousness

Each character has a Consciousness rating based on the sum of their WIL and STA attributes. When required, they must roll D100 and add it to their Consciousness score – a result below 100 means they have fallen unconscious. Characters must make Consciousness checks anytime:

- They sustain a Serious or Major Wound.
- They lose 25% of their Fatigue from one attack.
- They sustain any Blunt or Concussive damage to their head (Location 1).

Characters knocked unconscious remain out for D10 chrons.

HEALING

Unaided, natural healing recovers (STA/10) damage points per location, per kilochron.

A MedStation (using nanosurgeons, bio-chemical salves, E-M tissue stimulation, bonecasts, etc.) can heal at a rate of 10 damage points/hectochron, though it must be applied to one specific location at a time.

Trauma baths (requiring total submersion) function at the same rate as a MedStation, but works on an entire body at once (healing all locations at the same time).

Psionic healing is instantaneous – effectively anti-damage – but its effectiveness is dependent on the Psi's capabilities.

Fatigue

Fatigue recovers a bit faster, at the rate of a character's END score per hectochron spent sleeping or resting quietly. Fatigue can never be restored by psionics.

EXPERIENCE

Following each game session, the Arbiter will assign experience points, with which players can improve their attributes and skills. While skill advancement is identical to the point spending system used to create characters, raising attributes is considerably more expensive.

experience improvement costs

Attributes	*Point Cost*	*Skills*	*Point Cost*
11-30	2:1	1-30	1:1
31-40	4:1	31-40	2:1
41-45	6:1	41-45	3:1
46-50	8:1	46-50	4:1

CHARACTER CREATION

Since EXILES is a role-playing game, every player needs to have a character, which is quite simply the role they will play in the course of the game. Your character should be someone who is interesting to you, someone you would like to portray in the EXILES world. While your character's personality and demeanor is completely up to you, there should always be some restlessness and curiosity present. Characters need to be adventurers and explorers, rarely content with nine to five jobs or sitting in their homes and watching HoloVids. This is not to say they have to be exceptional athletes, fighters, or reckless thrillseekers, but bravery and tenacity are crucial. Everyone in the EXILES world is a survivor.

In EXILES, there are two basic methods of creating a player character:

- The first is to generate your character from scratch, following your own personal character concept. This method is recomm ended for players who have had some experience with the EXILES world, and are familiar with the system. To create a character from scratch, there are several 'assembly' steps which must be completed, in order. Read through all of the steps before beginning.

- The second method is to simply choose, complete and copy one of the existing EXILES Character Blueprints, found at the end of this section. These pre-generated characters are designed to present a wide variety of the types of people which will be found in EXILES, and using them is strongly recommended for first-time play.

Player characters are defined by **Attributes** and **Skills**.

ATTRIBUTES

Attributes range in value from 10 to 50, each score representing some aspect of the character's physical, mental or psychological makeup. A 10 represents the lowest possible score for any character, and a 50 is the maximum. Genetically engineered humans and non-human creatures can have attributes higher than these limits; player characters cannot. There are 12 "standard" attributes, broken into three categories: **Physical**, **Mental**, and **Character**. Additionally, there a fourth category, **Psi**, which is only used by characters with developed psionic powers.

physical attributes

ATH (Athletics)
ATH represents the character's overall grace and bodily dexterity, as well as speed. ATH is used for (obviously) all physical athletic endeavors, as well as hand-to-hand combat.

END (Endurance)
This attribute dictates how long a character can hold their breath, maintain intense physical activity, or withstand physical punishment and pain. A character's END score, doubled, determines their Fatigue points.

REF (Reflexes)
Indicates eye-hand coordination and the body's overall ability to react. REF is a critical attribute for many skills requiring nimble fingers, as well as using firearms.

STA (Stamina)
Physical resiliency and toughness. Besides determining how much actual damage a character's body can withstand, STA is a measure for resisting sickness or hostile environments.

STR (Strength)
This attribute represents physical power. When a character performs an activity like lifting, punching or carrying weight, STR is the attribute involved. It also helps determine how

much damage a character can inflict with his hands or melee weapons.

mental attributes

AWA (Awareness)
Represents the character's ability to perceive things around them, and react to surprise. Seeing, hearing, smelling, and even instinct are incorporated into AWA.

KNO (Knowledge)
Indicates how much general information a character knows, as well as their ability to utilize that knowledge intelligently. Although it can be either book-learned information or things learned through experience, KNO is probably the most common attribute relating to educational and technical skills.

WIL (Willpower)
The character's mental integrity and fortitude are gauged by WIL. It also determines a character's ability to concentrate, remain calm in a crisis, and stay conscious when injured. It is also a major compoent of psionic use.

WIT (Wits)
"Thinking on your feet." WIT measures overall quickness of thought, as well as creativity and problem-solving ability. In many situations where players are forced to improvise or utilize skills in unorthodox ways, WIT is crucial.

character attributes

CNF (Confidence)
A measure of the character's faith and belief in themselves, CNF can heavily influence their ability to influence others. Like WIL, CNF is important component of Psionics.

PRE (Presence)
Personality. This attribute determines how much charm and influence a character has. PRE dictates individuality, emotional make-up, and overall disposition.

RAP (Rapport)
Primarily used as a co-attribute for skills involving discussion and social ineraction, RAP is also an indicator of how well the character can communicate thoughts and concepts to others.

psi attributes

Remember, ONLY Psi characters will have scores for ACT and PAS.

ACT (Active)
ACT represents the Psi's ability to use their powers externally, interacting with the outside world and/or other people. "Offensive" psionics rely heavily on ACT.

PAS (Passive)
PAS is a measurement of the Psi's ability to internalize their powers, using them on themselves or in defensive ways, for subtler but no less powerful effects.

aptitudes

In addition to these basic attributes, each player has three 'aptitudes,' one for each attribute category – Physical, Mental, Character and Psi (if applicable). These are based on the average of all attributes within each category. Their use is described more fully in the Systems chapter.

Physical Aptitude:	(ATH + END + REF + STA + STR) / 5
Mental Aptitude:	(AWA + KNO + WIL + WIT) / 4
Character Aptitude:	(CNF + PRE + RAP) / 3
Psi Aptitude:	(ACT + PAS) / 2

SKILLS

There are many different skills available to the EXILES character, all rated on a scale of 0-50. A complete list follows; the specific function of each skill and complete skill descriptions can be found at the end of this chapter. Skills marked with an asterisk (*) indicate a base skill level of 5, and skills followed with [ ] must be specialized.

Academics [ ]
Bureaucracy
Business
Climb
Combat - Armed
Combat - Unarmed
Computer
Crime
Dodge*
Engineering [ ]
Expertise [ ]
Firearms
HydroCulture*
Investigation
Language []
Medicine
Navigation
Perception*
Performance [ ]
Persuasion
Pilot [ ]
Running
Sea Lore*
Search
Security
Stealth
Sub - Ops
Sub - Weapons
Survival
Swimming*
Throwing

psionic skills

Psi characters can also spend points on the different aspects of psionic power. These skills are described in the Psi chapter.

ASPECTS	TALENTS
Extra-Sensory Perception (ESP)	Clairvoyance
	Precognition
	Psychometry
	Sensory Enhancement
Telepathy	Communication
	Dowsing
	Empathy
	Imposition
Psychokinetics	Energy Manipulation
	Physical Enhancement
	Revalescence
	Telekinesis

Additionally, Psi characters have a specialized non-psionic skill – **Concentration** – which is used to both prepare for and resist the backlash of activating their psi talents. This is described fully in the Psi section.

GENERATING SCORES

Characters begin with a pool of **250** points to spend on their attributes, and **500** points for skills.

The "standard" attributes within the Physical, Mental, and Character categories begin with a value of ten (10), and normal characters need only spend their points on those 12 attributes. Characters who wish to have psionic powers, however, must also use this pool of points to build their Psi attributes, which begin at zero (0).

ATTRIBUTE/SKILL COSTS

Attribute / Skill Score	*Point Cost*
1-30	**1:1**
31-40	**2:1**
41-45	**3:1**
46-50	**4:1**

"Standard" Attribute Score Costs		*Psi Attribute & Skill Score Costs*	
10	0	1	1
11	1	2	2
12	2	3	3
13	3	4	4
14	4	**5**	**5**
15	**5**	6	6
16	6	7	7
17	7	8	8
18	8	9	9
19	9	**10**	**10**
20	**10**	11	11
21	11	12	12
22	12	13	13
23	13	14	14
24	14	**15**	**15**
25	**15**	16	16
26	16	17	17
27	17	18	18
28	18	19	19
29	19	**20**	**20**
30	**20**	21	21
31	22	22	22
32	24	23	23
33	26	24	24
34	28	**25**	**25**
35	**30**	26	26
36	32	27	27
37	34	28	28
38	36	29	29
39	38	**30**	**30**
40	**40**	31	32
41	43	32	34
42	46	33	36
43	49	34	38
44	52	**35**	**40**
45	**55**	36	42
46	59	37	44
47	63	38	46
48	67	39	48
49	71	**40**	**50**
50	**75**	41	53
		42	56
		43	59
		44	62
		45	**65**
		46	69
		47	73
		48	77
		49	81
		50	**85**

SKILL DESCRIPTIONS

specialized skills

Skills which are followed by brackets [ ] are skills which must be further specified by the character. These are areas of knowledge and expertise that are related, but unique unto themselves. For example, with the Pilot skill, the character must decide what class of ship they are most proficient with. Most of these skills may be taken multiple times with varying specializations.

unskilled use

Characters can make attempts to perform Tasks for which they have no actual Skill, however, their chance of success is greatly reduced. Each Skill uses the most appropriate Attribute Aptitude instead of a proper Skill and Co-Attribute. Different aspects of any given skill may use different Aptitudes, as with normal Skill use. The Aptitude score ONLY is added to the d10 roll for the Action Total.

However, the Arbiter has the final say in whether a character can make a realistic Unskilled Use attempt, as many Skills could not be accomplished by an untrained person. For instance, while a character with no background in medicine and no Medicine Skill should be allowed to try and bandage a wound, they should never be allowed to attempt open-heart surgery.

Academics [ ]

Academics is the catch-all grouping for any specalized professional knowledge. Archeology, Cryptography, Anthropology, Law, Psychology, and the Sciences would all be appropriate specializations. This skill may be taken repeatedly with different specializations.

Bureaucracy

This Skill involves getting things done within a government institution or similar hierarchical system), as well as knowledge of various procedures employed by these organizations. Common amongst House employees.

Business

This Skill deals with the day to day operation of any small-scale or corporate business. It also incorporates knowledge of business law and standard business procedure and strategy.

Climb

Climb is, quite simply, a measure of how well the character can climb. This includes technical climbing and most aspects of spelunking, as well as the simple monkey-like ability to scramble to the top of a rock or tree or pile of crates.

Combat - Armed

This Skill allows for a character to use any non-thrown, non-projectile weapon. This includes archaic weapons such as swords, nunchaku, and staves, as well as impromptu melee weapons like bottles or chairs. At higher levels, this skill also imparts the ability to "Push" hit locations on successful Armed Combat attack rolls. The progression is as follows:

SKILL SCORE	"PUSH" ALLOWED
1-29	None
30-39	1 Hit Location
40-49	2 Hit Locations
50	3 Hit Locations

Combat - Unarmed

This Skill entails all forms of hand-to-hand combat: Boxing; Streetfighting; Martial arts; etc. Most use of this Skill takes place in the Combat system. At higher levels, this skill also imparts the ability to "Push" hit locations on successful Unarmed Combat attack rolls. The progression is as follows:

SKILL SCORE	"PUSH" ALLOWED
1-29	None
30-39	1 Hit Location
40-49	2 Hit Locations
50	3 Hit Locations

Computer

This Skill includes not only the ability to use and program computer software, but also a certain knowledge about the inner functioning of computer components and the assembly of systems. But, while it does allow a character to re-configure a computer's I/O ports or insert replacement parts, no actual creation or repair of computer Hardware (circuit boards, etc.) can be done with out the Engineering: Electrical Skill.

Crime

This Skill involves several elements, all related to normally illegal activities: Picking pockets; opening electronic locks; forging documents, etc. If these Skills seem odd. consider that the advanced state of crime prevention in 293 has not eliminated crime, it has forced criminals to advance in order to keep up.

Dodge

This Skill covers avoiding being struck by melee and fire combat attacks. Most use of this Skills takes place in Combat encounters.

Engineering [Aquatic]

The design, construction and repair of most nonspecific aspects of underwater technology are covered by this Skill; Hydrodynamics, hydraulics; aquatecture; water treatment nomenclature, hydrocraft and mass hydrotransport technology; etc.

Engineering [Electrical]

This Skill covers the design construction and repair of any and all electrical systems (computer circuit boards, vehicle control panels, etc.).

Engineering [Genetic]

Genetic Engineering is the Skillsof reading, understanding, and ultimately, modifying DNA. By 493, pre-natal detection and correction of birth defects has become routine. Cloning animals, plants, and even human body parts is very common, and modifying plants to grow larger, etc. is old hat. Entire extinct marine species have been re-created from genetic samples stored since before Antaeus struck. It is even possible to genetically tailor children - the fetus is modified in the womb, and the child can be designated a specific hair or eye color, or a specific body type or muscle density. However, this is not a common procedure worldwide, as in some realms it is considered to be "unnatural." On the frontiers of this science, it may be possible to combine genetic material from a variety of chosen donors to create specific purpose creatures and/or humans. The moral implications of this, however, are being heavily debated

Engineering [Mechanical]

This Skill covers the design, construction and maintenance of mechanical systems and devices. It also includes some rudimentary electronics; just enough to deal with the minor power-supply aspects of electromechanical systems (such as air conditioners, airlocks, etc.).

Engineering [Military]

This Skill includes several specific military activites, such as demolitions, weapon design, combat shelter construction, and others.

Expertise [ ]

Probably the Skill with the widest 'scope,' Expertise is used for the purpose of giving a character knowledge and ability in some aspect not defined by any other Skill. All Expertise specialties must be discussed with and approved by the Arbiter.

Firearms

This is the ability to accurately hit a target with a firearm. This includes any sort of weapon which can be held in one or both hands, without the assistance of a firing platform or mounting harness; Snubs, Pistols, SMGs, and Rifles. It does not include heavier man-portable weapons, nor does it incorporate ship-mounted weapons. These are covered by the Heavy Weapons Skill. Firearms includes loading, aiming, and firing hand weapons.

It also includes basic preventative maintenance and correction of minor malfunctions (misaligned magnets. compression chamber leaks, Jams, etc.). This Skill may also be used to mount accessories such as laser sights on a weapon.

At higher levels, this skill also imparts the ability to "Push" hit locations on successful Firearm attack rolls. The progression is as follows:

SKILL SCORE	"PUSH" ALLOWED
1-29	None
30-39	1 Hit Location
40-49	2 Hit Locations
50	3 Hit Locations

HydroCulture

Familiarity with the gamut of modern human society, this Skill is the understanding of various aspects of different hydrospheres and included cities, as well as the motivations and lifestyles of their inhabitants. This Skill can be taken once, as a generalized knowledge, or several times under any of the following individual subtitles; Street; Corporate; Political; Military; Colonial; Mining

Investigation

Investigation is getting to the bottom of a mystery, searching for evidence, or doing research for important information. This Skill is used in place of Perception or Search when the character is purposefully searching the scene of an incident for clues. It is also used when searching for information in a library or other repository of information.

Language [ ]

People communicate through the medium of language. In EXILES, everyone can speak and understand their own language without a Skill roll, provided it is spoken by another native speaker. When to use this Skill, and who makes the Skill roll, can be little confusing, so in general, follow these two guidelines;

- In all cases involving a native speaker and a non-native, the non-native speaker rolls. Success indicates that the spoken concept has been understood/made clear.

- In cases where two non-native speakers are trying to communicate through a mutual language, both roll. Both rolls must be successful or the attempt to communicate fails.

NOTE: This skill is not required for the character's first, native language. Characters may take this Skill more than once, in order to know many additional languages.

Medicine

The medicine Skill allows for the character to perform certain Tasks on an anatomic, biological, and microscopic level. In 493, neural surgery has become almost remedial, and the replacement of severed limbs with functional, cloned replacement parts is almost commonplace.

Navigation

Allows for the characters to use maps, charts, and electronic equipment to guide themselves or their ships to, from, or through any ocean or oceanic terrain.

Perception

Perception is the Skill of noticing and reacting to things that you are NOT distinctly looking for. Hearing a faint noise, spotting movement out of the corner of your eye, etc.

Performance [ ]

This is a Skill that covers any and all kinds of artistic expression, each of which must be taken as a separate specialization. This includes Acting (both theatrical performance as well as one's ability to perform and roleplay on a more personal, ad-lib level), Painting, Dance, Sculpture, Writing (prose or journalistic), etc.

Persuasion

Persuasion, intimidation, coercion - this is the skill of getting others to do something, or think about something you want them to beileve. It can never be used to make a person act in an obviously self-destructive manner, but it can make them go against their better judgment. Use of this skill applies to NPCs only, persuasion of other players should be roleplayed.

Pilot [ ]

The Skill of operating any hydrocraft or inner sphere vehicle. It also functions as the Dodge Skill during ship-to-ship combat

Running

This Skill is used primarily as an indication of how fast a character can move when running. The Running Skill plus ATH determines how many meters a character can run in one decichron (approximately eleven seconds), and this pace can only be maintained for a number of decichrons equal to one-tenth of their END attribute.

Sea Lore

Knowledge of history, legends, mythology, and even strange, unexplained natural phenomena are all part of Sea Lore. Difficulty ratings are somewhat nonspecific, as they depend on the relative obscurity the myths involved.

Search

Essentially this is the active skill of noticing and finding things, compared to Perception's reactive nature. Search allows characters to find what they're looking for (provided they're looking for the right thing in the right place...

Security

This is the study and application of security systems, including simple alarm systems, complex sensor arrays, video and holographic imaging equipment, long-distance surveillance systems (bugs, etc.)

Stealth

Moving quietly, sneaking around in shadows, shadowing, and keeping oneself from being seen are all parts of Stealth.

Sub - Ops

This is a catch-all skill that provides for most common tasks and duties performed onboard a ship. Includes preparing and using airlocks, general ship systems , familiarity with onboard equipment such as the ship's sensors, as well as traditional seafaring abilities like blowing tanks and knot-tying.

Sub - Weapons

This Skill is used much like the Firearms Skill, but for heavy ship-mounted weapons; Cannons, Machine Guns, etc. It also includes familiarity with computer-aided targeting devices and routine maintenance of the guns. At higher levels, this skill also imparts the ability to "Push" hit locations on successful Gunnery attack rolls. The progression is as follows:

SKILL SCORE	"PUSH" ALLOWED
1-29	None
30-39	1 Hit Location
40-49	2 Hit Locations
50	3 Hit Locations

Survival

This Skill gives a character knowledge about getting nourishment, shelter and help when stranded in desolate environments, either underwater or elsewhere. It is unlikely that a character without this Skills left completely on their own, would survive for more than a few days.

Swimming

This Skill is used primarily as an indication of how fast a character can move when swimming. The Swimming Skillsplus ATH, divided by two ([Swimming + ATH]/2). determines how many meters a character can swim in one decichron (approximately eleven seconds). It also incorporates knowledge and use of SCUBA and related diving equipment.

Throwing

This Skill is used for the purpose of throwing casual objects (flying discs, bails, etc.) and hitting a target with them. A fist-sized abject (approximately i kilogram), balanced for throwing, can be thrown one meter for every point of the character's STR attribute, plus one meter for every point of their Throwing Skill score. The target of the throw, however, is what determines the difficulty Rank.

CAPACITIES

Once Attributes and Skills have been determined, the following secondary capacities and ratings may be calculated:

HIT LOCATIONS		
1	*Head*	STA / 2
2	*Left Arm*	STA
3	*Right Arm*	STA
4-6	*Torso*	STA x 2
7	*Abdomen*	STA
8	*Left Leg*	STA x 1.5
9	*Right Leg*	STA x 1.5

FATIGUE	END x 2
CONSCIOUSNESS	(WIL + END) %
INITIATIVE	REF + AWA
LOAD	(STR + END) kg
LIFT	(STR x 5) kg
MOVE	(ATH / 3) m/dch.
RUN	(ATH + Running skill) m/dch
SWIM	(ATH + Swimming skill) m/dch
THROW	(STR + Throwing skill) m

CHARACTER BLUEPRINTS

The following Character Blueprints are designed for times when you don't want (or need) to undertake the full process of designing a character from scratch. They may also simply be used for inspiration, or to get an idea about how an "average" character might be built. They may also be helpful for an Arbiter to use for NPCs.

While a broad range of character professions is included, this in no way reflects the scope of what players can be in the EXILES world.

courier

ATRIBUTES	
Physical	
ATH	30
END	23
REF	30
STA	26
STR	26
Mental	
AWA	33
KNO	28
WIT	35
WIL	31
Character	
CNF	32
PRE	25
RAP	35

SKILLS	
Academics [Law]	29
Academics [Psych.]	25
Bureaucracy	20
Business	15
Climb	9
Combat - Unarmed	20
Computer	20
Crime	15
Dodge*	29
Firearms	17
HydroCulture*	43
Investigation	10
Medicine	5
Navigation	14
Perception*	37
Performance [Acting]	21
Persuasion	25
Running	25
Sea Lore*	25
Search	15
Security	18
Stealth	10
Sub - Ops	25
Survival	10
Swimming*	20

bedLamite piLgrim

ATRIBUTES	
Physical	
ATH	30
END	22
REF	30
STA	28
STR	25
Mental	
AWA	32
KNO	28
WIT	36
WIL	31
Character	
CNF	32
PRE	35
RAP	25

SKILLS	
Business	15
Climb	9
Combat - Armed	28
Combat - Unarmed	34
Computer	20
Crime	15
Dodge*	29
Expertise [(Religion)]	38
HydroCulture*	43
Medicine	15
Navigation	14
Perception*	37
Persuasion	25
Running	25
Sea Lore*	25
Search	15
Security	18
Stealth	10
Sub - Ops	25
Survival	30
Swimming*	20

Detective

ATRIBUTES	
Physical	
ATH	27
END	25
REF	35
STA	30
STR	28
Mental	
AWA	35
KNO	24
WIT	32
WIL	28
Character	
CNF	28
PRE	28
RAP	34

SKILLS	
Academics [Law]	25
Bureaucracy	10
Business	10
Climb	15
Combat - Unarmed	35
Computer	25
Crime	20
Dodge*	25
Expertise [(City)]	30
Firearms	40
HydroCulture*	35
Investigation	42
Perception*	37
Persuasion	25
Running	20
Sea Lore*	5
Search	30
Security	20
Stealth	15
Swimming*	10
Throwing	10

Engineer

ATRIBUTES	
Physical	
ATH	23
END	30
REF	33
STA	25
STR	20
Mental	
AWA	29
KNO	40
WIT	45
WIL	27
Character	
CNF	25
PRE	20
RAP	20

SKILLS	
Academics [Physics]	30
Academics [Chemistry]	25
Academics [Geology]	25
Climb	10
Computer	30
Concentration	25
Dodge*	20
Engineering [Aquatic]	25
Engineering [Electrical]	35
Engineering [Mechanical]	40
Engineering [Military]	20
Firearms	20
Gunnery	25
HydroCulture*	15
Investigation	20
Navigation	5
Perception*	25
Pilot [Class 1]	20
Sea Lore*	15
Search	30
Security	10
Sub - Ops	20
Swimming*	20

dockhand

ATRIBUTES	
Physical	
ATH	30
END	36
REF	34
STA	37
STR	38
Mental	
AWA	23
KNO	20
WIT	25
WIL	30
Character	
CNF	25
PRE	27
RAP	20

SKILLS	
Bureaucracy	20
Business	20
Climb	35
Combat - Armed	17
Combat - Unarmed	40
Computer	10
Crime	10
Dodge*	28
Engineering [Mechanical]	25
Expertise [Dockwork]	40
Firearms	25
HydroCulture*	20
Perception*	20
Persuasion	10
Pilot [Loader]	15
Running	30
Sea Lore*	10
Sub - Ops	15
Sub - Weapons	10
Swimming*	30
Throwing	30

envoy

ATRIBUTES	
Physical	
ATH	23
END	18
REF	25
STA	25
STR	19
Mental	
AWA	28
KNO	31
WIT	32
WIL	30
Character	
CNF	38
PRE	35
RAP	40

SKILLS	
Academics [History]	32
Academics [Law]	33
Academics [Psychology]	30
Bureaucracy	34
Business	31
Computer	25
Dodge*	20
Expertise [House Tyche]	40
Firearms	15
HydroCulture*	36
Investigation	33
Language [{Any}]	25
Language [(Any)]	25
Perception*	31
Persuasion	40
Sea Lore*	20
Swimming*	15

Journalist

ATRIBUTES

Physical

ATH	28
END	27
REF	33
STA	32
STR	25

Mental

AWA	36
KNO	28
WIT	31
WIL	24

Character

CNF	29
PRE	25
RAP	35

SKILLS

Academics [History]	30
Bureaucracy	25
Business	10
Climb	10
Combat - Unarmed	20
Computer	35
Concentration	10
Crime	15
Dodge*	20
Expertise [Research]	35
Expertise [House Dionysus]	35
Firearms	20
HydroCulture*	42
Investigation	27
Perception*	31
Persuasion	35
Running	20
Sea Lore*	10
Search	20
Security	10
Stealth	20
Sub - Ops	5
Swimming*	10

Merchant

ATRIBUTES

Physical

ATH	24
END	25
REF	24
STA	24
STR	22

Mental

AWA	30
KNO	30
WIT	33
WIL	28

Character

CNF	36
PRE	32
RAP	40

SKILLS

Academics [Law]	33
Bureaucracy	34
Business	40
Combat - Unarmed	15
Computer	25
Dodge*	20
Expertise [House Aeolos]	31
Firearms	30
HydroCulture*	36
Investigation	33
Language [{Any}]	25
Navigation	25
Perception*	31
Persuasion	40
Pilot [Class 2]	32
Sea Lore*	20
Swimming*	15

Medtech

ATRIBUTES

Physical

ATH	26
END	25
REF	40
STA	28
STR	27

Mental

AWA	30
KNO	35
WIT	35
WIL	25

Character

CNF	30
PRE	24
RAP	25

SKILLS

Academics [Biology]	40
Academics [Chemistry]	35
Academics [Psychology]	30
Combat - Unarmed	20
Computer	30
Concentration	20
Dodge*	20
Engineering [Genetic]	25
Firearms	15
HydroCulture*	30
Investigation	20
Medicine	45
Perception*	30
Pilot [Lifter]	25
Running	10
Sea Lore*	15
Search	25
Survival	30
Swimming*	20

Pilot

ATRIBUTES

Physical

ATH	20
END	30
REF	40
STA	23
STR	25

Mental

AWA	37
KNO	33
WIT	40
WIL	26

Character

CNF	26
PRE	20
RAP	20

SKILLS

Computer	20
Concentration	30
Dodge*	20
Engineering [Aquatic]	25
Engineering [Electrical]	20
Engineering [Mechanical]	15
Firearms	20
HydroCulture*	25
Language [(Any)]	25
Navigation	35
Perception*	25
Pilot [Class 2]	45
Pilot [Class 1]	35
Sea Lore*	30
Sub - Ops	40
Sub - Weapons	30
Survival	20
Swimming*	25

PRIVATEER

ATRIBUTES

Physical

ATH	38
END	30
REF	38
STA	34
STR	32

Mental

AWA	30
KNO	25
WIT	20
WIL	30

Character

CNF	25
PRE	24
RAP	22

SKILLS

Climb	30
Combat - Armed	32
Combat - Unarmed	36
Computer	20
Dodge*	25
Engineering [Military]	25
Firearms	40
HydroCulture*	20
Investigation	15
Perception*	25
Persuasion	15
Running	20
Search	26
Security	25
Stealth	30
Sub - Ops	20
Sub - Weapons	26
Survival	28
Swimming*	25
Throwing	20

WATCHSTANDER

ATRIBUTES

Physical

ATH	38
END	35
REF	35
STA	36
STR	32

Mental

AWA	25
KNO	23
WIT	30
WIL	20

Character

CNF	28
PRE	20
RAP	24

SKILLS

Business	10
Climb	25
Combat - Armed	20
Combat - Unarmed	35
Computer	20
Dodge*	25
Engineering [Electrical]	15
Engineering [Mechanical]	15
Firearms	25
HydroCulture*	24
Navigation	20
Perception*	20
Pilot [Class 1]	18
Running	30
Sea Lore*	24
Security	20
Sub - Ops	40
Sub - Weapons	25
Survival	30
Swimming*	35
Throwing	24

Intermedium (PSI)

ATRIBUTES

Physical	
ATH	17
END	29
REF	18
STA	20
STR	16
Mental	
AWA	28
KNO	26
WIT	32
WIL	31
Character	
CNF	26
PRE	24
RAP	30
Psi	
ACT	33
PAS	32

SKILLS

Academics [Psychology]	25
Bureaucracy	30
Business	35
Computer	25
Dodge*	15
Expertise [(Field)]	35
HydroCulture*	35
Investigation	25
Perception*	35
Persuasion	40
Sea Lore*	5
Concentration	40
Sensory Enhancement	10
Communication	28
Dowsing	25
Empathy	35
Imposition	20
Revalescence	17

Sparta Monk (PSI)

ATRIBUTES

Physical	
ATH	28
END	30
REF	33
STA	28
STR	26
Mental	
AWA	28
KNO	24
WIT	28
WIL	30
Character	
CNF	24
PRE	16
RAP	20
Psi	
ACT	10
PAS	40

SKILLS

Climb	25
Combat - Armed	24
Combat - Unarmed	35
Computer	12
Dodge*	25
HydroCulture*	10
Perception*	28
Running	25
Sea Lore*	10
Stealth	25
Sub - Ops	5
Survival	28
Swimming*	30
Throwing	25
Concentration	30
Sensory Enhancement	38
Energy Manipulation	26
Physical Enhancement	40
Revalescence	35
Telekinesis	20

Prophet (PSI)

ATRIBUTES

Physical	
ATH	18
END	26
REF	20
STA	19
STR	17
Mental	
AWA	30
KNO	27
WIT	30
WIL	31
Character	
CNF	25
PRE	24
RAP	31
Psi	
ACT	30
PAS	35

SKILLS

Academics [Psychology]	28
Bureaucracy	25
Business	10
Computer	20
Dodge*	25
Firearms	10
HydroCulture*	25
Investigation	28
Language [(Any)]	28
Perception*	35
Sea Lore*	25
Search	15
Sub - Ops	5
Concentration	35
Clairvoyance	40
Precognition	35
Psycometry	32
Sensory Enhancement	26
Communication	20
Dowsing	5
Empathy	5
Revalescence	20

PSI

Psi is the name given to the amazing, unprecedented psionic powers wielded by those botn with "the Blue" - an unexplained genetic phenomenon that began to affect mankind shortly after the Exile. Considered by some to be a natural human evolution, and by others to be a mutation caused by unknown radiation or organisms from the meteor Antaeus, the exact nature of psi is still a vastly unknown and misunderstood quantity.

The Blue

The nickname, "the Blue," comes from the unmistakeable (and to date, ubiquitous) blue tint that overtakes at least one of the psi's natural body pigmentations. This color transformation can be as overt as blue hair, or skin, or teeth, or as discreet as blue blood or blue internal organs. Note that this coloration is not a constant – different psis will display different shades of blue, often in a relative manner to their normal body coloration. Typically fair-haired racial stocks often manifest with pale or ice-blue coloration, while darker haired (and skinned) types gravitate towards deeper navy hues. There are exceptions, of course, but as a rule the actual color blue seen in psis is by no means a constant.

As can be expected, while this distinguishing physical characteristic has made it much easier to identify and calculate the number of people who are psi-gifted, it has also formed the basis for old-fashioned persecution and fear of those who are "different." Psis, even with relatively little development of their powers, are incredibly powerful, and even the most level-headed researchers admit that the potential for the psis can be unsettling for "mere" humans.

PSIONIC SKILLS

Psionic abilities are specialized Skills which (nearly) exclusively utilize Psyche Co-Attributes. Some Mental and Character Attributes come into play, but Psi powers involve far more than simple mental prowess. Psi powers are divided into three Aspects, each with four distinct Talents. They are:

ASPECTS	TALENTS
Extra-Sensory Perception (ESP)	Clairvoyance
	Precognition
	Psychometry
	Sensory Enhancement
Psychokinetics	Energy Manipulation [ ]
	Physical Enhancement
	Revealescence
	Telekinesis
Telepathy	Communication
	Dowsing
	Empathy
	Imposition

Each Psi skill, when combined with each of the two Psi Co-Attributes, functions in different ways. In the skill descriptions, these are listed as being used Actively, (with the ACT Co-attribute) or Passively (with PAS).

Additonally there is one distinct Psi-only skill:

Concentration

Concentration is a mental discipline that allows Psionicists the ability to focus their thoughts and "zero in" on using their various powers. **This skill is required for every Psi.**

ESP RANK MATRIX

RANK	TARGET	RANGE	DURATION	EFFECT
+0	Small object/area; Untrained non-Psi individual	Self; Touch	Instantaneous	Minor: Viewing a well-known person or location; Vague ideas about the immediate future; Reading a recently-handled object; Improvement of sense(s) into limits of human ranges
+1	Large object/area; Small group (2-5); Trained non-Psi individual	Near (10m)	Short Sustain (1 chron or less)	Average: Viewing a person or location only vaguely known; More detailed information about future events within several chrons; Reading an object/area after many chrons have passed; Sensory enhancement to animal capabilities
+2	Very large object/ area; Large group (6-20); Unaware Psi individual	Far (100m)	Long Sustain (1-5 chrons); Defined duration	Major: Viewing a person or location known only seen/heard; Specific visions of future events within several kilochrons; Reading an object/area after many kilochrons have passed; Sensory enhancement to other spectrums
+3	Enormous object/ area; Very large group (21-50); Wary Psi individual	Distant (1km); Out of sight	Extended Sustain (5+ chrons); Permanent*	Massive: Viewing an unknown person; Accurate, detailed visions of future events within megachrons; Reading an object/area after mega or gigachrons have passed; Sensory enhancement to supernatual levels

extra-sensory perception

Clairvoyance

Clairvoyance is the catch-all name for expanding one's awareness in a myriad of ways. These are not physical senses, which are governed by Sensory Enhancement, but rather a psychic awareness that manifests in visions and aural clues. Active use of clairvoyance would entail reaching out to "see" something specific; Passive would be opening one's mind to "catch" a glimpse of something important. Remember that unlike Precognition, Clairvoyance shows only what is actually happening at the present time.

Precognition

One of the most stereotypical "psychic" powers, Precognition represents a psi's ability to see the future, and know things before they happen. Active use focuses upon the future of a specific person or thing; Passive allows the mind to open and accept "visions" of danger, etc. However, as the future is anything but set in stone, visions of any given occurrance can change from moment to moment.

Psychometry

Also called retrocognition, Psychometry is the classic power of reading the past from an object. Active use focuses on a specific held object; Passive use allows a Psi to open his mind to detect a significant object, or "read" larger, nonspecific areas.

Sensory Enhancement

Any of the five senses can be enhanced or modified to the Psi's whim. Eyes can be made to see in different spectra (IR, UV, total darkness, etc.), or hearing can be made so acute as to detect a person's pulse quicken as they tell a lie. Active use is to enhance another person's sense(s); Passive use is for the Psi to enhance his own sense(s).

psychokinetics

Energy Manipulation [ ]

Like the Academics and Engineering skills, Energy Manipulation is a Psi power which must be specialized in. Pyrokinesis, Cryokinesis, Electrokinesis – these are all diferent aspects of Energy manipulation. Actively, Psi's can generate focused fields of energy and make it do their bidding. Passively, they can manipulate subtler energy fields, to change the temperature or cause brownouts, or control existing energy (from an open flame, or electricity from a wall, etc.).

Physical Enhancement

This power can alter a person's Physical Attributes, up to and beyond human limitations, as well as reducing them. Passive use allows the Psi to affect their own Physical stats, while Active allows them to affect others.

Revalescence

Revalescence is the Psionic power of augmenting a creature's natural healing process, healing wounds at a rate many times faster than conventional medicine. Active use affects others, Passive is for the Psi themselves.

Telekinesis

The ability to move objects with only the power of the mind. Active Telekinesis not only includes manipulating and moving objects, but lashing out with pure kinetic force as well. Passive TK is used primarily defensively, to shield and protect the Psi (and others) from Physical harm. In simpler terms, Active involves making inert objects move, and Passive involves making moving objects stop.

telepathy

Communication

The fundamental psionic skill of Communication is speaking mind-to-mind, without words. Active use initiates and maintains telepathic conversation; Passive use is for closing off the Psi's own mind – defending against other Psi's active powers.

Dowsing

More commonly known as mind reading. Active Dowsing is the psionic ability to delve into somone else's mind and search for information; Passive use is for detecting obvious surface thoughts, and "reading" another's reactions in any given situation.

Empathy

Use of this power strongly attunes the Psi to emotions and subconscious fear and desire. It is one of the few ways man has found to truly communicate and "speak" with sea life. Used Actively, the Psi can impart emotions into another being. Passively, it can detect strong emotions and help the Psi judge a person's intentions and personality.

Imposition

Mind control. The Psi can plant information into another's mind, and can also grab ahold of another mind and tell it what to do. Used Actively, the power is very obvious, and the victim is quite aware that they are being controlled. Passively, the control is much more abstract and subtle, but the victim may not be aware that they are being influenced.

PSYCHOKINETICS RANK MATRIX

RANK	TARGET	RANGE	DURATION	EFFECT
+0	Small object (up to ACTkg); Self-effect	Immediate (5m)	Instantaneous	Minor: Creating/manipulating energy for step 3 damage 10 Attribute modification; Healing step 2; Simple, slow motion - generally 1 direction only / Strength 5 "armor"
+1	Meduim object ((ACTx2)kg); man-sized creature	Near (10m)	Short Sustain (1 chron or less)	Average: Creating/manipulating energy for step 6 damage; 25 Attribute modification; Healing step 4; Simple 3-D motion / Strength 15 "armor"
+2	Large object ((ACTx5)kg)	Far (25m)	Long Sustain (1-5 chrons)	Major: Creating/manipulating energy for step 10 damage; 50 Attribute modification; Healing step 8; Complex 3-D motion / Strength 30 "armor"
+3	Very large object ((ACTx10)kg)	Distant (100m)	Extended Sustain (5+ chrons)	Massive: Creating/manipulating energy for step 16 damage; 100 Attribute modification; Healing step 16; Complex 3-D motion / Strength 50 "armor"

TELEPATHY DIFFICULTY MATRIX

RANK	TARGET	RANGE	DURATION	EFFECT
+0	Untrained, non-Psi individual; Willing trained non-psi; Willing Psi	Self; Touch	Instantaneous	Minor: Telepathic broadcast; Reading surface thoughts/ideas; Reading strong emotions/feelings; Simple, single sense illusions / Placing single words/imagery
+1	Trained non-Psi individual; Neutral/ unaware Psi; Small group (2-5)	Near (10m)	Short Sustain (5 chrons or less)	Average: Standard 2-way telepathic speech; Reading conscious information and train of thought; Reading underlying emotions, intentions, desires; Two-sense illustions / Placing more detailed information
+2	Wary Psi individual; Large group (6-20)	Far (100m)	Long Sustain (5-10 chrons)	Major: Telepathic communication including sensory tranferrance; Reading complex thoughts, strong memories; Read subconscious and repressed feelings and desires; Four-sense illusions / Placing detailed thoughts/memories
+3	Resisting Psi individual; Very large group (21-40)	Distant (1km); Out of sight	Extended Sustain (10+ chrons)	Massive: Full telepathic integration - two minds think as one; Read entire mind - memories, ideas, all knowlegde and experience; Read full emotional spectrum, loves, hates, hopes; Full-sensory illusions / Alter knowledge, change or erase memories

using psionic talents

Psionic talents are completely spontaneous. This is not a magic system – there are no written spells or rituals to obey, no incantations or gesturing – only the psi and the power of their mind.

When utilizing any Psi talent, the Rank Matrix for the appropriate Aspect should be consulted to determine the difficulty of what they are attemting. This difficulty then becomes the Rank Target, which must be equalled or exceeded to achieve success. The roll is of course a combination of the Psi talent score and either one of the Psi Attributes.

Kobe, a young Psi, is practicing his Telekinetic ability by levitating a series of objects across his cabin. Using the Psychokinetics Rank Matrix, the Arbiter decides that: the first object is a Small target (under 1kg); the range is Immediate (within 2m); the duration is Sustained; and the effect will be Average (simple 3-dimensional movement to lift the object off the ground and float it sideways across the room). Neither the target or the range add difficulty, but the duration and effect add +1 each. His difficulty for this exercise is Rank 2. He rolls a 72 and adds his ACT (34) and Telekinesis (20), for a total of 126, a Rank 2 success. The object lifts off the ground and floats to the far side of the room.

Nore that in many instances, a Psi may use a power with an "open" target – that is, they want to make the power as powerful as they're capable of, with no pre-defined "level." Examples might be to read as much as possible from someone's mind, or to heal as much damage as possible. In these instances, the Arbiter should still establish what the minimum Rank Target will be, given the circumstances, and if that is failed, than the power still fails with that Rank of Exhaustion to be dealt with. If it is successful, however, each Rank of success can then improve on the powers effect (and likewise increase the Rank of Exhaustion).

EXHAUSTION

Once a psionic power has been attempted (successfully or not), the Psi must immediately suffer the penalty for his power – a rush of mental and physical fatigue known as Exhaustion. Each unresisted psionic Rank inflicts 10 points of Fatigue damage.

This test is made using WIL + Concentration, and the Rank of the power attempted determines the level of fatigue to be resisted – to ignore a Rank 4 power would require a Rank 4 success on the resistance test.

Now, Kobe has to resist the fatigue of moving the object all the way across the room using only his

mind. He has a strong WIL (38) and decent Concentration (32), so he only needs to roll a 30 or higher to succeed. He rolls poorly, however - a 21, making his total 91 - not a success. He immediately sags in his seat as 20 points (2 Ranks) of Fatigue settle upon him. With a total Fatigue score of 64, he's far from totally exhausted, but it was taxing just the same. Time for a nap.

Note that partial success does reduce Fatigue damage, much like dodging or defending in physical combat, but for Psi it is a straight Rank-for-Rank reduction. A Rank 4 exhaust (causing 40 points of Fatigue) that is resisted by a roll of 134 will cause cause 10 points fatigue: Rank 4 (40) - Rank 3 (30) = 10.

priming

If a Psi has enough time before casting, he or she can **Prime** the spell in their mind, and thereby increase their probability of using it successfully. Typically a Psi requires a minimum of one chron per target Rank to Prime an attempt – though every use is entirely subjective, and certain parameters (target out of sight, massive effect, permanent duration on living creatures, etc.) may require hectochrons or even kilochrons to Prime.

To Prime, the Psi makes a CNF + Concentration test. If successful, they may add their Priming Rank of success to their casting task.

A little later on, Kobe decides to practice some more, but this time he wants to try a heavier object (with a higher difficulty - Rank 3), so he decides to Prime himself before using his power. He adds his CNF (26) and Concentration (32) to a D100 roll – 65, for a total of 123 and a Rank 2 success. This means he can now add 20 points (2 Ranks) to his TK roll total. He will still have to resist 3 Ranks of Exhaustion, however.

Note that any use of a talent may only be Primed once, and Psis cannot "hold" a Prime for more than a few moments.

PSI organizations

As the Psi phenomenon spread around the world, various organizations - schools, awareness groups, even cults - began appearing in response. While some have House affiliations, most are independent, with humanitarian goals, or interpretive religious precepts. Some of the most notable are described here:

The Abante - A notorious underground organization that espouses the belief that Psis are an advanced evolution of mankind (Homo Sapiens Abante), and their solidarity will protect them from those who have not advanced. While not prone to violence, followers of the Abante tend to display a strong, thinly-veiled dislike for those without Psi powers (known as "remedials" and "flatminds"), and their capacity for psionic influence/abuse (and increasing numbers) has become a growing concern.

The Institute of Psionic Acuity - With branches worldwide, the House Hermes-run Institute of Psionic Acuity is the largest and most generally accepted of the Psionic "schools" for youth. Nearly all children who manifest "the blue" are evaluated early on by the IPA, and both public and private schooling is available, depending on the family's wishes. The IPA in general is little more than an educational resource, but a valuable one for both the public and the Psi population. IPA instructors are some of the most academic practitioners of Psi in the world.

Mnemnosynes - A recently founded charter within House Athena, the Mnemnosynes are the Psionic equivalent to Argus bodyguards. It is said, with a Mnemnosyne in your service, you are protected even while they sleep. Since their inception, the demand has been high to provide these highly-skilled wards to royalty and high House officers alike, but only a few are assigned each year. Rumor has it that the reason the program produces so few graduates each year is due to a high rate of terminal failure amongst the students, most of whom are not capable of the extreme rigors of the training.

Society of Asklepios - An internal society of House Hygia, the Society are dedicated to the development and practice of Psi powers in the realm of health and healing. This encompasses psionic physical healing as well as psychological and therapeutic applications.

Sparta - Devotees of Spartan disciplines are Psis who seek to expand and develop the most physical aspects of their mental powers. Referring to themselves as "Monks," they lead lives in search of achieving a perfect harmony between body and mind - constantly seeking out new challenges to test and refine themselves. Sparta Monks are known throughout the world as being alert, disciplined, and undaunted by danger or pain.

EQUIPMENT

To start the game, every EXILES player has anywhere from 6,000 to 15,000 Sovereigns to spend on their character, for equipment and other necessary expenditures. This amount is determined by the following formula: (1d10 x 1,000) + 5,000 = Starting allowance. So, to find out how much money your character begins with, roll 1 ten sided die, multiply the result by 1,000, and add 5,000 to it, and that's how many sovereigns you begin with.

The equipment listed on the following pages has been culled from popular stores, catalogs and outfitters of 293, including certain 'underground' merchants who won't be found on the DataNet directory. All the equipment has been given an Availability Rating (AR), which determines how accessible that piece of equipment is to the common citizen. Depending on your character's occupation, the Arbiter may let you buy certain equipment at its base price (i.e.. Medical equipment for a Doctor, TechScanners and Tool Kits for Engineers, etc.).

AR1
Commonplace, easily found and purchased items. Virtually anyone could buy this stuff.

AR2
Slightly less common, but are not necessarily difficult to find. The actual cost of AR 2 items are double their listed prices.

AR 3
AR3 indicates that the item is either a bit more high-tech or simply less accessible to the common person. Triple the listed prices to buy items of this rank.

AR4
Finally, ARs of 4 are given to those items which are exclusively corporate or military in nature, and quite simply aren't seen outside of those realms. Player characters cannot purchase equipment with AR 4s without express approval of the Arbiter, and even then they must pay four times the listed prices.

PERSONAL WEAPONRY

meLee weapons

Despite the prominence of much more lethal weapons which require much less effort to use, good old-fashioned swords and daggers have remained in use, perhaps due to the world's reversion to a somewhat more feudal state. Legal in almost all parts of the world, knives have almost become a part of normal attire, and even swords have made a strong comeback in recent years.

CERAMIC BLADES

Constructed of fiber-reinforced ceramic compounds, these weapons are not only stronger and sharper than steel, but they are impervious to rust and increasingly difficult to detect with sensors. Ceramic knives are frequently used as wardrobe accessories, for they can be made in any color, including chromed metallic hues and crystal-clear transparent blades

Survival Knife	***AR1***	***60$***
Longsword	***AR1***	***310$***
Katana	***AR1***	***470$***

POWER BLADES

A variant of ceramic blades, 'power' weapons are equipped with high-speed oscillation generators which cause them to vibrate at incredibly high speeds, thus becoming a much more powerful and deadly weapon. Powered by tiny internal batteries, these weapons can hold a charge for months, and are easily recharged after a few minutes on a standard electrical outlet.

Kana Blade	***AR2***	***135$***
Cutlass	***AR2***	***675$***

MOLECULAR BLADES

Despite numerous misconceptions and urban myths to the contrary, these are not actual monomolecular weapons. Forged from extremely dense metal/ceramic/plastic compounds, these blades have average thicknesses of only 2 millimeters, which taper out to edges of 1 micrometer or less. This of course means they are exceptionally sharp and quite dangerous. However, the cost of producing these blades is such that few exist outside of the most elite military units and richest weapon enthusiasts.

Stiletto	***AR4***	***1,300$***
Longsword	***AR4***	***5,000$***

firearms

While the return to popularity of melee weaponry has been significant, the practicality and reliability of firearms has by no means been abandoned. However, the development of HardWater technology (and the parallel avancements in electromagnetic capability), have forced the combustion-driven projectile weapons of the past to the wayside. Additonally, highly powerful plasma weapons have emerged as a "next level" of weaponry.

RAILGUNS

Rail weapons are the most common type of modern firearm, Clip-fed with small magnetic metal projectiles, railguns send a powerful electro-magnetic pulse through their inner barrel, propelling and ejecting the metal 'bullet' with tremendous force. As they have no real recoil, they can fire very quickly, and some railguns are capable of burst fire, discharging several rounds with one pull of the trigger. They can be equipped with various weapon sights for improved accuracy. Railguns can function underwater, but are more or less ineffectual past point blank range.

AthenaArms Moray 10mm	*AR1*	*200$*
AthenaArms Barracuda 12mm	*AR1*	*550$*
H&K SNM-9 15mm	*AR1*	*900$*
Nemesis Inc. Fury3 25mm	*AR1*	*1,000$*
Nemesis Inc. Thanatos 18mm	*AR2*	*1,650$*
AthenaArms Hammerhead 10mm	*AR3*	*3,100$*

HARDWATER GUNS

Using the widespread HardWater technology, these guns electromagnetically charge small volumes of water and 'harden' them, contracting and binding the molecules together to form an ice-hard bullet. It is then fired by means of an electro-magnetic pulse, much like a railgun. HardWater projectiles do not maintain the hardening charge for long, however, and 'melt' after only a few seconds, returning to their normal liquid state. Underwater, hardwater bullets are essentially frictionless and travel through the water with incredible speed and accuracy, therefore making these weapons the standard sidearm for divers and aquanauts. While originally designed for exclusive underwater use (where their ammunition is supplied from the surrounding water), "dry" versions soon appeared, with ammunition supplied by special ammunition bottles which snap onto the weapon. Additionally, chemicals and drugs can be introduced to an ammunition bottle, which whill then be introduced into the bloodstream when the projectile disperses.

BathyTek Sentinel 10ml	*AR1*	*150$*
BathyTek Defender 20ml	*AR1*	*400$*
BathyTek Champion 30ml	*AR2*	*700$*
SeaSport Harpoon 500ml	*AR1*	*940$*
Brine&Brine Plash 20ml	*AR3*	*1,300$*

LASERS

Powered by supercharged battery cells, laser guns are some of the most dangerous weapons available in 293. Accurate and powerful, lasers are made even more frightening because they fire with no visual or aural disruption; they are invisible, silent, and extremely deadly. Most laser guns function as their own scope; slight depression of the trigger activates a low-power sighting beam, and full depression fires the actual charge. It should be noted, however, that lasers are useless underwater, and if fired through curved glass or other transparent barrier, may be refracted or reflected away from their target. Lasers also have a great deal of difficulty against pure white or reflective surfaces.

AthenaArms LX3000	*AR4*	*5,000,000$*

PLAZERS

Quite possibly the most dangerous of all conventional weaponry, Plazers fire bundled packets of plasma (an electrically neutral, highly ionized gas composed of ions, electrons and neutral particles), guided and propelled by a laser beam. Since this unique 'round' is incredibly destructive to both people and property, plazers are quite illegal in many parts of the world. They have moderate recoil, and make a distinctive sound when fired. While they can be fitted with sights for better accuracy, plazers do not function underwater at all.

Nyx Domino	*AR3*	*10,000$*
AthenaArms BullShark	*AR4*	*125,000$*

TASERS

These electric 'stunner' weapons are very popular with law enforcement and security personnel, as they are very effective in subduing a person without causing them a great deal of harm. Tasers fire small, supercharged needlelike projectiles, which discharge a strong electrical shock on contact with their target. This does little physical damage, but the shock effectively scrambles a person's nervous system, and immediately immobilizes and/or knocks them unconscious. They are clip fed and fire by means of a magnetic pulse, like a railgun. They can be equipped with sights, but should never be fired underwater, as the electric shock will immediately discharge and may affect the holder of the weapon.

PalmSmith Imp	*AR1*	*120$*
Nyx NockOut	*AR1*	*260$*

firearm accessories

LASER SIGHT

This is a simple, low-power laser beam which is aligned with a weapon's sights in order to produce improved accuracy. Using a laser scope gives a +10 bonus to attack rolls at all ranges.

Laser Sight	*AR1*	*610$*

MAGNIFYING SCOPES

An enhancement device for rifles, Mag scopes are essentially telescopes that assist with long-distance firing. Each level of magnification brings the target one range closer (for purposes of applying range modifiers). Thus, a Mag2 scope could sight a target at extreme range (a -30 to hit) and consider them to be at average range (no penalty to hit). Mag scopes can be used in tandem with laser sights.

Scope: Mag-1	*AR1*	*350$*
Scope: Mag-2	*AR1*	*1,100$*
Scope: Mag-3	*AR2*	*1,700$*

explosives

Because of their extremely destructive nature and the havoc they can wreak upon the stability and pressurization of hydrospheres, explosive devices of all kinds are the exclusive province of military forces, and are universally outlawed for private use. Fines and punishments for making and/or using homemade explosives are frighteningly severe.

armor

Conventional armors come in many styles and designs, but they are all rated upon how they defend against the three types of damage (A/B/C).

BALLISTIC ARMOR

This type of armor consists of several thin layer of impact-resistant materials, such as Kevlar and Nanox, and fiber-integrated polysteel compounds which protect large body areas. These items are designed to be as inconspicuous as possible, for those who require hard, subtle protection. This armor works best against attacks which directly transfer high amounts of kinetic energy.

Light Ballistic Cloth	*AR1*	*320$*
Ballistic Cloth	*AR2*	*500$*
Heavy Ballistic Cloth	*AR3*	*1,200$*
Integrated E-M Weave	*AR2*	*(2x)*

E-M ARMOR

While somewhat bulkier than ballistic armor, and impossible to conceal, E-M armor offers improved protection aganst energy-based attacks. The armor consists of standard ceramic plates and fiber-integrated polysteel mesh, interwoven with ground-dissipating circuitry, which helps absorb and reduce the damage taken from high-energy weapons. It also has the distinct ability of 'melting' hardwater projectiles on contact, allowing them to cause no damage. Also, E-M field generators exist which provide light armor-equivalent protection from a lightweight belt.

E-M Chitosan	*AR3*	*4,000$*
E-M Shield	*AR2*	*2,100$*

IMPACT DISPLACEMENT ARMOR

A revolutionary fiber-chemical discovery, I-D armor manifests much like latex, a slightly rubbery, skintight cloth which can be worn undetected under normal clothing. However, when anything strikes this fabric, the molecules polarize themselves at the nexus of the impact, and immediately dissipate the kinetic energy by radiating the force throughout the rest of the armor's surface. This is best described as a 'rippling' motion, and has a distinctive feel which some wearers have described as "feeling like (the armor) is alive." I-D Armor is most effective against attacks which carry low levels of kinetic transfer, such as punches or melee weapons.

I-D Underlayer	*AR1*	*250$*

Chitosan™

An accidental discovery of the early underwater waste-processing plants, Chitosan has become one of the most widespread commercial construction materials of the past century. Made from the discarded shells of most crustacean animals (lobsters, shrips, crabs, barnacles, etc.), Chitosan has a myriad of uses: With the addition of cellulose, it becomes a lightweight, extremely rigid plastic; Blended into pulp, it strenghtens paper and improves ink flow; As a powder it can be used to pull heavy metals from waste and distill pure alcohol; and liquified, it can be used as hydroponic fertilizer or sprayed on fruits and vegetables to keep them fresh.

OPS ARMOR

The common style of body armor worn by military units and similar services, hard armor is comprised of an underlayer of polysteel fiber-reinforced cloth, covered with large, shell-like pieces of ceramic plating. This armor protects well against all forms of attack, although it offers the absolute best defense against high-speed projectiles.

Ops Armor	*AR3*	*7,500$*

SHIELD GENERATORS

Small devices which can be carried virtually anywhere on a person's body, shield generators produce a high-energy 'force field' around the wearer's body. Shield generators are exclusively military devices, and come in three 'ratings,' each of which protects equally against all forms of attack.

Shield [1]	*AR3*	*21, 000$*
Shield [2]	*AR4*	*60,000$*
Shield [3]	*AR4*	*120,000$*

OPTICAL CAMOUFLAGE

Optical Camouflage is ultra-high tech clothing that can make the wearer virtually invisible in plain sight. The fabritech clothing is typically a form-fitting jumpsuit, which reads and generates specific projecion data for the user's body. Each is fitted with six miniature stereoscopic camera pairs and a latticework of superbright LED microarrays. The cameras allow the system to triangulate the location of every pixel in its sight, as well as calculate color and brightness. This data is then processed (in a manner similar to the ISI systems of sea vessels) and a synthetic ray-traced interpretation is projected to the suit's surface array. The LED array consists of tiny 180x180 pixel videoscreens with hemispherical lenses, allowing custom-colored light beams to emit to every degree of arc, creating up to 32,400 viewing angles. Speed is the downfall of the system - movement faster than a slow walk creates a blur around the edges of the figure, making detection much easier.

Optical Camo	*AR4*	*5,000,000$*

personaL eLectronics

IDENTCARD

Each IdentCard contains a microchip with all the information anyone might ever need to know about the person who carries it. It is an identification card, a medical alert device, a sovereign credit-transfer card, and more. A lost or stolen card is easily replaceable at the Identity office of any major government, and cards are universal worldwide. It is required by law to carry an IdentCard in many hydrospheres, although failure to produce one is not a major offense. Without cash soverigns on hand, however, it is very difficult to get many things done without one.

IdentCard	***AR1***	***-$***

MEMCHIP

The Memchip is the standard digital recording medium of the 3rd century E.V. Each Memchip is a solid cylinder 30mm long and 5mm in diameter, and can store approx. 1 hour of video, 5 hours of audio, or up to 250Gb of data. They are used in cameras (still and video), music recorders, computers, and just about everything else which stores information of some sort. The cost listed is for a blank MemChip.

Memchip (1)	***AR1***	***10$***
Memchip (10)	***AR1***	***80$***

FabriTech™

First developed in 112, the process known as FabriTech™ involves nanotailors weaving microscopic circuitry into cloth. This, of course, makes items like MINis and diagnostic gloves possible. The materials used are extremely durable and will not break, despite any amount of flexing, crushing, or stretching.

HOLOGRAPHIC CAMERA

Photography remains a popular hobby and common journalistic tool. The two-dimensional image, however, is a thing of the past; modern cameras produce holographic images. Cameras range in complexity (and cost) from the ultra high-tech computer driven cameras used by newsnet journalists, to the oversimplified point-and-shoot types so popular with sightseers. Cameras record onto MemChips, which each hold upwards of 10,000 high-resolution images.

HoloCam	***AR1***	***120-2,000$***

HOLOVID CAMERA

Like cameras, HoloVids are holographic. HoloVids produce moving images, up to 6 hectochrons on a single MemChip. Most HoloVids have adjustable lenses and computer driven image enhancers and steadiers.

HoloVid	***AR1***	***350-5,000$***

BINOCS

While this vision enhancement device has evolved far beyond the simple lens device of the 20th century, the name has stuck. This device includes variable magnification from 1x to 350x, Lo-Light and thermal imaging, and range and elevation finders.

Binocs (Mag 1-3)	***AR1***	***410$***

MINI

The Multi-Purpose Individual Nanocomputer, (or MINi, as it is commonly called), is a powerful, multi-purpose device which is near-omnipresent in modern society. It features all the power and versatility of a late 21st century desktop computer, compacted into an 8cm wide FabriTech™ wristband. The basic unit, accessed via voice interface or touch-panel icons, functions as a chronometer, a vid-phone, a data reader, and a 500Gb computer which can support any type of business or entertainment programs. All models feature several MemChip pockets for data storage and expansion modules.

Simple MINi (4 pockets)	***AR1***	***500$***
Basic MINi (6)	***AR1***	***1,000$***
Professional MINi (8)	***AR1***	***1,800$***

DATA DISPLAY HEADSET

The Data Display Headset is a MINi expansion module. It consists of two pieces: a MemChip and a transparent eyepiece made from transparent chitosan™ (biodegradable plastic made from the shells of shellfish). The MemChip is inserted into the MINi and transmits data to the directly to the eyepiece via a digital radio signal. Information is displayed on the eyepiece screen and reflected onto the Chitosan™ lens, so to the wearer it appears as if the information is floating about 40cm in front of their face. The headset can display information from any other device connected to the MINi, including holographic pictures or diagrams.

DataDisplay Headset	***AR1***	***600$***

TRANSLATOR

Translators are available as either MINi expansion modules or self-contained units. The MINi variant consists of two MemChips and an earpiece speaker unit. The MemChips contain the 'mother tongue' and thousands of translatable languages and dialects. Translated language is then sent to the earpiece by a digital radio signal. Self-contained units are clamshell-like cups which form fit to the wearer's ear.

Translator MINi Module	***AR1***	***400$***
Self-contained	***AR1***	***850$***

COMM-CELL

Available in self-contained units or as part of a central transciever relay (such as on a ship), most personal comm-cell devices are miniature earbud speakers with adhesive microphone tabs for the jaw or throat. Range for self-contained units is approx. 2km; for relay components 20km.

Self-Contained	***AR1***	***240$***
Central Relay	***AR1***	***1,200$***
+ each headset	***AR1***	***150$***

INERTIAL LOCATOR

The Inertial Locator is an expansion module for the MINi. It consists of one MemChip. It can determine distance and direction from a predesignated starting point. It can also keep track of distance and direction from as many as three secondary points.

Inertial Locator MINi Module	***AR2***	***230$***

TRACKING DEVICE

A 1-MemChip expansion that allows for finding/following tracking "tags", which use minuscule radioactive components to pinpoint whatever or whoever they are attached to. Accurate at up to 10km inside a Hydrosphere, or 50km in open water.

Tracking MINi Module	*AR3*	*565$*
Tracking Tags (5)	*AR3*	*200$*

MOTION DETECTOR

A two-piece MINi expansion that utilizes one MemChip and one 5cm spheroid sensor which can be placed on a surface or body-mounted. It can be set to detect motion on seismic, sonar, IR/heat or visible light detections. Works within a 50m radius, with 90% accuracy.

Motion Detector MINi Module	*AR3*	*750$*

VISUAL SCANNER

The Visual Scanner is an expansion module for the MINi. It consists of one MemChip and a 3cm x 4cm x 1cm box which holds the actual scanning receptors. To use, one simply passes the scanning wand over what is to be scanned, and this data is transmitted to and stored on the MemChip. The scanning range can be adjusted up to 25 meters, allowing the device to be used as a copier or a camera. It will not record moving images. The width of the scan is 1cm throughout its range, thus any wide objects or scenes to be scanned require the user to physically move the scanner. Once the scan is complete, the MINi constructs an composite image of whatever was scanned. In addition to recording images, the visual scanner is a quick way of entering text from previously prepared documents.

Visual Scanner MINi Module	*AR1*	*1,250$*

ROLL-UP KEYBOARD

The Roll-up Keyboard is a MINi expansion module. It consists of one MemChip and a FabriTech™ alphanumeric keyboard. When rolled out, the keyboard measures 15 x 40cm, but when rolled up it is stored within a 16 x 10cm cylinder. The keyboard itself can be set to recognize any alphabetic layout, although the default setting is Dvorak. Since the keyboard uses FabriTech™ technology, a reasonably hard, flat surface is required to place the keyboard on.

Roll-Up Keyboard MINi Module	*AR1*	*85$*

HOLO DISPLAY

Another MINi expansion module, the Holo Display consists of one MemChip and a featureless square rod measuring 30 x 1 x 1cm, which projects the MINi data as a holographic display up to $1m^3$. The Holo Display is analogous to the monitors of old personal computers. It is a somewhat more convenient working size than the tiny display on the MINi, and unlike the Data Display Headset, allows more than one person to see the displayed information.

Holo Display MINi Module	*AR1*	*390$*

TECHSCANNERS

TechScanners are expansion modules for the MINi. They typically consist of three MemChips and two remote probes. One MemChip runs the probes, and the others contain extensive technical databases. TechScanners are available for a variety of engineering specialties, from circuitry to electrical diagnostics, from mechanical analysis to aquatic propulsion systems. The TechScanner is an invaluable tool for engineers, as it greatly assists diagnosis and troubleshooting in all kinds of technical equipment.

TechScanner MINi Module	*AR1*	*580$*

GUNEYE

This weapon enhancement device requires a MINi and either a Data Display Headset or Helmet Visor to function. It consists of a weapon-mounted sensor sight and one MemChip. The sight must be fitted to one specific weapon by a technician. The sight transmits information to the MINi via the MemChip, and the MINi projects a ghost image on the display, showing where and what the weapon is aimed. This grants a +20 bonus to all attack rolls made with the weapon, as well as enabling the user to fire around corners, behind them, etc. GunEyes cannot be used with Mag scopes or laser sights.

GunEye MINi Module	*AR3*	*3.500$*

medical equipment

MEDCOAT

This is a lightweight, white, knee-length overcoat used by many types of doctors. It features an abundance of pockets for medical instruments, and a FabriTech™ computer which is similar to, but much more specialized than a MINi. It has compartments for as many as ten MemChips, and features an extensive built-in medical database. The medical computer can analyze symptoms and suggest treatments. Used in combination with a MedGlove (see below), the time a doctor requires with a patient can be significantly reduced, allowing a doctor to see many more patients each hec.

MedCoat	***AR3***	***5,550$***

MEDGLOVE

MedGlove is an expansion module for the MedCoat. While other variations of "smartgloves" exist, none are as popular or widely used as MedGloves. They consist of one MemChip and a FabriTech™ glove filled with diagnostic and analytical sensors. The MedGlove is primarily a diagnostic scanner, which allows a physician to read a patient's vital signs (temperature, blood pressure, brain activity, health insurance status, etc.) simply by touching them. Medgloves can also scan the body for foreign entities by passing over the patient's body. Once detected, the glove works with the MedCoat's databases to identify and treat the ailment.

MedGlove	***AR3***	***2,050$***

MEDKIT

This ubiquitous "black bag" is a virtual travelling hospital. It contains the tools of the doctor's trade: laser scalpels, injectors, an assortment of drugs (antibiotics, anti-virals, pain killers, etc.), spray-cast, and so on. While a Medglove and the MedCoat might detect and diagnose a problem, the doctor needs these supplies to do anything about it.

MedKit	***AR3***	***1,500$***

MEDSTATION

A common installation on ships, MedStations are automated "doctors" which use a sophisticated limited-scope AI to diagnose and treat any individual that is placed upon them. Typically designed as a reclining seat or narrow bed, MedStations all have one or more robotic arms for the application of bandaging, and injection of appropriate drugs or nanosurgeons. MedStations are completely self-contained, and a proprietary inventory system developed by House Hygiea allows them to re-stock themselves whenever the ship enters dock.

MedStation (Seat)	***AR1***	***9,350$***
MedStation (Bed)	***AR1***	***30,550$***

AIRHYPO

A disposable Chitosan compressed-air hypodermic, capable of 20 injections of drugs or nanites. Drugs not included.

AirHypo	***AR2***	***15$***

dive equipment

Since mankind has been forced to live in the sea, numerous evolutions and improvements have been made to all types of underwater equipment.

SCUBA

Unlike the bulky, bulbous deep-sea pressure suits of the 20th century, modern pressure suits have been miniaturized and fiber-integrated to the point where they resemble normal SCUBA wetsuits of that time. Self-regulating through a standard FabriTech™ computer, pressure suits are full-body stockings that come complete with detachable swim fins, finger webbing, and aH_2O2O™ liquid rebreather built into the chitosan mask. Divers of 293 E.V. no longer use oxygen tanks and other ancient, bulky scuba equipment; the modern diver now breathes liquid, which is actually filtered and processed seawater. Once the user has acclimated to having their lungs full of fluid, they can breathe indefinitely in the open sea. The liquid must be purged when the diver emerges from the water, of course, but this quickly becomes little more than a routine chore for frequent divers, assisted by powerful vacuum pumps built into their mask. Many masks also include exterior halogen lamps and miniature H-SAM communication links, operable to 1km.

Divesuit	***AR1***	***460$***
SCUBA Mask	***AR1***	***740$***

PERSONAL HYDROJET

Another extrapolation of hydrocraft technology, these backpack-like devices are actually miniaturized hyrdojet engines, which can propel a person through the water at speeds approaching 100 km/hch, with surprising maneuverability. Thrust is controlled by a FabriTech™-linked hand unit.

HydroJet	***AR1***	***1,220$***

EXTERNAL DATANET NODE DOCK

A critical survival tool, this miniaturized node docking apparatus allows divers to link directly to external DataNet nodes.

Node Dock	***AR2***	***1,490$***

ISI HELMETS

A variation on hyrdocraft technology, ISI Helmets are featureless, lightless, sensor-riddled headpieces which produce Instaneous Sonar Imaging inside the helmet, using binocular retinal projections. This provides the wearer with clear, fully realized underwater sight up to 250 meters, including peripheral sight and numerous display options (thermal imaging, magnification, etc.).

ISI Helmet	***AR4***	***2,800$***

PORTABLE GENERATOR

A small hydrogen fuel cell pack, capable of providing Class 1 ship-level power for 1 full kilochron. The integrated water converter can recharge the fuel cells in 1 hec (with no other power used).

Portable Generator	***AR1***	***1,230$***

EXTERIOR LIGHTS

In the depths of the ocean, extra light is always welcome. This 4-array kit has adjustable stands for setup on uneven ground, and folds away for easy storage. Runs from ship power or from a portable generator.

Exterior Lights	*AR1*	*320$*

EMERGENCY BEACON

When activated, the emergency beacon strobes and emits a preprogrammed distress call on both a locked H-SAM channel (constant), and a low-power ELF signal (once/hec).

Emergency Beakon	*AR1*	*260$*

MAGNESIUM TORCH

Used in many applications, mag torches are the standard tool for underwater cutting and/or welding .

Mag Torch	*AR1*	*130$*
Magnesium Rods (per 10)	*AR1*	*100$*

PORTABLE AIRLOCK

A crucial tool in rescue operations (and, unfortunately, piracy), the portable airlock consists of a length of soft chitosan tubing, with an airlock seal at one end, and an combination airlock seal/cutting unit at the other. The cutting end is placed on a ship's hull and magnetically locked down. Then, a powerful laser cuts a circular opening into the ship's hull and lowers the removed piece into the ship on a magnetic arm. The interior of the tubing then pressurizes, and functions as a 1-man airlock until it is removed. Upon removal, the mechanical arm raises the segment of cut hull back into place and seals it back into place with SteelFoam™ injectors.

Portable Airlock	*AR2*	*6,430$*

MISCELLANEOUS EQUIPMENT

The odds and ends you can't do without.

ROPE

1cm diameter rope made from braided artificial fibers, capable of holding 1 metric ton.

Rope (per meter)	*AR1*	*10$*

TECHTOOLS

Specialized tool kits for engineers, designed specifically to work with corresponding TechScanners. Sturdy and compact, TechTools are modular, designed to be highly efficient and multipurpose. House Hephaestus mandates that all TechTools are designed to a internoceanic standard, with cylindrical hexagonal cases, which can interlock for ease of carrying multiple sets.

TechTool Kit	*AR1-3*	*250$*
(Mechanical, Electric, Aquatic, Military, etc.)		

WET-DUCK ADHESIVE TAPE

"Patch Anything" is the Wet-Duck™ slogan, and it's a practiced and proven technique for Engineers across the world. Completely waterproof, and with a quick-setting chemical adhesive that bonds to all non-organic matter within two chrons (sorry, no taping people or fish or, unfortunately, chitosan), Wet-Duck is the ultimate quick-fix solution. The company even maintains (but does not reccomend) that Wet-Duck has been successfully used to seal hull leaks.

Wet-Duck (100ft roll)	*AR1*	*10$*

STEELFOAM INJECTOR

Nearly as ubiquitous as Wet-Duck™ in emergency ship repair, SteelFoam™ is actually HY-120 steel kept in a viscous liquid state by embedded nanites. When ejected from their canister (and their power source), these nanites have approximately a decichron to bond the steel to whatever they come in contact with, before they "die" and the steel sets back into solid form. Although never intended to be a permanent repair method, SteelFoam has proven exceptionally durable, and many old ships bear SteelFoam "scars" from the time of the product's inception.

SteelFoam Injector	*AR2*	*95$*

PACKS

There is a bewildering variety of pack styles available. They range from backpacks to shoulderpacks to beltpacks to satchels and many more. They can be found in a wide range of colors and capacities. Most are watertight and have lockable seals on the openings.

Belt	*AR1*	*15$*
Backpack/Satchel	*AR1*	*45$*
Military Duffel	*AR1*	*130$*

GRAPNEL GUN

This climbing aid, while of little use in the water, continues to be a valuable tool to the underside of society. It consists of a 50 meter reel of 5mm rope, a launching device, and a grapnel of some sort. The two most common grapnels are electromagnetic and standard grappling hooks. Grapnel launchers use compressed air, and most varieties can be programmed to control the firing distance of the grapnel.

Grapnel Gun	*AR2*	*120$*

POCKET SURVIVAL TOOL

A contemporary descendent of the legendary Swiss Army pocketknives, the PST measures just 8cm when closed, but contains fifteen fully functional, useful implements. These include: needle-nose pliers, regular pliers, wire cutters, 6cm knife blade, ruler, can/bottle opener, large, medium and small screwdrivers, Phillips screwdriver, metal file, awl/punch, scissors, tweezers and a toothpick. All parts are interconnected to prevent loss.

PST	*AR1*	*20$*

FIREARMS

Weapon	Make	Step	Type	ROF	Ammo	Ranges (C/N/L/E)	Cost
HardWater							
BathyTek 10ml Sentinel	Holdout	2	A	1	5 / *	0-1 / 2-15 / 16-25 / 26/40	150$
BathyTek 20ml Defender	Pistol	4	A	1	20 / *	0-1 / 2-20 / 21-40 / 41-65	400$
BathyTek 30ml Champion	Rifle	6	A	1	12 / *	0-2 / 3-40 / 41-80 / 81-120	700$
SeaSport 500ml Harpoon	Rifle	6	A	1	1 / *	0-2 / 3-34 / 35-70 / 71-90	940$
Brine & Brine 20ml Plash	SMG	4 / 5	A	1 / 3	30 / *	0-2 / 3-20 / 21-40 / 41-60	1,300$
Rail							
AthenaArms 10mm Moray	Holdout	3	A	1	5	0-1 / 2-15 / 16-30 / 31-40	200$
AthenaArms 12mm Barracuda	Pistol	4	A	1	20	0-1 / 2-25 / 26-60 / 61-80	550$
H&K 15mm SNM-9	Rifle	7	A	1	10	0-2 / 3-40 / 41-90 / 91-160	900$
Nemesis Inc. 25mm Fury3	Shotgun	8 / 5 / 1 / 0	A	1	8	0-1 / 2-10 / 11-20 / 41-50	1,000$
Nemesis Inc. 16mm Thanatos	SMG	4 / 7	A	1 / 3	30	0-1 / 2-25 / 26-45 / 46-75	1,650$
AthenaArms 10mm Hammerhead	Assault Rifle	6 / 7	A	1 / 5	50	0-2 / 3-45 / 46-80 / 81-130	3,100$
Plazer							
Nyx DomiNo	Holdout	5	A	1	5	0-1 / 2-20 / 21-35 / 36-45	10,000$[1]
AthenaArms BullShark	SMG	8 / 10	A	1 / 2	15	0-2 / 3-25 / 26-50 / 51-70	25,000$[1]
Taser							
PalmSmith Imp	Holdout	4	C	1	-	0-1 / 2-10 / 11-13 / 14-15	120$
Nyx NockOut	Pistol	8	C	1	-	0-1 / 2-5 / 6-16 / 17-20	260$
Laser							
AthenaArms LX3000	Rifle	16	A	1	10	0-10/11-100/101-200/201-500	5,000,000$

MELEE WEAPONS

Weapon	Step +	Type	Range	Cost
Carbon Ceramic				
Survival Knife	(STR/10)+1	A/B	.5m	50$
Longsword	(STR/10)+3	A/B	1m	250$
Katana	(STR/10)+3	A/B	1m	400$
Power				
Kana Blade	(STR/10)+2	A/B	.5m	200$
Cutlass	(STR/10)+4	A/B	1m	650$
MonoMolecular				
Stiletto	(STR/10)+3	A/B	.5m	2,000$[1]
Rapier	(STR/10)+5	A/B	1m	5,500$[1]
Blunt				
Fist	(STR/10)	B	.5m	-
Kick	(STR/10)+1	B	1m	-
Sap	(STR/10)+1	B	.5	20$
Club	(STR/10)+4	B	1m	20$
Staff	(STR/10)+6	B	2m	40$

ARMOR

Type	A	B	C	Special	Cost
Divesuit	2	2	2		120$
Light Ballistic Cloth	5	2	0		320$
Ballistic Cloth	10	5	0		500$
Heavy Ballistic Cloth	15	8	0		1,200$
I-D Underlayer	0	5	2	Cumulative[2]	250$
E-M Weave	2	0	5	Disrupts HW[3]	(2x)
E-M Shield	0	0	10	Disrupts HW	2,100$
E-M Chitosan Armor	15	10	10	Disrupts HW	4,000$
Ops Armor	20	10	5		7,500$
Shield (1)	10	10	0		25,000$
Shiled (2)	20	20	5		60,000$
Shield (3)	30	30	10		120,000$

* HardWater guns have unlimited ammunition when used in open water.

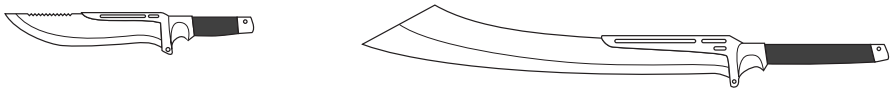
[1] Plazers/MonoMolecular blades are not commercially available - black market prices may be 2-10x higher than what is listed.

[2] I-D armor is a form-fitting body stocking, and is typically worn beneath other clothing (or armor). It's value adds to whatever other armor is worn.

[3] E-M Weave is an enhancement for Ballistic armor types. Its value is added to the base armor values, at double the cost.

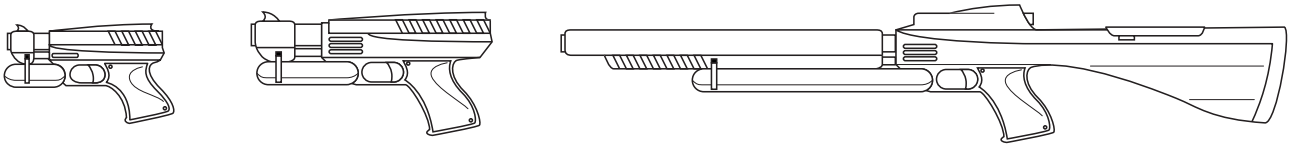
CARBON CERAMIC

POWER BLADES



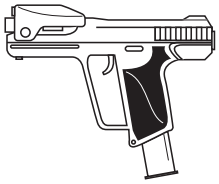
MONOMOLECULAR

HARDWATER

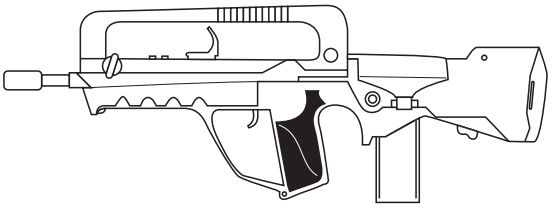


RAIL

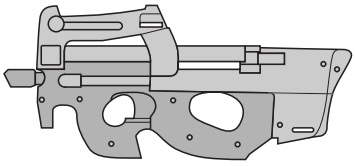
AthenaArms
10mm Moray



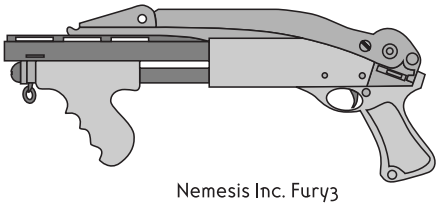
AthenaArms
12mm Barracuda



AthenaArms
16mm Hammerhead

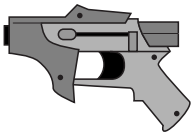


Nemesis Inc. Thanatos

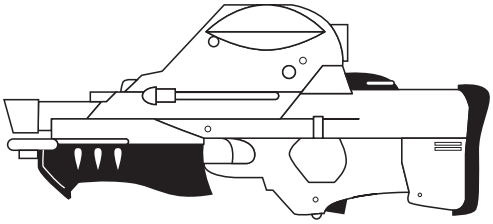


Nemesis Inc. Fury3

PLAZER



Nyx DomiNo



AthenaArms BullShark

VEHICLES

INTER-SPHERE CRAFT

Public Transportation

Because of the severe space limitations forced upon hydrosphere cities from the beginning, mass transit systems are and have always been a principal component of inter-sphere transportation. Nearly every hydrosphere incorporates some form of high-speed monorail or tracked subway system for public use.

In more recent cities, a programmable shuttlecar system has been incorporated. Shuttlecars (also called pods or cityboats) are pilotless slave vehicles which use electro-magnetic repulsors to ride along tracks built into city streets, walls and ceilings. Shuttlecars may be summoned either at dedicated shuttle kiosks, or by remotely accessing the city DataNet and calling one to a specific location. In either case, a location is selected and payment is made inside the car itself, either with cash or through an ID card, before the car will begin transport.

Lifters

The propulsive force behind Lifters is another byproduct of the incredible advances in superconductivity and contained power generation. Essentially a giant supercapacitor, the engine of a Lifter is an array of superconductive wires surrounded by a ring of micro-thin aluminium sheeting (up to 2,000 layers on larger craft). As the on-board fusion engine charges the wire array, the surrounding air becomes violently ionized. The ions, attracted to the aluminum sheeting, race down them and impact with neutral molecules, generating a powerful downward-moving wind. This "ion wind" is easily enough to lift the vehicle some 100 meters off of the ground. Steering is controlled by perpendicular vent aperatures on the belly and sides of the Lifter.

Lifter use is extremely limited inside even the most liberal and affluent of cities. Primarily a tool of emergency services (police forces, medical response, etc.), Lifters are rarely available to the public, and the only privately-owned Lifters in most hydrospheres are those of high-ranking House or governmental officers. Corporate use also incorporates intra-sphere courier and touring services.

SUBMARINE VESSELS

While 293 years have brought substantial changes to the technology of submarine vehicles, the fundamental logistics (not to mention physics) of transportation through deep sea waters is unchanged. In many ways, modern ships are virtually unchanged from their 21st century ancestors. In many ways, however, they are dramatically different.

Sensors & Imaging

Like their ancestors of the 21st century, submarine vehicles of 293 are windowless, operating and navigating using only sonar. However, thanks to the development of Instantanous Sonar Imaging (ISI) in 137 E.V., the interior "view" of modern submersibles is significantly changed. The sonar information bounced back to a ship is processed through an extensive information database, cross referencing thousands of components of sonar detail, which are then used to build a real-time visual representation of the surroundings. The imaging database also contains data on over 800,000 types of sea life, rendering every fin, scale, and tentacle of the undersea fauna in breathtaking detail.

The end result is that passengers inside a ship can see what is happening around the ship in photorealistic detail, as if they were looking through a window. Geographical structures, plant and sea life, and even other vessels are colored and texture-mapped appropriately, with a constantly refteshing rate of 100 frames per centichron. The ocean is visually transformed into a well-lit, full-color, hyper-real aquarium, with a "draw distance" of approximately 2km in uncharted seas, and approaching 100km in well-charted and surveyed areas.

However, the view through the ISI generators is dramatically

different than the reality a diver outside the ship would experience, and many first-time divers have been shocked and a little intimidated by the change from the idealized view of the ISI to the inky, suffocating blackness outside.

Engines & Propulsion

With the advancement of low-temperature fusion generators and dynamic hydrogen fuel converters, the provision of ship power is clean, highly efficient, and long-lasting. Apart from the occasional need to replace engine components, and dispose of waste elements, conventional ships do not consume fuel, and can function for months without even precautionary maintenance. These high-powered engines in turn power magnetohydrodynamic drives, colloquially known as propulsors. Water is drawn into the front of the vessel through inlet screens and into long chambers which typically run the length of the ship (or engine structure). The water is then charged with electricity, while superconductive and supercooled electromagnetic rails, runing at a 90-degree angle to the current-carrying seawater, also power up.

These two fields - working upon each other on a plane perpendicularly - acellerate the water through the chamber (as per Lorentz's Law) and out the back of the ship, propelling the craft forward. Steering is then accomplished in a variety of ways, including thrust-vectoring of the main propulsor, miniature maneuvering propellers, and traditional external rudders.

Propulsor-driven craft, however, still suffer most of the effects of water friction and drag (though hardwater fields generated upon the ships surface significantly improve performance), and even the most advanced craft reach a "speed ceiling" at 100 knots (127mph/208km/h). If that barrier is broken, ships begin to cavitate (the vaporization and re-implosion of water as pressure drops, typically behind the ship) and sacrifice any semblance of running quietly. Unintentional cavitation can be a dangerous and potentially ship-damaging risk. But intentional cavitation is the key to unlocking even greater underwater speed.

Supercavitation

By forcing cavitation at the prow of a ship, a ship can create a bubble of air that will extend to envelop the entire vessel. Inside this "supercavitational bubble", the ship is in effect no longer moving through water, but through air, and is capable of achieving much higher speeds.

Since cavitation can only begin to occur at 100 knots, conventional propulsor engines must first bring the ship up to speed. Once the nose-mounted Cavitator has formed the bubble, the propulsors give way to a powerful aluminum-burning water ramjet system. In this device, powdered aluminum feeds into a whirlpool of seawater inside of a vortex combustor. The rapid rotation scrapes the particles together, grinding off the inert aluminum oxide film that covers them, which initiates an intense exothermic reaction as the aluminum oxidizes. High-pressure steam from this combustion process is then used both to augment the shape of the bubble itself, and power a ramjet turbine, capable of speeds exceeding 470 knots (625 mph/1,150 km/h).

Steering a supercavitational craft requires controlling the craft itself, as well as manipulating the bubble when turning to keep the craft inside. The latter is essential, as should the fuselage suddenly breach the bubble, the impact at such speeds would be catastrophic. Most craft utilize extendible "wings" which penetrate the bubble with simple control surfaces (rudders). While this causes some increase in friction, they have the far greater benefits of not only stabilizing the ship inside the inherently unstable supercavity, but also reporting data directly to the Cavitator, allowing for constant real-time repositioning and correction of the bubble. Cutting-edge vessels generate these wings with projected hardwater fields, reducing both ship mass and friction with the water outside the supercavity.

The downside to supercavitational vessels is that the bubble generates so much noise. ISI visualization range is cut to 500 meters in front of the ship (even in well-charted waters), and the ships' passage will easily be detected as it roars through the sea. Additionally, supercavitational ships' must carry expendable – though inert - fuel, in the form of powdered aluminium. But these are small prices to pay when the exchange can increase speeds (and reduce travel times) by more than a factor of five.

communication

As a result of the high electrical conductivity of sea water, signals decrease rapidly as they propagate through it. In effect, sea water "hides" submarine vessels from detection while simultaneously preventing them from communicating with the rest of the world through normal radio transmissions.

In 293, submarine vehicles have three basic ways to communicate while at sea.

The first, which has already been mentioned, is to link up with an open cable node, for full access to the DataNet and all of its standard resources. The next is accomplished with High-Speed Acoustic Modems, which are standardized equipment within all vessel, ports, and most diving equipment. H-SAM broadcasts allow communication in open water between ships, divers, and hydrospheres, with a maximum nominal range of 2km.

The third option, Extreme Low Frequency (ELF) radio transmissions, are ponderously slow in their actual transmission of bandwidth, compared to the others, but have the advantage of being both extremely secure and reliable to a fault. However, one of the great difficulties associated with ELF communication is the problem of generating a useful signal. The physical size of an antenna that can produce a useable signal with reasonable efficiency is inversely proportional to the frequency - in other words, extremely low frequency signals requite extremely large antennas to be broadcast. With an operating frequency of 76 Hz, ELF broadcast antennas are, at a minimum, 5km in length, and cannot be ship-based. High energy ELF pulses can be generated with smaller, spiralled antenna arrays, however, and are commonly used as emergency beacons.

Seaspeak

The actual method and vocabulary of ship-ship communication has changed very little over the course of 293 years. Call signs and individual letters are spelled out using a phonetic alphabet system from pre-Exile days, and special markers are used to indicate the type of message being sent (Question, Advice, Warning, Intention). Each in turn has specific reply markers, and a turn-taking markers are also used to check or confirm messages, mark speaker changes or corrections, and so on (Understood, Mistake, Repeat, Over, Out).

A	Alpha
B	Bravo
C	Charlie
D	Delta
E	Echo
F	Foxtrot
G	Golf
H	Hotel
I	India
J	Juliet
K	Kilo
L	Lima
M	Mike
N	November
O	Oscar
P	Papa
Q	Quebec
R	Romeo
S	Sierra
T	Tango
U	Uniform
V	Victor
W	Whiskey
X	X-Ray
Y	Yankee
Z	Zulu

In the following example, the ship Coral Bishop (CB) is approaching the Atlantis hydrosphere (APO).

CB: *Atlantis Port Operations. This is Coral Bishop. Information: ETA position Eastern Reef pilot station is four-three-four CMT. Over.*

APO: *Coral Bishop. This is Atlantis Port Operations. Mistake. Time is four-three-nine CMT now. Stay on. Over.*

CB: *Atlantis Port Operations. This is Coral Bishop. Correction. My ETA is four-four-three CMT. Over.*

APO: *Coral Bishop. This is Atlantis Port Operations. Information-received. Docking bay three-eight-two Bravo. Over.*

CB: *Atlantis Port Operations. This is Coral Bishop. Instruction-received. Bay three-eight-two Bravo. Nothing more. Over.*

APO: *Coral Bishop. This is Atlantis Port Operations. Out.*

THE WORLD OF 293

No longer separated into continents and nations, the planed Earth in the year 293 E.V. has undergone numerous changes, some more drastic than others. Entire societies and cultures have formed and been abandoned, still others have endured the long test of time and remained virtually unchanged. The human race has experienced cataclysmic and unimaginable transformation of their environment, adapted, and survived.

What follows is a detailed primer of the people, technologies, cultures, and lands of the undersea world of EXILES.

WORLD GOVERNMENT

CORPORATE FEUDALISM

Long past the early, catastrophic attempts at corporate rule, democratic polycracies, and absolute government integration, the political world of 293 has evolved into a unique system of government, combining modern corporate structure with tried and true historic feudalism.

Under this system, known as Corporate Feudalism, monarchic 'kingdoms' have been established, each on controlled by the varying influences of three entities: The Lords, the Governors, and the Corporate Houses of the Pantheon.

The Lords – While Lords can be known by many titles, they have effectively the same degree of power in all areas of the world. Lords rule over established realms, defined as large areas of undersea land and the hydrospheres built there. Lords act in much the same way as a king, emperor, or president of a country does; becoming a figurehead (and scapegoat) for the political and economic functioning of that realm. Many Lords have reinstated a monarchic hierarchy, meaning that only their heirs can replace them as the next Lord, while other realms elect Lords through democratic processes.

Lords in different regions go by different titles. In the Arctic Ocean, most are called 'Jarls,' and 'Dukes' in the Atlantic, while in the Pacific they are known as 'Khans,' and 'Rajas' in the Indian Ocean. These titles are fundamentally interchangeable, as they simply reflect the most common historic titles of nobility in their respective areas. However, Lords rarely wield ultimate power or control over their realms. Lords additionally have subordinate advisers and secretaries to assist with many of their duties; the title of Nestor is given to the senior advisor; all others are titled Councilor or Vice-Councilor.

The Governors – Much like a senator or prime minister, every Governor is a duly appointed representative of their Lord. In general, every major hydrosphere city has its own Governor, although very large cities may have two or three. Also, scattered, small hydrospheres within a Lord's realm may be grouped together under one Governor. Like Lords, their titles vary (Baron, Noyan, Rajan), but again, they all perform basically the same functions. For the most part, Governeors are subordinate to their Lords, but it is not unknown for a powerful Governor to have a great deal of influence upon his or her Lord.

The Pantheon – Due to the presence of powerful corporate interests and their influences worldwide, each Lord, like a CEO consulting his stockholders, frequently consults with the various Corporate Houses, known collectively as The Pantheon.

Depending on the relative power of each House within the Lord's realm, The Pantheon may have little to near-absolute power over the Lord. In all, there are eight Houses, each catering to and controlling a distinct corporate market.

House Aeolos
Shipping, transportation and trade.

House Athena
Military and security.

House Demeter
Foodstuffs and consumable goods.

House Dionysus
Media and entertainment.

House Hephaistos
Engineering, technology and construction.

House Hermes
Information, education and courier services.

House Hygia
Medicine and genetics.

House Tyche
Finance and banking.

Note that each House is comprised of any and all corporations whose products or services match the function of the House, and as a result no corporation can belong to more than one House. Because of this, in each House there will be found similar corporations with varying specialties. For example, every House has corporations which do nothing but design and create computer systems, but the function of those systems is specifically related to the market(s) of the House. So a company which designs tactical weapons systems would be under House Athena, while another company which produced bio-diagnostic and genetic sampling systems would be of House Hygia. Likewise, every House maintains a core of engineers and industrial workers, but none of them are more skilled or better equipped than those of House Hephaestus.

Each corporate house has a set structure, with the top officer of each house being known as the Executive Corporate Officer (ECO). Additionally, within each realm, the top officer of a house is called a Deacon, with various Margraves and function-titled Officers attending him.

Within each realm, a hierarchy of power within the Pantheon is established, according to the prominence of certain corporations in the area. In realms with little competition, a single corporation can have a great deal of influence as the representative of its House. However, if a number of corporations of any one House operate equally within the same realm, they are considered to have equal voices as representatives of their House, and are forced to cooperate if they want to get anything done.

Likewise, the hierarchy of power among Houses is dependent upon their presence within any given realm. For instance, an area with numerous merchant corporations and few information and education corporations would grant House Aeolus much more influence than House Hermes. However, all Houses are represented, in some form or another, in all realms. The main political body of the government in any given realm is known as the Decemvirate – a 10-seat council comprised of the Lord of the Realm, the Governor of the capital city-sphere, and the Deacon of each House.

Also, each House is responsible for establishing standards and laws relating to their corporate interest. For example, House Demeter sets all food-producing standards for corporations within a realm, and House Tyche oversees all banking and economic operations within that same realm. For the most part, standards and laws set forth by the houses are universal worldwide. Each House bears its own crest, philosophy, and corporate objectives actoss all of the oceans.

HOUSE AEOLOS

The House of merchants, transportation, and trade-based businesses, Aeolos boasts a wide economic spectrum of members and affiliates across the world. The current ECO is Sho Shinzo.

Branding
The symbol of Aeolos is a stylized ship's wheel, and the official corporate colors of the house are a rich sea green and black. Beyond House officials, who wear typical corporate attire, few Aeolos members represent their House affiliation with anything apart from official licenses and transportation certificates.

Corporate Policy
Aeolos' pervasive policy is to be fair and even-handed in all business dealings. The "you scratch my back, I'll scratch yours" philosophy is also widespread throughout the culture, and many favors and debts are often owed in even the highest reaches of the House.

Major Companies
TechTonics, Meinhoff-Werner, Okeanus Lines, Mako Shipping, Chariot Cruise Lines.

HOUSE ATHENA

All corporations involved with military and security production and training fall under the control of House Athena. Because of Athena's percieved position of power, it is often viewed with some mixed degree of suspicion and caution. Neither allies nor enemies within Athena are to be taken lightly. The current ECO is Admiral Minor Charls Willis.

Branding
Athena's primary symbol is a stylized "A," and the House colors are a rich slate blue and bronze. Most Athena officials wear a distinctive military uniform, with various subtle pins and badges to represent rank and station. The military appearance is maintained throughout even the lowerst levels of the House, making Athena one of the most regimented-appearing Houses in the Pantheon.

Corporate Policy
Because of the services Athena provides, to both governments and other houses, the primary aspect of their corporate function is secrecy. Indeed, the House prides itself on its internal security and committment to customer confidentiality.

Major Companies
AthenaArms, Nemesis Inc., Hekler & Koch, Nyx.

HOUSE DEMETER

The House of the consumer. No House is more often and more conspicuously in the eye of the public as Demeter. Apart from the government-subsidied hydroponic farms and vast fish hatcheries (which produce more than 80% of the world's food), Demeter has a hand in almost all products and items processed for commercial sale. In general, the House keeps a low profile – and more often than not, is spread too thin to really do much more than supervise and regulate in most regions. But where and when it is necessary, the influence of House Demeter can be powerful and widespread. The current ECO is Nirara Magett.

Branding
While the corporate presence in terms of personnel might sometimes be lacking, the crescent-moon and stars logo of Demeter is possibly the most widespread of any of the houses - appearing at least in some capacity on every manufactured good or packaging. Likewise, their green and gold colors are used almost exclusively in shopping signage and advertising.

Corporate Policy
Demeter has a vested interest in producing safe food products to high standard across the globe, and to a surprising extent, they do just that. Beyond food, however, products are subject to the ebb and flow of supply and demand, and as always in the end it comes down to profit, and which businesses are willing to make sacrifices in quality or production when it comes to the bottom line.

Major Companies
West Harvest, Pahk Industries, Red-E-Eat, Elysian Fields, NutriSyn Inc., Goteki.

HOUSE DIONYSUS

Constantly walking (or as some would say, treading on) the fine line separating fact from fiction, House Dionysus is a seeming contradicton to itself. Encompassing both news media and entertainment, opportunities abound for style to interfere with substance, for flash to obscure fact. But, while there are always exceptions, House Dionysys does a remarkable job of keeping the fields separate. The current ECO is Ridley Binfini.

Branding
While only the House officials and the employees of the primary broadcast news corporation (AlphaNet News) adhere to the actual House colors of maroon and silver, they stylized "D" logo of the House can be seen as a co-brand on nearly every media broadcast and recording.

Corporate Policy
As might be expected, Dionysus maintains two separate positions for their two separate functions. For media, their committment is to "Get the truth," at any cost. For entertainment, it is to "Amaze and astound." Beause of their position, so blatantly in the public's eye, there is little room for deception or overt propaganda, and in fact many times it is Dionysus (or more specifically, NewsOne) that is a more

feared presence than Athena.

Major Companies
AlphaNet News, NewsChron, Atlantic Broadcasting, Studio Ganesh.

HOUSE HEPHAISTOS

The blue-collar house of the Pantheon, Hephaistos is the quiet engine that keeps the world of 293 spinning. The current ECO is Temura "Chief Eng" Sudarksa.

Branding
The symbol of interlocking "H"s is used more of a seal of approval than an arbitrary brand stamp. Outside of House officials, most engineers and workers of Hephaistos wear jumpsuits and work gear, with little adornment apart from their tools and work equipment. Their colors of grey and orange are only sporadically used outside of official functions.

Corporate Policy
Skilled, proud and capable are the traits most associated with this house, and "Progress ever forward" is their credo. In a society so dependant on technology for survival, the members of Hephaistos recognize their importance, but keep their outlook very humble – after all, their work improves their own lives, as well as everyone elses. Working constantly in the background as they do, however, lends the House a certain suspicion if and when things go wrong.

Major Companies
Owata-Tsumi Corp., Anvil Construction, Golden Sun Technology, BathyTek Inc., Polyarny Dynamics

HOUSE HERMES

In all aspects, House Hermes is about information: collecting it; providing it; transferring it; and most importantly, controlling it. An estimated 70% of the world's youth recieves primary education through the House's ubiquitous Learning Centers, and every adult relies upon the World DataNet in some form or another. The current ECO is Lin Hai Chang, PhD.

Branding
Apart from House officials and Learning Center instructors, the official colors of royal blue and gold are rarely seen. Likewise, while the lighting-bolt motif is interpreted and alluded to in many applications, the actual House logo is not widespread.

Corporate Policy
From the slow ressurection of the 20th century AD's "Internet" as the World DataNet in 43 EV, the founding force behind House Hermes has been to open the wealth of human knowledge to all. While there are those who suspect Hermes' near omniscience could be warped into information censorship or a platform for disinformation, time and again the House has proven itself to be first and foremost an tool of reference, and nothing more.

Major Companies
Learning Centers, Intl., World DataNet, Core, Samizdat.

HOUSE HYGEIA

No House has been more directly responsible for the survival of the human race than Hygeia. The medical and genetic advances and developments facilitated by the House in its early stages were the key to truly adapting to life underwater. Additionally, the perfection of cloning technology, for livestock production as well as for "spare part" medical use, made for dramatic improvements in the general quality of life. The current ECO is Dr. Charon Til.

Branding
In order to present the correct and inoffensive face of sterility, the predominant color of House Hygeia is clean, antiseptic white. Red is most common as a secondary color, although in some regions blues, and even greens are associated more strongly with health, and are used accordingly.

Corporate Policy
House standards are strongly enforced across the board with regards to patient information and record keeping. In general, the House is genuinely concerned with patient well-being, and treatment is rarely refused in emergencies, though costs may be higher. However, standard treatment and ongoing care relies heavily upon insurance contracts and prearranged treatment conditions.

Major Companies
Masai, Bio-9, ProtoKemikal, Ozu-Domi Genetics, Dulcinet

HOUSE TYCHE

Controlling the banking and investment businesses of a world government may seem like a position designed for misappropriation and underhanded dealing, but House Tyche has a strong track record of being perhaps the most upstanding and strictly-controlled of all the corporate Houses. Granted, despite their history, they are still scrutinzed and investigated like no other House by the rest of the Pantheon, but to their credit, they accept that their position merits and even benefits from increased regulation, and are machine-like in their efficiency. The current ECO is Vaska Gerot.

Branding
While not ostentatious, the Tyche branding is very strong and in some respects, unavoidable. All monetary transactions route through Tyche computer systems at some point, and every Soverign is imprinted with the House seal. Additionally, while other house offices and corporate structures are unique from realm to realm, Tyche has established and maintained a distinctive architectural style throughout the entire House, and their distinctive color scheme of violet and platinum is always utilized in some way.

Corporate Policy
Thanks to the very nature of world government, and a global economy, the House's goals are easy to define and enforce. While some branches and corporations may maintain a very conservative, bottom-line based business approach, there is a perservering initiative to continually improve and help grow all aspects of society.

Major Companies
MegaVault, World Ocean Exchange (WOX), Metis Intl., Arathnapur Securities.

WORLD RELIGIONS

Since perhaps no aspect of culture defines it more than the precepts and tenets of its religion, what follows are brief descriptions of the major religions of the world in 293. While all religious beliefs are of great importance to those who hold them, many religions are very informal, and prove very difficult to categorize. Therefore, this section deals only with religious systems which have easily identifiable beliefs and doctrines. This is in no way a complete list of all the religions in the world, hundreds more exist, including many obscure sects and cults.

Aqua'i - A relatively new religion, Aqua'i can be traced to the writings of Samuel Henry Judge, a survivor of the Exile and prominent spokesperson for worldwide unity and cooperation. Aqua'I first developed as a true religion around 130 E.V., more than one hundred years after Judge's death, and tody its followers exceed 20 million. The Aqua'i faith promotes the union of all religious teachings which promote universal education, equality between races and sexes, world peace, and world government.

Ashovadeen - Followers of Ashovadeen believe in the purity and harmony of the sea. To them, the world above the water is the primary source of evil and it corrupts the soul of mankind. They believe all attempts to return to the world man once inhabited are morally reprehensible. One of their sects, the Brahki, is a militant faction who espouses terrorism to make sure man never returns to the surface world. It is estimated that Ashovadeen has close the 3 million followers.

Bedlam - An extremely misunderstood religion, the prevailing belief and attitude of Bedlam is that nothing has a purpose or root cause, but everything that happens can affect everything else. Therefore, the actions of an individual are considered to be very important and action should rarely be taken without considering every probably consequence. Bedlamites often act unpredictably, sometimes even bizarrely, and frequently study and contemplate the actions and consequences of others around them. Bedlam has an estimated 3 million followers.

Bromnihar - Bromnihar is, hands down, the most peaceful religion under the sea. Their belief that all organic matter has an energy that may one day ascend to Veinhara (heaven)

leads them to believe that violence of any kind is a sin. Because of these beiefs, the followers of Bromnihar will only eat synthetic food. Bromnihar is the sole religious belief of the residents of Tamilahn, a hydrosphere of nearly two million in the Indian Ocean.

Buddhism - Founded in southern Nepal in the 6th century B.C. by Siddhartha Gautama (Buddha), Buddhism has close to 20 million followers worldwide. Buddhists believe in the "four noble truths": existence is a realm of suffering; desire and self-importance cause suffering; to cease suffering, one must cease desire; the way to cease desire is by meditation and following the "middle way," a philosophical path of righteousness in thought and action.

Christianity - A major religion founded on the life, death, and resurrection of Jesus Christ, Christianity has an estimated following of 45 million people. The central Christian proclamation is that by the grace of God men are saved, through faith in Christ their sins are forgiven, and they receive new and eternal life in the fellowship of the Church.

Almost all divisions of Christianity can be found in 293, from Orthodox Eastern to Roman Catholic to the many denominations of Protestantism, although many denominations did not survive the Exile (such as Amish Mennonites), and others that preach of Armageddon and cataclysmic events have fallen out of favor.

Church of Delphinidae - Another recent relition, the Church of Delphinidae, was founded by ocean settlers and explorers who, in the years following the Exile, found the incredible intelligence and charisma of certain marine mammals (dolphins, killer whales) to be powerfully inspiring. Followers of the Church do not engage in worship of these animals, but they revere their existence and good-natured spirit as an attitude to emulate. They do not believe dolphins are better than humans, but neither do they believe humans to be far above dolphins. The only true 'sin' of the Delphinidae is to take such creatures for granted, and treat them without respect or dignity. The Church offers no real system of ethics of its own, but stresses the importance of ethics and morality in human interaction. Members of Delphinidae number more than 5 million.

Hinduism - This religion, with nearly 28 million members, is best described by its belief in the "four end of man." These are: dharma, duty and religious conduct, artha, material gain and rightfulness of Kings; Kama, the pursuit of sensual pleasure; and moksha, the attaining of spiritual emancipation. Within this framework, beliefs in a caste system, reincarnation, and more find their foundation. This is the primary religion of the Indian Ocean.

Living Islam - An ancient religion whose followers once numbered in the hundreds of millions, Islam came close to extinction following the Exile, but was rapidly revived and is reestablishing itself as a prominent world faith once again. Living Islam is a monotheistic faith, incorporating elements of Judaic and Christian beliefs, fundamentally identical to Ancient Islam. Liming Muslims still follow the Koran, the holy book of Islam, which sets forth their religious tenets as revealed by God to Mohammed. Muslim faith prohibits the consumption of pork, alcohol, and narcotics. The two main divisions of Ancient Islam, the Sunni and the Shiite, were integrated into one for the purpose of Living Islam, although many various sects and divisions, such as the Wahabis, Assassins, and Fatimids, still exist. Living Islam's followers now number more than 19 million, and that number is rapidly increasing.

Judaism - Judaism was founded circa 2000 B.C. by Abraham, Issac and Jacob, and has approximately 15 million followers today. Judaism's beliefs include a monotheistic God, who created the universe and leads the Jews by speaking through prophets. The Hebrew Bible (or Old Testament) is their holy scripture, especially the part known as the Torah. Only by following the Torah can the human condition be improved, and eventually a Messiah will turn the world into paradise. Judaism is divided into three main groups (Orthodox, Reformed, and Conservative), the largest of which is the Conservative church, who follow the Torah as best the can, allowing for changes in the face of modern life.

Taoism - A religion that is primarily a life philosophy, Taoism comes from ancient China, derived primarily from the Tao-te-Ching. Its number of supporters is undetermined, but believed to approach 20 million. The principle of Taoism is that an ever-changing universe follows a path, called the Tao. Only by emulating the Tao's calm nature and effortless simplicity can one contact it. Taoists live simply, spontaneously, and in close touch with nature.

LANGUAGE

As early as the mid 1950s, English was established as the official language of the sea. As a result, since many of the hydrosphere building efforts of the 21st century were international collaborations, English was the predominant language used underwater, and has remained the primary language worldwide. Other languages are still used by native speakers, but all ship-to-ship communications are in English, as are all public broadcasts. In the event there is no common language between two individuals, automatic translators can be used.

Translators
Birthed from primitive dictation machines, translator technology has evolved into a near-perfect form. Using aural memory banks and miniature super-processors, modern translators are tiny devices which are fitted snugly into their user's ear. When operative, they intercept spoken words before they are actually 'heard,' translate them and re-emit them in the new language. When the device picks up a foreign language and identifies it, it instantly translates words into its preset 'mother tongue' and, using the speaker's own ambient tonal sound, rebroadcasts the translated material into the wearer's ear. Translators operate with incredible speed and accuracy, and even compensate for differing sentence structure and minute inflections which identify similar-sounding words. The delay for identifying a language is rarely more than a few seconds, and most translators are programmed with hundreds, if not thousands of languages and dialects.

Mammal Tongues
In addition to conventional spoken languages, humans have learned to understand (to some degree) both the chattering of Dolphins and the mysterious songs of Whales. While understanding is, at present, limited to simple emotions and concepts ("Danger," "Happy," "Food," etc.), advanced students of these so called 'mammal tongues' can glean quite a bit of information from listening to a Dolphin or Whale 'speak.'

TECHNOLOGY

Information Processing
By the year 293, the advancement of quantum computing and simulated artificial intelligence programming has produced very sophisticated methods of processing information from around the world. Computers are accessible by voice, and understand such a wide variety of commands that anyone can operate them with minimal training. By using complex sub-routines (and numerous safe-redundant systems), these simulated artificial intelligences can act on a general command to enable a number of systems and operations. While true AIs are not widespread, a few do exist, and their potential is intimidating.

Additionally, with the development of quantum encryption, computer systems have become nearly impenetrable. The very nature of personal security, world finance, and the everyday reliance upon automated hydrosphere systems for basic survival has made computer security of paramount importance. While an expert user, armed with actual passcodes and authorizations can still wreak havoc on any given system or database, the days of hacking into a system by outsmarting or crashing its security are long gone.

Likewise, while the World DataNet is for the most part an unregulated world-community resource, very little truly sensitve information survives for long in the public eye. But as in any supply-and-demand society, for those who dig deep enough, or need badly enough, that which they desire shall eventually become available.

The World DataNet
Like it's predecessor, the GlobalNet of the 2020's (and it's ancestor, the "Internet" of the latter 20th Century), the World DataNet (commonly known as DataNet, or "the grid") is a worldwide collection of computer networks connecting academic, governmental, commercial, and organizational sites. It provides access to communication services and information resources to millions of users around the globe, accessed through public (and private) wireless fidelity networks within each hydrosphere city.

DataNet services include direct communication (voice, video, holo-form, messaging), distributed information resources (InfoSites, libraries), direct data transfer (DTP,

VSN, system coupling), and many other valuable tools and resources.

Additionally, between hydrospheres, the DataNet exists as an enormous physical network of reinforced sea-floor conduits and tunnels, which contain the actual cabling that connects cities to each other and allows the flow of data around the world. Nodes along the cabling routes permit ships (or divers with specialized linking equipment) to link into the DataNet from the otherwise isolated deep sea.

Software and Hardware

In the late 20th century, computer 'hardware' was defined as the console, peripheral and memory systems, and 'software' the programs and applications used on the computer. However, as a result of the extreme demand for space within hydrospheres, the meanings of those two words have been directly reversed. The programs of modern day are found on small, rigid chips and crystals, and inherently defy the term 'software.'

Likewise, through the development of fiber-integrated circuitry and increasingly miniaturized memory and processor chips, computer consoles have become integrated into single keyboard/monitor units that are thin, fabric-like and utterly flexible. This design was implemented so that the computer could be rolled up and stored when not in used, thereby conserving space. While 'hard' computer terminals still exist, the most common and popular forms are as described above, and are referred to as 'software.'

Soft technology also has other applications. Since many pieces of diagnostic equipment are capable of performing much more efficiently if they are lightweight and flexible, items such as medical scanners have been integrated into gloves, with sensors and analytic computers built into the fingers, palm, and wristcuffs.

Robotics

While popular science fiction of the 20th century predicted a future filled with near-perfect humanoid robots and androids, the reality of 293 is quite different. While certain mobile robotic units do exist, they are used primarily only in situations where human beings would be placing their lives in jeopardy. The much more common example of robotics is the integration of slave systems into homes, vehicles, and factories. Activated by simple voice commands, robot servants, tucked away behind the walls, can perform a great number of mundane chores, including cleaning, food preparation, and environment control. While they must be supplied and require routine maintenance, a recent poll showed that more than 60% of the world's population finds automated systems beneficial and helpful.

Nanotechnology

The use of nanobots (microscopic robots) has been a integral technology for over two centuries in almost every aspect of society. Commonly referred to by their specific function (nanosurgeons, nanoengineers, etc.), these tiny machines are the primary method of constructing manufactured goods, as they are tireless and flawless workers. Possessed of only specific programming and basic problem-solving skills, nanobots are easily controlled and quite diverse in their applications. One interesting thing to notice about nanobots is that they seem to automatically develop a 'hive' mentality, and behave a great deal like insects when not being directly controlled.

Cybernetics

Although many expected the advancements in artificial organ and limb replacements to pave the way for even more complex artificial body parts, following the Exile, there was an almost unspoken rejection of cybernetics. In clinging to their humanity, many felt that the adoption of artificial anatomy was inappropriate, and flew in the face of the inherent capability and determination of the human species. And on a more practical level, with a society living entirely under water, it seemed a fundamentally bad idea for people to embed electronic devices inside themselves.

Certainly, cybernetics have not been abandoned entirely, but their application is mostly limited to emergency medical use. Additionally, there are indications of "cultish" organizations and cybernetic enthusiasts, and there is no preventative regulation prohibiting cybernetic research and development. But those with such interests and involvements are very much the exception, and are in a very small minority.

MEDICINE

Cloning

After the meteorite 961 Antaeus struck, scientists were forced to perfect the techniques of genetic manipulation and cloning in order to save or re-create many of the endangered or extinct animal species caused by Antaeus' impact. Cloning became easier then expected, and the oceans of the world were being repopulated with marine life as early as 67 E.V. Human cloning has since become such a perfected science that sever injuries can be easily treated by making cloned replacement parts (limbs, internal organs, etc.), which can be artificially aged quite rapidly. This process has led to several experiments to clone fully grown humans, but apart from a few unsubstantiated rumors, no one has been able to transfer knowledge or memory, so all such experiments have resulted in adult bodies with infant minds.

Genetic Manipulation

In addition, pre-natal genetic manipulation is used in a variety of ways to ensure a child's health. Birth defects can be eliminated, including such minor problems as far-sightedness and pattern baldness. If desired, genetic manipulation can even be used to determine a child's appearance (hair, eyes, musculature, etc.). It should be noted that while many societies frown upon this practice, others revel in it and utilize pre-natal manipulation almost automatically.

Of course, the use of nanotechnology in the field of medicine has been invaluable. By inserting nanosurgeons into the human body, doctors have unraveled many long-standing medical mysteries, and have been able to offer true cures to previously untreatable medical problems. Blocked arteries can be easily cleaned out, malignant cancers can be cleanly and completely removed, even severed and damaged nerves can be quickly and easily repaired by a tiny crew of nanobot workers, under the control of a competent physician.

SPORTS AND RECREATION

As man has evolved, so have his games. With few exceptions, the most popular sports of 293 are considerably different than those which existed before the Exile. Also, sports in 293 are somewhat more classified, appealing (and available to) only certain peoples.

The "upper class," rather elitist sports include Greco-Roman wrestling, Golf, and high-stakes, competitive Chess, and it should be understood that since these games have become the pastimes of the super rich, they are sometimes looked on with disdain or jealousy by those who are not so well off. These events are wagered upon quite heavily, and the skill levels of the competitors are often without equal.

On the opposite end of the spectrum, the games favored by the lower classes are much more brutal and violent. They are Blood Sports, gladiatorial contests, often between only two competitors, in which each man (or woman) tries to cripple or kill the other. Except in the most degenerate of hydrospheres, these sports are quite illegal and are not conducted according to any published schedule or season.

The more common games, the most viewed and best loved sports of the time, appeal to a wide variety of society, and in most cases their appeal is worldwide.

Many other sports and games exist outside those mentioned here, but these are the most popular and well-known amongst the general public.

DISKRUNNER

DiskRunner, or 'Clanker' as it is known in the Arctic ocean, is a high-speed game of endurance and skill. The game is played with two teams of six members each; one goal keeper and five 'runners.' Equipment includes padding and helmets for players, and the Disk, a 30cm diameter metal Frisbee. The object of the game is to strike the opposing team's goal with the metal disk, thus scoring points. The disk can be moved two ways: it can be thrown through the air from player to player, or it can be kicked across the ground like a soccer ball.

The enclosed court is 100 meters long and 50 meters wide, with a domed ceiling. Goals lie on either side of the court, 8 meter high poles equipped with sensors and lights to indicate when they are struck with the disk. The bottom three meters of the pole are 1 meter across, and striking this portion scores

three points. The upper five meters are 20cm in diameter, and striking it scores only one point (the idea being that the lower portion of the pole is easier for the goalie to protect so striking it is more difficult). The goalie is also equipped with jump boots, which enables him stop throws aimed at the higher part of the goal.

Play begins when the disk is ejected from a spinning cylinder at the center of the ceiling. This allows for random placement of the disk in the court. The player who retrieves the dist must now pass it to a teammate, either throwing it or kicking it away. If the disk is kicked, it can be chased and advanced up the court by the same player. This is called dribbling. If it is thrown, the receiver must stop moving and either pass again or begin dribbling the disk themselves. Players who are kicking the disk can be tackled or ridden off the disk, but a player how holds the disk in their hands cannot be contacted until they either throw or begin kicking the disk. It is important to remember that anytime the disk is in the air, players from either team may attempt to catch it.

At any time a player may attempt to hit the opposing team's goal post. This can be done by throwing the disk at the goal ('clanking') or catching a pass near the post and touching the post with the disk. After any kind of score has been made, the team who has just been scored upon takes control. The game is played for four dekachrons, with a five chron break between each quarter.

VORTIX

Possibly the most popular spectator sport of 293, Vortix is a rather complex game that defies the regular concept of a team sport.

Played in a 100 meter diameter, water filled sphere, Vortix games are unpredictable, exciting, and almost always spectacular to watch. The competing teams (Red, Blue, and Gold) are randomly chosen from a pool of players, and at certain points of the game (after each goal, between periods, etc.) the players are randomly reassigned ('shuffled'), changing teams many times within each game. Uniforms display colors according to signals from the game computer and can change instantly. Therefore, game statistics are based on individual performance (goals, passes, catches, blocks, etc.).

Each Vortix player wears a tough exoskeleton, an H2Oxygen rebreather helmet, a personal hydrojet (for propulsion around the sphere), and a hardwater 'scoop.' While scoops allow for a player to catch and launch the small hardwater ball the game is played with, the time in which the ball may remain in the scoop is limited. After ten seconds the ball will disintegrate, so it must be relaunched (and re-charged) before that time expires. If a player allows the ball to disintegrate in their scoop, whatever team they are currently on will lose a point. The goals are ring-shaped floats which propel themselves in random directions around the water-filled sphere. There is one goal for each team, and in order to score, a player must use their scoop to shoot the ball through the goal, although since the goal is constantly spinning and rotating, they are difficult targets at best. This may all seem like a jumble of random activity, but in play it makes for a highly competitive, non-stop sport. Vortix games are played in two periods of twenty chrons each, with a ten chron break between each period.

Lanner, a Vortix player, is currently on the Red team. Red leads with a score of 3, while Gold as 1 and Blue is scoreless. After a few moments, Red scores again. The players are shuffled. Lanner is now on the Blue team. He catches a pas and drives for the Gold goal. Undefended, Lanner scores easily. There is another Shuffle and lanner is now on the Gold team. Since he is near that goal, he takes up a position to defend it as a new hardwater ball enters play.

TIME

It was quickly discovered, once underwater, that the normal system of time (days, hours, minutes, etc.) was rather non-sensical, based as they were on a solar cycle which could no longer be detected. Therefore, a worldwide conversion to metric time, already being used in some parts of the world, became almost necessary.

So, in the same way that meters are the standard metric unit of length, the basic unit of time is the Chron. The method of concepting and converting normal English time into metric for the Exiles world is shown to the right.

THE CALENDAR

Likewise, the seasonal, 12 month calendar soon became confusing and obsolete. It was decided that a new base 10 calendar would be initiated, with each of the ten months equal to thirty kilochrons, and each 10 kilochron 'week' divided into 'days' of one kilochron each. Named after the first ten letters of the Greek alphabet, the new 'days' and 'months were eventually accepted worldwide. The 'months' are, in order: Alpha, Beta, Gamma, Delta, Epsilon, Zeta, Eta, Theta, Iota, and Kappa. 'Days' within each 'month' are simply designated with a number from 1-30. the new year begins, therefore, on Alpha 1, and ends on Kappa 30.

So, if asked the time and date, an Exiles player might respond; "*It's hec six-seventy one, Epsilon 14, 293.*"

METRIC UNIT	CHRONS	SECONDS	EQUATE TO
Megachron	10,000	864,000	Month
Kilochron	1,000	86,400	Day
Hectochron	100	8,640	Hour
Dekachron	10	864	10 Minutes
Chron	1	86.4	Minute
Decichron	0.1	0.864	10 Seconds
Centichron	0.01	0.864	Second
Millichron	0.001	0.0864	Millisecond

Standard/Metric Time Conversion
(24 Hour Equivalence)

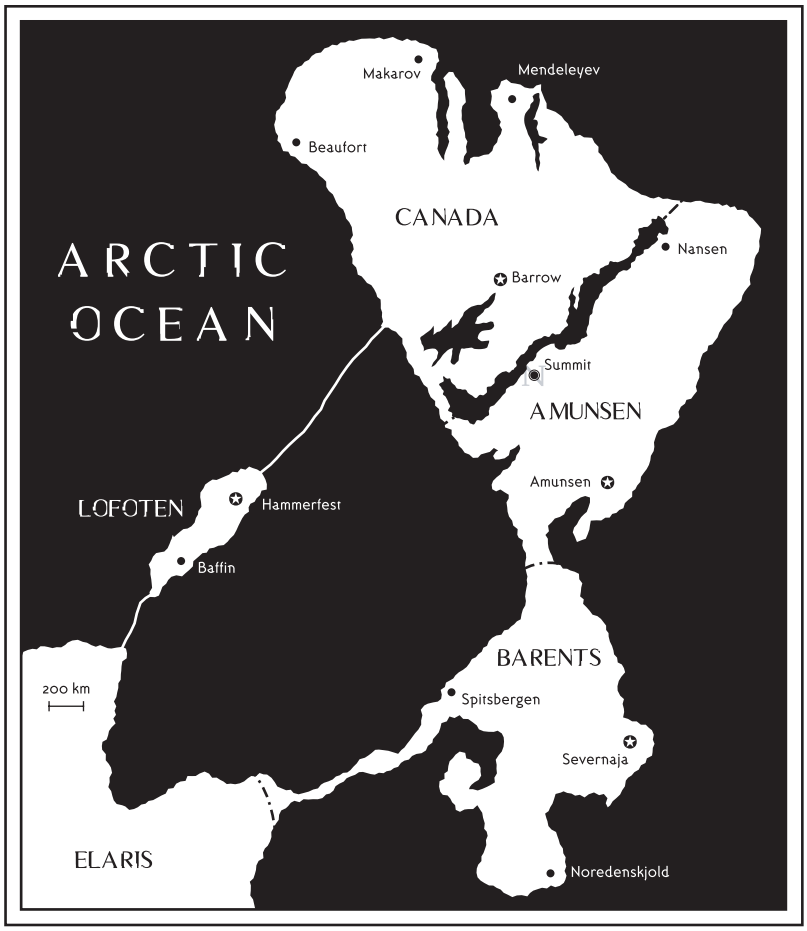
12:00 am	0.00	0.00	12:00 am
1:00 am	0.42	0.50	1:12 am
2:00 am	0.83	1.00	2:24 am
3:00 am	1.25	1.50	3:36 am
4:00 am	1.66	2.00	4:48 am
5:00 am	2.08	2.50	6:00 am
6:00 am	2.50	3.00	7:12 am
7:00 am	2.91	3.50	8:24 am
8:00 am	3.33	4.00	9:36 am
9:00 am	3.75	4.50	10:48 am
10:00 am	4.16	5.00	12:00 pm
11:00 am	4.58	5.50	1:12 pm
12:00 pm	5.00	6.00	2:24 pm
1:00 pm	5.42	6.50	3:36 pm
2:00 pm	5.83	7.00	4:48 pm
3:00 pm	6.25	7.50	6:00 pm
4:00 pm	6.66	8.00	7:12 pm
5:00 pm	7.08	8.50	8:24 pm
6:00 pm	7.5	9.00	9:36 pm
7:00 pm	7.91	9.50	10:48 pm
8:00 pm	8.33		
9:00 pm	8.75		
10:00 pm	9.16		
11:00 pm	9.58		

MONEY

Following the World Market Crash of 114, the leaders of House Tyche implemented an international currency transference, transforming all monetary systems into a universal unit called a Sovereign ($). While this change was initially resisted, the simple system was accepted fairly rapidly, mostly due to the ease it brought to inter-realm business and trade interactions. "Sovs" are most commonly used on credit, 'charging' the amount of a purchase to an individual's identCard, thereby immediately transferring that money to the second party. However, 'cash' Sovereigns do exist, and are quite popular in most parts of the world. They manifest as paper-thin plastic discs, edged with circuit-imprinted rings of golden metal. The color and size of 'cash' sovereigns varies, depending on their denomination.

AMOUNT	SIZE (cm)	COLOR
1$	2.5	Red
5$	3	Yellow
10$	3.5	Blue
20$	4	Orange
50$	4.5	Green
100$	5	Purple
500$	5.5	Black
1,000$	6	Grey
5,000$	6.5	White
10,000$	7	Clear

THE OCEANS



THE ARCTIC OCEAN

Population: **12,234,500**
Languages: **English, Euro-Norwegian, Russian**

Culture/History:
Perhaps the most important event in Arctic history was the Treaty of Skate (97 E.V.). This treaty established the current political boundaries of the six Arctic Realms, and was the inception of the Top Of The World Protectorate. The terms of this treaty prohibit direct military conflict between the six realms and establish clear borders with geographic features as neutral buffers. The treaty does not allow for the establishment of any additional realms, but it does not prohibit the establishment of facilities in outlying territories, which are commonly known as 'outlands.' It is, however, very clear that any outland facilities are not considered to be part of a realm, and therefore an attack on an outland facility is not considered an attack on the realm which controls it. Rather, it is considered an assault on the Protectorate interests, and all six realms are expected to contribute to any investigations or retaliations. Politics is a favorite game in the Arctic.

Regarding the rest of the world, or as Arctic usage has it, the "people down the hill," people of the Arctic tend to be somewhat isolationist and defensive. Unlike the other oceans,

access to the Arctic is geographically limited, and relatively easy to control – from both sides. Nearly half of the Protectorate Navy is based at Jan Mayan Base in Southern Lofoten, and the passages on both sides of Iceland are heavily lined with sensor drones. It is nearly impossible to pass between Greenland and Iceland undetected, and very difficult to pass between Iceland and Norway without attracting attention.

The two remaining pre-Exile spheres, Polyarny and Valhalla, are not located in any of the Protectorate realms and are considered client-states, not actually part of the Protectorate but under it's protection. They are generally not considered worth official notice, and as a result have developed into fifth-century equivalents of Casablanca – sort of a world's crossroads and clearing house for any sort of goods or service that might be in demand, legality optional. The Protectorate has made several attempts to clean the spheres out, but their status as client-states has served as a thoroughly legal shield.

People:
As mentioned above, the favorite pastime in the Arctic is politics. Arctic diplomats, ambassadors and merchants are respected (and feared) the world over. In general, Arctic natives come from a strong lineage of European and Nordic stock, claiming descendants from all over Northern Europe and Asia.

Realms:
The smallest of the world's oceans, the Arctic also has the smallest number of realms, with only four.

CANADA

CAPITAL: BARROW
AREA: 2,237,250 SQ. KM.
POPULATION: 9,435,200
LORD: JARL MARTINA ASIMOVA (VICEROY JUSIN SCHMIT, ACTING)

Canada is located in the Canada Basin. Like most Arctic realms, Canda's major economic foundation is mining. But Canada also boasts the regions' largest and most successful entertainment industry. Canadian politics are currently rather volatile and are threatening to eclipse the entertainment industry's hold on the Arctic imagination. The current Jarl, Lady Martina, is not of age to properly govern her people, and the Honorable Jusin Schmit is ruling as Viceroy. Schmitd's ambitions have repeatedly been called into question, but investigations have revealed nothing.

AMUNSEN

CAPITAL: AMUNSEN
AREA: 3,072,530 SQ. KM.
POPULATION: 4,435,200
LORD: JARL MARCUS HAAGEN

Amunsen is located in the Pole Abyssal Plain. It is one of the most politically stable and peaceful realms in the world. Jarl Haagen has rules unchallened for twenty-five years. Nansen in by far the most beautiful sphere in the Arctic. Designed and built between 274 and 288, it is a complex of 31 spheres laid out in a radially symmetrical pattern which resembles a snowflake. With extensive (and expensive) exterior lighting, an approach to Amunsen is a trip to remember. Inside, the architecture resembles nothing so much as ancient greece - surfaces of gleaming white marble and extensive open space.

HYDROSPHERE: SUMMIT
POPULATION:

Summit sits on the North Pole. It is here that the Top Of The World Protectorate Council meets to discuss policy. The council and its support staff have an entire sphere devoted exclusively to them, and the sphere is considered by treaty to be extra-territorial. That is, Council, as the sphere is known, is not considered to be under the jurisdiction of Summit, or even Amunsen. Is is the governing sphere of the Arctic.

HYDROSPHERE: NANSEN
POPULATION:

LOFOTEN

CAPITAL: HAMMERFEST
POPULATION:
LORD: JARL NURLI JARKKO

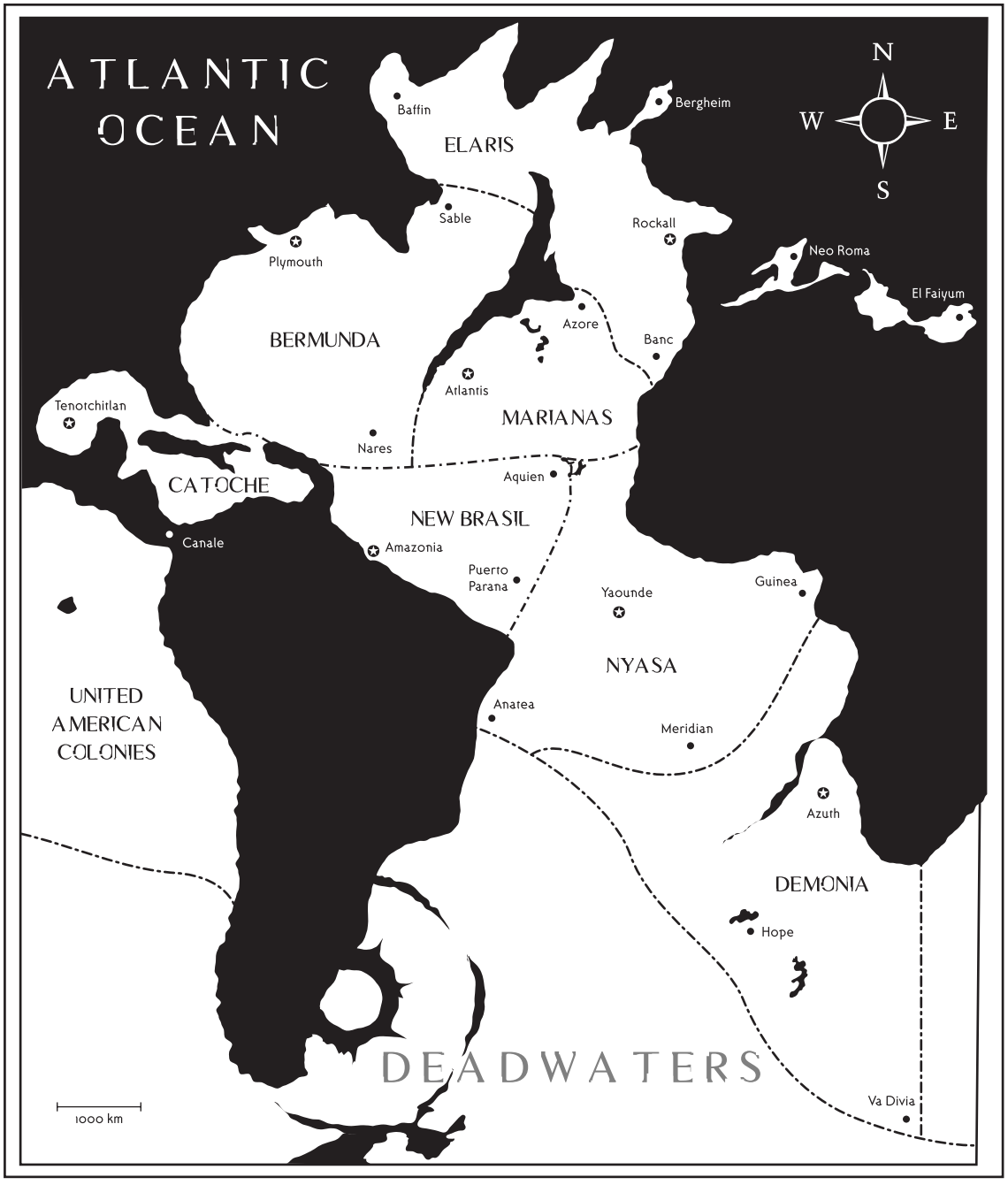
HYDROSPHERE: BAFFIN
POPULATION:

BARENTS

CAPITAL: SEVERNAJA
POPULATION:
LORD: JARL JOHN NELSON

HYDROSPHERE: NOREDENSKJOLD
POPULATION:

HYDROSPHERE: SPITSBERGEN
POPULATION:



THE ATLANTIC OCEAN

Population: 62,792.300
Languages: English, Spanish, Portuguese, French, Swahili, Hausa

History/Culture

The world's most-traveled ocean was hardly well known at the time of the Exile. Much like the United States of days long gone, the Atlantic has become one of the most prominent regions under the sea. Many of the Atlantics' hydrospheres were for military use, but as the need for civilian space increased they became less and less militaristic. Today, the cities of the Atlantic are as diverse as any in the sea.

Nothing unites like tradgedy, and the arrival of 961 Antaeus may be the sole reason world racism became a thing of the past. However, that is not to say that things went smoothly.

To prevent chaos from erupting under the sea, a few international (or interoceanic) laws were established. Because of the heavy presence of the military, it seemed a natural transition for the initial governments to develop militaristic tendencies. As more hydrospheres were constructed, and people once again developed concerns apart from their basic survival, the time for a governmental change arose.

The thirst for capitalism, however, was unforseen. Before the establishment of the Pantheon, many of the Atlantic's businessmen were ruthless: With so many citizens dependant on constant supplies of food, clothing and resources, it was only a matter of time before companies began to become the sole suppliers of one resource or another. The ocean was filled with greed, egotism and power lust. Competition for exclusive distribution rights on various products was high, and many companies made their money quickly and virtuously effortlessly. It is from this swarm of peerless corporate executives that the present Pantheon was born. Yet, even in spite of countless trade regulations, interoceanic laws and economic regulations, there is still room for shady deals and questionable corporate operations.

People

The "Atlantic Melting Pot," a truly unprecedented forced co-mingling of American, European and African cultures, stirred a strong sense of individualism with the people of the Atlantic. This brought about a resurgence of heraldry; both traditional crests and shields from European cultures, and newly-created coats of arms from other cultures. Today, nearly everyone in the Atlantic has their own family coat of arms, dating back to the Exile. Atlantic heraldry depicts one's name, geneality, and home. Simultaneously, the return of heraldry revived a sense of chivalry. Both of these fit well with the feudal system developing within the underwater world.

Above all else, however, hands are the defining feature of the Atlantic people. Since hands often depict a person's occupation or status, the Atlantians have taken this obvious fact to the extreme. Rings, nail dying, gloves and pigmenting are all standard within the Atlantic. As they take pride in their duties and jobs, they leave tells to their sense of honor and pride on their hands.

Realms:

The Atlantic consists of seven separate realms, each distinct in feel and flavor. Each realm is headed by a separate Lords, but there is a (moderately) stable peace within the ocean, and the seven Lords meet yearly to discuss ocean wide policies and accords at the Summit of Seven.

BERMUNDA

CAPITAL: PLYMOUTH
POPULATION: 110,000,000
LORD: DUCHESS CASSANDRA LIHLE

The first named territory of the Atlantic, Bermunda was the early pace-setter for land declaration. Bermunda is established as a mining based realm, currently supplying much of the Atlantics mineral, geological, and metallurgical needs. Over the years Bermunda has become a true home for the trenchers on the Atlantic. Much of their culture stems from the values of the present day, underwater miner: headstrong, blunt, and blatantly honest. They are a simple people in both their manner and their dress. On the whole, the society is a bit callous, however they tell you what they think and certainly aren't the type of people to get stressed. Everything just seems to move slightly slower in Bermunda.

HYDROSPHERE: PLYMOUTH
GOVERNOR: SEDGRENT GALOSH

One of the few standing hydrospheres of it's age, Plymouth is a marvel in and of itself. With its plain and traditional structuring, many visitors might find it somewhat boring. To the Bermundans, however, Plymouth is a sign of simple and efficient practicality. The city itself has no "day" lighting, insofar as it is kept in a constant light level between dawn and dusk. Depending on your perspective, this gives the sphere either a dark and dismal feel, or a sense of quiet peacefullness. Between the lighting and the sphere's age, the entire city seems disregarded. In spite of this, the people of Plymouth take pride in their city. Plasma waste disposal, constant city irrigation and numerous janitorial staff keep the city just shy of sparkling. Aside from trash, the city also takes great pains in controlling crime. Punishments within Plymouth are severe. A petty offence such as littering can yield jail time, and more severe crimes are met an eye for an eye.

CATOCHE

CAPITAL: TENOTCHITLAN
POPULATION:
LORD: DUKE ARAN DESTOLES

Being separated from the rest of the realms as a realm can be, Catoche supports a culture all its own. Catoche is a realm of color, vibrancy, and individuality. At first glance the people of Catoche seem to be driven with absolute conviction, though the Catochens simply see themselves as passionate and lovers of life.

One of the biggest trends of Catoche is skin toning, a process of restructuring epidermal DNA such that the result is a

strange or dramatic change in the person's skin color. Skin of every color within the spectrum can be seen throughout the realm, and current research is close to perfecting phosphorescent and luminescent colorations. Hair, eyes, nails and the like all have the capacity to be altered. As one might imagine, the Catochen stands out in a crowd.

The cities of Catoche feature numerous parks and open areas to host the realms frequent social gatherings and festivals. Catoche is the land of free expression - nudity, public speeches, recreational drug use, prostitution, gambling and more are ever present within the realm. There is one saying within Catoche, however, "your right to swing your arms ends at my nose." Visitors to Catoche who bring trouble have often found themselves facing a very unique brand of civilian justice.

HYDROSPHERE: TENOTCHITLAN
POPULATION: 21,738,288
GOVERNOR: BRICE LOCKMAN

Originally a military hydrosphere, Lankton had some of the latest technological architecture and design at the time of its construction. In 273, the populace overthrew the government and created the independent free realm that exists throughout Catoche today. As it stands to reason, Tenotchitlan is one of the more wild and rambunctious places under the sea. Like so many other hydrospheres, Tenotchitlan's society is divided into a lower, middle and upper class, but in Tenotchitlan one's station is much more evident. With rampant skin toning and body coloration those with wealth and power are evident in their appearance alone.

Structurally speaking, the hydrosphere has two distinct sections; New Town and Old Town. The latter being the remains of the old military fortress, now renovated to fit Tenotchitlan's new lifestyle. New Town is a cutting edge, highly technological sphere with endless entertainment and a thriving nightlife.

DEMONIA

CAPITAL: AZUTH
POPULATION: 60,000,000
LORD: DUKE AND DUCHESS RASTIS KENO

It has been said that the realm of Demonia is the darkest of all the realms, but this isn't due to its depth. Demonia is the realm closest to the location of 961 Antaeus' impact, and as a result it demonstrates the asteroid's influence in many ways. Mutations of aquatic life, eerie and unexplained changes in ocean currents, strange phosphorescent phenomena, and sporadic earthquakes all make up everyday life within Demonia.

As a result, the realm is a prime location for exploration and scientific experimentation. Average sea life activity is far greater in Demonia than in any other location under the sea, and every House has some sort of hub or sphere dedicated to research or exploration of the great crater.

Having been one of the last realms to have been settled, most of the spheres within Demonia are relatively young and technologically advanced. With the strange currents and common earthquakes of the realm, the entire structures of the hydrospheres are distinctly different from most other cities.

HYDROSPHERE: AZUTH
GOVERNOR: LINT COEN

Brimming with the lost cultures of Africa, Azuth has a feel like nowhere else. Plant life within Azuth is even more abundant than usual, and a great deal of effort has gone into giving the impression of the entire sphere being above the surface. Grass, trees and shrubs, and a high arc to the master dome all help to create the illusion of being outside. The simulated sunlight is augmented by an intense ultraviolet light that helps to maintain the prolific plant growth.

The sphere itself is rather open-aired, with buildings, shops, and businesses having large windows or a complete lack of walls. The ambient temperature within the sphere is a balmy 32°C (90°F), and several turbines located around the perimiter of the main dome create a gentle breeze, helping both the circulation of air as well as keeping the higher temperature bearable.

ELARIS

CAPITAL: ROCKALL
POPULATION: 45,000,000
LORD: DUKE MELBIN BROOKS

The northernmost realm of the Atlantic is one of the most culturally diverse. As a result, Elaris has been on the forefront of political debate and diplomacy. Several times a year summits, debates, and talks take place within it's capital as Dukes, House leaders, and political heads meet to settle their differences. The Summit of Seven is held here.

As for the locals, all of Elaris' citizens partake of a very involved political process. Seeming more like a modern socialist society, Elaris' people seek to help out their fellow man. "From me to you," is a phrase commonly found throughout the spheres. Apprenticeship, and following in the footsteps of your forefathers are the means of occupational choice for the people of Elaris. Education, healthcare, insurance, justice, and income are all affairs of the state. Although Elaris promotes a capitalist economy, the majority of its affairs must be state approved.

HYDROSPHERE: ROCKALL
GOVERNORS: FRID FLANNIGAN

Rockall was named from being been chiseled into an extraordinarily large mass of bedrock, and "stability" soon became the ideal of the city. Having the opportunity to set forth a totally new means of government, several parties were formed, each making new and fresh proposals for the city government. Meeting halls, forums, and the like were built all throughout the sphere and after deciding upon their own politics, Rockall soon became a neutral location for others to debate the same.

Rockall is a sphere with strict rules and regulations. Nothing is done without the states approval, and though the sphere has a representative Governor, the position holds no real power

within the sphere. Committees, boards, and panels make up the lot of the political bodies, and anyone seeking approval on any matter can expect to be delayed a great deal if they do not follow proper channels.

Law enforcement is also at an irregular high within Rockall, with severe, but humane punishments. In addition to the usual laws forbidding murder, theft, assault, etc., there are also bans on smoking, speaking profanity, and littering.

MARIANAS

CAPITAL: ATLANTIS
POPULATION: 120,000,000
LORD: DUKE DAEO JAR

Trade is the name of the game within Marianas. Anything sought can be found here, and that which doesn't exist can be created. Technology, antiquity and innovation are all staples within the vast spheres of Marianas.

Having more cities than any other of the Atlantic realms, Marianas is the congestion center of the oceans. With the sheer number of vessels within its waters, it's a rare moment when travelers don't catch a glimpse of other ships coming and going from the numerous spheres.

Watercraft of all types are manufactured within Marinas, be they commercial, private or recreational. And with the numerous businesses within Marianas, Houses are consistently battling over exclusive rights to the latest and greatest fads and trends.

HYDROSPHERE: ATLANTIS
GOVERNOR: JANEECE VELTIS

Nucleus of the Atlantic, Atlantis was created to be the hydrosphere to which all others would be compared. A city without inhibitions, more goes on within Atlantis than in any other sphere. Prostitution, drug use, gambling and the like are not only permissible but even encouraged. With a open and experimental philosophy Atlantis has grown into a sphere of mixed reputation.

In spite of the notions of a near anarchic sphere, Atlantis is governed and policed by a encompassing set of rules and laws. However, more so than anywhere else is the possibility of crime a reality within Atlantis' spheres.

Atlantis is a glorious sight; lights, movement, sounds, and smells all bombard the senses as one first enters the sphere. Things from all over the ocean can be found and indulged in, and what oddities your heart might desire can more than likely be found for a price.

NEW BRAZIL

CAPITAL: AMAZONIA
POPULATION: 70,000,000
LORD: DUKE QUIL HERINATU

New Brazil is one of the more recently claimed territories, carving itself away from the realm of Catoche in 207 by a revolutionary named Sanari Dontazani. Dontazani then reinforced his revolutionary ideals by creating a rulership based upon the advice of a council of local citizens, which is still utilized today. Much like a senate of ever-changing senators who advise and vote on proposals drafted by their body or the Duke himself, the Council tries to reflect as honestly as possible the will of its citizens. The Duke also places one represenative from each of the surrounding realms in his senate on a semi-perminant basis, to make certain he knows the wills and the laws of his neighbors.

Aside from its politics, New Brazil is well-established as a realm of art and culture. Promoting individual vision through grants and philanthropy, New Brazil is seen as the cultural seat of the Atlantic. Galleries, museums and theater are widespread throughout the realm. Also, sports have taken the locals by storm, and nowhere else can you find greater arenas or stadiums than within New Brazil.

HYDROSPHERE: AMAZONIA
GOVERNORS: BERNICE POWDER

One of the more densely populated hydrospheres of the Atlantic, Amazonia statistically notes one citizen per 10 cubic meters. Bustling streets are filled with vendors pushing their wares onto the occasional passerby, and sounds and smells of the locals are tough to avoid. Personal space is something of a misnomer within Amazonia, as conversation might literally bring two individuals face-to-face (brushing nose-to-nose) as they converse.

In spite of its dense population, the spheres are well cared for. The streets are kept fairly clean, and trouble is kept to a minimum. The Grand Museum, Gallery of Expositia, and the Amazonia Zoo are all places of note within the bustling city center. As entertainment is amply available the citizens spend less time at work than in your normal city. Even lunch hours linger for an entire hec.

NYASA

CAPITAL: YAOUNDE
POPULATION: 40,000,000
LORD: DUCHESS PATRICE JA'CUNDO

Everyone has to eat, and food is the heart of Nyasa. Agriculture, hydrofarming, breeding and domestic cloning are the bread and butter of the peoples of Nyasa. The largest of all the hydrospheres can be found in Nyasa, as the cultivation of various plants and animals can take a great deal of space. Much like the heart-land of the United States of America in the mid 1950's, Nyasa is a slow moving, simplistic realm filled with hard working simple people.

Only a few Houses are located within Nyasa, with Demeter (and the powerful agricorp Masai) reigning supreme. Oftentimes, finding much more than the basic agricultural items is difficult. Locals spend most of their time tending to their crop machinery or herds, and what little of their personal time is usually spent with their families. This is not to say that Nyaysa has no tourist trade, but it is kept to a bare minimum.

HYDROSPHERE: **YAOUNDE**
GOVERNORS: **PHILLIPE GOUD**

Yaounde is one of the newest, and grandest of hydrospheres in the Atlantic. Where many other cities are made up of several other spheres, connected to create one large city, Yaounde is one giant metropolitan complex beneath a gigantic dome-sphere. The unique structure of the city incorporates more open-air and non-hydroponic farming than anywhere else in the world.

Fruits and grains make up the bulk of Yaoundes crops, but a few fields of vegetables are rotated in for soil stability. Food from Yaounde is distributed throughout every ocean, and is considered some of the finest available.

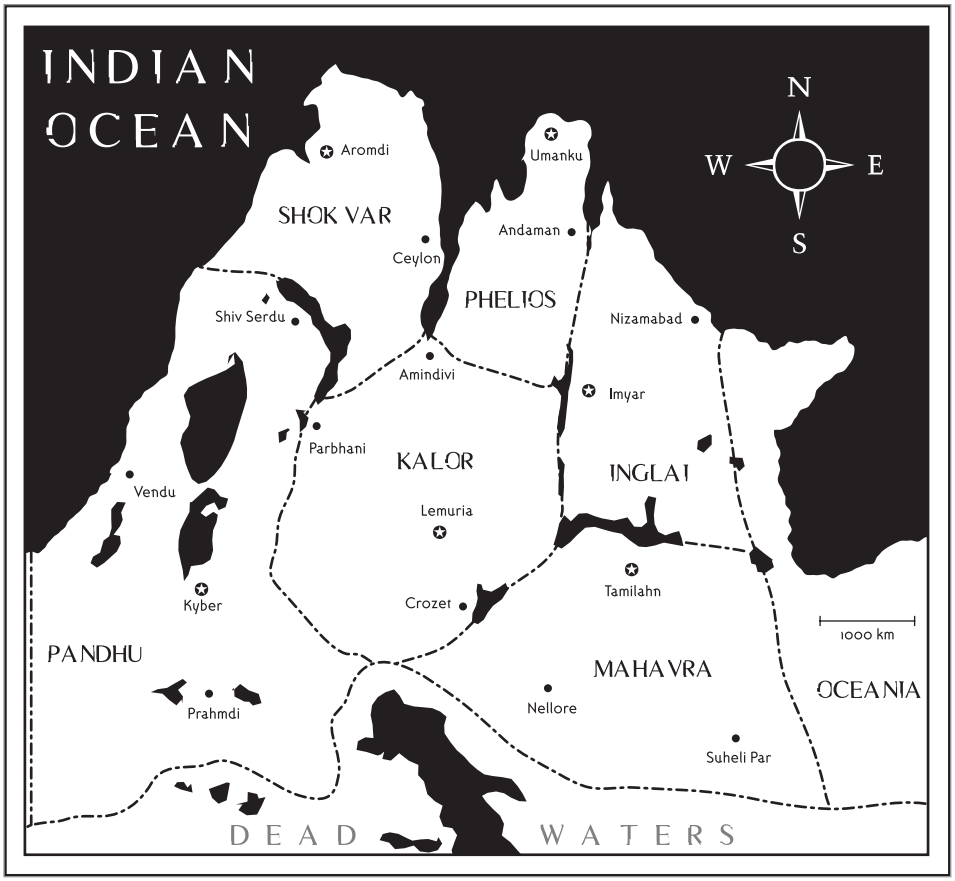
Many restaurants have begun popping up in Yaounde as freshness has become a trend in food-prep cuisine. Though many of the locals seem to stick to their own homemade recipes, tourism to these restaurants is on the rise.

THE INDIAN OCEAN

Population: **24,838,100**
Languages: **English, Hindi, Indo-Arabic**

Culture/History:
It is necessary to understand the background of the Indian Ocean before its current culture can be explored and understood. In many respects, the history of this region is a chaotic one. The rush to build hydrospheres and crowd people into them proved to be taxing on the belief systems of these new inhabitants of the undersea world. For a while, an almost isolationist attitude seemed to prevail. This was broken by Dr. Anmihar Koja, who, taking his lead from some of the other ocean realms, tried to form the Indian League. This attempt to unite all the hydrospheres of the ocean was a response to the fear that if all the other Oceans united, the Indian Ocean would soon be swallowed up by these new giants. Unfortunately, the old nationalism still prevailed in the minds of the people and the Indian League Conference was sabotaged by Bengali nationals. What followed were a series of small wars, where ambitious leaders tried to usurp the power of others and subvert what were once free hydrospheres. The Indian Ocean became no more than territories controlled by ruthless warlords.

Corporate Feudalism was a concept slow to arrive in this area of the world. Inevitably though, as the rest of the world converted entirely to this form of government, the Indian Ocean found itself in a position where it needed to modify its old ways or die in this new world. As a result, much of the government has, by 293, incorporated into corporate Feudalism some of the ideals of the warlord age. This makes for a rather tenuous stability in the region. Constant border skirmishes occur between the Rajas (who, in general, despise each other and usually only cooperate out of sheer necessity), which causes a continual fluctuation of the borders. These altercations have resulted in an obvious emphasis toward the military within the Ocean. The Navies of the area are very large, very well supported, and are on the cutting edge of technology. The largest of the Navies is that of Pandhu, gargantuan at nearly 350,000. It is therefore estimated that roughly 7.4% of the population of Pandhu's domain is in the military. Inglai's 200,000 man Navy is another powerful force in the region.
Another old tradition that has remained and even become



more widespread is the caste system. This system of subdividing people has become almost universal throughout the region. Four major classes exist: the first, and highest class is the **Brahman**. In olden times this was the class of the religious leaders, which made sense since they were considered to be of the highest power and importance. In 293 this class has been expanded to include political officials as well; the second caste is that of the **Kyshatria**. These are military members of society, those for which warlike ways are second nature. They are also of lofty prestige and revered by the masses; the third caste is that of the **Viisha**. This is perhaps the most perplexing of classes, for although it is not a very revered or respected caste, members of the Viisha, business men and women, are often very rich and influential; the last and lowest caste is that of the **Shudra**. These are simply the peons of society, the working class.

The rules of the caste system are simple. It is generally frowned upon to marry outside of your caste, and people from outside the Indian Ocean are considered casteless (however, as long as they are merely visiting and not settling down, the are honored by all castes and shown great respect). Once, however, a foreigner does settle down in this region they are very quickly fit into the caste system. It is easy to identify which caste a person is from: small horizontal cuts are inflicted on the child's forehead at the age of one metric year. One scar indicates Shudra, two Viisha, three Kyshatria, and four Brahman.

People:

The inhabitants of the Indian Ocean are a diverse lot. They represent what were once the Arabic, East African, Indian, and South East Asian cultures. Unlike many other places, the people of the Indian Ocean have found their genetic makeup dominated by one group. Through the centuries the people who once roamed India seem to have established a genetic foothold in the Indian Ocean Region. Many of their features and characteristics are found throughout most of the area.

The appearance of a great majority of Indian Ocean inhabitants is as follows: they have dark hair, which is usually allowed to grow long and flowing, and their skin color is normally a medium to light shade of brown. Slight variations

occur here, especially in those residing along the west rim of the ocean (as their skin tends to be slightly darker). The men are fond of facial hair, especially moustaches, but those residing in the area of ImYar tend to remain clean shaven. Also, odd it may seem, the women of the Indian Ocean tend to be considerably taller than the men. Researchers have in recent years been studying this phenomena, but no adequate theory has yet been proposed.

For clothing, most people wear very loose fitting pants known as Rhombi. They also wear colored sashes that cross their chest and wrap around their waists. The sashes are generally the only articles of clothing with bright colors, the rest of their outfits are black, white, or grey. This varies slightly on the eastern rim where some browns and greens have been introduced.

Realms:
Each realm of the Indian Ocean is named after the Raja who currently controls it. The normal number of realms is between ten and fifteen, although due to constant civil infighting and border conflicts, this number is rarely constant.

PANDHU
HYDROSPHERE: KYBER
POPULATION: 4,800,000

Kyber is the largest and most prominent of the Indian Ocean's hydrospheres. It serves as the hub of commerce for the entire region and is a formidable military power. The Raja is Pandhu, a small, balding man whose appetite for wealth only slightly exceeds his complete paranoia. He employs the help of the Umbrah (special police force) to ease his overwhelming fear of assassination. The Umbrah have virtually free reign throughout Pandhu's domain, and have the right to detain any individual they choose without explanation. In addition, nearly 1,000 camera robots traverse the top of the hydrosphere. Obscured from view by means of a holographic imaging, these miniature spies can track and record the movements of any individuals the Umbrah deems suspicious. To further protect the mighty Raja from harm, no firearms are allowed within Kyber, except those carried by the police.

Pandhu controls fourteen other hydrospheres (including Shiv Serdu, Prahmdi, and Vendu), but Kyber is his seat of power. He resides in a great marble palace, reminiscent of the Toshma Hall in size and grandeur. This palace lies in the very center of the hydrosphere and the pathway leading to its main entrance is lined with magnificent hardwater sculptures. Pandhu, being a man of extravagance, has ordered that the image projected on top of the hydrosphere be of a red sky streaked with flaming yellow and orange clowds.

Kyber also serves as the headquarters for many corporations. Among these, the most prominent are: Visual Imaging Corp., leaders in virtual reality entertainment throughout the Indian Ocean; Veshnu, the innovators in corporate religion; and Muhandis, Inc., the largest miner of raw materials in the region.

KALOR
HYDROSPHERE: LEMURIA
POPULATION 3,400,000

This once great hydrosphere has fallen into ruin. Had Kyber not replaced it as the trade center for the ocean, Lemuria might still be a thriving community. As it stands, it is a declining community whose economy is poor at best. A staggering 19% of Lemuria's population is unemployed. It is a dark and dingy place whose technology is far from the standard of modern hydrospheres. Still it exists, albeit a murky, impoverished existence. This is not a place one should travel withoug being well armed and wise to the ways of the streets.

MAHAVRA
HYDROSPHERE: TAMILAHN
POPULATION: 1,300,000

This hydrosphere is populated entirely by the religious followers of Bromnihar. These peaceful people found themselves severely persecuted in other societies, and so built Tamilahn as refuge. Mahavra is not only their political head, but also their spiritual leader. Every day before work, his face appears on the top of the hydrosphere to offer words of encouragement. Since Bromnihar espouses complete non-violence it is possibly one of the safest and most serene places to visit in the entire world.

SHOK VAR
HYDROSPHERE: AROMDI
POPULATION: 1,000,000

Aromdi's sole claim to fame is that it is the home of the University of Living Islam, the highest source of theological education in this religion. Some of the greatest theologians of the modern age teach and debate at this institution. Shok Var himself is a devoted follower of Living Islam and a proponent of all educational endeavors of religious natures.

PHELIOS
HYDROSPHERE: UMANKU
POPULATION: 1,300,000

No accurate census of the residents of Umanku has been taken in nearly thirty years, due to their unwillingness to cooperate with what they consider to be constricting and stratifying procedures. They are a rather unstructured lot whose primary culture focus is leisure. Their sports and recreation facilities are among the best in the world, and by law, inhabitants may only work five days each metric week. Umanku is also home to the 491-492 world DiskRunner champions, the Lower Dwellers.

INGLAI
HYDROSPHERE: **IMYAR**
POPULATION: **1,500,000**

This hydrosphere, located on the eastern rim of the Indian Ocean, is as exotic as they come. What is common in most parts of the oceans is a rarity here, and what one could not find anywhere else in the world is commonplace in this hydrosphere. One of the fundamental ways in which they differ from the rest of the world is in the fact that they refuse to use or even learn English. Instead, their primary language is Toksha. This makes dialogue with inhabitants of this hydrosphere exceedingly difficult. All this trouble may be worth it for the visitor, however, since ImYar is considered to have some of the best food in the world.

THE PACIFIC OCEAN

Population: **58,568,700,**
Languages: **English, Chinese, Japanese, Spanish**

History/Culture:
Easily the largest and most treacherous of the world's oceans, the Pacific is in many ways the most dramatic example of the combined cultures of 293. Before Antaeus struck, the Pacific boasted the largest number of hydrospheres in the world, most constructed in the building surge between 2010 and 2035, with a combined population over ten million. The inhabitants of the Pacific came primarily from eastern Asia, both North and South America, Australia, and the Polynesian Islands. While it would be far too complicated to explain the various stages of their cultural and sociological evolution, the current state of the Pacific must be defined.

With all the intermingled opposed religions and clashing cultures, the Pacific was never a highly unified, peaceful ocean. However, because all mankind was united by the common desire for survival, hatreds were held in check, battles were promised but never fought, and angry grudges were perpetuated for generations. Almost every Pacific native has some traditional family chip on their shoulder or score to settle.

The ancient customs of honor and dignity remain for most of the Pacific, although this is stronger in some areas than in others. It is in many ways similar to the Bushido code of the Samurai, as opposed to Arthurian chivalry. While most Pacific natives may be less than formal in showing respect, it is a traditional and sometimes unconscious response toward others.

However, few ocean cultures show a distinct tendency (and yes, talent) for aggressive, violent behavior. The personal honor of a Pacific native frequently interferes with their thoughts and actions, which in some extreme cases can even be fatal. They are a proud people, and do not take to insults or snubs well. Many will even concede the faults and shortcomings of their culture, but nevertheless they accept it and still express their pride.

People:

Originating from an ancestral melting pot of primarily Asian, Caucasian, Hispanic, and Aboriginal racial stock, the people of the Pacific have evolved into an unexpected hybrid. Just as an archetypical Arctic native would be tall, lean and somewhat pale, with azure hair and eyes, the archetypical Pacific native would be physically large and stocky, with dark hair and eyes and smooth, brown skin.

Another stereotypical affectation of Pacific natives is any and all varieties of boy decoration, from tattoos to body piercing to ornamental scarification. Ears, noses, and lips are commonly pierced, and in the height of popularity are rings and bars which pierce major muscles, such as biceps or lateralis calf muscle. Also, the Maori art of "moko" (pigmented scarification) has become quite common.

Realms:

The pacific Ocean is essentially broken down into seven large realms, six of which are definitively controlled by Lords. The seventh, the Southern Pacific League, is a united conglomerate of city-states, currently suffering the pressures of other realms who wish to annex their land.

PACIFICA

CAPITAL: APIA
POPULATION: 29,234,400
LORD: KHAN REYCHEL HECTARI

The undisputed nexus of the Pacific, Pacifica is truly one of the most powerful realms in the world. Khan Reychel Hectari, born into the royal ruling family of Pacifica in 252, has established herself as an honorable, unparalleled leader, and has considerable influence over the other realms of the Pacific. Khan Hectari rules from her extensive capital palace in Apia, which is one of the most modern (and spectacular) dome-sphere cities in the world.

Pacifica and its northern neighbor, The Taiheyo Republic, have a long and violent history with each other, and throughout the decades each has been the others' foil. While there have not been open hostilities for nearly 40 years, both realms have developed into powerful and fearsome entities, with a strong undercurrent of dislike for each other. In the world view, Pacifica has been cast largely in the role of peacekeeper and defender, and in truth it is the strength and leadership of the Hectari family that many of the other realms look to in times of crisis.

HYDROSPHERE: CALEDONIA
POPULATION: 12,0186,095
GOVERNORS: GRANT KISHITU / SEJINA KWAN

Designed to be the Pacific's counterpart to Atlantis, both Caledonia's size and function very closely resemble that of Atlantis. A hub for trading and commerce within the Pacific Ocean, Caledonia is the single largest hydrosphere complex in the Pacific, with six full domes and a dozen more smaller, annexed hydrospheres. In addition, the city has more than 100 parks, some of them achieving a striking serenity with the hectic bustle of the city surrounding them.

TAIHEIYO REPUBLIC

CAPITAL: FUJISHI
POPULATION: 18,082,400
LORD: NETTO TOMBO KHAN

The longest established realm of the Pacific, the Taiheiyo Republic is ruled by one of the most influential and infamous Lords in the world, Netto Tombo. Although the Republic is not as economically powerful as Pacifica, the realm is still considered by many to be the heart of the Pacific, boasting some of the richest and most illustrious culture of the ocean. The Republic also boasts the greatest number of pre-Exile hydrospheres still in operation (9), as well as being the home of Hydrosphere I, the prototype structure which proved to be the salvation of mankind.

The original UNAP Pagoda complex has been transformed into Tombo Khan's personal residence, and is more heavily secured than any other Lord's home.

Tombo Khan's infamy arises from his truly feudal system of government over his people - like a Shogun of ancient Japan, the Khan rules with a decicive (if tempramental) will, and his merciless, calculating leadership brings him equal degrees of respect and fear. It is widely believed (primarily becuase of the aggressive nature by which the Republic was grown) that Tombo Khan would like nothing more than to expand his realm and rule the whole ocean.

HYDROSPHERE: NEW SHANGHAI
POPULATION: 3,678,942
GOVERNORS: ISHI TETSUO, KAY ANDERSON

Designed to be the most advanced hydrosphere in the world at the time of its construction, New Shanghai has prospered and thrived, despite the overwhelming size and advancements of newer hydrospheres. One curious feature of the city is that there is no interior lighting or holographic skyscreens in any of the major domes, which has earned New Shanghai the nickname of "Night City." Like most early hydrosphere designs, New Shanghai's architecture is a mixture of space conserving efficiency and overblown grandeur.

UNITED AMERICAN COLONIES

CAPITAL: KINGSTON
POPULATION: 17,761,300
LORD: PRESIDENT ARIZONA CONNOR

One of the busiest realms in the Pacific in terms of research and exploration, the UAC is also one of the youngest - the easternmost edge of the realms has only been habitable for the last eighty years, following the violent upheval and eruption of the Andreas Mar fault, following the impact of 961 Antaeus. Research projects, mining and construction litter the UAC to such a degree that corporate piracy has recently

become a serious issue.

Nowhere else in the ocean is a person's House affiliation more significant to the feudal nature of the government - simply brandishing the wrong corporate colors can incite assult in some areas.

AQUAMARAN

CAPITAL: TRIDENTIA
POPULATION: 6,355,000
LORD: KHAN ALEXANDER VYCCA

Some say that the reason that the inhabitants of Aquamaran are the way they are is because it is the coldest realm of the Pacific, and shares waters with the Arctic, over the super-shallows of the Bering and Chukchi Seas. Rumors even exist that certain pilots, with the right ships and conditions, could pilot from the Pacific to the Arctic through those slushy waters - but no record exists of anyone ever having done so.

Regardless, be it cold waters or something else, Aquamaran is a realm known for intellectual achievement, engineering precision (specifically that of submarine vessels), and emotional reservedness. The pronouncedly unexciteable nature of most natives has brought about (and unfortunately reinforced) the nickname of "fish" to Aquamaranians.

OCEANIA

CAPITAL: PORT MACDONNEL
POPULATION: 5,170,500
LORD: MINISTER KATA MEMEMARALU

Spanning the the Horn of Australia, the bulk of Oceania's waters are flow with trading routes, and the realm itself is strongly associated with House Aeolos and every manner of seafaring trade and occupation. However, its waters are also plagued by piracy, and most shipping lines have learned hard lessons when scheduling unescorted cargo runs around the horn.

Society is equally unforgiving within the cities - both the hard-working employees of the corporations and the criminal element that rakes profit from their labors are notoriously rough-edged. Even the upper class within the realm are more likely to be cunning and dangerous - the idea of a cushy, easy lifestlye simply does not fit within this realm. As might be expected, the popularity of bloodsports and other violent gladatorial contests in Oceania is without peer.

SOUTHERN PACIFIC LEAGUE

CAPITAL: TUAMOTU*
POPULATION: 11,188,200
LORD: (NONE)

A confederacy of city-states with a proxy leadership, the Southern Pacific League makes virtually no attempt to organize or conform to any set of laws from sphere to sphere. Even the corporate Houses find leverage and loyalty difficult to establish in the League without an overwhelming presence. Crime and piracy is present, but the prevading interest of nearly everyone in the League is turned inward. Every element of the society - from the citizens to the corporations to the tenuous city governments - is first and foremost out for themselves.

While the entire realm has not yet fallen into anarchy, there is a palpable tension in the air. Many fear that if a strong leader were to emerge, to truly unite the League, the southern Pacific ocean could become a malestrom of civil and expansionist war.

CORALIS

CAPITAL: KIRIBATI
POPULATION: 2,480,900
LORD: KHAN JAVIER VASQUEZ

The "calm" in the eye of the storm that is the Pacific, Coralis is neither particularly strict nor lax. Colralis follows in large part the lead of its neighbor, Pacifica, although the realm officially entreats itself to be diplomatically neutral. Built and long-since supported by all forms of corporate scientific research, the sea floor of Coralis is the most geographically diverse on the planet. Home to four deep ocean trenches (The Mariana; Tonga; Kermadec; and New Hebrides), the realm has been the site of more scientific and biological discoveries and breakthroughs than all of the other realms of the world put together.

Because of the realm's largely benevolent world focus (and partly because of strong support from Pacifica, The Taiheyo Republic, and House Athena itself), its political neutrality is for the great part extended to its cities and peoples. However, many feel that between the rowdy Oceania to the west, and the churning SoPac League to the east, the peace cannot remain forever.