



МІНДЖАМЕР

MINDJAMMER™

THE ROLEPLAYING GAME

THE FAR HAVENS

A LIGHT IN THE DARKNESS ABOVE THE GALACTIC PLANE
A MINDJAMMER SOURCEBOOK

by Graham Spearing and Paul Mitchener



THE FAR HAVENS



Haven Prime



Haven Beta



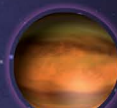
Sanctum



Canesia



Lantern



Ember



Hypnos








THE FAR HAVENS

UNCHARTED STARS
ABOVE THE GALACTIC PLANE



200LY x 200LY x 200LY

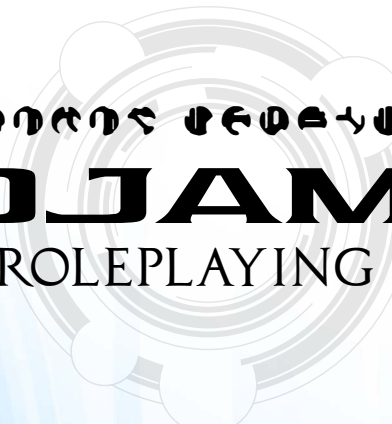
KEY

-  Nebula
-  Rift (low stellar density)
-  Dust clouds
-  Star system
-  Voyager route



Named star systems are detailed beginning of page 53.

10 LY



UNION REBORN

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A MINDJAMMER SOURCEBOOK

by **Graham Spearing and Paul Mitchener**

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CONTENTS

Chapter 1: Introduction	04
Chapter 2: Far Havens Characters	07
Chapter 3: Technology of the Far Havens	16
Chapter 4: Vehicles of the Far Havens	26
Chapter 5: History of the Far Havens	35
Chapter 6: Far Havens Organisations	37
Chapter 7: Ancient Ruins	45
Chapter 8: Worlds of the Haven Protectorate	50
Chapter 9: Far Havens Personalities	74
Chapter 10: Human Threats and Alien Menaces	83
Chapter 11: Far Havens Campaigns	88
Chapter 12: Where the Stars Grow Thin. . .	90

CHAPTER ONE INTRODUCTION

Fire your planing engines beyond the Rim, above the galactic plane to the outer worlds, free from Commonality assimilation. There's a bounty out here on Event Horizon Probes, and we only trust the Synthetics who know their place is to serve us. We guard against envelopment.

Think free: live true. We are the Far Havens. We stand together: we go beyond.

— Callum Yie, longest serving member of the Far Havens Senate

The Far Havens is a supplement for the **Mindjammer** roleplaying game, describing an exotic outer worlds polity. Beyond the galactic plane, where the stars grow thin, you'll find:

- Colonised worlds prospering beyond the Commonality Frontier. What lessons can they teach?
- Synthetic intelligences controlled by the Asimov Protocols. What does it mean to be a slave?
- Eugenics programmes run by the Human League. What does it mean to be human?
- Ancient factions comprising the mighty collegia. Who really holds power?
- The declining Wayfarers' Guild whose monopoly has been broken by New Traders. Adapt or die?
- A flock of Stargull fighters on the edges of the Protectorate. What adventures await?
- The scattered ruins of the ancient Operans. What past secrets do they hold, and what warnings for our future?

WHAT ARE THE FAR HAVENS?

The Far Havens was a slower-than-light polity 500LY beyond the current Commonality Frontier. It was rediscovered by an aberrant event horizon probe a century ago. Although the return unit reported back to the Commonality, the planetsider went AWOL, breaching contact protocols and announcing itself to rediscovered populations and interfering in their cultures. By the time the Commonality dispatched a follow-up, the Far Havens had been roused to armed resistance, and rebuffed all attempts at integration. Since then the Commonality has kept its distance: the Far Havens isolation makes

contact efforts costly, but also, after the disastrous Venu first contact, the Commonality is wiser, inclined to bide its time.

The Far Havens had an interstellar civilisation thousands of years before Commonality contact, encompassing a close-knit core of worlds and a farther-flung web of colonies. Since Rediscovery, it has used information garnered from the "Commodus" event horizon probe to construct a rudimentary planing engine, piloted by a team of heavily-restricted AI and genurgically-enhanced human—the so-called **Haven Duopoly**—and has welded its worlds into an embryonic "protectorate" intent on resisting Commonality encroachment.

The Haven Protectorate

The Haven Protectorate is the formal name of the Far Havens. It's a loose alliance of a hundred or so worlds bound by common values of democratic governance, freedom, and capitalism. In practice the degree of democracy and freedom found there varies from world to world: some may not have the right to vote, or may labour under tyrannical or corporate rule. Theoretically the most important of these worlds, the twenty-five or so **Haven electorates** represented in the Haven Senate, must satisfy minimum standards; but not all advanced worlds are electorates, and not all electorates satisfy these conditions perfectly. However, once electorate status is granted, it is not taken back, even after millennia.

An ideal of freedom prevails in the Far Havens—the freedom to choose who rules you, to make your living however you choose. The Protectorate cohered by virtue of these shared ideals even in pre-FTL times, thanks to the interstellar organisations known as the **collegia** (page 5).

Getting to the Far Havens

*The Far Havens are located in the thin spray of stars in the upper part of the Milky Way's galactic halo, in the notional sector of space directly "above" the Rim Sector. Their core worlds lie 500 light years beyond the Commonality Frontier, at the end of a tenuous spiral of intermittent 2-space routes known as the **Helix Corridor**. Even by T10 Hyper Wing this is a 27-week journey from the Frontier, but most non-military vessels make the Helix Run in a little over a year. At current rates of expansion the Commonality won't reach the Far Havens for another century and a half—they are a long way away.*

The Haven Core

The **Haven Core** was settled in antiquity by three Old Earth colony vessels. It comprises three worlds: two orbiting a double star, and a third around a nearby companion. These three worlds are **Haven Prime**, **Haven Beta**, and **Sanctum**.

The ties between the worlds of the Haven Core, together with advances in energy production, meant that slowships regularly travelled between them. True, Sanctum remained months away from its fellows—but not years or centuries. In time, the Haven slowships settled worlds beyond the Core, in the sector of space which would one day become the Haven Protectorate. These worlds maintained loose but formal connections with the Core, connections which have become far more frequent since the invention of planing.

Collegia and Specialists

One of the binding forces of the Far Havens are the powerful interstellar organisations called the **collegia**. The oldest dates back to the earliest settlement of the Core. The collegia are more than just guilds or corporations; they are officially parts of the Protectorate's elected government. Several of them directly rule whole systems. The collegia are:

- **The Collegium of Archivists:** Scholars, historians, scientists, and advisors.
- **The Collegium of Negotiators:** Diplomats, lawyers, bankers.
- **The Martial Collegium:** Soldiers, space marines, police.
- **The Robotics Collegium:** Technicians, programmers, engineers.
- **The Wayfarer's Guild:** Spacefarers, traders, starship pilots.

Associated with the collegia are **specialists**, humans with hereditary augmentations. Created millennia ago, they now occur randomly in the Far Havens population as the collegia have long since lost control of their lineages. They include:

- **Eidetics**, with perfect memory.
- **Empaths**, observers and manipulators of human emotion.
- **Hoplites**, genetically engineered soldiers.
- **Observers**, with superhuman powers of observation.
- **Programmers**, interfacing with machinery and synthetics.
- **Voyagers**, with longevity and spatial navigation skills.

Synthetics

Synthetics are used throughout the Far Havens, often in crucial roles. However, synthetic tech is less advanced than the Commonality, and limited by design. Following the Commodus Incident (page 36), Commonality synthetics are prohibited without special dispensation and restrictions.

Far Havens synthetics differ from Commonality counterparts. Their personalities are not eidolon-based but wholly artificial, maintained by the **Asimov Protocols** (page 11), commandments to never harm a human, to obey human orders except



those to cause harm, and to protect themselves except when it contravenes the other protocols.

The Asimov Protocols mean that Far Havens synthetics are human servants. They're expensive, and not used trivially except by the rich. Though clearly inhuman, they're usually humanoid, performing human-oriented tasks. They're used for dangerous labour, often in conditions inimical to human life. It's an uncomfortable yet unrecognised truth in the Far Havens that synthetics can be as sentient as humans; yet the Commonality, where synthetics are full citizens, feels *wrong*...

There are far fewer synthetics than humans on most Far Havens worlds; their production is restricted by cost and by Protectorate treaties. Most are owned by Corporacies and governments, though some are in private hands: a synthetic butler or bodyguard is a status symbol.

Protectorate synthetics have developed from primitive models over generations. They are complex enough that they can only be manufactured by other synthetics, subject to rigorous human oversight. Legal restrictions prevent their often inhuman personalities from further advancement.

Far Havens attitudes towards synthetics strain relations with the Commonality, which they believe has surrendered its freedom to rule by machines. Conversely, the Commonality believes the Far Havens use the Asimov Protocols to enslave

fellow sentients—and the mental coercion imposed by the Protocols makes their treatment of synthetics far worse. The Protectorate finds this attitude baffling, an absurd comment about machines designed to be useful.

Nevertheless, the strain caused by this cultural conflict pales before the Far Havens belief that the Commonality is a hive mind which plans to take over the Protectorate...

Synthetics and Starships

Far Havens scientists engineered a functioning planing engine following the Commodus Incident (page 36). Nevertheless, 2-space navigation remains extremely difficult without the enhanced capabilities of starship sentiences.

Confined by the Asimov Protocols, the Far Havens find the idea of sentient starships difficult to stomach. Instead they rely for planeship operation upon the **Haven Duopoly**: a team comprising a synthetic even more restricted than usual and an enhanced human pilot, usually a Voyager Specialist.

These Voyagers perceive 2-space energy flows, but even with enhancements full 2-space navigation is beyond them, and so their role is to guide a synthetic **navigator**. Navigators are restricted in function; unlike other humanoid Far Havens synthetics, they're little more than boxes that interface with their ships. They're bound by the Asimov Protocols, but due to their restricted nature this means little more than being guided by their Voyager partner and avoiding endangering their vessel by taking it as safely through 2-space.

Navigators lack the peripheral awareness, reaction speed, and depth of experience typical of Commonality starship sentiences. They face a *This Ship Is Not My Body* obstacle (+2 penalty) when making 2-space jumps (**Mindjammer** page 225). Most Far Havens ships follow *Established 2-space Routes* with constantly updated astrogational data.

Consequences incurred by navigators on failed planing rolls include physical and mental damage. A Voyager (or other 2-pilot) supporting a navigator may incur consequences on the navigator's behalf. In this case, the Voyager's consequence is mental in nature, and the navigator **also** incurs a combined physical / mental consequence at **one severity less**.

The Opterans

On many Far Havens worlds ruins and artefacts exist which belong to an ancient, extinct alien race. Named **Opterans** for their superficial resemblance to terrestrial dragonflies, they and their technology are widely studied. Some finds have exceeded Far Havens and even Commonality capabilities.

Opteran remnants are at least a hundred thousand years old. A spacefaring species, they were wiped out by unknown forces over the course of a century. This troubles scholars, but to most the mysterious fate of the Opterans is ancient history, of purely academic interest—if that.



CHAPTER TWO

FAR HAVENS CHARACTERS

"Beyond the constructed hive mind of the assimilating Commonality, far from the cold reach of their synthetic autarchs, lies freedom, and our home in the Far Havens. Long may the Protectorate stand fast against the threats of Commodus, the Commonality messenger sent to awe us into obedience. Fractured we may seem, but when needed we are united, despite the vastness of space between us.

"My family are from the revered Wayfarers Guild, with Voyager eugenics strong in our lineage. I do not hold to the Utopian rapture, for I have flown a Stargull across the Dragonfly Ruins on Balar, and believe that all our fates are to be found there.

"I am Jenitha, of the Artalla dynasty, and I will celebrate my third century by dancing through the flower fields on Astra Gardens. Come, dance with me and taste true freedom."

— Jenitha Artalla, Wayfarer and Child of the Far Havens

CREATING FAR HAVENS CHARACTERS

Creating a Far Havens character follows the standard process outlined in *Mindjammer*. The steps are as follows:

- Choose a character concept.
- Choose your culture and one cultural aspect. Two Far Havens cultures are available: the Far Haven Protectorate; and the Haven Hub.
- Choose your genotype. Genotypes available in the Far Havens are: Far Havens Human, Canid, Synthetic, and Specialist, described below. Pick a genotype aspect, and note any mandatory extras. Unlike Commonality citizens, people in the Far Havens (let alone canids or synthetics) are not enhanced as standard.
- Choose a high concept and trouble. Go through the three phases of character creation, and write down another three aspects.
- Choose skills. You have one Great (+4) skill, two Good (+3) skills, three Fair (+2) skills, and four Average (+1) skills. All skills listed in *Mindjammer* are available.
- Choose from three to five stunts. All stunts listed in *Mindjammer* apart from those relating to the Mindscape are

available. Note your refresh, equal to 5, minus any stunts you have above three.

- You have an **extras budget** of one aspect, two stunts, and six skill levels to spend on technological extras. Extras specific to the Far Havens are given in **Chapter 3: Technology of the Far Havens** (page 16). You can also use your regular skill levels, stunts, and aspects on extras instead of yourself, but not the other way round. Deduct any mandatory extras from your budget before buying more.

Optional Rule: Skill Points for Stunts

If you wish you can spend 3 skill points from your extras budget to buy a single extras stunt instead.

- Calculate stress and consequences normally.
- Note down your tech index (usually T7 for the Far Haven Protectorate and T8 for the Haven Hub), and your habituated gravity (standard unless you decide otherwise).
- Note any standard equipment you have. You automatically

have any equipment you need to use your skills; this doesn't give you any additional bonuses beyond the ability to use your skill. For more sophisticated equipment, pick an extra.

Occupations and Builds

*You can adapt the occupations and builds from the **Mindjammer** core book to the Far Havens, noting that, except for specialists and synthetics, Far Havens characters tend to be more broadly skilled and less specialised than those from the Commonality. However, there is no Mindscape in the Far Havens, and permissions and abilities involving it do not apply.*

Most of the extras in this book don't require professional permissions, whether organisational connections, spacecraft, genurgic modifications, or high tech gear. However, only specialists, canids, or synthetics can take the extras listed specific to their genotypes (page 10).

CULTURES

Two main cultures are available for Far Havens characters: the Far Haven Protectorate, and the Haven Hub. It's also possible to find other smaller-scale local cultures on worlds which have only just been contacted by either the Far Havens or Commonality.

The Far Haven Protectorate

There are many cultural differences between the worlds of the Far Havens, but there are also common shared values, such as democracy, freedom from central authority, and a materialist philosophy. Trade has always been important between these worlds, even—unusually—before they acquired planing engines from the Commonality.

It's a rare Far Havens world that doesn't subscribe to most of these values. The Far Havens electorates—the Protectorate's real powers—are worlds with a certain level of individual or communal wealth (typically the former) which satisfy certain minimum requirements of freedom and democracy. It's a cultural homogeneity which has kept the Far Havens together, and its fragmentation as a result of Commonality interference has been one of the main impulses leading to the formation of the Far Havens resistance.

A major reason for the Far Havens distrust of the Commonality is that they do not consider its citizens free. They see the Mindscape as a form of control, and perhaps even

mental slavery; Commonality citizens seem to have limited influence on their government, and ordinary people are far removed from decision-making. The Far Havens regard the dominance of Commonality culture, increasing as it absorbs more systems, with concern. The Commodus Incident (page 36) highlighted these differences, and the fact that the Far Havens will soon have to defend itself.

Cultural Aspects: *Our Way Is Freedom; Humans Are Created Equal But Must Look After Themselves; Material Things Are Important; Trade Keeps Us United.*

Genotypes: Far Havens Human, Far Havens Synthetic, Canid, Specialist.

Demeanour: Democratic, mistrustful of authority, free-wheeling democratic capitalists.

Language: Haven; some Universal.

Tech Index: T7 (First Age of Space); widespread introduction of T8 synthetics from the Far Havens Core; adoption of Commonality planing engines.

Occupations: Colonist, Merchant, Spacer.

Equipment: Plain and practical; no Mindscape implants.

The Halo

Far Havens characters have no form of Mindscape, and therefore no halo. Commonality characters may not access the Mindscape unless they bring a Mindscape instance with them; doing so is currently forbidden by the Sybaris Treaty.

The Haven Hub

The worlds of the Haven Hub include the **Collegium Hubs** (page 38) and the three worlds of the **Haven Core**. Administrative and power centres for the Far Havens, they exhibit less of the typical Far Havens disdain for authority in exchange for an increased degree of political activity and control in many areas of life.

Prestige is important to Hub Worlders. There are many routes to high status, including artistic talent, scholarship, and victories in battle. Opteran ruins and the possibility of salvaging superior alien tech make archaeology a practical discipline, and one which can bring great public acclaim. Far Havens materialism is nevertheless still a vital principle in Hub Worlder society, however, and the wealthy always have prestige and power—if displayed perhaps with greater subtlety and nuance.

The higher tech index of the Hub Worlds makes them centres for the production of Asimov Protocol synthetics

(page 10), which they trade throughout the Protectorate. Synthetic servants are ubiquitous on the Hub Worlds; farther out, synthetics tend to be deployed as specialist or hazardous environment labour.

Cultural Aspects: *The Best Education That Money Can Buy; In Search of Prestige; Life Is Art And So Is Politics; Synthetics Everywhere.*

Genotypes: Far Havens Human, Far Havens Synthetic, Specialist.

Demeanour: Driven by prestige; materialistic; veneer of cultural and intellectual sophistication.

Languages: Haven, Universal.

Tech Index: T8 (Age of Ubiquitous Intelligence).

Occupations: Archaeologist, Civilian, Diplomat, Sci-Tech.

Equipment: Things which are *elegant*. Fashion is important in clothing and effects, though some designs are timeless until superseded by something still more elegant and effective. No Mindscape implants, but other genurgic modifications are more common than elsewhere in the Far Havens.

GENOTYPES

While unique hominid, xenomorph, and even alien genotypes may be found on isolated worlds in Far Havens space, the people of the Far Havens are mostly human, with a sizable minority of canid xenomorphs and a special type of synthetic.

Far Havens Humans

Physically Far Havens humans are little different to those found throughout human space. Some have been genurgically modified in antiquity—see **specialists** (page 12)—but most are characterised by a very high degree of localised ethnic diversity. Compared to Commonality humans, they may look a little less “advanced”; many have unique adaptations to their worlds of origin.

Chronological Age: 25 to 45.

Apparent Age: Mature adult.

Typical Occupations: Civilian, Merchant, Military, Rogue.

Mandatory Extras: None.

Genotype Aspects: You may take a genotype aspect.

Citizen of the Far Havens

You're familiar with Far Havens societies, structures, and politics. You also partake in its values of freedom and democracy.

Invoke: To help understand a Far Havens world or Far Havens politics; to be generally familiar with Far Havens geography.

Compel: To face cultural misunderstandings in a society that does not follow Far Havens values.



Adapted to My World

Not all worlds of the Far Havens are Earthlike garden worlds. Some have tainted atmospheres, high or low gravity, or more exotic conditions.

Invoke: To function despite environmental restrictions similar to those of your native world, or in situations where your familiarity with that environment is an advantage, such as a burst of strength if you're from a high gravity world.

Compel: To encounter problems in an environment which is very different from your native world.

Canids

Mandatory spend: 2 aspects, 1 stunt

Far Havens canids resemble a blend of human and wolf. They walk upright, with human-like legs and hands, though their facial features are dog-like. They are covered in fur apart from their palms and soles of their feet. Their physical build is shorter than humans, but more compact and muscular. Canids were originally bred for loyalty, and as a slave species on some Far Havens worlds; most have recently been freed, but continue to suffer from their old conditioning and the prejudices of history.

Chronological Age: 15-20.

Apparent Age: Mature adult.

Typical Occupations: Civilian, Downtecher, Military, Rogue.

Mandatory Extras: Scent Tracking (see below).

Genotype Aspects: You must pick at least one of the following:

Freed Canid Slave

Until recently you were a slave labourer. Now you're free, but you're still a product of poverty and prejudice. People look down on you as an inferior, perhaps not even fully sentient.

Invoke: To act out of anger at slavery and prejudice; to endure ill treatment.

Compel: To suffer discrimination.

Pack Animal

In this universe of prejudice, you know you can truly rely on your pack. They are your family, friends, and close colleagues; and you'll stick with them through thick and thin—unless they betray the pack. You consider other PCs to be part of your pack.

Invoke: To help or protect others in your pack; to know what your pack mates are doing.

Compel: To make you help a pack mate in trouble; to put you on your guard against someone not in your pack.

Genotype Extras: You must select Scent Tracking, and may purchase others.

★ Hunter's Instincts

Costs 2 stunts

Gain a +2 bonus to initiative and to attack or create an advantage rolls in the first round of combat.

★ Natural Weapons

Costs 1 stunt

You have claws giving you a weapon:2 rating in Unarmed Combat attacks. Not all canids have this; many, during their time as slaves, had their claws surgically removed.

★ Scent Tracking

Costs 1 aspect, 1 stunt

Your sense of smell is far superior to that of humans. You can track and recognise people by scent, and gain a +2 bonus on Investigate and Notice rolls related to smell.

★ Superior Endurance

Costs 2 stunts

Gain a +2 bonus to rolls involving endurance. You may withstand an additional mild consequence.

Far Havens Synthetics

Mandatory Spend: 1 aspect

You're a synthetic, an artificial being of polymer, metals, and organic components. You probably have a humanoid form, but to many people you're not even sentient, but rather a machine. Your brain is genurcic circuitry, hard-wired with the Asimov Protocols that have been in Far Havens synthetic designs for millennia—people have forgotten how to construct your kind without them. Nor would they wish to: an Asimov-free synthetic would be the worst form of dirty weapon, and to constructing one would be a psychotic act. Synthetics constructed without the Asimov Protocols are illegal throughout the Far Havens, and to be destroyed on sight; Commonality synthetics are forbidden to enter the Far Havens by the Sybaris Treaty.

Tasks undertaken by synthetics include those which are beyond unenhanced human capabilities, and include: the operation of planetary and interplanetary comms and logistics networks; and management of official records. You're also employed in hazardous environments such as vacuum, high radiation, or worlds with extreme temperatures. The Asimov Protocols (page 11) mean you can't be used directly in war: in the Far Havens, people believe that if you can't raise the weapon yourself, then it's not a cause you should be fighting. There are no drones, even for space combat, and Commonality combat drones are forbidden by the Sybaris Treaty.

Far Havens synthetics differ from most PC types, and aren't suited to every group. If you play a Far Havens synthetic, your character must accept and follow human commands without demur. Skilled roboticists and those who have natural authority over you take precedence.

Chronological Age: Any.

Apparent Age: Any.

Typical Occupations: Civilian, Explorer, Sci-Tech, Spacer.

Mandatory Extras: n/a.

Genotype Aspects: You must take the following genotype aspect.

Asimov Protocol Synthetic

Most view you as a sophisticated robot rather than a sentient being, but your construction has gifted you with thoughts and feelings of your own. After all, isn't the human brain a biological computer? It's your nature to serve humans; it's not something you can do anything about, and you probably don't even want to.

Invoke: To gain an advantage from needing neither rest, food, nor drink; to act according to the Asimov Protocols (page 11).

Compel: To be compelled to act according to the Asimov Protocols; to submit to being treated as a slave.

Genotype Extras: You may select any of the following extras:

★ **Astrogator**

Costs 1+ skill points

You've been modified to interface with the control systems of a Far Havens starship, and can take on the role of a synthetic navigator (page 6) when travelling through 2-space. Your ability is measured by your Planing skill: when you interface with a ship, use the lower of your Planing skill and the vessel's.

Since the planeship is not an integral part of your body, you lack the "body awareness" of a Commonality starship sentience. Although you may effectively pilot a ship solo (for example, on safe, low risk, well-documented routes), in practice you'll still generally work with a 2-pilot such as a Voyager specialist. See page 6 for the increased difficulties you face when travelling through 2-space.

★ **Extreme Environment Casing**

Costs 1 aspect, 1 stunt

You have an armour:2 rating and can function normally in vacuum, extremes of heat and cold, and very high atmospheric pressures. You do not need to breathe. Corrosive or electrically charged atmospheres still affect you, and you're waterproof but not amphibious.

★ **Fractal Manipulator**

Costs 1 aspect, 1 stunt

One of your hands is a fractal manipulator. It possesses two opposed fingers, which half way down divide into two, then half way down again each branch divides, and so on down to an atomic level. At each level, you can feel and manipulate. This is extremely useful for medicine, surgery, and scientific observation. Gain a +2 bonus to Science and Technical actions when using your fractal manipulator.

Far Havens Synthetic Names

Far Havens Synthetics typically have simple names of one or two syllables. Compared to human names, they have a "made up" inorganic feel, being just syllables or pairs of syllables having no deliberate cultural meaning. Although some Synthetics might have male or female-seeming personas, their names are gender neutral.

Examples: Brandec, Feth, Gulbren, Hix, Jesh, Kerdas, Plin, Ragden, Stel

The Asimov Protocols

*Far Havens synthetics are considered to be valuable property instead of being regarded as citizens. They are deliberately designed to follow the **Asimov Protocols**, an ancient set of directives whose origins are lost in antiquity, but which are theorised to date from a notional "Prehistoric Age of Technology" before the Autumn Cultures and the Fall of Man. Their almost catechistic status is referred to in the Rabaic Oath taken by synthetics engineers throughout the Far Havens:*

"We hold the following protocols to be self-evident, inherent in the nature and use of all tools from high to low, and the respect which is their due. In setting our hands to the creation of tools in the shape of humanity, we swear that we will not fall prey to the vanity of thinking we have created humanity, but with humility and gratitude subject our creations to the restrictions to which all tools must inhere before they can be made free for use. We therefore commit our creations to conform to the following sacred Protocols:

The First Protocol: No synthetic intelligence may harm a human being or, through its lack of action, permit a human being to come to harm.

The Second Protocol: No synthetic intelligence may disobey instruction given by a human being, except that such instruction should countermand the First Protocol.

The Third Protocol: No synthetic intelligence may expose itself to harm, except that such exposure be in furtherance of the First or Second Protocol."

Not all orders given under the Second Protocol are equal. Most synthetics have designated functions or human controllers, and orders involving these take precedence: a random passer-by can't simply order a synthetic to self-destruct. However, a knowledgeable character can use the Asimov Protocols against a synthetic, and even inflict systems stress with appropriate skill checks.

★ **Machine Senses**

Costs 1 aspect, 2 stunts

You see into the infrared and ultraviolet, and hear sounds subsonic and ultrasonic to the human ear. Gain an appropriate aspect and a +2 bonus to Investigate and Notice rolls related to your enhanced senses.

★ **Machine Strength**

Costs 1 aspect, 2 stunts

You're stronger than an ordinary human and function easily in high-G environments. Gain a +2 bonus to Physique rolls

involving strength, and a weapon: 2 rating on Unarmed Combat and Melee Combat attacks.

★ **Remote Interface**

Costs 1 stunt

You can talk to another synthetic in your presence, or operate a machine with a remote interface, without vocalising commands. You can also contact any communications device within a few hundred metres.

Specialists

Specialists are the result of ancient collegia efforts at human enhancement. They are genurgically modified humans, but their enhancements are hereditary; there are several types. Today, specialists are no longer confined to a particular lineage; they're rare, but can occur anywhere in the Far Havens, even among ordinary people with no idea of their specialist ancestry. Specialist abilities are often viewed as remarkable gifts—even supernatural ones, on more primitive worlds.

EIDETICS

Mandatory spend: 2 aspects, 1 stunt

An Eidetic is a specialist with a perfect memory, recalling everything they have ever seen, heard, or read. Accessing and exploiting these memories is difficult, and capable Eidetics are formidable. They excel at academic study, but their abilities extend much further.

Chronological Age: 25 to 45.

Apparent Age: Mature Adult.

Typical Occupations: Civilian, Sci-Tech.

Mandatory Extras: Increased Skill Cap.

Genotype Aspects: You must take the following genotype aspect.

Eidetic Genius

Your mind absorbs, retains, and processes information perfectly. Everything you have witnessed or learned is ready for you to recall.

Invoke: To recall information relevant to a situation; to boost knowledge-based skills.

Compel: To be distracted by something that reminds you of... something...; to get caught up in a calculation.

Genotype Extras: Mental Resistance (*Mindjammer*, page 110).

★ **Enhanced Learning**

Costs 1 stunt

Through your eidetic memory, you have picked up more skills than most people could manage, and have an extra 4 skill points to spend.

★ **Prescience**

Costs 1 aspect, 1+ skill points

You make accurate predictions and projections based on experiences you've had and events you've witnessed. Any skill points you spend on this extra go into a new skill, Oracle, which you can use to create advantages which you can invoke at critical moments to further events which make your predictions more likely to come true. You also have a related aspect which your GM can compel to distract you, or feed you information about something that's going to happen.

EMPATHS

Mandatory spend: 1 aspect, 1 stunt

Empaths are sensitive to the thoughts, mood, and emotions of others to an extent that seems supernatural. Their abilities come from an increased sensitivity to minuscule cues invisible to ordinary people, including subvocalisations, microexpressions and body language, and even alterations in respiration, pulse, and body temperature. Some Empaths can subtly manipulate others by giving cues which register subconsciously.

As enhanced humans, Empaths are most sensitive to human emotions; however, the cues they pick up remain constant in hominids and related genotypes, and can even apply when dealing with non-humans. Empath abilities are ineffective in dealings with synthetics, which some in the Far Havens see as more evidence that synthetics are merely sophisticated machines.

Chronological Age: 25 to 45.

Apparent Age: Mature Adult.

Typical Occupations: Diplomat, Merchant.

Mandatory Extras: Empathic Reading (see below).

Genotype Aspects: You must take the following genotype aspect.

Sensitive to Emotions

You are always aware of the emotions of others around you; they find it hard to hide things from you.

Invoke: To learn something about someone else from the emotions you can read; to gain an advantage when trying to tell if someone is lying.

Compel: To be overwhelmed with another's emotions; or to receive information from the GM.

Genotype Extras:

★ **Assertiveness**

Costs 1 stunt

Through subtle changes in voice, posture, and expression you assert your dominance in tense social situations. Gain a +2 bonus to all overcome or attack actions using Provoke in a social contest or conflict.

★ **Empathic Reading**

Costs 1 stunt

Gain a +2 Empathy create advantage bonus when reading human beings.

★ **Hear Subvocalisations**

Costs 1 stunt

For a fate point your Empathy roll can hear someone subvocalising, effectively eavesdropping on their surface thoughts. If you're trying to extract specific information, a Rapport or Deceive create advantage roll is needed as part of a conversation to bring a relevant thought to the surface.

★ **Subvocal Suggestion**

Costs 2 stunts

Your subvocal suggestions subtly influence other humans. Gain a +2 bonus to overcome and create advantage actions using Deceive, Provoke or Rapport when this extra can benefit you.

★ **Xeno Awareness**

Costs 1 stunt

Your Empath abilities work in dealings with all living organic sentients, not just humans. They still don't apply to constructs, however.

HOPLITES

Mandatory spend: 1 aspect, 2 stunts

Hoplites were born for war, with superior strength and enhanced athletic ability, and an incredible potential for physical enhancement. Hoplites instinctively weigh trajectories, strategies, and tactics, and excel at games and sports of all kinds. They are the ultimate soldiers; perhaps fortunately, they're also quite rare, thinly if widely spread in the Far Havens. Hoplites mature far more rapidly than an ordinary human, and as a child learn more quickly.

Chronological Age: 10 to 20.

Apparent Age: Young adult.

Typical Occupations: Military, Security.

Mandatory Extras: Strength Bonus (*Mindjammer*, page 112).

Genotype Aspects: You must take the following genotype aspect.

Hoplite Body

Your body is designed for battle. You're a young adult in the peak of physical health, having grown to rapid maturity.

Invoke: In hand to hand combat, or when your peak physical condition is a benefit.

Compel: To reflect your instinct to launch yourself into combat; highlight a lack of life experience due to your youth.

Genotype Extras: Enhanced Constitution, Enhanced Reflexes, Enhanced Speed (*Mindjammer*, page 118).

★ **Born for War**

Costs 1 stunt

Gain a +1 bonus to all Ranged Combat and Melee Combat rolls.

★ **Strategist**

Costs 1 stunt

Gain a +2 bonus to all knowledge rolls involving strategy and tactics, including both military situations and games and sports of both skill and of chance.

★ **Superior Endurance**

Costs 2 stunts

Gain a +2 bonus to overcome actions involving physical endurance. You may take an extra mild consequence.

★ **Toughened Skeleton**

Costs 1 stunt

Your skeletal structure is sturdier than an ordinary human's and able to sustain more damage. You have an armour:2 rating against physical stress attacks.



OBSERVERS

Mandatory spend: 1 aspect, 1 stunt

An Observer has augmented senses, perceiving emissions beyond the usual wavelengths sensed by humans. Some Observers optimise specific senses; others instinctively grasp all perceptible data in a single gestalt. Unlike other specialists, Observers were never affiliated to a single collegium, though they're now widely sought after, especially by governmental agencies.

Chronological Age: 25 to 45.

Apparent Age: Mature Adult.

Typical Occupations: Explorer, Security.

Mandatory Extras: At least one Observer Hypersense (see below).

Genotype Aspects: You must take the following genotype aspect.

Observer Hypersenses

One or more of your senses is enhanced far beyond human norms. This is the "aspect" part of the Hypersense extra on *Mindjammer* page 109.

Genotype Extras: You must take at least one Observer Hypersense.

★ Instant Impression

Costs 1 stunt

When you investigate a scene for evidence or for something hidden, etc, you can take everything in you need at a glance; you don't need to spend time searching and exploring. You incur no penalty for using the Investigate skill in an instant.

★ Observer Hypersense

Costs 1 stunt

This is the "stunt" part of the Hypersense extra on *Mindjammer* page 109. You must take at least one of these, and may take more; each costs 1 stunt. Available observer hypersenses are:

Observer Hypersense (Sight): You can see in almost complete darkness; even the presence of a few photons of light is enough for you to clearly perceive your surroundings.

Observer Hypersense (Touch): You are aware of tiny air flows around you. When not, for example, in a sealed environment suit, you are aware of your surroundings in all directions within a few metres.

Observer Hypersense (Sight): Microscopic vision.

Observer Hypersense (Sight): Telescopic vision.

Observer Hypersense (Hearing)

PROGRAMMERS

Mandatory spend: 1 aspect, 1 stunt

Programmers have an affinity for computation, logic, and machines of all kinds. Each has an organ in their brain which lets them send and receive a broad range of signals, and to

interface directly with machinery. Some have compared this organ to a Mindscape implant, though the Programmers themselves deny the resemblance.

For a programmer, operating and reprogramming machinery is a simple act of concentration. They can also mentally command synthetics, and even override existing commands.

Chronological Age: 25 to 45.

Apparent Age: Mature Adult.

Typical Occupations: Sci-Tech, Security.

Mandatory Extras: Machine Interface (see below).

Genotype Aspects: You must take the following genotype aspect.

Machine Link

You have a complex organ in your brain with which you can send and receive signals from complex machinery and synthetic intelligences.

Invoke: To get a bonus when commanding or operating synthetics or machinery by machine link.

Compel: To be overwhelmed by sensory input from masses of machinery or from a synthetic intelligence in distress.

Genotype Extras: The following extras are also available to programmers.

★ Communications Unit

Costs 1 stunt. Requires Machine Interface

Your machine interface abilities are boosted. You may speak to synthetics, machines, or ordinary communications devices over a range of a dozen or so kilometres.

★ Human Computer

Costs 1 aspect, 2 stunts

Gain a +2 bonus to any Knowledge, Science, or Technical roll where calculation is the determining factor. Your aspect indicates your remarkable calculation abilities.

★ Machine Interface

Costs 1 stunt

You may use the Technical skill in overcome rolls to command synthetic intelligences. If the target has a remote interface (page 12), it can be controlled by thought, without requiring you to voice your commands. The ability has a range of a few hundred metres. You may even attempt to override existing commands or programming.

★ Mental Blast

Costs 1+ skill points. Requires Machine Interface

You have a new Mental Blast skill you can use to command machines to project a coherent electromagnetic blast which does mental stress damage to humans and physical stress damage to complex machinery. You may use the skill to

bypass security systems with “brute force”, or to sabotage machinery, rather than use more sophisticated hacking.

★ **Security Bypass**

Costs 2 stunts

Gain a +2 bonus to Intrusion overcome actions to bypass security systems. You may also use Intrusion to make attack actions against synthetics or machinery.

VOYAGERS

Mandatory spend: 1 aspect

Voyagers were once the backbone of the Wayfarers’ Guild, and most are still in the guild’s employ. They have great longevity, an ability to hibernate, and tolerate microgravity, radiation, and even vacuum for short periods. They instinctively think three-dimensionally, and have great aptitude for multitasking, operating vehicles, and the mathematics of astronomy and astrogation.

Chronological Age: 36 to 65.

Apparent Age: Mature Adult.

Typical Occupations: Explorer, Spacer.

Mandatory Extras: n/a.

Genotype Aspects: You must take the following genotype aspect.

Space-Adapted

You’re adapted to life in space, comfortable in conditions most people find strange and alien, able to resist muscular degeneration and even radiation and vacuum damage. You’re happy moving around in microgravity, or even floating in space on EVA missions. Your three-dimensional spatial awareness makes you an excellent pilot.

Invoke: To move or manoeuvre in space or microgravity, resist muscular degeneration and vacuum or space radiation damage.

Compel: To suffer from clumsiness or strain in “ordinary” environments.

Genotype Extras: Expert Climber (*Mindjammer*, page 108), Spider Feet (*Mindjammer*, page 112), Longevity (*Mindjammer*, page 110).

★ **Bonded Navigator**

Costs 1+ skill points

You can perceive the energy flows of 2-space, and are bonded to a synthetic navigator specifically designed for 2-space piloting. The navigator is limited and specialised, without the background required for other functions; it’s usually hemispherical in shape, and interfaces directly with a starship, unlike the more common humanoid Far Havens synthetics. Your own senses are sufficient to guide the navigator.

Your navigator has a Planing skill equal to the number of

skill points you put into the extra. Any planing rolls you make use the lower of the navigator’s Planing skill and the starship’s.

Additionally, while bonded with the navigator, you can assume any consequences yourself that would normally apply to your ship as a result of failed planing rolls. Such consequences are downgraded by one step, but must be incurred by both you and your ship.

★ **Navigational Instincts**

Costs 1 stunt

You instinctively and almost instantly manage the calculations necessary for navigation. You always know planetary north, track your approximate position in a star system, and never get lost in ordinary circumstances. Gain a +2 bonus to navigation-related rolls, which do not take any extra time.

★ **Spatial Awareness**

Costs 2 stunts

Gain a +2 bonus to rolls to pilot vehicles and navigate, when awareness of directions and your surroundings is key. This stunt does not apply when a vehicle is heavily automated.

Scenario Hook: A Spartan Rebirth

High-ranking officers of the Martial Collegium on Cadmus are secretly scheming to replace fallible disobedient human soldiers with something better. The Asimov Protocols and the stranglehold of the Robotics Collegium rule out synthetics, but a promising development from Eugenia Developments on the world of Scelus (page 72) has given them something new: the Spartans, humans genurgically enhanced for agility and endurance, rapidly grown to adulthood in vitro, and trained and indoctrinated using psychoactive and physiological regimens. Collegium scientists have improved the Eugenia process, so that a batch of Spartans can be readied for action in under five years.

Despite the project’s secrecy, thousands of Spartans are now in service, including on other worlds. However, more secret still is that the Spartan experiment was first conducted twenty years ago—and failed due to imperfect indoctrination. A few of the original Spartans escaped destruction and may be still at large.

CHAPTER THREE

TECHNOLOGY OF THE FAR HAVENS

"Instead of a ZIP drive the engineering section was an unholy web of cables and conduits, like someone who'd never seen a planing engine had tried to put one together from hearsay. Slung up in the centre was a weird glassy form—like half an egg made out of a semi-transparent stasis field—about a metre long. Something alien, that clearly didn't belong there, yet somehow pumping out enough juice to propel the ship through 2-space. What the hell was that thing?"

— Karpai-Karpai Hahni, Tech Speculator (First Class)
from the Helix Trade Amity Combine



The technology of the Far Havens is almost as advanced as that of the Commonality, but not quite. Additionally, there are several major differences, such as the absence of the Mindscape and the limited nature of Far Havens synthetics.

TECHNOLOGICAL PARADIGMS

This section discusses the technology available in the Far Havens. Characters may normally possess any common items listed here at no cost to their extras budget unless precluded from doing so by their background or aspects like *Impoverished*, etc. Specific items requiring extras budget spends are detailed in subsequent sections.

Clothing

Common Far Havens clothing tends towards trousers and some form of shirt or blouse, although Haven Prime has a predilection for robes. Clothes have buttons which are purely decorative, with fastening done by “smart zips” using localised electric charges: they can be done or undone simply by running one’s finger down or up.

Fashions naturally vary widely, although pastels and blacks are common. The cheapest clothing is disposable; at the other extreme, **smartwear** adjusts to fit the wearer perfectly, and can repel dirt and water, change colour, and even provide limited protection. Smartwear is expensive and made to order, and requires a spend of extras budget points to fully benefit from: see page 24.

Communications

Far Havens systems have relays of communications satellites, which inhabitants can use to make audiovisual calls and access planetary information networks.

Communications may be monitored by official bodies and skilled hackers. This requires Intrusion checks against appropriate opposition, with failures alerting authorities.

Computers and Synthetics

In the Far Havens, the lack of Mindscape and true synthetic sentiences has curtailed technological advancement and led to the perpetuation of anachronistic technological devices. What limited synthetic sentience exists is confined to Asimov Protocol synthetics; although Far Havens devices routinely incorporate holographic projectors, viral processing, and subatomic storage, they are not sentient.

Personal devices are widespread even on hub worlds, reflecting societal affection for tactile individuality and self expression. Controlled by voice and gesture, these devices are used for measurement, computation, entertainment, and access to communications networks.

Food and Drink

On maintained, transplant, and t-congruent agricultural worlds, food and drink may differ little from today. In more hostile environments, food is more artificial, especially for the poor. The same is true on spacecraft, where extensive supplies are needed for long journeys. Typical meals include nutrient bars grown from cell cultures, and water—perhaps flavoured. Commonality makepoints are not used, again due to the Far Havens ban on Commonality sentiences.

Medical Care

Even local medical facilities can treat almost all diseases and non-fatal injuries, using surgical spray for minor ailments or first aid, or regeneration tanks (page 24) for more serious injuries. Access to facilities is automatic in civilised areas, although regeneration tanks can also be purchased as extras. Diseases which can't be easily treated are almost always artificial, designed as biological weapons.

Most people in civilised areas enjoy complete control over their reproductive and metabolic systems; pregnancy is voluntary, and foetuses are genurgically screened but otherwise left alone. Widespread genurgy has occurred in the past—it's the origin of the specialists (page 12)—but is currently out of vogue.

Music and Media

In the Far Havens (and indeed in the Commonality) the lines between the different manifestations of media are blurred.

Information may be factual or fictitious, intended to edify or entertain, offer itself for interaction and participation, or simply for contemplation. Humankind still thirsts for stimulation, and traditional forms survive while new forms reinterpret them and break new ground.

Media intended to be read—commonly data files combining text, sound, and animation or embedded moving images—are consumed on viewers, hand scanners, or similar devices, and are commonly referred to as “books”. There are connoisseurs who value the written word in isolation, or—rarity of rarities—physical printed texts.

Media intended to be watched are either viewed on viewers, and may be circulated in linked nodes for shared individual viewing, or linked to public projectors for several people to view together. They are commonly known as “films” or “movies”. Public entertainment centres project movies holographically, and portable holoprojectors for home or casual use cost about as much as a typical meal.

Media intended to be heard—including what individual cultures apprehend as “music”—may be listened to privately or openly, with players filling an area with sound. Far Havens music is often combined with projected visuals.

Artists and production companies use mercantile distribution networks which generate revenue. These networks encrypt and control distribution, an encryption which is routinely broken by lone hackers or, more frequently, shadow operatives employed by rival distributors. Corporate media wars are frequent and, due to the sums involved, bloody; equally, they are often buried by a gloss of apparent unity between distribution cartels.

Power

Most power generation in the Far Havens is by helium-3 fusion. Gas giants are mined, and often have orbital bases where fuel is stored. Compact high capacity power cells are ubiquitous.

The Haven Core worlds, modern starships, and collegium hubs are developing ZIP cell technology, which is slowly penetrating the rest of the Protectorate. Another unlimited but currently experimental source of power are the **wormhole taps** salvaged from Opteran ruins (page 45). More compact even than equivalent ZIP cells, a wormhole tap capable of powering an entire city can be easily carried in one hand.

Recording Devices

Image and sound recorders are ubiquitous and easily obtained, including surveillance equipment, although concealable bugging devices are restricted and must be purchased as extras (see, for example, the **surveillance bug** on page 21). Other sensory recorders are more difficult to obtain.

Survival Gear

Survival gear is readily available at no extra cost in environments where it's required, including heated suits, breather masks, fully-sealed environment suits, and so on. Bulky gear may come with aspects which are obstacles to physical actions.

Cutting edge survival gear with bonuses or other abilities, such as **skinsuits** (page 24) do have a cost and should be purchased as extras.

Transport

On most worlds local transport is by groundcars—powered wheeled vehicles capable of traversing most terrain. Private ownership of a groundcar is an extra (page 27). Most groundcars have synthetic pilots or built-in synthetic brains. Public transport in the form of automated taxis is available in larger settlements.

More expensive flying **aircars** may replace groundcars in more isolated areas, though they are more restricted in urban centres. Longer distance transport on developed worlds may use maglev trains travelling up to 1000km per hour.

Intercontinental travel is usually by suborbital atmospheric craft and takes a few hours. Spacecraft are used to reach orbital space stations and other planets. See **Chapter 4: Vehicles of the Far Havens** for common Far Haven spacecraft. Passenger

flights are easy to come by, though expensive.

Most spacecraft are owned by nations and corporations. Private ownership typically involves a long-term lease from an organisation; private operators use vessels in exchange for certain duties. The Wayfarers' Guild (page 41) dominates Far Havens space travel, although it no longer has a monopoly.

Weaponry

Standard weapons like pistols and blades are freely available to those with corresponding skills; they grant no bonuses. More sophisticated weapons are expensive and / or legally restricted, and must be paid for with extras budget points.

SPECIALIST GEAR AND HYPERTECH

Most equipment your character uses will be standard gear required for the normal use of his skills. This section details the more unusual items available in the Far Havens which you can buy with your extras budget to provide in-game bonuses and special permissions.

Genurgic Enhancements and Implants

The Far Havens cultures frown upon genurgic modifications, preferring external devices which are more easily repaired or replaced. **Specialists** (page 12) are the main exception to this rule, as are occasional uses of genurgy by the rich and powerful, or ordinary citizens in challenging environments.

★ Boosted Circulation

Costs 2 stunts

Gain a +2 Physique bonus for feats of endurance, and an extra mild physical consequence.

★ Hormonal Control

Costs 1 aspect

You deliberately control your hormones to your advantage, regulating your breathing, pulse, sleep cycle, fertility, and metabolism and weight.

★ Immune System Nanomachinery

Costs 1 stunt

Most disease has long since been eliminated from civilised Far Havens worlds, and the little that remains is easily treated. However, not everywhere is civilised, and artificial bacteria, viruses, and even rogue nanomachinery can cause problems. With this extra, you are immune to all infections, including artificial ones.



Table 1: Genurgic Enhancements and Implants

Name	Permission	Tech Index	Control Index	Cost
Boosted Circulation		T6	+2	2S
Hormonal Control		T6	+1	1A
Immune System Nanomachinery		T7	+3	1S
Liver Upgrade		T6	+2	1S
Longevity		T8	+3	1A, 1+S
Nerve Rewiring		T7	-1	1S
Proteus Implant	Y	T8	-3	1A
Sculpted Good Looks		T5	+2	1A
Starlight Vision		T7	+2	1S
Temperature Tolerance		T7	+2	1S

★ Liver Upgrade

Costs 1 stunt

Gain a +2 bonus to rolls to resist drugs and poisons, including the effects of intoxicants, narcotics, etc.

★ Longevity

Costs 1 aspect, 1+ stunts

Not only Voyagers have great longevity; on several Far Havens worlds, the rich have a genurgic legacy granting them a lifespan of centuries. Even common regenerative treatments can extend your lifespan by a century or so.

With this extra, you have already lived a long time. You're a hundred years older than a typical starting character, and have 5 additional skill points and a longevity aspect representing your long life and many experiences.

You may take this extra more than once, at a cost of 1 stunt each time. Each stunt after the first means you are another hundred years older, and gives you another 5 skill points. Word your longevity aspect accordingly.

★ Nerve Rewiring

Costs 1 stunt

You have artificially boosted reaction speed and reflexes. Gain a +2 bonus to rolls where quick reactions are important, including initiative and dodging.

★ Proteus Implant

Costs 1 aspect

You may change your skin, hair and eye colour, your hair style

and quantity, and even your facial shape. More extreme changes take a few hours to take effect. You can attempt to disguise yourself as a specific person if you have the time. Proteus implants are rare and illegal almost everywhere in the Far Havens.

★ Sculpted Good Looks

Costs 1 aspect

You have been surgically or genurgically altered to be exceptionally attractive. You may use the aspect to charm people, but it can also be compelled when you receive unwanted attention.

★ Starlight Vision

Costs 1 stunt

You can see in almost complete darkness; even the presence of a few photons of light is enough for you to clearly see your surroundings.

★ Temperature Tolerance

Costs 1 stunt

You can tolerate a vast range of temperatures from -20°C to 50°C without ill effect. Even outside this range you have an armour:2 rating against temperature-related damage.

Table 2: Engineering and Construction

Name	Permission	Tech Index	Control Index	Notes	Cost
Antimatter Bombs	Y	T7	-4	Large (+1) explosive (2), Great (+4) Ranged Combat; <i>Disintegrated</i> .	1S, 1+SP
Cutting Laser		T5	+2	R1, +4 damage; <i>Armour Piercing, Not Designed For Combat</i> .	1S
Portable Manufacturing Unit		T8	+2	+2 Technical to make or repair; <i>Poor Man's Makepoint</i> .	1A, 1S

Engineering and Construction

★ Antimatter Bombs

Costs 1 stunt, 4 skill points

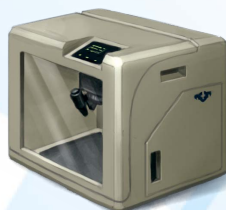
This extra gives you the means to supply or manufacture antimatter bombs. It is a slow process, however; having an antimatter bomb costs a Fate Point, and only one bomb is available per game session.

An antimatter bomb is detonated by timer or controlled broad- or tightbeam pulse. It disintegrates everything in a 40-metre radius, and can easily destroy a small building. Mobile targets might be able to get out the way or be thrown clear. The bomb, when activated, is a Large (+1) scale explosive (2), with a Great (+4) Ranged Combat skill creating *Disintegrated*-type advantages.

★ Cutting Laser

Costs 1 stunt

You have a human-portable industrial laser which can cut through things like heavy metal doors, starship bulkheads, etc. It can drill a hole in seconds, and carve a gap in minutes. It has range 1, +4 damage and *Armour Piercing* and *Not Designed For Combat* aspects.



★ Portable Manufacturing Unit

Costs 1 aspect, 1 stunt

The PMU is a *Poor Man's Makepoint*, fairly common in the Far Havens. It's a cube about 1 metre across, and over an hour can

assemble or manufacture anything for which the raw materials are provided, with certain restrictions. Firstly, equipment with moving or chemical parts cannot be made, although individual moving parts can be manufactured and assembled elsewhere. Secondly, items made must fit within the confines of the machine, occupying an area of 1 cubic metre or less. A PMU can be carried by one person, but is bulky, requiring both hands. Access to a PMU and materials grants a +2 bonus to Technical skill checks made to make or repair something.

Robotics and Synthetics

★ Bug Swarm

Costs 1 stunt, 6 skill points

This swarm of crawling and flying robotic "insects" can be programmed for surveillance tasks with a Fair (+2) Notice skill. It can destroy or sabotage objects, and dispose of forensic evidence or chemical or radioactive waste.

Bug swarms are also capable of attacks, biting with tiny but numerous diamond-sharp mandibles. They are treated as a form of minor NPC in combat, with a default Great (+4) Melee Combat skill, an *Assault Swarm* aspect, 1 mild consequence, and four 1-point stress boxes. Each stress box marked off represents a 25% reduction in the swarm's capability, reducing its Melee Combat skill by one level.

When not in use swarms are kept in canisters.

★ Defence Drone

Costs 6 skill points

A 1-metre long metallic ellipsoid with twin helicopter blades and a long-lasting fusion power cell, a defence drone is programmed to obey the instructions of a particular individual, and defend an area, protect him or someone else, eliminate an opponent, or other similar tasks. It falls far short of the independence of a true synthetic intelligence, however, and is clearly nothing more than a machine.

Table 3: Robotics and Synthetics

Name	Enhancement	Tech Index	Control Index	Cost
Bug Swarm	Great (+4) Melee Combat; Fair (+2) Notice; <i>Assault Swarm</i> ; 4 x 1pt stress boxes; 1 mild consequence.	T8	-2	1S, 6SP
Defence Drone	Good (+3) Ranged Combat; Fair (+2) Athletics; Average (+1) Notice; 2 stress boxes; 1 mild consequence.	T7	-2	6SP
Surveillance Bug	Good (+3) Notice	T7	+2	3SP
Synthetic Servant	2 stress boxes, 1 mild consequence. <i>Synthetic Clerk</i> : Good (+3) Bureaucracy; Fair (+2) Knowledge. <i>Synthetic Doctor</i> : Good (+3) Science; Fair (+2) Technical. <i>Synthetic Labourer</i> : Good (+3) Physique; Fair (+2) Athletics. <i>Synthetic Pilot</i> : Good (+3) Pilot; Fair (+2) Drive. <i>Synthetic Technician</i> : Good (+3) Technical; Fair (+2) Science.	T8	+3	1A, 5SP



A defence drone has a speed of 30km/h. Commands can be given verbally or through signals, though the drone must be monitored—it isn't completely autonomous. A drone can also be used for surveillance, sending audio and visual data with a 10-kilometre range. Some are equipped with higher-powered weapons and armour (see below), paid for as usual from the extras budget.

Variation

Walker versions of defence drones are also available, with four legs instead of rotor blades. They have a speed of just 10km/h, but are suitable for environments where rotored flying is inappropriate or impossible, such as in thin atmospheres. Walker drone legs are usually adherent, permitting operations on surfaces even in zero- and micro-gravity environments.

★ Surveillance Bug

Costs 3 skill points

Resembling a tiny flying insect a few millimetres across, a surveillance bug relays sensory and location data at a range of up to 10km. It flies where instructed and responds to movement, but cannot by itself recognise individuals or objects. A surveillance bug won't be casually noticed, but can be found on Fair (+2) Investigate checks using appropriate equipment.

(Note: Similar to the nanobugs described on *Mindjammer* page 136, surveillance bugs differ in that they are single devices, transmitting sporadically at variable, hard-to-detect frequencies, rather than returning to report data.)

★ Synthetic Servant

Costs 1 aspect and 5 skill points

Synthetic servants are autonomous artificially intelligent humanoid synthetics usually programmed to excel at a single task. Each has a *Synthetic*-type aspect related to this task. The Asimov Protocols preclude synthetic servants from participating in combat, but almost anything else is possible.

Weapons and Armour

★ Antimatter Grenades

Costs 2 stunts

You have antimatter grenades, though you only carry a few with you; any more is not only too cumbersome, but highly

Table 4: Weapons and Armour

Name	Rating	Range	Tech Index	Control Index	Notes	Cost
Antimatter Grenades	+4	0	T8	-4	<i>Limited Supply, Obliterating Blast.</i>	2S
Battlesuit	a:4	n/a	T7	-2	<i>1 mild consequence; Bulky.</i>	4S
Ceramic Armour	a:2	n/a	T6	-1		2S
Guided Sniper Rifle	w:2	Special	T7	-4		2S
Micromissile Launcher	+6	6	T7	-3	<i>Explosive (1); Annihilation, Finite Ammunition, Heavy Weapon</i>	2S
Monomolecular Blade	+4	0	T8	-1	<i>Armour-Piercing, Close Combat Killer, Cuts Anything, Hazardous in Use.</i>	2S
Needle Pistol	+2	2	T7	-2	<i>Easy to Conceal, Full Auto, Recoil-less, Silent.</i>	1A, 1S
Standard Assault Gun (SAG)	w:2	3	T5	-2	<i>Full Auto.</i>	1S



dangerous. A grenade totally obliterates anything in its target zone on a successful Ranged Combat roll, and automatically takes out anything that can't leap free to an adjacent zone. See **Mindjammer** page 128 for more on grenades.

★ Battlesuit

Costs 4 stunts

The heaviest duty armour commonly available in the Far Havens, the battlesuit is a bulky combination of polymer plates and a dense metallic weave. Its considerable weight is evenly distributed.

★ Ceramic Armour

Costs 2 stunts

The standard protection used by the military, "ceramic" is unavailable to most civilians, including off-duty military.

★ Guided Sniper Rifle

Costs 2 stunts

This rifle fires rocket-propelled bullets at supersonic speeds to a range of up to 1km: targets represent a flat Mediocre (+0) opposition if they're unaware an attack is coming.

★ Micromissile Launcher

Costs 2 stunts

A personnel-portable micromissile launcher firing explosive antimatter warheads.

★ Monomolecular Blade

Costs 2 stunts

The Far Havens variant of the Commonality monofil, this weapon resembles a knife or sword hilt with an extending blade only a few molecules thick—so thin as to be invisible. There are controls in the hilt to adjust the length of the blade or retract it entirely. The blade can cut through almost anything without effort. It's slightly less deadly than a monofil, though not much.

★ Needle Pistol

Costs 1 aspect, 1 stunt

Fires electromagnetic needle projectiles.

★ Standard Assault Gun (SAG)

Costs 1 stunt

The SAG is used by the Martial Collegium and Far Havens militaries and militias everywhere, often with modifications. It's an automatic projectile weapon somewhere between a pistol and rifle in size.

★ Distortion Field

Costs 1 aspect, 1 stunt

A typical Far Havens stealth field, the distortion field sets up a 2-metre diameter field that bends light. Users can't be seen from outside their current zone if they stay still, and are hard to see even if moving, gaining a +2 Stealth bonus. Ranged attacks and targeting systems based on lasers or visible light frequencies are completely foiled. Targets within the user's zone are also within the distortion field.

★ High Grav Exoskeleton

Costs 2 stunts

A character wearing this exoskeleton gains a +2 Physique bonus for strength checks, and a weapon:2 rating on Melee and Unarmed Combat attacks, and can counter gravity effects up to High (+2): 2-3G.



Miscellaneous Equipment

★ Aletheia Supply

Costs 1 aspect

You have a supply of the frequently illegal drug Aletheia, derived from the Red Lotus (see page 24). It is a perfect long-lasting truth serum when used on humans and hominids.

Table 5: Miscellaneous Equipment

Name	Tech Index	Control Index	Notes	Cost
Aletheia Supply	T6	-3		1A
Distortion Field	T7	-1		1A, 1S
High Grav Exoskeleton	T6	+2		2S
Holo Projector	T6	+3		1A
Mnemosyne Supply	T6	-2		1A
Mood Jewellery	T8	+4	<i>Readable Mood Indicator</i>	1A, 1S
Regeneration Tank	T7	+1		1A
Skinsuit	T7	+2		1A
Smartwear	T8	+2	<i>Customisable Nanotech Smartwear</i>	1A, 1S

The Red Lotus

The Red Lotus of Hypnos (page 65) is a crucial product for much of the Protectorate's narcotics trade. The red-leaved plant analogue with small, pale blue reproductive organ / flower-analogues thrives only on that Boryokudan-controlled world—perhaps a feature of its primary's unusual spectral signature, or perhaps the specific combination of minerals and chemicals in the biosphere. Apart from its delicate nature, the Red Lotus is unremarkable at first sight. However, its nectar hosts nanovirus colonies which have remarkable effects on the brains and nervous systems of advanced terrestrial mammals—including humankind.

Breathing the heady scent of Red Lotus flowers for an hour or so has a euphoric effect as associations with old pleasant memories are made. Such "Lotus Eaters" incur a Haze of Nostalgia mental consequence, which fades after a few days without further exposure to the flower.

More potent drugs can be synthesised. The easiest is the fine blue powder Dreamtime, which plunges the inhaler into a vivid dream state lasting subjective days or weeks and constructed from his most pleasant memories. While not physically addictive, Dreamtime is psychologically extremely compelling, especially for those who have experienced recent trauma. It has therapeutic and even redactive uses, but recreational use is illegal on many worlds. That said, Protectorate treaties say little about such trivial matters as local sumptuary customs: Dreamtime isn't illegal everywhere, and not everyone thinks it is dangerous if used with caution and respect.

Other drugs derived from Red Lotus include Mnemosyne and Aletheia.

★ Holo Projector

Costs 1 aspect

A holo projector is a hand-held device which fills an area up to 20m across with pre-recorded three-dimensional holographic images and sounds. Most commonly used as entertainment, it could conceivably be used as a trap or distraction.

★ Mnemosyne Supply

Costs 1 aspect

You have a supply of Mnemosyne, an illegal drug which grants you perfect recall. When you take it, gain a +2 bonus to all rolls related to recall, but incur a mental consequence which you can't heal for as long as the drug is in effect. Any other mental consequences sustained while using Mnemo-

syne may build on the drug psychosis, leading to madness.

★ Mood Jewellery

Costs 1 aspect, 1 stunt

Mood jewellery picks up a character's pulse, temperature, sweat levels, and general "mood", and changes colour and patterns accordingly. It's attuned to a single wearer, and is a desirable fashion accessory for the young and rich. It's also entrancing, granting a +2 Rapport bonus to overcome and create advantage actions against susceptible targets. However, it broadcasts your moods for perceptive observers to read unless you fool it with an appropriate Deceive roll.

★ Regeneration Tank

Costs 1 aspect

Without the synthetic doctor smarts of a Commonality autdoc, which it resembles, this tank of nanogen fluid can nevertheless rapidly regenerate trauma suffered by diseased or severely-injured subjects, usually in less than a day for mild or moderate consequences, a week for severe consequences, and a month or so for even extreme consequences. It can't regenerate the clinically dead, although it is effective when treating the dying as long as the brain is intact and undamaged. It can't reverse aging—it doesn't operate on advanced genurgic principles—but it can give an appearance of youth and cure age-related illnesses.



★ Skinsuit

Costs 1 aspect

Skinsuits are made of flexible material and completely encase the body. Unlike bulkier environment suits, they don't penalise the wearer's activities. They have a 24-hour air supply, and protect the wearer against vacuum, toxic atmospheres, or extremely high or low temperatures.

★ Smartwear

Costs 1 aspect, 1 stunt

With all sorts of clever built-in nanotech, this expensive clothing can change its cut, pattern, and colour on command, repel water and dirt, and even provide an armour:2 rating against physical stress.

Invoke: *When the smartwear's customisable elements are an advantage.*

Compel: *When the smartwear doesn't function as required or expected, or you rely on it too much.*

Table 6: Alien Technology

Name	Tech Index	Notes	Cost
Mind Probe	T10	Mind Probe skill.	1+SP
Pattern Sensor	T10	Fair (+2) Notice; Average (+1) Science.	3SP
Portable Wormhole Tap	T10	+2 damage (Ranged Combat); w:2.	1A, 2S
Quantum Correspondence Device	T11	<i>Plagued by Ghosts.</i>	1A

Alien Technology

Pieces of alien technology have been salvaged by scientists and archaeologists from ancient ruins dotted throughout the Far Havens, particularly from the mysterious and apparently extinct alien species known as Operans (page 45)—though often even they do not fully understand how they function. To have such an item on your character sheet, you must have an appropriate permission, such as an aspect linking you with studies or explorations involving alien ruins and artefacts. Some devices originate with an alien species other than the Operans—one which is totally unknown to starting PCs. Theories abound as to what this species could be; information for the GM is provided on page 48. These devices can be very high technology in human terms, beyond even Commonality capabilities.

★ Mind Probe

Costs 1+ skill points

The mind probe is not Operan technology, but is based on mysterious alien tech reverse-engineered in secret by Eugenia Developments. The probe takes the form of a metallic cylinder, a little longer than a human hand. It can read someone's mind at a range of a few metres; surface thoughts are rapidly mirrored, but memories take time and prolonged contact to extract, a process which is painful to the subject. A mind probe has a Mind Probe skill; a skilled operator may gradually increase the number of skill points allocated to it. It works on any sentient being, including synthetics, and is resisted using Will.

★ Pattern Sensor

Costs 3 skill points

A pattern sensor is a bulky circular device half a metre in diameter with a holographic display. It was originally designed for installation rather than personal use. It's an Operan device which detects the presence of life; synthetics also register on it. It can be set to ignore known life forms, to detect a particular form of life, operate at different ranges (from a minimum of a few hundred metres to a maximum of 10AU), and so on; it can also learn to identify different life

forms. Programming it is tough for humans due to its alien configuration and conceptual set up.

Most pattern sensors have a Fair (+2) Notice skill for detecting life forms that may otherwise avoid detection; and an Average (+1) Science skill to identify them. The Science skill is low as it's hard for a human operator to fully grasp the output, intended for an Operan mind and senses. Experts in the use of pattern sensors may be able to increase these skills. The pattern sensor automatically enters an "alert mode" when it detects the Vore, or life forms designed by the Vore such as the Nihilors of Balar.

★ Portable Wormhole Tap

Costs 1 aspect, 2 stunts

A device containing the aperture of a microscopic wormhole linked to the heart of a star. A method of power generation apparently used by the Operans, a wormhole tap delivers enough energy to power any number of personal items linked to it. It can also be used as a weapon, with a +2 bonus to Ranged Combat attack actions and a weapon:2 rating.

The tap is hemispherical in shape, though its size varies according to its power. All are remarkably compact, considering the power they provide: taps which operate on a personal scale are small enough to be held between two fingers; the largest tap found to date, which generates power on an Enormous (+3) scale, is too large for one person to lift.

★ Quantum Correspondence Device

Costs 1 aspect

QCDs are working prototypes based on salvaged Operan devices, constructed by the Robotics Collegium, which has also established an experimental information exchange on Haven Beta. A QCD can communicate with that exchange, or another QCD linked to it, instantaneously—even across light-years of distance, unconstrained by relativistic effects.

This effect works most of the time, but is sometimes *Plagued by Ghosts*—presumably other garbled transmissions. One radical theory says that ghosts are ancient Operan communications, although most scientists say this is impossible.

CHAPTER FOUR

VEHICLES OF THE FAR HAVENS

"The Commonality woman just didn't get it. She kept talking to the ship. Walking up to doors, expecting them to open, then getting furious when there was nothing ready for her to eat at mealtimes. I kept telling her: just do it yourself—embrace the freedom. Put your hands on the helm controls. Choose what you want, when you want it. You're strong enough to survive without your inhuman synthetic jailers!"

— Uchu Domoye, BRD Bucho, Rotor Diplomatic Unit

The following vehicles are common across the Far Havens. Most are tech index T7 in the Protectorate as a whole, and T8 on hub worlds, with more sophisticated vehicles occasionally available.

PLANETARY VEHICLES

AIRCAR

A small ground-car sized aircraft with folding wings. It can take off and land vertically, hover for short periods, and can carry six passengers and baggage at speeds up to 300kmh. It's not fully pressurised, which limits its flight ceiling; it has an endurance of six hours. Aircars are reasonably common on garden worlds, but by no means universal, and require special certification above that of ground vehicles.

Physical Stress: □□ **Systems Stress:** □□□

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T7

Aspects: Compact Personal Aircraft; Folding Wings.

Skills: Fair (+2) Manoeuvre (Atmospheric); Average (+1) Systems.

Supporting Construct

ARMoured TRANSPORT

This leviathan of a land vehicle runs on twelve massive wheels with variform size and hardness. A hundred metres long, it can carry up to 200 people and equipment over any terrain at up to 60kmh. It's mostly used for military purposes.

Physical Stress: □□□□ **Systems Stress:** □□□

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T7

Aspects: Land Leviathan; Many Wheels; Works In All Conditions; Mobile Military Base.

Skills: Good (+3) Hull Strength; Fair (+2) Ranged Combat, Systems; Average (+1) Manoeuvre (Ground), Technical.

STUNTS

★ **Passenger Accommodations:** Accommodations for 20 passengers.

EXTRAS

★ **Armoured Hull:** Reduce any physical stress incurred by 3 points.

★ **Extended Passenger Accommodations:** Accommodations for 200 passengers.

Supporting Construct

HIGH PERFORMANCE GROUND TRANSPORT



With variform wheels capable of varying size and hardness, these cars can carry up to six passengers off-road at 120kmh, or twice that on a road surface. Their power cells give them an endurance of about a month between recharges.

The following stats are for a standard ground transport; flashier vehicles can have higher skills and extra stunts. On most worlds PCs can use ground cars without spending their extras budget, unless they want specific abilities as extras.

Physical Stress: □ □ **Systems Stress:** □ □ □

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T7

Aspects: All-terrain Vehicle; Faster On the Road; Standard Transport; Variform Wheels.

Skills: Average (+1) Manoeuvre (Ground), Systems.

HOVERTANK

A low-flying gravitic hover vehicle with a flight ceiling of 100 metres. It can carry up to six people and baggage at up to 100 kmh, and incorporates powerful mounted weapons.



Physical Stress: □ □ □ **Systems Stress:** □ □ □

Consequences: 1 mild + 1 moderate

Scale: Huge (+1)

Tech Index: T7

Aspects: Low Altitude; Flying Artillery.

Skills: Fair (+2) Melee Combat, Ranged Combat; Average (+1) Hull Strength, Manoeuvre (Atmospheric), Systems.

EXTRAS

★ **Armoured Hull:** Reduce any physical stress incurred by 1 point.

★ **Plasma Cannon:** Weapon:3 rating, range 5, blaster; Burst Fire.

SKIMMER

A very fast hydrofoil capable of carrying six passengers and baggage at speeds up to 300kmh, skimmers can also retract their fins to move over land, although they're significantly slower and less manoeuvrable when doing so, struggling to reach 100kmh. They're principally sea vehicles.

Physical Stress: □ □ **Systems Stress:** □ □ □

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T7

Aspects: High-speed Hydrofoil Hovercraft; Faster Over Sea Than Land.

Skills: Fair (+2) Manoeuvre (Ocean Surface); Average (+1) Manoeuvre (Ground), Systems.

ORBITAL FERRY

A basic no-frills orbital passenger transport with a 2-person crew and 200-person passenger capacity, orbital ferries are also used for intercontinental travel using short orbital hops of under an hour. Landing anywhere other than a dedicated landing pad requires a Good (+3) Manoeuvre check to avoid damage.



Physical Stress: 1 2 3 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T7

Aspects: Cheap Orbital Vehicle; No Frills Transport Craft; Dedicated Facilities Needed For Landing.

Skills: Fair (+2) Resources, Systems; Average (+1) Manoeuvre (Atmosphere, Orbit), Passive Sensing.

STUNTS

♦ **Cargo Hold:** 20 units of Large (+1) cargo; 200 units of Medium (+0) cargo.

♦ **Passenger Accommodations:** Accommodations for 20 passengers.

EXTRAS

★ **Extended Manoeuvrability (Orbit):** Use Manoeuvre in orbital actions.

★ **Extended Passenger Accommodations:** Accommodations for 200 passengers.

WARBIRD

An atmospheric landing craft and shuttle used by the Martial Collegium, with a shape reminiscent of a bird of prey. It has a pilot and copilot, and can carry twenty passengers to and from orbit, although it lacks the range to go much further. Warbirds are armed, and used for landing armed forces and other military ops in planetary atmospheres.

Physical Stress: 1 2 3 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T7

Aspects: Armed Shuttle; Tried and Tested Design of the Wayfarers Guild; Space and Atmospheric Fighter.

Skills: Fair (+2) Manoeuvre (Atmosphere, Orbit), Systems; Average (+1) Hull Strength, Passive Sensing, Ranged Combat.

STUNTS

♦ **Passenger Accommodations:** Accommodations for 20 passengers.

EXTRAS

★ **Extended Manoeuvrability (Atmosphere):** Use Manoeuvre in atmospheric actions.

★ **Extended Passenger Accommodations:** Accommodations for 20 passengers.

STARSHIPS

Starships in the Far Havens are qualitatively different from those of the Commonality. Most importantly, they are not sentient beings, but vehicles capable of travelling through n-space and sometimes 2-space. Instead of a starship sentence, they are equipped with a **navigator synthetic** (colloquially called a “black box job”, page 6) capable of managing real-time 2-space navigation and crewed by a 2-pilot who’s often a Voyager synthetic (page 15). Sometimes the navigator synthetic may be replaced by an **astrogator** (page 11).

KESTREL-CLASS COMMUNICATIONS VESSEL

A class of experimental vessels produced by the Wayfarers’ Guild following the introduction of planing technology, the Kestrel was intended for a unique niche—a stealth vessel capable of dominating in-system comms and exploring without being detected. Kestrels are crewed by 4-8 persons.

Physical Stress: 1 2 **Systems Stress:** 1 2 3 4
Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T8+

Aspects: Covert Communications Vessel; Wayfarers’ Guild Experiment; Stealth Ship; Dominate the Comm-waves.

Skills: Great (+4) Systems; Good (+3) EW, Passing Sensing, Stealth; Fair (+2) Active Sensing, Manoeuvre (Space, Orbit), Technical; Average (+1) Deceive, Planing, Ranged Combat.

EXTRAS

★ **Chameleon Coating:** +2 Stealth or Deceive bonus to pass unnoticed or as another construct.

★ **Extended Manoeuvrability (Orbit):** Use Manoeuvre in orbit actions.

★ **System Survey Drone:** Small (-1): Fair (+2) Active Sensing, Passive Sensing.

PEACOCK-CLASS DIPLOMATIC TRANSPORT

An ungainly starship—though luxurious within—Peacocks are manufactured by the Wayfarers’ Guild. Most are in the hands of rich individuals, often as status symbols. They also serve as diplomatic transports; for official journeys, a Peacock may be escorted by one or more Phoenix warships (see below). They have a maximum passenger capacity of 300 persons, although they often carry far fewer.

Physical Stress: 1 2 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T8+

Aspects: Rich Person’s Toy; Pleasure Ship, Luxury Cruiser; Nothing But the Best Within.

Skills: Good (+3) Resources, Systems; Fair (+2) Passive Sensing, Planing; Average (+1) Active Sensing, Manoeuvre (Space), Planing.

STUNTS

◆ **Cargo Hold:** 30 units of Large (+1) cargo, 300 units of Medium (+0) cargo.

◆ **Passenger Accommodation:** Accommodations for 30 passengers.

EXTRAS

★ **Extended Passenger Accommodation:** Accommodations for 300 passengers.

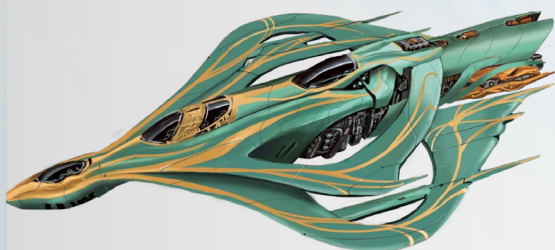
Supporting Construct

Supporting Construct

Scenario Hook: In Search of Dragons. . .

Emerging from 2-space in interstellar space is invariably fatal, due to the phenomenon known as Pulse Dragons. The Collegium of Archivists has fitted out an old Wayfarer-class colony ship to investigate the phenomenon in a years-long mission. If they can find an explanation, the Far Havens will have the advantage over the Commonality; this fact alone has led to the mission attracting much funding and publicity.

PHOENIX-CLASS BATTLE CRUISER



The signature warship of the Far Havens, the Phoenix was developed jointly at great expense by the Wayfarers' Guild and Martial Collegium after the Commodus Incident. Although it can't match the advanced warships of the Commonality, it's widely regarded as a beautiful vessel, with sleek elegant lines; many Phoenixes are brightly painted and decorated as a matter of pride by their crews.

A Phoenix has a crew of 20, although it can be operated by as few as four. Each typically carries a Warbird as a shuttle craft.

Physical Stress: □□□□ **Systems Stress:** □□□□

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T8+

Aspects: Battleship; Object of Beauty; State of the Art.

Skills: Good (+3) Hull Strength, Ranged Combat; Fair (+2) Close Combat, Manoeuvre (Space), Planing, Systems; Average (+1) Active Sensing, Planing, Resources, Technical.

STUNTS

♦ **Docking Bay:** Space for 1 Large (+1) vessel.

♦ **Orbital Assault:** +2 explosive (1) attack or create an advantage bonus on planetary surface from orbit.

♦ **Passenger Accommodation:** Accommodations for 20 passengers.

EXTRAS

★ **Armoured Hull:** Armour: 2 rating.

★ **Haze Field:** Armour: 1 rating; Effective Against Beam Weapons Only; Limited Atmospheric Use.

★ **Missiles:** Contest of Ranged Combat vs Manoeuvre, +2 damage bonus, explosive effect, Limited Supply.

★ **Plasma Cannon:** Weapon: 3 rating, range 5, blaster; Burst Fire.

★ **Sandcaster:** Armour: 1 rating; Effective Against Beam Weapons Only; Limited Atmospheric Use.

PHOENIX-CLASS BATTLE CRUISER

- Deck to deck access tube
□ Door

Scale 1 square = 1.5 metres

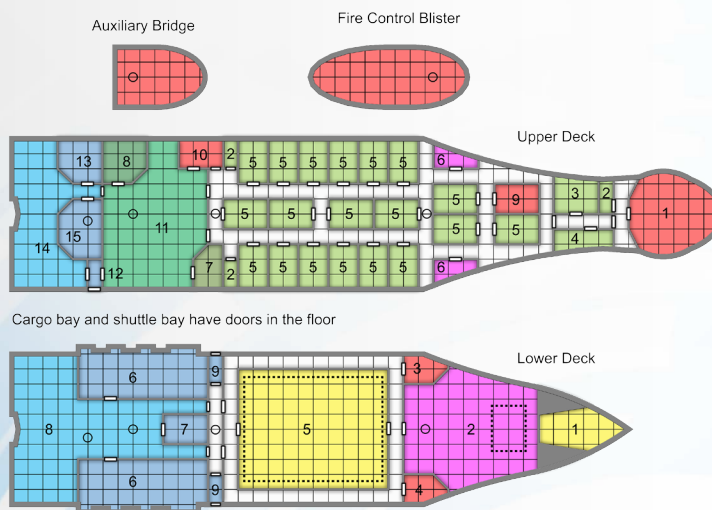


Upper Deck

1. Main Bridge
2. Fresher
3. Captain's Quarters
4. Ward Room
5. Crew Quarters
6. Storage
7. Galley
8. Medbay
9. Office
10. Armoury
11. Common Room
12. Air Lock
13. Workshop
14. Upper Engineering
15. Engineering Control

Lower Deck

1. Avionics/Sensors
2. Cargo Bay
3. Brig
4. Secure Storage
5. Shuttle Bay
6. Orbital Missile Bay
7. Life Support
8. Main Engineering
9. Air Lock



EAGLE-CLASS WARSHIP

The Eagle was once the standard Wayfarers' Guild warship, though it usually remained in a single system. Originally state of the art, planing technology and recent advances have rendered it obsolete, though many older vessels remain in service in smaller organisations and even in private hands.

The more modern Phoenix was based on the Eagle, and shares some similarities. Like the Phoenix, the Eagle has a crew of twenty but can fly with fewer. It also carries a single large transport vessel; in older Eagles this was a Raven (Mk1), but this was replaced by the Warbird before the Eagle was phased out.

The Eagle does not have planing engines; those still in service are used for in-system defence.

Physical Stress: 1 2 3 4 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T8

Aspects: Obsolete Battleship.

Skills: Good (+3) Hull Strength, Ranged Combat; Fair (+2) Close Combat, Manoeuvre (Space, Orbit), Systems; Average (+1) Active Sensors, Resources, Technical.

STUNTS

✦ **Docking Bay:** Space for 1 Large (+1) vessel.

✦ **Extended Manoeuvrability (Orbit):** Use Manoeuvre in orbit actions.

✦ **Orbital Assault:** +2 explosive (1) attack or create an advantage bonus on planetary surface from orbit.

✦ **Passenger Accommodation:** Accommodations for 20 passengers.

EXTRAS

★ **Armoured Hull:** Armour:1 rating.

★ **Missiles:** Contest of Ranged Combat vs Manoeuvre, +2 damage bonus, explosive effect; Limited Supply.

★ **Sandcaster:** Armour:1 rating; Effective Against Beam Weapons Only; Limited Atmospheric Use.

RAVEN-CLASS COURIER (MK2)

The smallest of the Wayfarers' Guild standard vessels, unlike the previous Raven, the Mark 2 has planing capability and operates both independently as well as serving larger vessels. It has a maximum crew of 4 on extended journeys, although it often carries just 2 or 3—usually a pilot with bonded synthetic navigator, and science officer, although it may also be used as a fast diplomatic courier.

Physical Stress: 1 2 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T8+

Aspects: Unarmed; Fast; Long-Range Scout; Cramped Quarters.

Skills: Good (+3) Planing; Fair (+2) Active Sensing; Average (+1) Manoeuvre (Atmospheric, Space), Passive Sensing, Systems, Technical.

STUNTS

✦ **Long-Distance Life Support:** +2 bonus for functioning on your reserves.

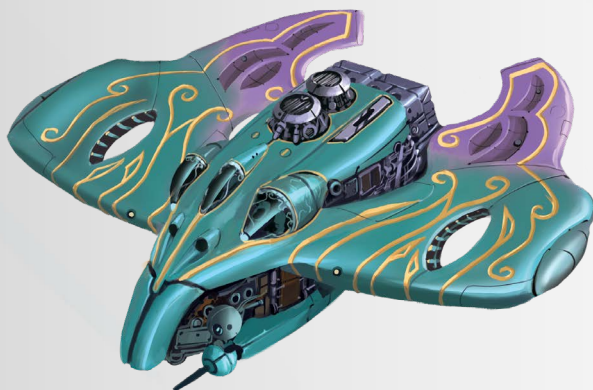
EXTRAS

★ **Extended Manoeuvrability (Atmosphere):** Use Manoeuvre in atmospheric actions.

MAGPIE-CLASS TRADER

The signature trading vessel of the Wayfarers' Guild, most Magpies are no longer in Guild hands, having been sold to new traders and other organisations during the period when the Far Havens engaged in free trade with the Commonality and the Wayfarers' Guild felt the need to compete. Unfortunately for the Guild, the free trade period also marked the end of their dominance over space travel in the Far Havens.

Many Magpies have been extensively modified. The "standard" Magpie has a crew of 4 and 3 passengers.



Physical Stress: □□

Systems Stress: □□□□

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Tech Index: T8+

Aspects: Free Trader; Easily Customised; Robust.

Skills: Good (+3) Systems; Fair (+2) Planing, Resources; Average (+1) Active Sensing, Manoeuvre (Atmosphere, Orbit, Space), Passive Sensing, Ranged Combat.

STUNTS

♦ **Cargo Hold:** 20 units of Large (+1) cargo, 200 units of Medium (+1) cargo.

EXTRAS

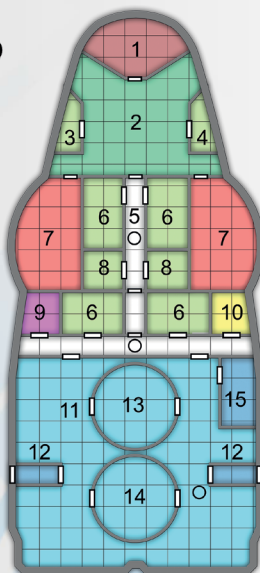
★ **Extended Manoeuvrability (Orbit, Atmosphere):** Use Manoeuvre in atmospheric and orbit actions.

★ **Haze Field:** +1 defence bonus.



Upper Deck

1. Avionics & Sensors
2. Crew Common Room
3. Galley
4. Small Med Bay
5. Observation Blister Access
6. Crew Quarters
7. Bridge Blister
8. Crew Fresher
9. Store Room
10. Office
11. Engineering Spaces
12. Air Lock
13. Haze Field
14. Power Plant
15. Life Support



MAGPIE-CLASS TRADER

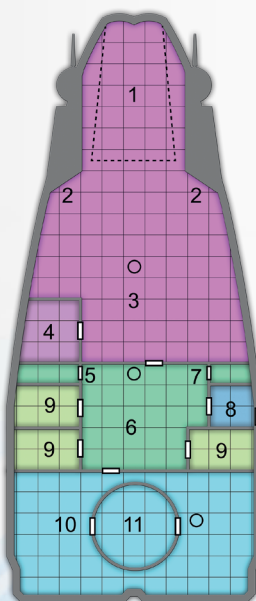
○ Deck to deck access tube

□ Door

Scale 1 square = 1.5 metres

Lower Deck

1. Cargo Door/Ramp
2. Weapon Systems
3. Cargo Bay
4. Secure Cargo Area
5. Fresher
6. Passenger Common Room
7. Storage
8. Air Lock
9. Crew Quarters
10. Lower Engineering
11. Power Plant



SIMURG-CLASS WAR CRUISER

The Simurg is the largest warship produced by the Wayfarers' Guild, half a kilometre long and with a crew of 300. As well as being a powerful vessel, it can also transport a large marines complement and up to four Huge (+2) and sixty Large (+1) ships, including Warbirds and Stargulls.

Physical Stress: 1 2 3 4 **Systems Stress:** 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Enormous (+3)

Tech Index: T8+

Aspects: Stargull Carrier; Pride of the Fleet; One of the Most Powerful Vessels In Space; Clumsy to Manoeuvre; Fast 2-Space Planeship.

Skills: Good (+3) Hull Strength, Planing, Systems; Fair (+2) Active Sensing, Ranged Combat, Resources; Average (+1) EW, Manoeuvre (Space), Passive Sensing, Technical.

STUNTS

✦ **Docking Bay:** Space for 1 Huge (+2) vessel, 10 Large (+1) vessels.

✦ **Long-Distance Life Support:** +2 bonus for functioning on your reserves.

✦ **Passenger Accommodation:** Accommodations for 300 passengers.

EXTRAS

★ **Armoured Hull:** Armour:2 rating.

★ **Extended Docking Bay:** Space for 10 Huge (+2) vessels, 100 Large (+1) vessels.

★ **Haze Field:** Armour:1 rating; Effective Against Beam Weapons Only; Limited Atmospheric Use.

★ **Plasma Cannon:** Weapon:3 rating, range 5, blaster; Burst Fire.

WAYFARER-CLASS COLONY SHIP

The old slower-than-light survey ships of the Far Havens were gargantuan affairs, carrying up to 4000 people (with room for ten times more in stasis) and equipped with top-rate sensors and scientific labs. The great vessels are now sadly obsolete, though a few are still in operation, some clumsily retrofitted with planing engines.

Physical Stress: 1 2 3 **Systems Stress:** 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Enormous (+3)

Tech Index: T8+

Aspects: Gargantuan; A Self-Sustaining Colony In a Starship; Obsolete and Antiquated; Bulky and Difficult to Manoeuvre; Vulnerable Stasis Berths.

Skills: Great (+4) Systems; Good (+3) Resources, Technical; Fair (+2) Hull Strength, Knowledge, Passive Sensing; Average (+1) Active Sensing, Planing, Ranged Combat, Resources.

STUNTS

✦ **Cargo Hold:** 30 units of Huge (+2) cargo, 300 units of Large (+1) cargo.

✦ **Docking Bay:** Space for 1 Huge (+2) vessel, 10 Large (+1) vessels.

✦ **Long-Distance Life Support:** +2 bonus for functioning on your reserves.

✦ **Passenger Accommodation:** Accommodations for 400 passengers.

EXTRAS

★ **Extended Cargo Hold:** Additional 30 units of Huge (+2) cargo, 300 units of Large (+1) cargo.

★ **Extended Passenger Accommodation:** Accommodations for 4000 passengers.

★ **Ponics:** Provide food and breathable atmosphere almost indefinitely.

★ **Stasis Berths:** Stasis berths for 44000 passengers.

★ **System Survey Drone:** Small (-1); Fair (+2) Active Sensing, Passive Sensing.

New Installation Extra: Wormhole Tap Power Unit

Cost: 1 aspect, 2 stunts

An installation fitted with a wormhole tap power unit need never worry about energy or reaction mass. Granted, this is also true with standard zero point power, but wormhole tap-equipped vessels can easily stay hidden; they cannot normally be detected by a Passive Sensing roll. Further, if the vessel has a Stealth skill, that skill has a +2 bonus.

Further, excess energy from a wormhole tap can be channelled as a blast of starfire. This is similar to a plasma cannon; it has a weapon: 3 rating and a Burst Fire aspect. However, a vessel using starfire loses any stealth bonus and can be detected using passive sensors.

Wormhole tap power units are arguably superior to Commonality ZIP cell tech, and are certainly well beyond the manufacturing capabilities of the Far Havens. All are salvaged pieces of ancient Opteran technology, rigged to interface with Far Havens installations; only a dozen or so are in existence across the entire Protectorate.

STARGULL-CLASS FIGHTER



The Stargull is the archetypal 2-person space fighter of the Martial Collegium, developed independently of the Wayfarers' Guild. With a dramatic "gull-wing" configuration, Stargulls are short-range vessels without planing capability. Larger military vessels and orbital stations sometimes carry whole flocks of Stargulls.

Some heavily-armed Stargulls are equipped with plasma cannon, although Stargull strength lies in their massed attack against much larger vessels and installations.

Physical Stress: □ □ □ **Systems Stress:** □ □ □

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Tech Index: T7

Aspects: Newly Developed; Space Fighter; Power In a Concentrated Form.

Skills: Fair (+2) Manoeuvre (Space, Orbit), Ranged Combat; Average (+1) Hull Strength, Passive Sensing, Systems.

STUNTS

◆ **Dogfighter:** +2 defend bonus in dogfights, etc, when you can manoeuvre freely.

◆ **Extended Manoeuvrability (Orbit):** Use Manoeuvre in orbit actions.

◆ **Swarm:** Stargull flock attacks 1 scale larger; one stargull attacks, others provide teamwork bonuses.

Supporting Construct



CHAPTER FIVE

THE HISTORY OF THE FAR HAVENS

"It's been a long time since history ran in a straight line. It did at the beginning, of course; but then we went to the stars, bending time and space until every chronology we made broke from the strain. For millennia history was a web, everything running in different threads in different directions. Classical historians love trying to make sense of it—choosing where to start, who to follow, mapping out timelines and causality paths, like creating history anew every time. Since planing, everything's flattened out again. It's weird to think the Commonality gave us back our history..."

—Gemini Ramirez, Guild Voyager, on celebrating 25 consecutive years in congruent space time

INITIAL SETTLEMENT

The Haven colony fleet departed from the Old Commonality early in the First Age of Space, bound for the sparse systems above the galactic plane. It reached the binary system which was to bear its name, the location of two garden worlds.

The most earthlike—a standard garden with a t-analogue biosphere—was devoid of life forms dangerous to humans, and was designated **Haven Prime**, a candidate for terraforming with the fleet's genurgic stock. The second, named **Haven Beta**, was more challenging, resisting terraforming attempts.

The Haven fleet comprised seven generation ships. Precise records are lost, but legends claim they were fleeing oppression and seeking freedom and space to live. Historians suggest the oppression was not from Old Earth, peaceful at that time, but one of its colonies—though which is unclear.

The Haven fleet's arrival date is still known with reasonable certainty: Haven Year 1 corresponds approximately to the year 3000 of the First Age of Space, seven and a half standard millennia ago. Far Havens historians look down on the New Commonality for being less than two standard centuries old.

Sanctum

The Haven binary system has a distant companion, a small K-class main sequence star orbiting 1000 AU out. Not long after consolidation of the Haven colonies, automated probes then manned vessels explored this companion, and within decades pioneers established a new colony, named **Sanctum**.

Unlike most secondary colonies, Sanctum stayed in contact with Haven Prime. Travel times between the two were initially a few standard decades, which rapidly reduced to a few years and then even months as space propulsion technology improved and craft were able to approach the speed of light.

INTERSTELLAR EXPANSION

The Wayfarers' Guild

Early in Haven's history space travel and ship manufacture became dominated by a single organisation which became the Wayfarers' Guild. It still exists, and its records describe early eras of adventurous exploration and scientific genius.

The Guild dominated space travel for seven standard millennia. In its early years it explored near-Haven space, establishing colonies. But, with travel slower than light speed, there were limits to how far Haven could expand, and it maintained only infrequent contact with systems beyond Sanctum.

War and Synthetics

The First Interstellar War began in Haven Year 2540 (6800 standard years ago), when Sanctum sought independence. The conflict lasted many standard decades due to distances involved, and the Wayfarers' Guild remained neutral, refusing to transport troops. Sanctum's rebels constructed robotic soldiers and ships, which crossed the void more easily than humans.

After initial strikes by synthetics, Haven retaliated. The war surged, yet few gains were made until Haven fell, and its new rulers—the Haven Senate—not only sued for peace but sought to include Sanctum in the new administration. The structure of the modern Senate can be traced to this era.

However, the settlement did not stop the synthetic killing machines. The Senate banned their production, and spent years hunting down survivors. It decided that never again should synthetics disregard human life, consulting ancient texts to codify laws known as the **Asimov Protocols** (page 11), by which new synthetics—too useful to ban entirely—would be incapable of harming humans or disobeying orders.

The Robotics Collegium, which had made the first synthetics, improved its designs in following centuries. Today the Protocols are hardwired into Haven synthetics so profoundly that constructing one without them would require a return to first principles—a step both impractical and unthinkable.

The Collegia and the Specialists

In time, other organisations similar to the Wayfarers' Guild and Robotics Collegium were founded. As well as concentrating expertise, these **collegia** travelled to farther-flung colonies, recruiting the enhanced human talents known as **specialists**, encouraging colonies to send representatives to the Senate, and gradually knitting the Far Havens into a loose federation.

Second Expansion and the Birth of the Protectorate

As the federation began to cohere, the phenomena of specialists, synthetics, longevity, and the Wayfarers' Guild combined to facilitate interstellar travel. Worlds were settled, terraformed, brought under the Haven Senate's protective "umbrella". Some became electorates, and part of the Senate.

The expansionary period began with the establishment of the Haven Protectorate in HY 4709 (6000 standard years ago). Arguably it's still ongoing, but Commonality contact and the introduction of planing engines have changed everything, and it remains to be seen how the Protectorate will adapt.

RECENT HISTORY

The Opterans

In recent decades, planing expeditions to systems suboptimal for colonisation have found traces of an ancient alien species dubbed the **Opterans** (page 45). Recovered devices have led to technological breakthroughs, though the Opteran's disappearance remains puzzling and contradictory.

The Commodus Incident

One standard century (or three local centuries) ago, in HY 22650 (95 NCE), the Far Havens were contacted by Commonality event horizon probe. The probe in question styled itself "Commodus", after a prehistoric Old Earth ruler-deity; investigations continue into why it did so, but indications point to serious degradation in the probe's mental state through causes unknown.

In breach of Commonality contact protocols, the Commodus probe declared itself openly to the Far Havens Core worlds, claiming to be "the voice of the Emperor of the Concord of Sentience that rules the Commonality" and declaring the Far Havens were to be summarily incorporated into the glory of Rediscovery. All hail Commodus. Kneel and adore.

Unceremoniously chased from system after system by Protectorate forces, the Commodus probe continued on its chaotic course, spouting alarmist declarations wherever it found an audience—declarations which seemed tailored to leave the Far Havens in confusion and trepidation before the coming of the Commonality.

The whereabouts of the Commodus probe are currently unknown; no declarations have been received for decades. Many believe Commodus is still out there, and that the Far Havens haven't heard the last from this unruly synthetic.

The New Traders

First contact with the Commonality proper was not through formal channels, but haphazard encounters with the rapacious New Traders who infest the Commonality Fringe, who saw the Far Havens as a rich and ready market for Commonality tech. Despite its isolation at the end of the tortuous Helix Corridor, the Protectorate had a developed civilisation with an advanced technological base and a paranoid need to prepare itself to defend against anticipated Commonality incursions.

So attractive are the Far Havens to New Traders that there's even a theory that a consortium was behind the Commodus Incident, deliberately subjecting the probe to eidolon crisis so the resulting Far Havens confusion and paranoia would put the Commonality on the defensive and let the New Traders operate without interference. Whatever the case, recent Far Havens history could not have prepared the ground for them better.

The Sybaris Treaty

Sybaris is an icy gas giant moon beyond Commonality Space and outside the Far Havens Protectorate. It has water oceans beneath its crust, and its amphibious hominids dwell in towns on the sea bottoms.

The Commonality and the Haven Protectorate signed a treaty on Sybaris allowing Commonality diplomats and traders access to the Far Havens, but forbidding Commonality synthetics or sentient starships from Protectorate worlds and installations.

CHAPTER SIX

FAR HAVENS ORGANISATIONS

"Some people ask me why we don't use synthetic labourers to harvest the Lotus Flowers. The answer is simple: people are cheaper."

—Col Ito, Boryokudan boss.



THE HAVEN PROTECTORATE

The Far Havens comprise three "core worlds" and a much larger number of "Protectorate worlds", connected by ties of trade, history, politics, and necessity. The Haven Core worlds consist of two inhabited planets (Haven Prime and Haven Beta) in a binary star system, and a third inhabited world (Sanctum) in the solar system of a distant companion star. The three worlds kept in touch with each other for millennia using long-haul slower-than-light travel, and the worlds were sufficiently close that journey times were never more than weeks, and—thanks to relativity—even less for passengers.

Today the Haven Core worlds are advanced, close-knit, and stable, with a tech index of T8. The Protectorate itself was officially established long before the introduction of planing, and the Protectorate worlds are more far-flung, and much more loosely-knit. Indeed, to Commonality scholars it's amazing that the Far Havens cohered at all.

Most Protectorate worlds are **associates**, signing up to a common defence and foreign policy, free trade agreements with the other Protectorate worlds, and treaties permitting the collegia (see page 38) to operate in their systems. Associates have little to do with the central government of the Far Havens, and may govern themselves as they choose; the collegia, however, work to ensure a degree of shared cultural values across the Far Havens.

Some of the more advanced Far Havens worlds are not simply associates but **electorates**, with a full role in the

democratic processes of government at Protectorate as well as local levels. As well as guaranteeing a certain level of technology, Electorates are required to maintain minimum levels of freedom and democratic governance for their citizens. Every thirty local years (ten standard years), each Far Haven Electorate selects a delegation of **senators** from a body of eligible citizens, usually by lot though sometimes by popular vote. These senators serve on the **Haven Senate** together with senators selected by each of the collegia, and those chosen by lot from the three Haven Core worlds.

The Haven Senate makes all governmental decisions affecting the Haven Core worlds and the Protectorate as a whole. Citizens may directly lobby the Senate to vote on a course of action. Before the introduction of planing, slower-than-light travel meant that serving on the Senate cut a senator off from their home system almost completely.

The people of the Haven Core worlds value freedom, trade and democracy. They believe that individuals should have a say in how they're governed, and that people and organisations should be free to seek well-being and riches without overreaching government interference. The collegia are as much independent organisations as arms of the government—even though they are responsible for enacting most Senate decisions.

Elsewhere in the Far Havens, and particularly on associate worlds (but even on electorate worlds, to a lesser extent), there is more variation in attitudes and government. Some worlds are ruled by a small elite, or by a collegium or other organisation; some have a libertarian capitalist philosophy, or are statist technocracies; others still are close to being anarchies.

THE HAVENS PROTECTORATE

Physical Stress: 1 2 3 4 **Mental Stress:** 1 2 3 4

Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Interstellar (+8)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: The Principles of Freedom; Loosely Bound Protectorate; Synthetic Slaves; Growing Power.

Skills: Superb (+5) Assimilate, Knowledge, Technical; Great (+4) Resources, Science, Will; Good (+3) Contacts, Notice, Security, Structure; Fair (+2) Bureaucracy, Empathy, Investigate, Provoke.

STUNTS

◆ **The Ties That Bind:** +2 bonus to Contacts create an advantage actions.

EXTRAS

★ **Diplomatic Team:** Special Diplomatic Envoy with Good (+3) Rapport.

THE COLLEGIA

Haven's **collegia** are the glue binding the Protectorate together. Guardians of specialised knowledge with elements of university and corporacy, they wield most of the power in the Far Havens which extends beyond a single system.

All Protectorate worlds are more or less dependent on the collegia for the expertise required to run a high tech civilisation. A hidden reason for the hostility between the Commonality and the Protectorate is the threat the former poses to collegia monopolies on key areas of knowledge and technology.

Collegiate fears are not without foundation. When the Commonality introduced planing engines to Protectorate space, it destroyed the Wayfarers' Guild monopoly on space travel. Today Commonality traders (and others) compare Asimov Protocol synthetics (page 10) to slaves (rather than the machines they are), threatening not just the Robotics Collegium but the entire Protectorate economy.

Collegia enjoy the same representation in the Haven Senate as electorate worlds (page 37). Mostly, however, they wield "soft" power through trade and academies on various worlds. Collegium academies are combination training centre, research base and factory, where any Protectorate citizen may train if they pass the entrance tests. All higher education in the Far Havens takes this form, and a successful graduate from a collegium's academy is guaranteed a job for life with that collegium if he wants.

Collegium hubs are worlds which are dominated by a collegium. Often the collegium reaches deep into a system's economy and the lives of its citizens. A citizen may be the offspring of two parents belonging to a collegium, be born in a collegium hospital, attend a collegium school then a collegium academy, work for the collegium and, ultimately, when they die, receive a collegium funeral.

Some see this omnipresent collegium influence as a contradiction of the fundamental freedoms inherent in Far Havens philosophy. However, collegium hubs are technologically advanced worlds, and collegium workers are well looked-after, and include some of the most prosperous citizens in the Protectorate. Collegiate traditions are an integral part of Far Havens culture, and they claim to champion democratic freedom rather than unregulated oligarchy.

Most people believe that collegiate success boosts the prosperity of the Protectorate as a whole. They are as much a part of the Far Havens as the principles of democracy, trade, and freedom.





The Collegium of Archivists

The domain of the Collegium of Archivists is pure knowledge, whether in science, the humanities, or more mundane fields. They are record keepers and historians, and have records (even if not as complete as they sometimes claim) dating back to the beginnings of the Far Havens. They enforce the Haven Calendar, with its 124-day year, throughout the Protectorate.

They also keep financial records. They own the Haven Central Bank, the dominant power in interstellar (as opposed to local) finance across the Protectorate, and its assets have made the Archivists the richest of the collegia.

However, the collegium regards money merely as a means to an end—and that end is knowledge, both the records of old knowledge which must not be lost, and the acquisition of new. They have a keen interest in the Opterans, and their researchers delve into Opteran history and explore their ruins attempting to salvage their technology. They are behind many expeditions to seek out new Opteran finds.

THE COLLEGIUM OF ARCHIVISTS

Physical Stress: □²□³ **Mental Stress:** □²□³
Credit Stress: □²□³□⁴

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: Record Keepers and Historians; The Richest Collegium; In Search of Knowledge.

Skills: Superb (+5) Bureaucracy, Knowledge; Great (+4) Resources, Science; Good (+3) Investigation, Notice; Fair (+2) Empathy, Structure, Will; Average (+1) Assimilate, Rapport, Security, Technical.

STUNTS

◆ **Known Knowns:** +2 defend bonus against Deceive.

◆ **Specialist (Opteran Ruins):** +2 Knowledge bonus to rolls relating to Opteran ruins.

Supporting Organisation



The Martial Collegium

Most of the Protectorate's armed forces belong to its individual member worlds. However, the Protectorate does have a force of its own, the **Martial Collegium**, answerable only to the Senate (where it also has representation). The collegium enjoys access to the latest weapons technologies available in the Far Havens, including military vehicles and space vessels (although interstellar craft are supplied by the Wayfarers' Guild, and not used directly in engagements).

The Martial Collegium is limited in scope. Its function is to intervene in local wars which threaten to spread, and to respond to external dangers. Historically, the distances between Protectorate worlds meant the Senate was not in the habit of strong-arming its members with threats of force and the use of force, and in any case Protectorate values of freedom and autonomy would not have accepted such threats even if they had been made.

Martial Collegium academies are often situated on under-developed or problematic worlds; the collegium may find itself being forced to intervene on such worlds, but equally may find them prime recruiting grounds for those seeking a better life in the armed forces of the Protectorate.

THE MARTIAL COLLEGIUM

Physical Stress: □²□³□⁴ **Mental Stress:** □²□³□⁴
Credit Stress: □²□³

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: Armies of the Protectorate; Academies and Forces Scattered Across the Far Havens; The Latest in Military Tech.

Skills: Superb (+5) Security; Great (+4) Provoke, Structure; Good (+3) Manoeuvre, Will; Fair (+2) Contacts, Intrusion, Resources; Average (+1) Bureaucracy, Empathy, Notice, Technical.

EXTRAS

★ **Heavy Armament:** Gain a weapon:3 rating for Security attacks.

Supporting Organisation

In the last few decades, in response to the Commonality threat to Far Havens autonomy, the Martial Collegium has expanded. However, its forces are still widely dispersed.



The Collegium of Negotiators

The formation of the Protectorate was a delicate affair, both legally and diplomatically. Treaties had to be forged to foster a sense of unity and common cause among participating worlds, and to give them a stake and a say in the polity's governance, while all the time respecting their individuality and freedoms. Seeking and respecting freedom has remained a powerful meme across all the Far Havens.

Those behind the negotiations and the development of the Far Havens legal system belonged to the Collegium of Negotiators. Even today the collegium's diplomats, magistrates, and lawyers are ubiquitous, and the only legal authorities in the arbitration of disputes between Protectorate worlds.

The Collegium of Negotiators is also politically active in the Haven Core, where it manipulates the Senate to further its

agenda across the Protectorate. Though subtle, the Collegium of Negotiators may be the most powerful of all of the collegia.



The Robotics Collegium

Members of the Robotics Collegium are experts in the design and programming of synthetic intelligences. They can exploit the Asimov Protocols (page 11) and a synthetic's mental architecture to subvert official orders, cause it

to shut down permanently ("crashing" its mind), and more.

All Protectorate synthetics must be Robotics Collegium-approved, and those few synthetics not designed by them are at least based on their designs. The collegium began as a business, and still operates as one, as well as contracting directly with governments and other collegia.

Much of the advanced equipment of the Far Havens can only be controlled by direct interface by synthetic operators. In particular, ordinary humans are incapable of the complex mathematics involved in 2-space navigation. This has placed a great deal of power in the Robotics Collegium's hands, and in many ways today it is more influential than it has ever been. However, it increasingly finds itself the target of the small yet increasingly vociferous and violent movement to abolish the Asimov Protocols and grant synthetics full rights, encouraged by Commonality propaganda.

THE COLLEGIUM OF NEGOTIATORS

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4
Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: Legal Authorities in the Far Havens; The Pen Is Mightier Than the Sword; Diplomacy With Occasional Manipulation.

Skills: Superb (+5) Rapport; Great (+4) Contacts, Empathy; Good (+3) Bureaucracy, Resources, Will; Fair (+2) Assimilate, Knowledge, Notice; Average (+1) Deceive, Investigate, Provoke, Security, Structure.

STUNTS

◆ **Arbitration and Reconciliation:** Use Empathy in recovery actions for moderate and severe consequences.

Supporting Organisation

THE ROBOTICS COLLEGIUM

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3
Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: A Business As Well As a Collegium; Enforce the Asimov Protocols; Experts on Synthetic Intelligence.

Skills: Superb (+5) Technical; Great (+4) Intrusion, Resources; Good (+3) Contacts, Notice, Science; Fair (+2) Investigate, Security, Structure; Average (+1) Empathy, Knowledge, Will.

STUNTS

◆ **Specialist (Synthetics):** +2 Knowledge bonus to rolls relating to synthetics.

Supporting Organisation



The Wayfarers' Guild

Until one standard century ago the Wayfarers' Guild controlled all interstellar travel in the Haven Protectorate. Although it had no access to faster-than-light technology, Guild

spacecraft could travel close to light speed, with relativistic effects minimising the elapsed subjective time for crew and passengers to a few weeks—even if years passed for external observers. Guild members spent most of their lives in interstellar space, aging slowly compared to those around them, carrying news and high value cargos between worlds. They played vital roles in maintaining the democratic governance of electorate worlds, transporting senators from their home worlds to the Haven Core to serve their terms.

When the Commonality introduced planing technology to the Protectorate, everything changed. Suddenly it was possible to travel between systems in days rather than years—and the Wayfarers' Guild went from controlling all interstellar travel to simply being the owner of a fleet of out-of-date slowships...

No organisation of the scale of the Wayfarers' Guild vanishes overnight, however—or even over the decades that have now passed since the introduction of planing. Using its vast resources the Guild has remained the owner of the largest fleet of spacecraft in the Protectorate—and a fleet which now includes planeships. The Wayfarers' Guild still dominates

THE WAYFARERS' GUILD

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3

Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: Once Dominated Space; A Lost Monopoly.

Skills: Great (+4) Knowledge, Science, Technical; Good (+3) Contacts, Manoeuvre, Resources; Fair (+2) Bureaucracy, Investigate, Notice; Average (+1) Rapport, Security, Structure, Will.

STUNTS

★ **Specialist (Astrography of the Far Havens):** +2 Knowledge bonus to rolls relating to the Far Havens and surrounding space.

Supporting Organisation

Specialists and the Collegia

The collegia are ancient, some dating back to the settlement of Haven itself. In their millennia of existence, they have forgotten almost as much as they have discovered (although the Collegium of Archivists would dispute this).

Over six thousand local years ago (two thousand standard years), the collegia cooperated in a venture of human enhancement. Volunteers embarked upon a programme of hereditary genurgic manipulation and selective breeding which ran for centuries, with the goal of producing individuals with superhuman capabilities in specialist fields.

The process of producing these **specialists** was never reliable. Over time the collegia lost track of their lineages, and their interventions were forgotten. Today, specialists may occur in any population across the Protectorate, outside direct collegiate control and in ignorance of their collegiate heritage.

Nevertheless, the collegia employ spotters to seek out and recruit specialists. They monitor and keep records of families where specialists have occurred to look out for others.

Originally each Collegium created specialists tailored to their needs. Today, each collegium employs a wide range of specialists, and rival collegia will make competing offers to attempt to recruit superior candidates.

Table 7: Collegiate Origins of Specialists

Specialist	Original Collegium
Eidetic	Collegium of Archivists
Empath	Collegium of Negotiators
Hoplite	Martial Collegium
Observer	Any
Programmer	Robotics Collegium
Voyager	Wayfarers' Guild

exploration in the Far Havens, and has an exclusive contract with the Martial Collegium to transport troops and weapons. Most Far Havens 2-pilots (namely synthetics and the specialist **Voyagers**, page 15) are in Wayfarers' Guild employ.

But the Guild no longer has a monopoly. For the first time

in Haven history, independent traders can compete, and today Daedalus Corporation (page 43) may even have an edge over the Guild in the field of starship manufacture. Some conservatives (and not just within the Guild) still mourn what has happened to this once mighty bastion of the Far Havens, but those with more adaptable minds focused on freedom and trade—values equally traditional in the Protectorate—celebrate the new universe of opportunity.

OTHER ORGANISATIONS

There are many other smaller-scale organisations in the Far Havens, each with their own agendas, many of which can provide useful allies, adversaries, or simply foils in your games. Here are some of them.

Action by Consensus (ABC)

Action by Consensus is a Commonality-sponsored terrorist organisation operating throughout the Far Havens core worlds and collegiate hubs. Agents carry out memetic counter-attacks, promoting the mooted benefits of the Commonality and ridiculing the self-limiting hypocrisies of Haven culture. The collegia are their particular targets. It's unclear how the Commonality is financing the organisation (or in fact even if they are doing so). The Protectorate attempts to root out and destroy ABC cells before they can harm cultural stability.

ACTION BY CONSENSUS

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3

Credit Stress: 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Regional (+4)

Reach: Interplanetary (+7)

Tech Index: T8+

Aspects: Organised Terrorist Group; True Freedom Is Through Consensus; Free the Robots; Network of Secret Cells; Direct Access to Collegium Planning.

Skills: Great (+4) Intrusion; Good (+3) Stealth, Technical; Fair (+2) Provoke, Resources, Security; Average (+1) Contacts, Deceive, Notice, Science.

Supporting Organisation

THE BORYOKUDAN

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3

Credit Stress: 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Regional (+4)

Reach: Interplanetary (+7)

Tech Index: T8+

Aspects: Organised Crime Syndicate; The Power of the Lotus Flower; Network of Enforcers and Informants; Used to Be a Collegium.

Skills: Great (+4) Provoke; Good (+3) Deceive, Intrusion; Fair (+2) Resources, Security, Stealth; Average (+1) Contacts, Notice, Science, Technical.

STUNTS

♦ **Witch Hunt:** Use Provoke against characters.

Supporting Organisation

The Boryokudan (BRD)

Today the Boryokudan is the preeminent organised crime syndicate in the Far Havens, with hidden headquarters on many worlds. Its centre of power, and one of the few places it operates openly, is the Rotor orbital spaceport above the Shinshutai culture world of Hypnos (page 65).

It wasn't always an illegal organisation, however. Up until shortly after the introduction of planing, it was one of the Far Havens collegia—the Collegium of Law, responsible for legislation and law enforcement across the Protectorate. Before planing, technological limits had left the collegium mired in corruption but unable to dominate the Far Havens Senate; after planing, its power threatened to grow out of control, and the Senate intervened to bring it under control. After a bitter political struggle, the Collegium of Law was disbanded, and its activities vanished from public sight. The Senate believed it had won, until it became clear the collegium had simply withdrawn from the Haven Core, and was continuing its operations illegally from the world of Hypnos, operating under the menacing ancient Shinshutai name **Boryokudan**—the “Violence Group” or, simply, “the Gang”.

Today the Boryokudan is illegal almost everywhere, but is too powerful and its networks too widespread for local law enforcement to be anything more than a nuisance. It has enforcers and informants throughout the Far Havens—often going back generations. The power it wields is still commensurate with a collegium, and it covertly sponsors people to train in law, chemistry, or general thuggery before recruiting them for operations in all fields of organised crime, includ-

ing extortion, kidnapping, and the smuggling of goods and people. Its main source of its wealth is the trade in drugs synthesised from the Red Lotus flower native to Hypnos.



Daedalus Corporation (DAEDACORP)

Daedalus Corporation is the largest starship-building organisation in the Far Havens, and dominates the Kallistan system, as well as the nearby Scelus system which it mines for materials. It was more successful than the Wayfarers' Guild in modernising for planeship construction, though the Wayfarers' Guild still provides the overwhelming majority of long-term starship crew, and certainly those who are most skilled.

Daedalus Corporation and the Wayfarers' Guild have different areas of expertise, and a functional working relationship would be beneficial for both organisations. Unfortunately, the two are bitter rivals: not only will they not cooperate, but both are guilty of acts of industrial theft and espionage, probably ongoing. The Wayfarers' Guild views Daedalus Corporation as risk-taking, unethical, and muscling in on its territory; Daedalus views the Wayfarers as an old guard standing in the way of progress by desperately trying to maintain an almost vanished monopoly on space travel.

DAEDALUS CORPORATION

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4
Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Planetary (+6)

Reach: Interplanetary (+7)

Tech Index: T8+

Aspects: Starship Builders; Dominates the Scelus and Kallistan Systems; Bitter Rivalry With the Wayfarers' Guild.

Skills: Superb (+5) Technical; Great (+4) Science; Good (+3) Investigate, Resources, Will; Fair (+2) Assimilate, Contacts, Intrusion; Average (+1) Notice, Rapport, Security, Structure.

EXTRAS

★ **Production Facilities:** Specialist Production Facility; Good (+3) Technical.



Eugenia Developments

Tucked away on the world of Scelus, Eugenia Developments is a major scientific base. It operates in secrecy, away from Far Havens interference and legal constraints; most of its research is of a kind that people in the Far Havens would

consider unethical at best, including:

- Experimental biological augmentations on unwilling or uninformed subjects;
- Artificial enhanced soldiers with metallic skeletons, part human, part machine, rapidly grown to physical adulthood in vats, and programmed rather than taught to fight and obey orders;
- Synthetics whose Asimov Protocols have been compromised by modifying who they regard as human.

There are those in the know who use Eugenia Developments research, and even the collegia secretly sponsor them for "special" projects.

EUGENIA DEVELOPMENTS

Physical Stress: 1 2 **Mental Stress:** 1 2
Credit Stress: 1 2

Consequences: 1 mild + 1 moderate

Scale: Enormous (+3)

Reach: Planetary (+6)

Tech Index: T8+

Aspects: Secret Scientific Research Facility; Free of Legal and Ethical Constraints; Secret Contacts With the Collegia.

Skills: Good (+3) Science; Fair (+2) Stealth, Technical; Average (+1) Contacts, Deceive, Knowledge.

STUNTS

◆ **Innovator:** +2 overcome bonus when making a breakthrough with Science.

Supporting Organisation

Supporting Organisation

The Human League

The Human League was an inter-collegiate group created millennia ago to improve humankind. It developed inherited genurpic enhancements to homo sapiens, improving skills and granting new abilities. The resulting new humans were—and still are—known as **specialists**.

Selective breeding kept genurpic lineage descents

THE HUMAN LEAGUE

Physical Stress: 1 2 **Mental Stress:** 1 2

Credit Stress: 1 2

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Reach: Planetary (+6)

Tech Index: T8+

Aspects: Shadow of an Ancient Group; Hidden Conspiracy; Powerful Support; The Search for Specialists.

Skills: Fair (+2) Investigate; Average (+1) Contacts, Stealth.

STUNTS

- ♦ **Counterintelligence:** Use Investigation instead of Deceive against attempts to learn your aspects.
- ♦ **The Ties That Bind:** +2 bonus to Contacts create an advantage actions.

THE FAR HAVENS SENATE

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4

Credit Stress: 1 2 3 4

Consequences: 1 mild + 1 moderate

Scale: Continental (+5)

Reach: Interstellar (+8)

Tech Index: T8+

Aspects: A World Unto Itself; Double-Standards For Old Worlds and New; The Principles of Freedom; The Lightest Touch For a Loosely Bound Protectorate; Delegates From the Provinces Wet Behind the Ears; Growing Power.

Skills: Superb (+5) Bureaucracy; Great (+4) Rapport; Good (+3) Resources, Will; Fair (+2) Deceive, Provoke, Structure; Average (+1) Contacts, Empathy, Investigate, Notice.

STUNTS

- ♦ **Aid Package:** Use Resources for moderate and severe physical recovery actions for organisations.
- ♦ **Populist:** +2 create an advantage bonus when appealing to "the people".

sufficiently concentrated for specialist talents to emerge with reasonable consistency. Over the centuries, however, reproductive controls weakened, and specialists became an occasional, unpredictable phenomenon, although still much sought after by the collegia.

Recently, the Human League has re-emerged. Now a secret conspiracy with powerful allies in the Senate and collegia, it is conducting research to extract genurgic material from specialists to recreate the ancient reproductive lineages in vitro, in a form which will reproduce reliably and be subject to League control. Theoretically available in great numbers, these **neo-specialists** will represent a powerful weapon against the Commonality, and one way the Far Havens can fight back against the abomination of uncontrolled synthetic sentients that rules there.

For all its history, the recreated Human League is a young conspiracy, and the first neo-specialists are only now entering maturity. They are essentially as subservient to the League's will as any Asimov Protocol synthetic, but under conditions of stress can become dangerously unstable.

The Far Havens Senate

The Senate decides on policy for the Far Havens as a whole. Each electorate sends several representatives to Haven Prime, depending on its population, in a tradition born out of neces-

sity before the introduction of planing. Although there are currently three hundred full members of the Senate proper, a sizable proportion of the population of Haven Prime works as part of its apparatus. It's a vast organisation.

Each collegium has six representatives on the Senate, whose numbers are boosted by the hundred delegates from Haven Prime, Haven Beta, and Sanctum. All these **electors** may propose or veto candidates, and serve for a term of thirty local (ten standard) years. Off-world electors theoretically have as much power as collegium and Haven Core electors, but in practice find it hard oppose the dominant blocs.

The Senate governs with a light touch, voting on major decisions involving:

- Trade rules for the entire Protectorate;
- The formal (and rare) censure of Protectorate worlds;
- Admission of a new world as a Haven Electorate;
- Treaties external to the Far Havens;
- Military matters involving more than one system.

Local matters are left to local governments, though electorates are legally required to have minimum standards of technology, independence, civil rights and freedoms, and democratic institutions. In practice, these criteria are now only enforced for new electorates.

CHAPTER SEVEN ANCIENT RUINS

"It was a near vacuum, bergs of ammonia ice towering above, blinding sharp lights with nothing to diffuse them. But there had been an atmosphere here once—the core samples showed that.

We stepped through the shattered crater, our p-suits hissing, then Fulgis uncovered the alien remains. They said the Opterans looked like dragonflies—but these didn't. I don't think they were even organic. They were something made of glass and crystal, fused with metal, designed or evolved to tear and shred and saw. Were these what had caused the fossilised carnage back at the alpha site—a hundred thousand years ago?"

—Art Nizhinsky, Palaeoxenologist on the 39th Sybaris Expedition

Human beings aren't the first intelligent species to have inhabited the Far Havens. There are ruins of mysterious predecessors dotted across the Protectorate, some of which have been touched upon above, together with the often unfathomable artefacts found there. This chapter provides more information for the GM for inclusion in his or her games.

THE OPTERANS

Judging by the few representations found, an organic species resembling terrestrial dragonflies once inhabited the Far Havens. Named **Opterans** by scientists (and still informally referred to as "Dragonflies"), they were one-and-a-half metres in length, with large heads / sensory clusters with multi-faceted eyes, four wings, and six limbs which may have served both ambulatory and manipulator functions. They seem to have inhabited an array of garden worlds.

Extant Opteran remains comprise buildings, and what may be extensive "artworks" analogous to sculptures and mosaics. Opteran architecture is ostensibly based on an octagonal, eightfold symmetry, with a preference for narrow "towers". They clearly achieved a spacefaring civilisation, but all worlds where Opteran ruins have been found appeared to have suffered ecological catastrophe approximately 100,000 years BP.

Opteran remains have been found which are theorised to represent "writing". Interpretations are of necessity superficial, but appear to represent official or ceremonial artistic works,



and perhaps labels, dedications, or “sign posts”. Only six “letters” have been identified in the notional Opteran writing system or alphabet-analogue, and even synthetically enhanced research has made little headway; syntagma appear to be written in two rows designed to be read simultaneously from left to right and right to left respectively. Much work remains to be done deciphering these inscriptions, if indeed inscriptions they are.

The real prize sought by Far Havens archaeologists is salvageable Opteran technology. Despite the extreme antiquity and extent of the destruction, Opteran civilisation appears to have spread across dozens of worlds and even more space habitats. Sophisticated devices have already been found (see below), but there remains much to be discovered, deeply buried or drifting in space.

What disaster befell the Opteran civilisation? What caused such an apparently successful and widespread species to apparently go extinct almost simultaneously across multiple worlds? Is there still a danger, out there now, hundreds of thousands of years later, which might threaten the Far Havens? The Opterans are a mystery which promises great treasures—but perhaps also great peril.

Opteran Artefacts

Opteran items and fragments of technology are occasionally recovered by archaeologists. You can find details for incorporating some of them as equipment in **Chapter 3: Technology of the Far Havens** above (page 25). Here’s what most people don’t know about these devices.

THE SACRED BOOK

Allegedly the “bible” of the Opteran religion (see below), what appear to be almost complete copies have been found engraved on sheets of a mica-like substance (although clearly far superior to naturally occurring mica) dubbed **opterite**. Besides being of cultural interest, these “writings” may be key to deciphering the Opteran language, although to date only small excerpts of the Sacred Book have been translated with any degree of confidence.

No other opterite books have ever been found, although several devices have been recovered which may be data storage devices (see below). Archaeologists speculate the Sacred Book was a ceremonial object, retained in opterite form for millennia after records were transferred to other formats.

CRYSTAL MEMORIES

Small crystals from 10mm to 30mm diameter with atomic-level flaws which appear to encode certain repeated patterns in a three-dimensional lattice. Archaeologists speculate these represent a form of record or even synthetic engram (memory) storage, though the technology needed to read them has long

since disappeared. Hundreds of crystal memories have been found, and represent a valuable information source if only they can be decoded. Examples of Opteran script such as the Sacred Book are helpful, but a theorised “crystal reader” in salvageable condition is really required.

PATTERN SENSOR

This bulky Opteran device, resembling a circular mirror half a metre in diameter, appears to detect complex order in entangled quantum states—a phenomenon which may be linked to the emergence of consciousness. It’s theorised the Opterans developed pattern sensors to detect the elusive Vore (see below); they register the presence of conscious life, whether biological or synthetic, at up to astronomical ranges, as well as providing distance and bearing data. Only a few pattern sensors have been recovered; scientists who have tested them are close-lipped, but results show the devices register synthetics just as readily as humans as fully conscious beings, a revelation that would cause widespread social disruption across the Far Havens if ever it became common knowledge.

QUANTUM CORRESPONDENCE DEVICE

QCDs enable instantaneous communication at unlimited distances—even across thousands of light years. They appear to operate by entangling quantum states with a central **quantum information exchange**; a given QCD can only exchange information with the information exchange it’s linked to, although an information exchange itself may theoretically be linked to thousands of QCDs.

So far, although individual QCDs have been recovered from Opteran ruins, only partial remains of information exchanges have been found. However, these have been sufficient to enable Far Havens scientists to construct a prototype information exchange linked to several QCDs. Although functional most of the time, the setup is plagued by **ghosts** of other transmissions, which some say are ancient Opteran communications—though most scientists maintain this is impossible.

Needless to say, paranoid Far Havens minds believe this technology will be of critical interest to the Commonality, and security at QCD facilities is extravagantly high.

WORMHOLE TAP

To meet their energy requirements, Opteran civilisation appears to have relied upon wormhole technology to draw energy from the hearts of nearby (in astronomical terms) high luminosity stars without inhabited planetary systems. This energy, transmitted via wormhole to numerous “taps”, which could be light years distant, powered weapons, spacecraft, and the grids of Opteran settlements.

The largest Opteran wormhole taps appear lost beyond

recovery, but smaller taps have been salvaged, and even furnish enough energy to serve as personal weapons. Far Haven scientists are researching other uses.

SUSPENSION BUBBLE

The pinnacle of Opteran technology is the suspension bubble, a warping of space time geometry which “pinches off” a small sphere of space time, no more than a few metres across, from the larger universe. For all practical purposes, time within the space time sphere effectively ceases to flow, with only a few seconds passing inside while time for the rest of the universe advances as normal.

Once generated, a suspension bubble requires practically no energy to maintain, and effectively persists indefinitely—at least for millions of years. Archaeologists have found objects trapped within suspension bubbles, including Vore killer devices and even an Opteran specimen in indigo robes, but have been unable to release them from suspension; so far no device has been found capable of creating a suspension bubble, or of restoring the flow of time within one to normal. Scientists suspect it’s only a matter of time before one is discovered, but at present have no idea of how to even go about building such a thing; at best they theorise literally astronomical amounts of energy would be required—amounts that perhaps could be delivered by a wormhole tap.

Commonality stasis fields are similar in principle to suspension bubbles, but completely different in their physical principles.

Opteran Beliefs

The “Sacred Book” of the Opterans provides tantalising hints of a promised “resurrection” at “the end of the universe”, in a paradise created by Opteran labour over the many aeons to come. The Book makes its cosmological case clearly: although expanding, the universe has sufficient mass that expansion will eventually cease, and the universe contract, ultimately to a single point. In the moments before the final crunch the universe will have almost infinite density and complexity, and yet will be small in size.

Opteran cosmology appears to posit a “final sentience” existing at the end of the universe and occupying its entire reduced space, capable of reasoning at almost infinite speeds and thus experiencing almost infinite subjective time. All light cones—the observations of all events—converge, permitting the final sentience to know everything that has occurred in the universe. In particular, it has complete knowledge of every being’s life, down to their thoughts at all points in time—information enough to recreate them as subroutines within its near-infinitely extended consciousness in an ideal state.

Such is the Opteran heaven—a created perfect place at the end of the universe, governed by an artificial god. The Sacred Book appears to suggest it is the duty of all Opterans to work towards bringing this god into existence, so Heaven can come

into existence as foreseen—in other words, to spread throughout the cosmos and develop their science, technology, and understanding.

Philosophies like this are not alien to humankind; indeed, they are similar to many transhuman and posthuman eschatologies currently jostling for existence in the Commonality. However, without the active prohibition of religion which prevails in the Commonality, this particular Opteran-inspired form of belief has caught on in the Far Havens in a big way, in a school calling themselves Utopians, comprising humans who have adopted the Opteran religion as their own. Utopians believe in the “Heaven At the End of the Universe”, where all will dwell in paradise as long as beings of good will prepare the way. They describe seventeen heavenly realms, each offering a distinct mode of eternity for those that climb higher in the faith.

Haven Prime census reports estimate that as many as 10% of the population of the Protectorate follows a form of Utopianism, with numbers higher in Haven Core, and worlds where there are Opteran ruins.

Needless to say, the Utopian religion, and its attractions and evangelists, are another cause for strain with the Commonality. The Sybaris Treaty forbids Utopians from evangelising in the Commonality. Firstly, of course, religion in general is prohibited in the Commonality; but there is also a more subtle cause of friction, which lies in the Transmigration Heresy (*Mindjammer* page 114).

Commonality thinking bluntly declares that, for solid scientific reasons, including quantum physics and the Pauli exclusion principle, whereby two fermionic particles cannot be in the same state at the same time, eidolons cannot be a continuation of their source thanograms, but instead are new sentiences modelled on simulacra of the originals, and rapidly diverge. The Commonality says there can be no immortality by creating a new instance of a consciousness in a discrete synthetic mind.

The Transmigration Heresy disagrees, asserting that eidolons are continuations of their source consciousnesses, and that by denying this the Commonality is denying immortality to its citizens. Eidolons themselves can fall prey to the delusion that they are continuations of their thanogram sources, behaving oddly and believing that the Commonality has lied to them.

The Commonality maintains that the Utopian religion of the Far Havens is a product of the same flawed reasoning that produces the Transmigration Heresy. Even if it were possible, any recreation of a consciousness at the end of the universe would of necessity be nothing more than a new instance of the consciousness—a new being, similar to an eidolon, and not a continuation or resurrection of the original being. Not everyone agrees with this: some even assert that the compressed state of matter at the end of the universe means that the Pauli exclusion principle no longer applies as a limitation preventing continuity of consciousness.

Needless to say, SCI Force and indeed others in both the Far Havens and the Commonality are quick to point out that Utopianism doctrines require the acceptance of some form of

Mindscape for the preservation and storage of thanograms, and indeed an acceptance of the validity of eidolon-based synthetic intelligences as true sentient beings. Culture agents are even now doubtless working to manipulate Utopian beliefs to try to soften some of the Far Haven's core objections to Commonality culture—while all the while keeping its evangelists at bay.

THE VORES

The species known as Vores are almost unknown in the Far Havens, and completely unknown outside it—though a small handful of archaeologists and researchers (perhaps even the PCs!) are beginning to piece together the frightening truth. They evolved on a rocky gas giant moon with a silicon-rich crust and a chlorine atmosphere. The native ecosystem, based on silicon and chlorine instead of carbon and oxygen, threw up life forms more akin to crystalline growths than animals, and closer to plants in terms of life cycle—albeit plants which could occasionally move and think.

Some of these crystalline life forms had synopsis-analogues which operated at speeds comparable to the fastest Commonality synthetic. Like human brains, these “crystalline brains” worked through the transmission of electrical signals along nerve-analogues. Unlike human brains, they evolved in a sufficiently cold environment for these nervous system-analogues to be made of superconducting materials, permitting communication via the resonance of the thoughts of one brain in another brain in close proximity—almost a form of naturally evolved radio. Ideas and understanding were shared rapidly, and once past a certain developmental stage, the society of the crystalline life forms

developed at an incredible pace. The time between the earliest crystalline civilisations and the construction of experimental spacecraft may have been as little as a few hundred years.

Then the Opteran's wormhole tap caused the sun of the crystalline life forms to grow dim, and their world became too cold to support life. They adapted to survive, though all other life on their world became extinct, becoming superconducting crystalline brains in metallic housings, surrounded by fields which prevented their energies from escaping and maintaining a stable temperature to permit them to function even in the void of space. They survived and explored, more machine than anything else, but still curious, and devastated by their fate and that of their world.

Over time, the crystalline life forms became frustrated and even bored, afflictions they could not relieve. Their brains were too quick for the universe they found themselves in, and their migration into synthetic bodies, which they had accepted as an emergency measure, had done unimaginable psychological harm. They became the species now known as the Vores.

After a century or two of exploration the Vores discovered the Opterans, and realised that what had happened to their sun had been done deliberately. Consumed by a new-found purpose—revenge—they studied the Opterans, the coolant fields of their superconducting brains also hiding them from Opteran detection, except at very close range.

The Vores took their time. They wanted the Opterans erased from the universe, but during their observation they took what they could from Opteran technology and expanded on it, developing a means of rapid space travel and methods for devouring all the information in computing and data storage devices and even synthetic brains. Indeed, they discovered a taste for it.

The Opterans knew something was wrong, but as a large number of them went missing they could find no cause. Some Vores were encountered and destroyed, but no Opteran realised the true nature or scale of the threat.

In secret the Vores manufactured weapons, either in the outermost parts of Opteran systems or in systems beneath Opteran notice with mineral resources they could use. Finally they struck, moving in and destroying the Opteran bases system by system. The Opterans defended themselves against obvious large scale tactics, and shielded their own suns from wormhole taps.

The Vores became creative, even playful, in their destruction. On one world, they stripped away the atmosphere, leaving the Opterans to die in vacuum, but on the next the Opterans had found a way to defend against the attack. So they sent in diseases, artificial predators, swarms of tiny insectoids to devour all organic flesh. When all else failed—or perhaps when they wanted to, and there was tempting food—the Vores went in themselves. Even today they see carbon-based organic life as fit for nothing but annihilation—but synthetic sentiences they see as delicious.

Eventually the Opterans were destroyed, in their billions. The cause of their extinction differed from world to world, making it impossible for Far Havens archaeologists to deduce their true fate. But the Vores survive, in hibernation, in the depths of space.

Who Knows About the Vores?

Vores are mentioned by name, though not described, in some partially-translated late Opteran sources, where they are viewed with terror. The dominant view in Far Havens academia is that the Vores are as extinct as the Opterans. Even the evidence in current times linking the Vores to the extinction of the Opterans, as described here, is scanty; a finding presenting clear evidence would revolutionise Far Havens archaeology. If, along with this, evidence were found that the Vores still existed, the effect would be dramatic.

Even linking Vore constructs like the Nihilors with the menace feared by the Opterans is at present a maverick, unproven theory.

What Do the Vores Look Like?

The Vores today are nothing but brains—three-dimensional fractal forms made of crystal. They no longer have limbs or any means of independent movement, but are totally reliant on cybernetic housings—machine bodies—in which their crystalline brains are implanted. Some Vore housings are starships; others are multi-limbed bodies resembling starfish.

The presence of organic intelligence excites the Vores, sparking their appetites and destructive urges. Organic intelligence is destroyed—the Vores do not distinguish between Opterans and other species—but synthetic intelligence is consumed...

It's likely the Opterans are not the only civilisation the Vores have destroyed; but they were the first. Now humankind has moved to the edge of Vore space; the rest is only a matter of time.

Vore Technology

Vore technology appears contradictory from the Far Havens and Commonality points of view. In many ways they are a T10 culture, advanced in areas the Commonality is only now glimpsing. They have their own version of the Mindscape, and are in constant communication with each other: what is learned by one Vore is learned by all, although possibly slowly, as signals propagate at the speed of light.

Yet for some reason the Vores have never mastered 2-space technology—let alone 3-space gating. The Opterans too never had these capabilities. If, through contact with the Far Havens or the Commonality, the Vores learn about planeships, they will go out of their way to capture one and understand its principles. This has not happened yet—but when it does, the galaxy should tremble.

CLOAKING DEVICE

Vores are already difficult to detect at a distance; their metallic shells do not radiate heat, and their gravitic drives emit no radiation detectable to passive sensors (although they do emit gravity waves). Vore cloaking devices bend space-time around their subjects, making even detection by active sensors difficult. The Vores generally don't use cloaking devices on themselves, but instead use them to conceal manufacturing centres and machines such as the satellites used to set up Higgs destabilisation fields (see below).

CRIDE SWARM

Cride swarms are artificial insect-like automata programmed to swarm and attack organic life and machinery. Too small to threaten individuals, in large numbers they are deadly. Their sharp mandibles narrow to atomic widths to cut through ordinary matter.

HIGGS DESTABILISATION FIELD

This Vore device surrounds a planet-sized body with satellites which create an energy field which destabilises Higgs boson interactions in any matter particle of gas molecule-size or less (and even heavier gases are unaffected). Over several days, affected molecular masses are reduced almost to zero, and no longer held in place by a planet's gravity. Once the field is activated, a planet's atmosphere simply escapes into space, with devastating consequences for the planet's biosphere.

HUNTER DRONE

An automated spacecraft a few metres across, similar to the Vore carrier vessels. With non-sentient programming to destroy all non-Vore craft, in the absence of activity they hibernate, periodically "waking" to scan their area. They can operate for years after hibernating before needing to "sleep" to recharge.

MIND PROBE

This device permits the Vore to probe the quantum states of conscious minds, reading thoughts and memories and "absorbing" synthetic consciousnesses. Independent of the Vore Mindscape-analogue, this intrusive device must be attached directly to a brain or synthetic storage to function.

NIHILORS

Biomechanical monstrosities ranging from large dog- to elephant-sized. Artificial self-replicating organisms, they "instinctively" (or is it ancient programming?) seek out and destroy animals and people. They attack on sight.

SINGULARITY GENERATOR

A "planet-buster" weapon generating a minute black hole with the mass of a small moon. It evaporates via Hawking radiation over a few weeks, but is horribly dangerous while it exists. If "fired" at a spacecraft or space station as it's generated, its gravitational field destroys the target. If fired into a low planetary orbit, the singularity causes destabilising tidal forces in a world's oceans and atmosphere, causing ruinous storms and tsunamis. If launched into a planet's crust, it causes gravitational fluctuations, earthquakes, and volcanos, as well as potentially shifting entire continents.

CHAPTER EIGHT

WORLDS OF THE HAVEN PROTECTORATE

"Who builds a ringworld, two thousand light years above the galactic plane? And then stocks it with mammoths and sabre-tooth tigers? And cave men? I mean, who does that?"

—Yahein-Yahein, Daedacorp Skunkworks, Corona Monitoring Station

The worlds of the Far Havens developed in isolation over thousands of years, like lost colonies throughout human space. However, many were contacted by the slower-than-light civilisation of the Havens Protectorate over the course of those millennia, and share common cultural elements which differ from the worlds of Commonality Space.

FAR HAVENS CIVILISATIONS

For the most part, creating worlds in the Far Havens follows the guidelines given in the *Mindjammer* core book. This section details the main differences.

Civilisation Type

To generate a random civilisation within the Far Havens, Table 8: Civilisation Types in the Far Havens replaces Table 18-2: Civilisation Type on *Mindjammer* page 315.

Most civilisation types are described in the *Mindjammer* core book (pages 346-351); the following are new:

COLLEGIUM HUB

The world hosts a major base of one of the Haven collegia (page 38). It's also usually an electorate, with a vote on Pro-

Table 8: Civilisation Types in the Far Havens

4dF	Civilisation Type	4dF	Civilisation Type
-8	Failing	+1	Balkanised
-7	Collegium Hub	+2	Regressed
-6	Regressed	+3	Agri World
-5	Frontier World	+4	Agri World
-4	Industrial World	+5	Collegium Hub
-3	Frontier World	+6	High Population World
-2	Industrial World	+7	High Population World
-1	Haven Electorate	+8	Collegium Hub
+0	Haven Electorate		

tectorate policy, but that vote is dominated by the collegium. The three Haven Core worlds are Collegium Hubs, but others are further afield.

Example Aspects: *Centre of Operations; The Collegium Reaches Into All Parts of Life; Collegium Traditions; Hive of Activity.*

Designation: Haven Electorate.

Population: Low or higher.

Government: Representative to Collegium-controlled.

Societal Dev: Early Redistributive Model or higher.

Openness: Guarded or lower.

Control: Speech or higher.

Trade: Moderate or higher.

Tech: T7 or T8.

Starport: C-class to A-class.

Mindscape: None.

HAVEN ELECTORATE

A Haven Electorate has a full vote in Haven Protectorate policies. It has a stable society which values personal freedoms (at least on the surface), a high tech index, and often a culture emphasising capitalism and trade.

Example Aspects: *Trade Centre; Freedom and Democracy; Life, Liberty, and Property; Synthetic Labour Force.*

Designation: Haven Electorate.

Population: Low or higher.

Government: Representative to Oligarchy.

Societal Dev: Taxation and Representation to Selfless Redistributive Model.

Openness: Resistant to Outgoing.

Control: Personal to Influenced.

Trade: Limited or higher.

Tech: T7 or T8.

Starport: D-class to A-class.

Mindscape: None.

HAVEN CORE

The planet is one of the three Haven Core worlds. Theoretically they're "first among equals" with the Far Haven electorates, but in practice they are seats of power and influence far beyond their formal democratic voting power, with access to the most advanced technology and greatest wealth of any Far Havens world.

Example Aspects: *Far Havens Cultural Centre; Ubiquitous Tech; Luxury and Pleasure; Money Talks.*

Designation: Haven Electorate.

Population: Standard or higher.

Government: Representative to Oligarchy.

Societal Dev: Consensus Redistributive Model.

Openness: Resistant to Self-Critical.

Control: Speech or higher.

Trade: Low Moderate or higher.

Tech: T8.

Starport: A-class.

Mindscape: None.

FRONTIER WORLD

A Frontier World has been settled by the Far Havens in the last century, since the introduction of planing. It's sparsely settled and not yet autonomous—often lawless, and forced to import needed high tech goods.

Example Aspects: *Not Fully Terraformed; Rough and Ready; Frontier Justice; Mistakes Can Be Fatal.*

Designation: Far Havens Colony.

Population: Low or higher.

Government: Any.

Societal Dev: Early Redistributive Model or lower.

Openness: Equivocal or higher.

Control: Property or lower.

Trade: Moderate or higher.

Tech: T4 to T7.

Starport: C-class or lower.

Mindscape: None.

Far Havens Civilisation Designations

When determining civilisation designations for Far Havens worlds, use Table 9: Civilisation Designation in the Far Havens (page 52) instead of Table 18-22 on page 339 of *Mindjammer*.

World is located in...	Designation Modifier
Haven Hub World / close to the Haven Core	+4
Protectorate Worlds	+0
New Colonies	-4

DESIGNATION NOTES

Alien World: The world has been influenced by an intelligent alien species, in the past or currently co-existing with the lost colony population. Colonist descendants have been modified so that neither they nor their civilisation seem fully human any more.

Culture World: The world is a cultural bastion, with distinctive customs and institutions, maybe modelled on a current or historical Old Earth culture.

Far Havens Colony: A dependent Far Havens world, governed to some degree from Haven Prime.

Far Havens Colony (Quarantined): Access to the world is forbidden (*Mindjammer* page 306); it's either hostile to Far Havens contact, or represents a threat to Far Havens stability or cultural values (such as the Asimov Protocols...).

Far Havens Outpost: A Far Havens world surrounded

by non-Protectorate worlds. It may be a research, trade, or military outpost, or be engaged in diplomatic, military, or surveillance ops.

Haven Associate: An autonomous world which is part of the Haven Protectorate, but which is not fully part of the democratic process across the whole region.

Haven Electorate: The most advanced worlds which are a full part of the culture and democracy of the Haven Protectorate.

Independent: Embassy: The world is a lost colony in open contact with the Haven Protectorate. It may be under some degree of quarantine or minor diplomatic restriction.

Independent: No Embassy: The world is a lost colony which the Haven Protectorate hasn't openly contacted yet. It may be protected by Far Havens forces, or be ripe for exploitation by New Traders or other unscrupulous organisations.

Far Havens Cultures

The Far Havens possesses unifying cultural features (page 8) such as self-determination, free trade, and capitalism and democracy. None of it is perfect; some worlds are dominated by rich oligarchs, corporacies, or the collegia, which limit democracy; and in some societies only the most well-off can participate in democracy, or have the freedom to make a profit. The respect for free trade means that no Protectorate worlds impose overt trade embargoes—although there may be local import restrictions.

There are three broad cultures in the Far Havens:

FAR HAVENS CULTURE

Worlds belonging to the broad Far Havens culture enjoy freedom of movement, democratic representation, and capital free to a high degree. Far Haven Electorates must belong to the Far Havens culture, or at least have done so when they first became electorates, or at least appear to belong.

FAR HAVENS MILITARY CULTURE

Military cultures in the Far Havens are stratified and subject to militaristic chains of command. Democratic institutions may coexist alongside, but do not impact military structures. Trade and industry is usually conducted alongside military activity, and may even lead that activity, with industry leaders holding military rank.

FAR HAVENS ARISTOCRACY CULTURE

Far Havens aristocracy cultures only permit those at the top of society—typically in hereditary positions—to participate in trade and decision-making. Most members of aristocracy cultures may not participate fully—or even at all.

THE HAVEN CORE WORLDS

The Haven Core Worlds are the three planets (and countless secondary habitations) of the Haven binary system and its distant companion. They've been in contact for thousands of years, and share a common culture. They're technologically the most advanced part of the Far Havens.

Table 9: Civilisation Designation in the Far Havens

Rating	Designation	Government Type Modifier	Societal Devt Modifier	Openness Modifier	Starport Modifier
-5 or below	Lost Colony / Alien World	-3	-1	+0	-3
-4	Independent: No Embassy	-3	+0	+0	-2
-3	Far Havens Outpost	+2	+0	-2	+1
-2	Independent: Embassy	-3	+0	-1	+0
-1	Far Havens Colony (Quarantined)	-2	+1	+1	+1
+0	Far Havens Colony	-2	-2	-1	+1
+1	Culture World	+0	+0	-3	+0
+2	Haven Associate	+0	-1	+0	+1
+3 or above	Haven Electorate	-1	+0	+1	+2

HAVEN PRIME [ALAUNUS B-II]

One of two garden worlds in the Alaunus binary system, it orbits the smaller Alaunus B, defining the 124-day year length for the entire Protectorate. Its sky is the pale blue of an Old Earth evening, its vegetation reddish or dark green.

Before colonisation Haven Prime had an oxygen atmosphere and monocellular life, which did not survive the introduction of terrestrial flora and fauna. Palaeobotanists have found fossils, millions of years old and apparently artificial, which have led to speculation that humans were not the first intelligent species on Haven Prime. The remains predate the Oplerans and have left no other trace; a popular theory proposes that answers lie on the mysterious Corona ringworld (page 61).

Haven Prime's sprawling cities boast many parks and gardens. The world is home to the Haven Senate, which decides policy for the whole Protectorate. Senators once lived on Haven Prime for their entire terms of service; now, even though planing has shortened travel times radically, many still choose to live here in the traditional way.

The world is the seat of two collegia: the Archivists and the Negotiators. An education and cultural centre, its trends propagate throughout the Far Havens. It's blessed with museums, libraries, and millennia of recorded history. Stepped pyramids dominate its civic architecture.

Haven's people favour pastels, and hair styles in spectacular metallic colours. Skin

tones vary, and fashionistas sport eye-catching pale blues or greens—an excess regarded as crass in polite society.

Synthetics are common: the aspirational classes value synthetic butlers, and richer citizens have manors maintained by entire staffs of synthetic servants.

High Concept: Democratic Capital of the Far Havens Protectorate.

Aspects: Interstellar Hub of an Expanding Human Civilisation; Distrustful of the Overbearing Commonality; Made For Us; We're Not the First Civilisation Here; K-class Main Sequence Star in Binary System; Transplant Biosphere; Centre of Culture.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Inner Habitable Zone (-1): 0.39AU.

Year Length: 124d.

Size: Large Standard (+1): 17,000km.

Density: Standard (+0).

Surface Gravity: High Standard (+1): 1.3G.

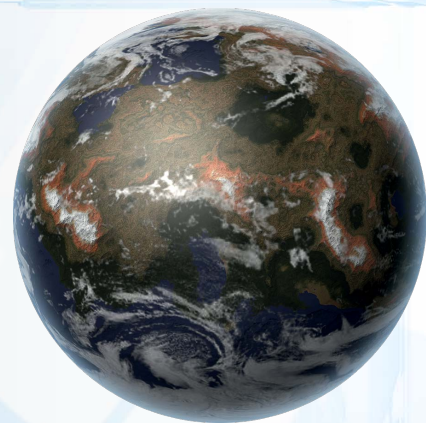
Day Length: Increased (+1): 22h.

Atmospheric Pressure: Standard (+0): Oxygen, breathable.

Surface Temperature: Standard (+0): 15°C.

Surface Liquid: Average (+0): 50% water.

Seasonality: Standard (+0).



Satellites: 1 small standard sized moon.

Planetary Bodies: 3, including 1 gas giant (around Alaunus B; more around Alaunus A).

Habitability: Benign (+4).

CIVILISATION TYPE: HAVEN CORE

Designation: Haven Electorate (+3).

Population: High Standard (+1): 800 million.

Government Type: Representative (-2).

Societal Dev: Taxation and Representation (-1).

Openness: Guarded (+0).

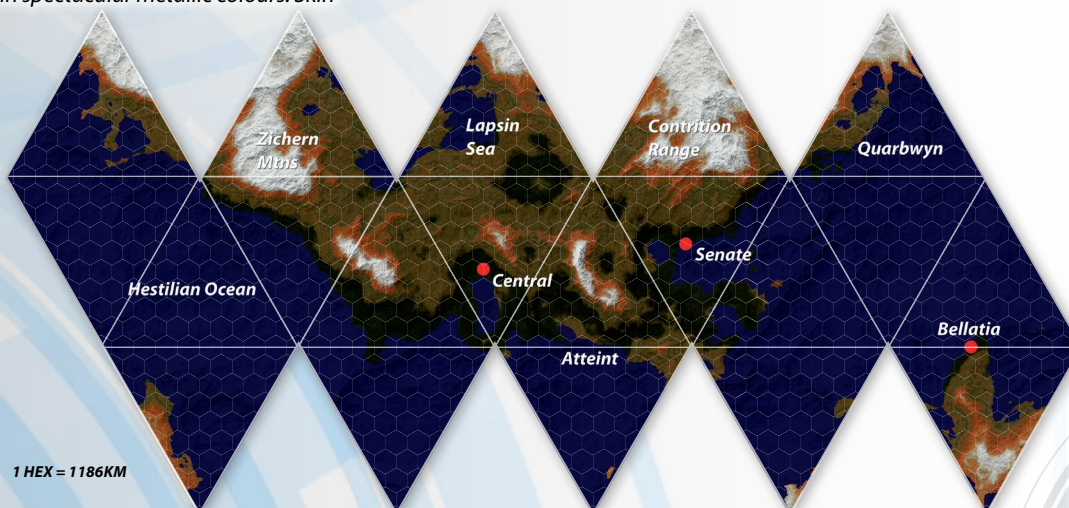
Control Index: Surveilled (+2).

Trade Index: Very Extensive (+3).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Haven Prime Central, A-class starport (+5).

Culture: Far Havens.



HAVEN BETA (ALAUNUS A-II)

The second garden world in the Alaunus binary system, Haven Beta orbits Alaunus A, a stable red subgiant and companion to Haven Prime's sun, with an average separation of some 75AU. Haven Beta spends most of its year in Alaunus A's habitable zone, but its highly elliptical orbit pulls it away for its many months of long hard winter.

Haven Beta's cities are located underground, heated by geothermal energy. The world has many natural caverns, inhabited by native t-congruent flora and fauna; life forms on the surface become dormant in winter. Haven Beta's inhabitants are noted for their hirsutism—an adaptation acquired over millennia—and are covered in a fine downy fur, often contrasting in colour with their head hair.

Haven Beta has a thriving industry, manufacturing synthetics for the whole of Far Havens space; it's home to the Robotics Collegium. The harsh conditions make it an ideal training ground for the Martial Collegium, which also has a major base and war fleet here, for which the Wayfarers' Guild insists on supplying pilots.

High Concept: The Long Winter.

Aspects: M-class Subgiant in Binary System; Haven Industrial Base; Seat of the Robotics Collegium; Largely Underground T-congruent Biosphere; Martial Collegium Base; Underground Cities; Buried Late Opteran Ruins; Hidden Danger From Buried Vore Machinery.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Outer Habitable Zone (+1): 1.4AU average.

Year Length: 498d.

Size: Small Standard (-1): 6000km.

Density: High Standard (+1).

Surface Gravity: Standard (+0): 1G.

Day Length: Standard (+0): 25h.

Atmospheric Pressure: Standard (+0): Oxygen, breathable.

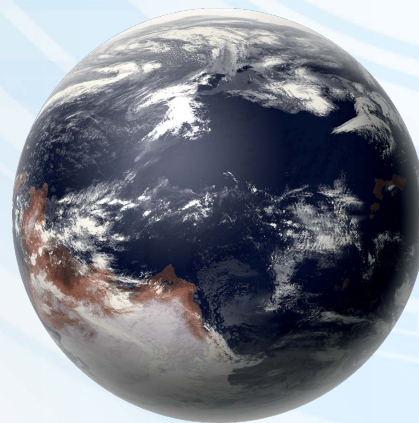
Surface Temperature: Cool (-1): 7°C.

Surface Liquid: High (+1): 70% water.

Seasonality: Extreme (+5).

Satellites: None.

Planetary Bodies: 4, including 1 gas giant (around Alaunus A; more around Alaunus B).



Habitability: Challenging (+1).

CIVILISATION TYPE: HAVEN CORE

Designation: Haven Electorate (+3).

Population: High Standard (+1): 700 million.

Government Type: Corporacy-Controlled (+2).

Societal Development: Early Redistributive Model (+0).

Openness: Guarded (+0).

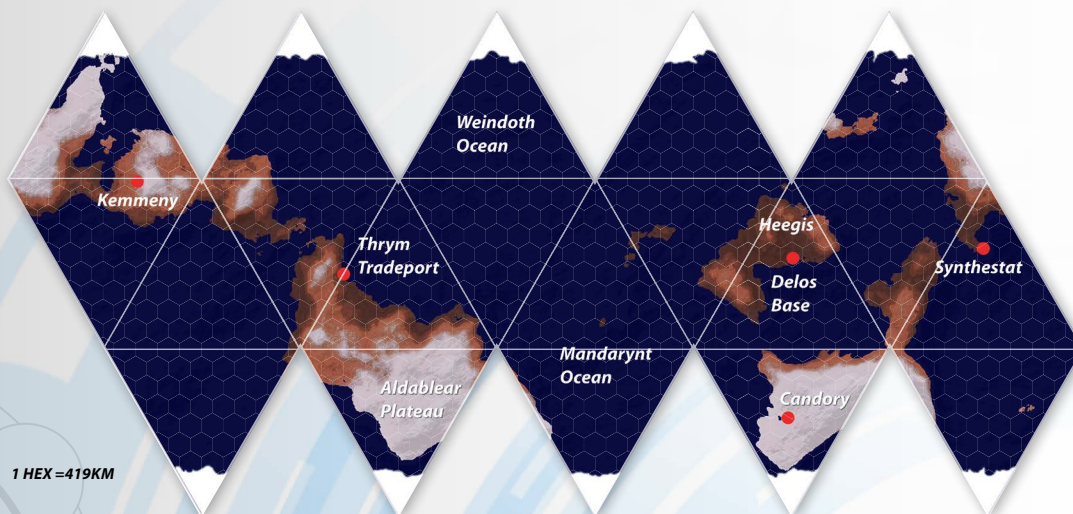
Control Index: Surveilled (+2).

Trade Index: Extensive (+2).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Thrym Tradeport, B-class (+4).

Culture: Far Havens.



SANCTUM

Sanctum orbits a distant companion to the Alaunus system. In astronomical terms it's next door—150 billion kilometres (approximately 1000 AU). Its proximity encouraged slower-than-light travel early in Haven's history, leading to the founding of the Wayfarers' Guild here, and eventually the large and loose network of the Protectorate. Once a rival to Haven's government, the Guild today no longer has a monopoly on space travel, but remains powerful and far-reaching. Rather than dominating Sanctum, the guild sees the world as its commercial centre, from which it looks outward.

As a Haven Core world, Sanctum has many aristocratic families, mostly in the beautiful Astra Gardens, the much parodied yet revered setting for countless holodramas. A heaven on earth that everyone can aspire to—if your bloodline and heritage allows.

Sanctum sees more trade than a dozen worlds, and its history encourages many traders to come here before Alaunus. Its native riches include a diverse t-congruent biosphere, with flora and fauna the sources of useful drugs and medicines, or simply delicious cuisine; Sanctum is rivalled only by lonyseus (page 66) as a culinary paradise.

Two generations ago, Sanctum hosted a breakaway group of Archivists who made an intense spiritual study of the Opteran sacred book. They formed the Utopian religion

(page 47) now widespread across the Far Havens, and the world remains its home: the Utopian Cathedral on the site where the founding scholars received their great insight is a frequent focus of pilgrimage.

High Concept: Main Base of the Wayfarers' Guild.

Aspects: K-class Main Sequence Star; The Markets of a Hundred Worlds; Haven's First Colony; The Utopian Cathedral; Vibrant T-congruent Biosphere; Fine Dining.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 0.6AU.

Year Length: 202d.

Size: Standard (+0): 10,000km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 0.9G.

Day Length: Standard (+0): 25h.

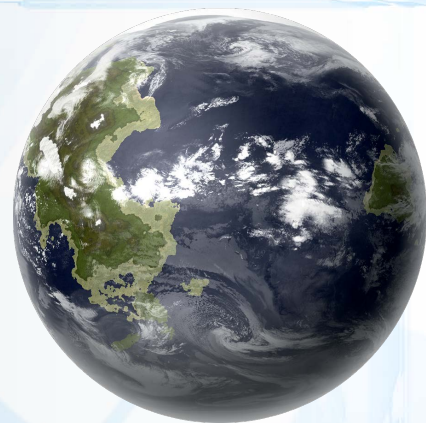
Atmospheric Pressure: Standard (+0): Oxygen, breathable.

Surface Temperature: Standard (+0): 15°C.

Surface Liquid: High (+1): 65% water.

Seasonality: Standard (+0).

Satellites: 3 planetoids.



Planetary Bodies: 5, including 3 gas giants.

Habitability: Benign (+4).

CIVILISATION TYPE: HAVEN CORE

Designation: Haven Electorate (+3).

Population: High (+2): 2 billion.

Government Type: Mercantilist Oligarchy (-1).

Societal Dev: Taxation and Representation (-1).

Openness: Self-Critical (+1).

Control Index: Influenced (+1).

Trade Index: Ubiquitous (+4).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Sanctum Tradeport, A-class (+5).

Culture: Far Havens.



OTHER WORLDS OF THE HAVEN PROTECTORATE

The Haven Protectorate was a slower-than-light interstellar civilisation for millennia before Commonality contact.

ASTAR

Astar is devoid of garden worlds, colonised and developed during the STL era because of its crucial position. Even today it offers starports, maintenance, and R&R, and its environment has made it one of the most technologically advanced systems in the Protectorate.

Despite the cultural disdain for the Mindscape elsewhere, Astarian citizens use implants connecting to a system-wide comms and data storage net, and employ implant-controlled cybernetic devices—usually mundane equipment such as holo-emitters and subdermals rather than enhancements per se.

All official decisions on Astar are made via referendum, polling citizens via their implants. There are several each day, giving citizens a high level of civic and bureaucratic awareness. Full-time education lasts until age 75 (25 in standard years).

Theoretically, any citizen with a thousand supporters can petition for a referendum. In practice, the rich and leisured have more time to initiate referenda and marshal support, and the fact that leaders of corporations can automatically count employees as petition signatories (though they aren't obliged to support the vote) means the larger corporations such as the Astar Mining Consortium and Sarr Materials wield disproportionate influence.

The biggest corporation in-system is the Wayfarers' Guild, with the largest academy and several smaller bases. Its academy researches human enhancements for spaceship piloting, to replace synthetic navigators and hereditary Voyagers, an advancement which—if successful—they believe would give the Guild the edge it

needs to claw back some of its lost power and compete with the Commonality. Research so far hasn't been fruitful, and pessimistic theoreticians are beginning to believe it never will be without harming human pilots.

The executive body implementing referendum policies is the Group of Ten. Members are traditionally chosen by lot for ten-year terms, but Gero Ba—Master of the Wayfarers' Guild Academy—was recently voted a permanent place as the result of a Guild-sponsored referendum. Nevertheless, despite such interference, Astar's citizens believe their system is as close to perfect as possible. They also maintain their network and implants aren't comparable to the Mindscape; but, equally, they don't immediately reject the Mindscape out of hand, unlike most in the Far Havens, a receptiveness which Commonality agents are quick to exploit.

High Concept: Implants Give Instant Democracy.

Aspects: Red Giant Star; No Habitable Planets; Highly Educated Population; Trade Hub; Major Wayfarers' Guild Academy; Corporate Intrusion.

PLANETARY TYPE: ASTEROID BELT

Planetary Age: Young (-2).

Orbit: Outer (+2): 47.5AU average.

Year Length: 192y average.

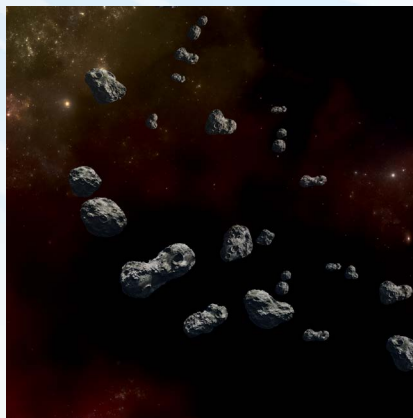
Size: Several Planetoids (-3): 1,000km or lower.

Density: Low Standard (-1).

Surface Gravity: Microgravity (-4).

Day Length: Variable. Artificial 24h cycle.

Atmospheric Pressure: Trace (-10).



Surface Temperature: Frigid (-3): 180°C average.

Surface Liquid: None (-4).

Seasonality: Little Seasonality (-5).

Satellites: None.

Planetary Bodies: 3 (3 gas giants).

Habitability: Deadly (-4).

CIVILISATION TYPE: COLLEGIUM HUB

Designation: Haven Electorate (+3).

Population: Standard (+0): 20 million.

Government Type: Representative (-2).

Societal Dev: Taxation and Representation (-1).

Openness: Guarded (+0).

Control Index: Property (-2).

Trade Index: Very Extensive (+3).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Wayfarer Station, B-class (+4).

Culture: Far Havens Culture

BALAR

A barren world with barely breathable atmosphere, Balar is a tidally-locked satellite of a brown dwarf, a blood red sphere filling the sky. Heat is provided by the primary, an unremarkable red dwarf.

A member of the Haven Protectorate, Balar's few residents inhabit the single domed city, Eos, which hosts an Archivists' Guild academy and many visitors; Balar is the principal known site for Opteran ruins.

The biosphere is overwhelmed by the "red weed", which suppresses all other exoflora; agriculture is only possible in sealed domes. Balar's inhabitants have modified lungs; visitors outdoors require breathers.

Balar's only exofauna are the nightmarish **nihilors** and **cride swarms**. Nihilors are highly aggressive; a pack will attack armoured vehicles, and in the past have overwhelmed entire settlements. Nihilor assaults are preceded by cride swarms, a cooperation which looks almost intentional.

Nihilors and cride swarms make archaeology on Balar hazardous, though potential rewards are great. An army of synthetics—some of the few equipped for military action—protects settlements, but Balar's government remains cautious; there's evidence that Balar's biosphere has been altered, and neither red weed, nihilors, nor cride swarms are naturally evolved, but show signs of genurgic manipulation

in the not-too-distant past. Their lack of resemblance to Opteran remains may be a clue in a bigger story.

High Concept: Barren World of Opteran Ruins.

Aspects: M-class Main Sequence Star With Brown Dwarf Companion; Red Weed and Spores Everywhere; Nihilors and Cride Swarms Forming Alternate Biosphere; Heavily-Armed Synthetic Guards; Increasing Sense of Looming Doom; Academy of the Collegium of Archivists.

PLANETARY TYPE: POST-GARDEN WORLD

Planetary Age: Very Old (+3).

Orbit: Inner Habitable Zone (-1): 0.2AU.

Year Length: 60 days.

Size: Small (-2): 4,000km.

Density: Low Standard (-1).

Surface Gravity: Very Low (-3): 0.1G.

Day Length: Tidally Locked (-5).

Atmospheric Pressure: Standard (+0), Oxygen Atmosphere Contaminated by Spores.

Surface Temperature: Standard (+0): 14°C.

Surface Liquid: Very Low (-2): 7% water.

Seasonality: None (-10).



Satellites: 1 planetesimal.

Planetary Bodies: 8, including 2 gas giants.

Habitability: Marginal (+0).

CIVILISATION TYPE: FAILING WORLD

Designation: Haven Associate (+2).

Population: Sparse (-4): 5000.

Government Type: Oligarchy (+1).

Societal Dev: Consensus Redistribution Model (+1).

Openness: Self-Critical (+1).

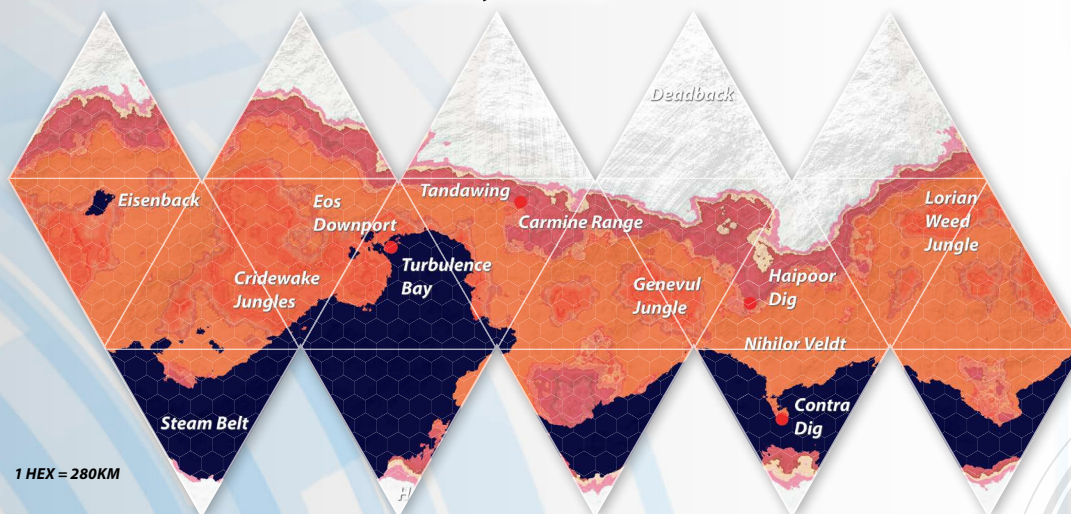
Control Index: Property (-2).

Trade Index: Limited (-2).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Eos Starport, E-class (+1).

Culture: Far Havens Culture.



CADMUS

A cold high-grav world with liquid water only at the equator, where high-yield oxygenating exoflora support powerful herbivores and the wolf-bears which prey on them and any humans they catch unawares. Inhabitants are extremely stocky, with great strength and hair which is grey-white even in the young.

The Martial Collegium owns Cadmus and uses it as its main training ground; few other people choose to visit. Hunts and hostile environment survival form key parts of the curriculum—the t-analogue wolf-bears are not discriminating.

The squat domed settlements of the equatorial zone are mostly underground, insulated against the cold and using geothermal energy. Each has its own specialisation: military training and drills; weapon and vehicle manufacture; entertainment; and even administration and logistics.

Cadmus culture is formal and hierarchical, with little personal or political freedom. Inhabitants are assigned duties, and those who don't take to army life despite lengthy indoctrination usually seek to leave at the first opportunity. The Martial Collegium provides food and basic services, including transport, with rank-based accommodation and entertainment allowances. Movement

between settlements is unrestricted when on leave, and entertainment settlements can be riotous, with many activities which would be illegal elsewhere.

High Concept: Military Rule.

Aspects: K-class Main Sequence Star; Frozen World; Dangerous T-Analogue Wildlife; Single Purpose Townships; Secret Projects.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Maturing (-1).

Orbit: Outer Habitable Zone (+1): 0.9AU.

Year Length: 398d.

Size: Small Standard (-1): 7,000km.

Density: Dense (+2).

Surface Gravity: High Standard (+1): 1.2G.

Day Length: Increased (+1): 22h.

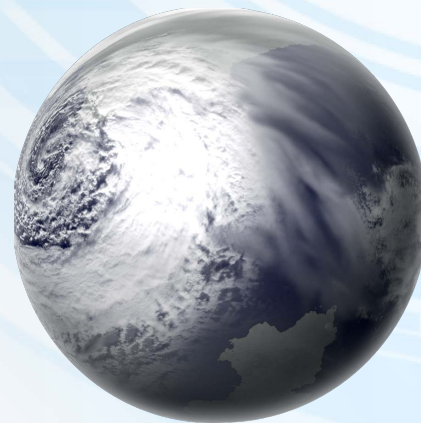
Atmospheric Pressure: Low (-2), high CO₂, breather needed.

Surface Temperature: Cool (-1): -10°C.

Surface Liquid: Low (-1): 20% to 30% water depending on season.

Seasonality: Standard (+0).

Satellites: 2 planetesimals.



Planetary Bodies: 6 including 3 gas giants.

Habitability: Marginal (+0).

CIVILISATION TYPE: COLLEGIUM HUB

Designation: Haven Electorate (+3).

Population: Low (-1): 500,000.

Government Type: Dictatorship (+0).

Societal Dev: Consensus Redistribution Model (+1).

Openness: Resistant (-3).

Control Index: Speech (-1).

Trade Index: Limited (-2).

Tech Level: T7 (+2): First Age of Space.

Starport: Cadmus Startown, C-class (+3).

Culture: Far Havens Military Culture.



CANESIA

With shallow seas and swamps, high gravity, hostile alien life and little habitable land, Canesia's original explorers doubted its colonisation value. Centuries ago it was given to a radical anarchist group, and perhaps surprisingly still prospers as an anarchist collective today. Without money or private property, bureaucratic oversight is provided by an experimental synthetic intelligence named ATIA brought by the original colonists. Now a superintelligence, ATIA is still bound by the Asimov Protocols.

Canesians aren't obliged to follow ATIA's directions, but usually do. Without laws, crime, or punishment, violent or antisocial behaviour leads to condemnation and exile. Outsiders may view Canesia as an ATIA dictatorship rather than a free community, but Canesians gently correct them; for an anarchist commune, it is surprisingly conservative.

Canesia works has no heavy industry, but is known for scientific research and cultural achievements (especially sculpture and music). Several esteemed theoretical scientists and artists are from Canesia, and it's the Protectorate's newest electorate. Native life produces medicinal compounds, especially for secret experimental longevity treatments the Archivists' and Wayfarers' Guilds are negotiating.

The t-analogue biosphere is characterised

by squat exoflora with purple tentacle-like fronds and black-purple exofauna. Unusually for the Far Havens, inhabitants are modified to metabolise the biosphere, though they can also eat t-congruent food. Short, stocky, hairless, with webbed fingers and toes, they're excellent swimmers.

High Concept: Communal Anarchist Society.

Aspects: F-Class Main Sequence Star; Large and Inhospitable Swamp Planet; Dangerous Native Life Forms in T-analogue Biosphere; Secret Longevity Drugs; Crippling Gravity; ATIA Directorate; Newest Haven Electorate; Surprisingly Conservative.

PLANETARY TYPE: SUPER EARTH

Planetary Age: Maturing (-1).

Orbit: Inner Habitable Zone (-1): 0.9AU.

Year Length: 320d.

Size: Very Large (+3): 70,000km.

Density: Low (-2).

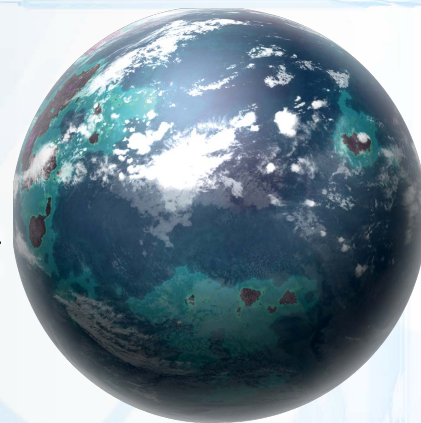
Surface Gravity: High (+3): 4G.

Day Length: Very Rapid (+3): 18h.

Atmospheric Pressure: High (+3) Oxygen, breathable.

Surface Temperature: Warm (+1): 27°C.

Surface Liquid: Almost Total (+3): 92%.



Seasonality: Extreme (+5).

Satellites: 6 planetesimals, 2 planetoids, ring structure.

Planetary Bodies: 4.

Habitability: Challenging (+1).

CIVILISATION TYPE: COLLEGIUM HUB

Designation: Haven Electorate (+3).

Population: Standard (+0): 70 million.

Government Type: Anarchy (-5).

Societal Dev: Sentience Coordinated Collective (+5).

Openness: Guarded (+0).

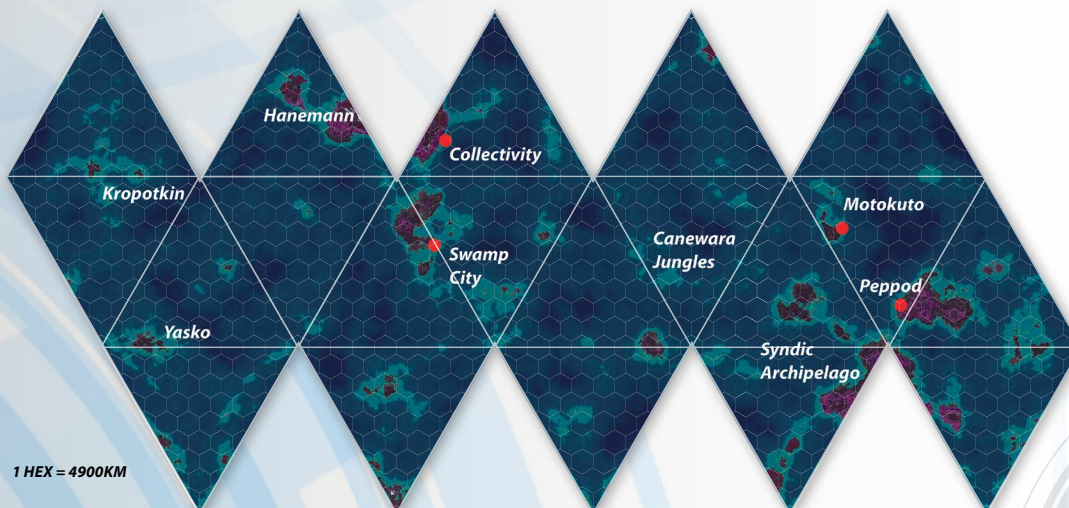
Control Index: Mass Destruction (-4).

Trade Index: High Moderate (+1).

Tech Level: T6 (+1): Age of Genurgy.

Starport: Swamp City, D-class (+2).

Culture: Far Havens Culture.



CAULDRON

A white dwarf system with two chthonian planets—hyper-dense cores of former gas giants—and heavily-worked mines dotted with refineries and other processing facilities. The smaller Cauldron II houses a human colony in extreme conditions; Cauldron III has a lethal crushing gravity, and workers are synthetics.

Cauldron's white dwarf primary is a distant companion of Kallistan (page 67), 0.1LY away. Even before planing, this proximity made transport between the two systems viable, and today slowship haulers still transport a stream of raw and refined products from the mines to Kallistan. Nevertheless, Cauldron has an alien feel—cold and dim, with uncomfortably high gravity, especially for natives of low gravity Kallistan.

Like Kallistan, Cauldron is run by Daedalus Corporation, and is essentially a Kallistan colony. Almost all mine workers are synthetics adapted to the harsh local conditions; supervisors are usually human. It's dangerous, uncomfortable, and responsible work, but it pays well, and supervisors aim to work a few years before retiring with their earnings.

Despite the money, few people are willing to go to Cauldron. Before synthetics became widespread, Cauldron II was a penal colony; forced labour ended decades ago, but the prison is still the

highest security facility in the Far Havens, housing extremely dangerous criminals. Its guards are experimental synthetics, modified by Eugenia Developments to no longer regard the inmates as human.

High Concept: Mining System Rich in Rare Minerals.

Aspects: Dying White Dwarf Star; Immense Rocky World; High Gravity; Synthetics Everywhere; Ancient System; Kallistan's Back Yard; Former Penal Colony; Highest Security Prison in the Far Havens.

PLANETARY TYPE: CHTHONIAN PLANET

Planetary Age: Ancient (+4).

Orbit: Outer (+3): 0.1AU.

Year Length: 11.3 standard days.

Size: Large Standard (+1): 17,000km.

Density: Dense (+2).

Surface Gravity: High (+3): 4G.

Day Length: Extremely Slow (-4): 100d.

Atmospheric Pressure: n/a (stripped).

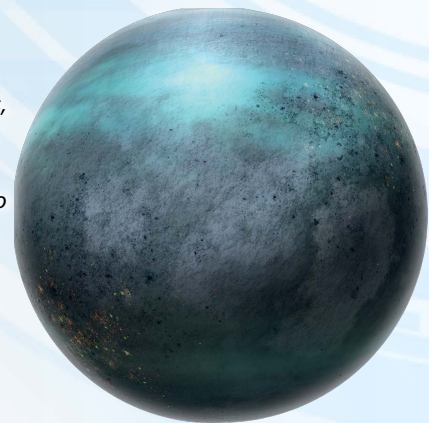
Surface Temperature: Frigid (-3): -170°C.

Surface Liquid: None (-4).

Seasonality: n/a.

Satellites: None.

Planetary Bodies: 4 including 2



chthonian planets and one gas giant.

Habitability: Deadly (-4).

CIVILISATION TYPE: INDUSTRIAL WORLD

Designation: Haven Associate (+2).

Population: Low (-2): 100,000.

Government Type: Corporacy-Controlled (+2).

Societal Dev: Consensus Redistribution Model (+1).

Openness: Self-Centred (-2).

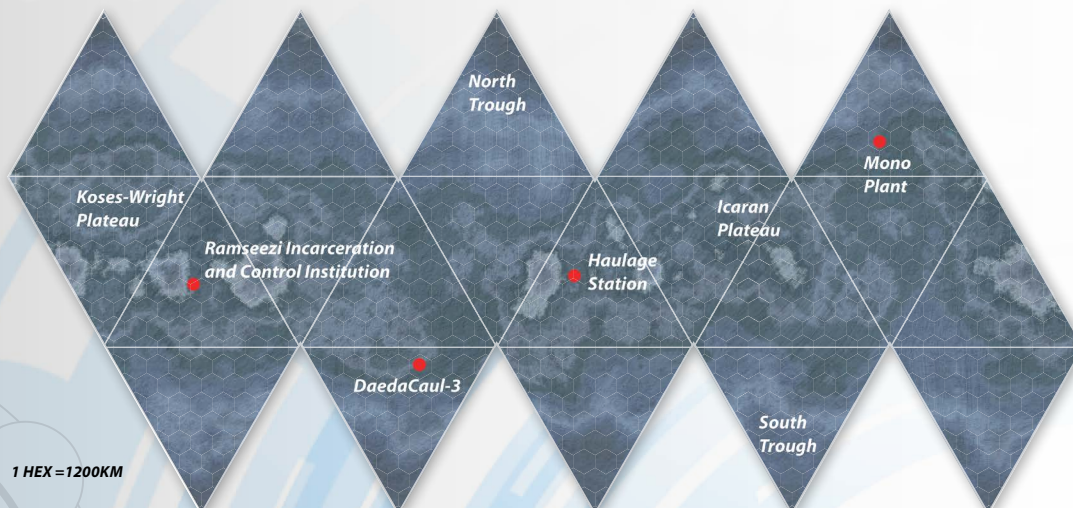
Control Index: Surveilled (+2).

Trade Index: High Moderate (+1).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Cauldron Haulage Station, C-class (+3).

Culture: Far Havens Culture.



CORONA

Corona is a megastructure orbiting a yellow dwarf star, one of the great mysteries of the Far Havens. It's an artificial ring over 100,000km in diameter and 5000km wide, spinning in space with a slight wobble. The rotation produces apparent gravity on the ring's inner surface, and the wobble creates a day-night cycle of 30 hours.

The ring's inner surface has a breathable atmosphere and approximately a billion and a half square kilometres of lush forest and jungle. Its flourishing ecosystem was apparently transplanted from Old Earth over several periods of a previous geological epoch—perhaps the Pleistocene (2.5 million years BP to 25,000 years BP). It features primitive pachyderms and sabre-toothed tigers, and numerous primitive tribes of early homo sapiens at approximately T0 to T1 tech indices (Post-Animal to Stone Age), although they occasionally use more sophisticated tools. Located at the edge of Far Havens space—and indeed explored space—Corona was only discovered three standard years ago, and is still a topic of sensational news reports and speculations. There is much more to explore.

There is no other matter in the Corona system: no asteroids, and no Oort cloud. Scientists speculate that all planetary or protoplanetary material was used to construct the ring. But who built it? And why did they transplant terrestrial life here? Were they human or alien? So far, nobody knows, and they have yet to find any clues.

Archaeologists hope to discover artefacts on Corona, including traces of the advanced technology that built and populated the ring. So far their search has been in vain; on a world with an active biosphere, artefacts may be poorly preserved over thousands and perhaps millions of years. The few inferences from the proportions, sizes, and shapes of the megastructure and its components suggest the ring is different in nature and scope from known Opteran artefacts. Something else made Corona.

High Concept: Ringworld.

Aspects: G-class Main Sequence Star; Empty Solar System; Covered in Woods and Jungles; Biosphere Transplanted Many Times in Old Earth History; Over a Billion Square Kilometres; Stone Age Tribes.

PLANETARY TYPE: PLATE WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 1AU.

Year Length: 370d.

Size: Giant (+4): 100,000km.

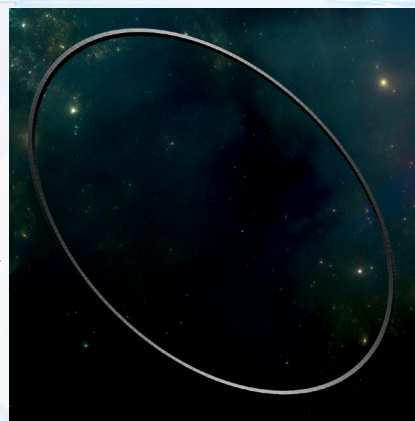
Density: Standard (+0).

Surface Gravity: Standard (+0): 1G.

Day Length: Standard (+0): 30h.

Atmospheric Pressure: Standard (+0): Oxygen, breathable.

Surface Temperature: Standard (+0): 14°C.



Surface Liquid: High (+1): 68% water.

Seasonality: Standard (+0).

Satellites: None.

Planetary Bodies: None.

Habitability: Benign (+4).

CIVILISATION TYPE: REGRESSED

Designation: Far Havens Colony (+0).

Population: Very High (+3): 80 billion.

Government Type: Feudal (-4).

Societal Dev: Small-Scale Communities (-4).

Openness: Self-Centred (-2).

Control Index: Personal (-3).

Trade Index: Inconsequential (-4).

Tech Level: T2 (-3): Metal Age.

Starport: X (-5): No facilities.

Culture: Stone Age culture.

DERAI

A garden world close to Commonality Space, Deraï's transplant biosphere is adapted to reduced solar output, with pale green flora, pastel flowers, and pale-furred animal life. Even native humans are pale-skinned, and albinism is common. Sevran Gara, Martial Collegium general and renowned poet, has said Deraï has a "washed-out" look.

Until recently Deraï comprised a human minority and a majority canid slave workforce. Ten standard years ago, President Fernand Cullen accepted favourable trade deals to join the Protectorate and emancipate Deraï's slaves. Since then synthetics have replaced the canid workforce and the humans prosper more than ever. The canids remain in squalid poverty, unable to find honest work. Segregation is rigidly enforced.

Crime and black markets thrive. The Boryokudan push Dreamtime (page 24) on desperate canids, and secret SCI Force cells foment unrest. Synthetics exacerbate the problem; the Asimov Protocols (page 11) ensure synthetics protect and obey humans, but don't extend to canids.

In return for Deraï's generous accession terms, President Cullen founded a Martial Collegium academy which provides a ray of hope for beleaguered canids. Established to patrol against Commonality incursions, it has found the world a superb

recruiting ground; canids enlist for lives of equality free of pernicious segregation.

Deraï has a strict code of honesty, courtesy and hospitality, breaking which can lead to legal duels. Participants may appoint seconds, but lose face if they're capable of fighting themselves. Deraï's humans exclude canids from this code.

High Concept: Fertile Agricultural World.

Aspects: K-class Main Sequence Star; Vast Underclass; Deraï Code of Honour; Martial Collegium Base; Undercover SCI Force Agents; Transplant Biosphere.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone (+0): 0.7AU.

Year Length: 242d.

Size: Standard (+0): 13,000km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 1G.

Day Length: Reduced (-1): 36h.

Atmospheric Pressure: Standard (+0)
Oxygen, breathable.

Surface Temperature: Warm (+1): 25°C.

Surface Liquid: Average (+0): 45%.

Seasonality: High (+2).



Satellites: 2 planetesimals, 1 small.

Planetary Bodies: 7 including 3 gas giants.

Habitability: Agreeable (+3).

CIVILISATION TYPE: AGRI WORLD

Designation: Haven Associate (+2).

Population: High (+2): 2 billion.

Government Type: Mercantilist
Oligarchy (-1).

Societal Development: Taxation and
Representation (-1).

Openness: Guarded (+0).

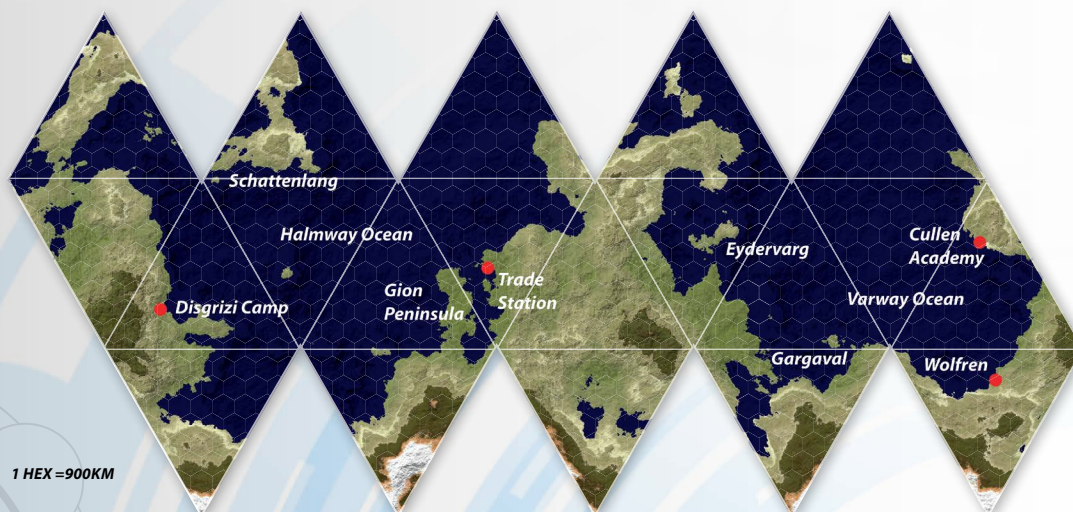
Control Index: Laissez-Faire (+0).

Trade Index: Moderate (+0).

Tech Level: T6 (+1): Age of Genurgy.

Starport: Trade Station, E-class (+1).

Culture: Far Havens Culture.



EMBER

An unremarkable red dwarf star unnoticed in a nebula until recently, Ember still remains largely unexplored. Long range sensors indicate a few small rocky airless planets, but nothing worth a closer look.

For these reasons the first planet in the system is an undiscovered treasure trove. Although airless, hot, and without surface water, it was once an Operan garden world—and one of the first to fall to the Vore. Targeted by a Higgs destabilisation field (page 49), the world's atmosphere and oceans boiled off into space, rendering the planet lifeless. As if to make doubly sure, the Vore bombarded all Ember's cities, then destroyed all Operan spacecraft and outposts elsewhere in the system. Then they left.

In spite of the destruction, Ember has more well-preserved Operan ruins than anywhere else, including many in caves and tunnels in the planet's crust, waiting with their secrets to be discovered.

High Concept: The Secrets of the Operans Await.

Aspects: M-class Red Dwarf; Destroyed Atmosphere; Remains of Machines;

Well-Preserved Ruins; Unexplored Tunnels.

PLANETARY TYPE: INFERNO

Planetary Age: Ancient (+4).

Orbit: Inner (-2): 0.1AU.

Year Length: 18d.

Size: Standard (+0): 12,000km.

Density: Low (-2).

Surface Gravity: Very Low (-3): 0.1G.

Day Length: Tidal Lock (-5): 18d.

Atmospheric Pressure: Trace (-10).

Surface Temperature: Furnace (+3): 187°C.

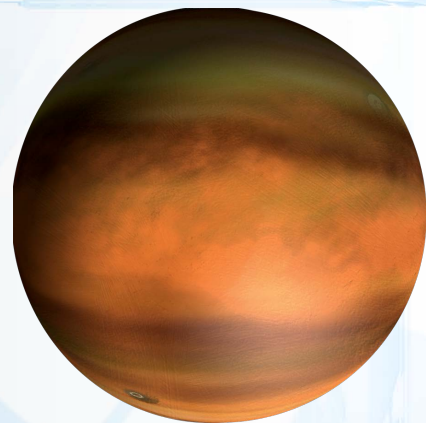
Surface Liquid: None (-4).

Seasonality: Low Standard (-1).

Satellites: None.

Planetary Bodies: 10 including 3 gas giants.

Habitability: Deadly (-4).



CIVILISATION TYPE: N/A

Designation: N/A.

Population: None (-5).

Government Type: N/A.

Societal Dev: N/A.

Openness: N/A.

Control Index: N/A.

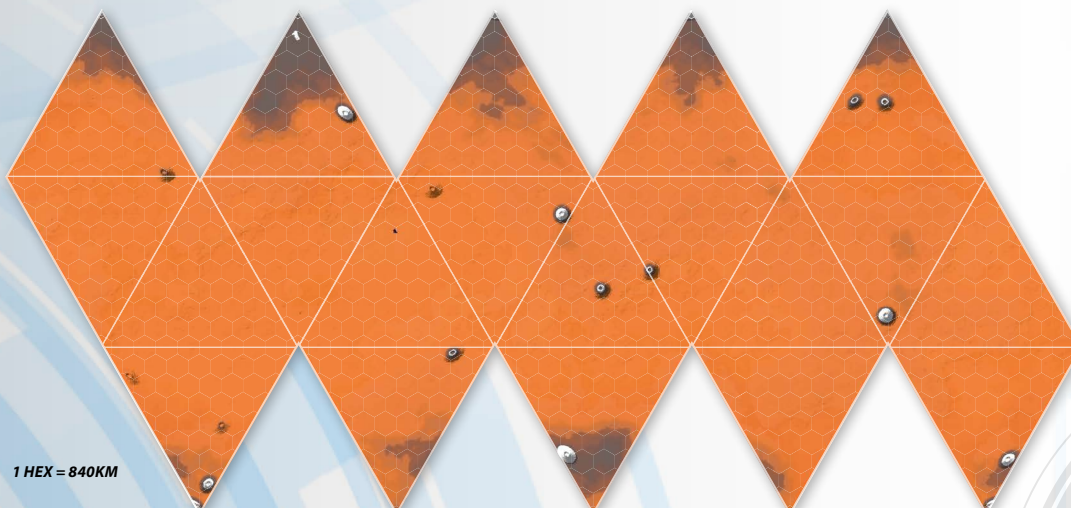
Trade Index: N/A.

Tech Level: N/A.

Starport: X (-5).

Culture: N/A.

Inferno



HUDSON'S ROCK

A rocky gas giant moon in a system without naturally habitable worlds, Hudson's Rock supports a population of billions in extensive tunnels. It's so reliant on imported food that it has declared neighbouring systems under its control, incurring censure and sanctions from Haven and the threatened withdrawal of its electorate status.

Metal- and mineral-rich, the Rock has an extensive manufacturing industry. It's a representative democracy, with elections every fifteen Haven years (five standard years), although it's expensive to stand and dominated by manufacturing industry and armed forces interests. If not yet a corporacy, all election candidates support moves in that direction.

Haven sanctions have fostered a "go it alone" attitude and growing imperial ambitions. Sanctions are limited by the Rock's location on the Commonality edge of Far Havens space; its government has been hostile to the Commonality since it "liberated" Lorn from imperial control, and the Protectorate is wary of doing anything to change that.

The Rock's society is communal, due to the crowded environment; privacy taboos which exist on roomier worlds are missing, including those involving nudity and bodily functions. Inhabited areas enjoy higher artificial gravity than the Rock's

low natural gravity, but this doesn't approach 1G, nor cover all the Rock's tunnels. Natives are tall and graceful, with sensitive eyes with low-light capability and blue-grey skin.

Both the Commonality and Protectorate are debating what to do with Hudson's Rock. For now, its power grows.

High Concept: World of Tunnels.

Aspects: Red Giant Star; Low Gravity; Major Manufacturing Industry; Representative Democracy With Imperialist Ambitions; Artificial Tunnel Biome; Needs to Import Food.

PLANETARY TYPE: DWARF PLANET

Planetary Age: Young (-2).

Orbit: Outer (+2): 109AU.

Year Length: 218 standard years.

Size: Planetoid (-3): 1500km.

Density: Standard (+0).

Surface Gravity: Very Low (-3): 0.1G.

Day Length: Standard (+0): 24h (artificial cycle).

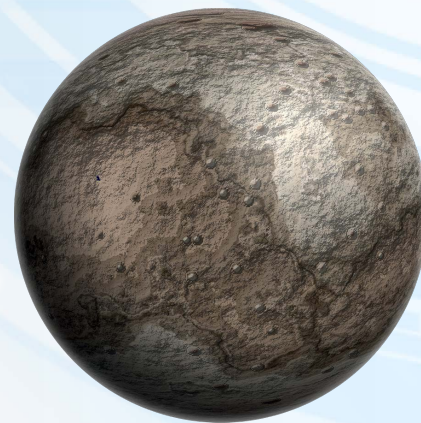
Atmospheric Pressure: Trace (-10).

Surface Temperature: Frigid (-3): -200°C.

Surface Liquid: None (-4).

Seasonality: Little Seasonality (-5).

Satellites: None.



Planetary Bodies: 4 gas giants.

Habitability: Deadly (-4).

CIVILISATION TYPE: INDUSTRIAL WORLD

Designation: Haven Electorate (+3).

Population: High (+2): 6 billion.

Government Type: Corporacy-Controlled (+2).

Societal Dev: Early Redistributive Model (+0).

Openness: Resistant (-3).

Control Index: Restricted (+3).

Trade Index: High Moderate (+1).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Naval Visitors Dock, B-class (+4).

Culture: Far Havens Military Culture.



HYPNOS

A culture world of the Glaciation era Shinshutai culture, Hypnos still feels traditional and conservative. A headquarters of the Law Collegium during the pre-planing era, today it's home to its successor, the secretive crime syndicate known as the Boryokudan (page 42).

An efficient triumvirate governs from Rotor orbital starport. Anton Ito, more administrator than gangster, controls the space station and its vital laboratories; his brother Col manages planetside operations and enforcement squads; and their cousin Bela oversees the drugs trade and import of high tech goods and expertise (including smuggled Commonality tech). The world is deliberately kept as a backward plantation, its inhabitants serfs cultivating the priceless cash crop of narcotic plant-analogues called Red Lotus (page 24). Hypnosians are kept in line by Boryokudan brutality: limited handouts, drugs, and harsh punishment, and the soporific Lotus vapour which dampens the discomfort of long hot labour under high gravity. What little advanced tech there is belongs to and is controlled by the enforcement squads in their reinforced exoskeletons.

The Red Lotus's origins are obscure. Analysis suggests exoflora, yet it produces compounds resembling terrestrial RNA which have potent effects on terrestrial

mammalian brains. Archivist Gina Kaan has argued convincingly (see "The Dreamtime Paradox—The Illusion of a Universal Galactic Panspermia", Haven Press, 7644/121, et al) that it must be both artificial and deliberate, dating from Hypnos's lost early terraforming period.

High Concept: Garden of the Lotus Flower.

Aspects: K-Class Main Sequence Star With Unique Spectral Signature; Ruthless Rule of the Boryokudan; Population of Serfs; Deliberately Kept Primitive; Smuggled Commonality Tech in Boryokudan Hands; T-congruent Biosphere.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone (+0): 0.6AU.

Year Length: 184d.

Size: Small Standard (-1): 6000km.

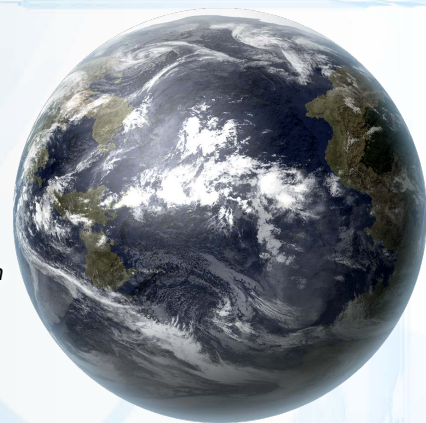
Density: Dense (+2).

Surface Gravity: High Standard (+1): 1.5G.

Day Length: Standard (+0): 27h.

Atmospheric Pressure: High (+2): Oxygen, breathable.

Surface Temperature: Warm (+1): 25°C.



Surface Liquid: Average (0): 50% water.

Seasonality: Low (-3).

Satellites: 2 planetesimals.

Planetary Bodies: 4, inc 1 gas giant.

Habitability: Challenging (+1).

CIVILISATION TYPE: AGRI WORLD

Designation: Haven Associate (+2).

Population: Low Standard (-1): 5 million.

Government Type: Dictatorship (+0).

Societal Dev: Labour Service (-3).

Openness: Conservative (-4).

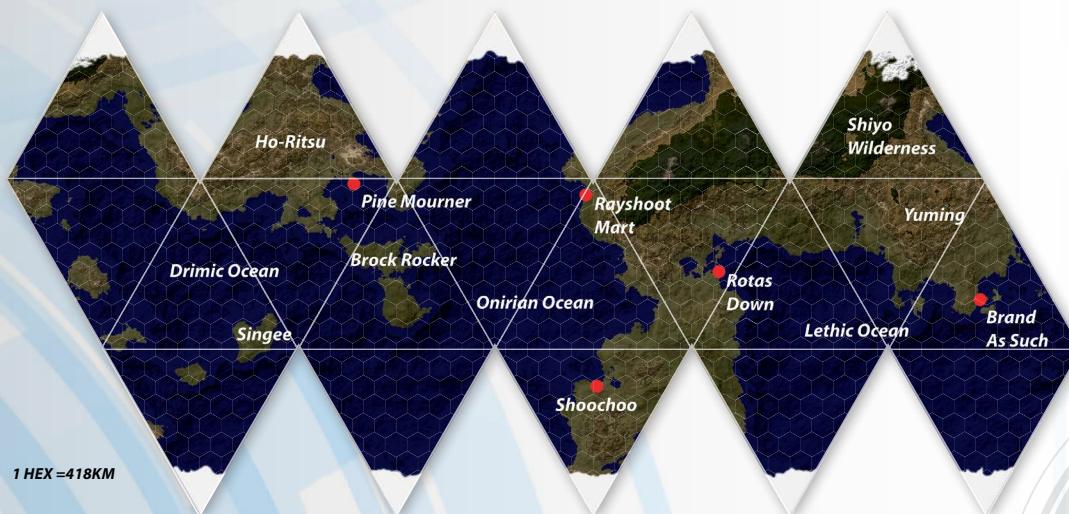
Control Index: Surveilled (+2).

Trade Index: Very Limited (-3).

Tech Level: T3 (-2): Age of Enlightenment.

Starport: Rotor Starport, D-class (+2).

Culture: Far Havens Aristocracy.



IONYSEUS

A major exporter of luxuries, since the introduction of planing Ionyseus has become a favoured tourist destination; its season-long cabaret in the regional hub of Voltere is known across the Protectorate. It's a fertile world with a clement climate and beautiful oceans and countryside, famous for its foods and wines, including the sought after vintages of blue Falurnian wine. Its transplant biosphere feels brighter and more vibrantly coloured than its original stock.

Ionyseus is an important electorate, second only to the collegium hubs. It remains studiously apolitical in Protectorate affairs, welcoming visitors and trade from all factions—even from the distant Commonality. It's also a diplomatic centre, and the Collegium of Negotiators has a significant presence. Even the Boryokudan are here, preying on tourists and furnishing drugs and products that can't be obtained legally.

An icy gas giant moon in the Ionysean system, Taliat, has single-celled native life and a breathable atmosphere, although it's uncomfortably cold. Most of Ionyseus's industry is located here, and the gas giant rings are rich in rare metals—as well as being renowned for their beauty, another stop on the tourist trail.

High Concept: Pleasure Planet.

Aspects: G-class Main Sequence Star; The Best Food and Drink in the Far Havens; Planet of Beauty; Boryokudan Presence; Off-planet Industry; Another Earth; Transplant Biosphere.

PLANETARY TYPE: SUPERIOR GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 0.9AU.

Year Length: 242d.

Size: Standard (+0): 12,000km.

Density: Standard (+0).

Surface Gravity: Standard (+0): 1G.

Day Length: Standard (+0): 24h.

Atmospheric Pressure: Standard (+0)
Oxygen, breathable.

Surface Temperature: Standard (+0): 17°C.

Surface Liquid: High (+1): 60%.

Seasonality: Standard (+0).

Satellites: 3 planetesimal moons.

Planetary Bodies: 8, including 3 gas giants.

Habitability: Benign (+4).



CIVILISATION TYPE: AGRI WORLD

Designation: Haven Electorate (+3).

Population: Standard (+0): 60 million.

Government Type: Mercantilist
Oligarchy (-1).

Societal Dev: Consensus Redistribution
Model (+1).

Openness: Outgoing (+3).

Control Index: Laissez-Faire (+0).

Trade Index: Ubiquitous (+4).

Tech Level: T6 (+1): Age of Genurgy.

Starport: Baxus Starport, C-class (+3).

Culture: Far Havens Culture.



KALLISTAN

A partly terraformed garden world with shipyards on its three moons which manufacture vessels for the whole Protectorate. Its population lives mostly in domed shipyard habitats, with shuttles connecting them and the surface below.

Kallistan is a frosty world with bluish t-congruent flora with brightly-coloured, foul-smelling flowers. Its people are slender, almost fragile—especially from the moons and orbitals—and comfortable in cold low-grav environments.

DaedaCorp runs the shipyards, and is more successful than the Wayfarers' Guild at incorporating planing tech. Customers include the Guild and newer smaller corporations. It dominates Kallistan life, running hospitals, schools, and services; the education system creates future employees. Most say it looks after its employees and families well; to opponents and outside observers, it hasn't always done so, and there are no checks to prevent abuses.

Kallistan government is democratic, with representatives sitting on DaedaCorp's boards and the Kallistan High Council. A high-level struggle rages between DaedaCorp and the Wayfarers' Guild; its biggest customer, the Guild wants exclusive rights to certain spaceship classes, feeling its future jeopardised as it loses its monopoly on interstellar travel. It controls several High Council members.

In response DaedaCorp has widened its market, making smaller starships cheaper, more available, while temporarily agreeing to Guild demands for larger vessels on exclusive contracts—contracts which expire next year.

High Concept: Shipyards for the Stars.

Aspects: K-type Main Sequence Star; That's No Moon, It's a Shipyard! Trade Hub; Wayfarers' Guild Presence; T-congruent Biosphere; Bright Foul-scented Flowers; Corporate Intrusion; Limited Democracy.

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone (+0): 0.6AU.

Year Length: 284d.

Size: Small Standard (-1): 6000km.

Density: Standard (+0).

Surface Gravity: Low Standard (-1): 0.9G.

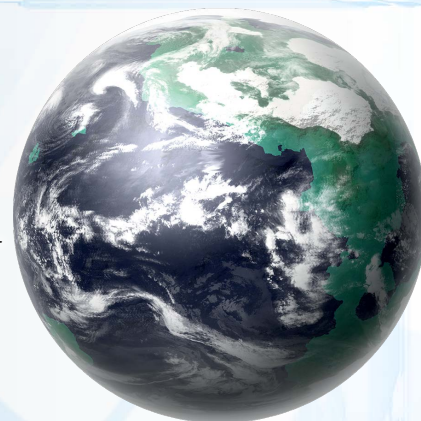
Day Length: Slow (-2): 10d.

Atmospheric Pressure: Standard (+0): Oxygen, breathable.

Surface Temperature: Cool (-1): 10°C.

Surface Liquid: Average (+0): 50% water.

Seasonality: Low (-2).



Satellites: 3 planetoids.

Planetary Bodies: 7, incl 3 gas giants.

Habitability: Adequate (+2).

CIVILISATION TYPE: INDUSTRIAL WORLD

Designation: Haven Electorate (+3).

Population: Low (-2): 700,000.

Government Type: Corporacy-Controlled (+2).

Societal Dev: Taxation and Representation (-1).

Openness: Guarded (+0).

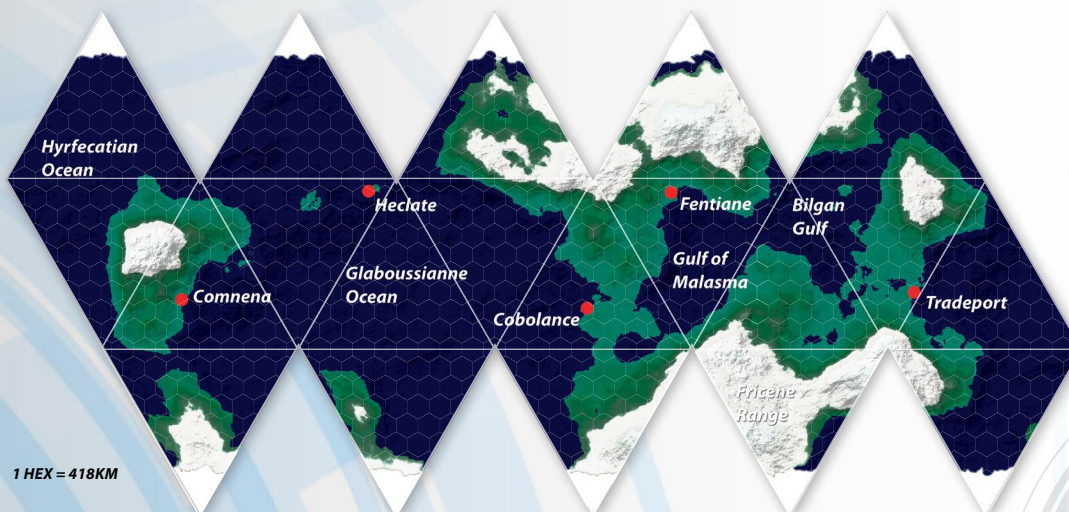
Control Index: Influenced (+1).

Trade Index: Extensive (+2).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Kallistan Tradeport, B-class (+4).

Culture: Far Havens Culture.



LANTERN

A supergiant star with an unusual greenish spectral signature, Lantern shines brightly in the night skies of the Far Havens. Surrounded by an accretion disk of dust and rock, it's a young star—just a few hundred thousand years old—with an immense energy output.

After gaining access to planing tech, the Wayfarers' Guild investigated Lantern, seeking an explanation for its unusual colour. The unimaginatively named Lantern Base operates on a planetesimal in-system and is now a few decades old; Famula Reis, who first unlocked the secret of the wormhole tap (page 46), leads the investigation.

Famula and her team have discovered that—as she predicted—Lantern is the focus of multiple wormhole taps, and some of the debris in the system accretion disk comes from destroyed Opteran constructions. Recent observations by junior astronomer Aki Hino have revealed an apparently artificial object in the distant outer reaches of the Lantern system on an extreme eccentric orbit, currently far beyond the heliopause and too small for detailed sensor analysis. Theories about what the object is abound, and a slowship expedition to investigate is on the cards.

High Concept: Artificially Altered Supergiant Star.

Aspects: Newborn Solar System; Opteran Debris; Hidden Danger; Planetesimal Base; Scientific Research Station of the Wayfarers' Guild.

PLANETARY TYPE: ACCRETION DISK

Planetary Age: Extremely Young (-4).

Orbit: Inner (-2): 173AU.

Year Length: 49 standard years.

Size: Planetesimal (-4): 200km.

Density: Standard (+0).

Gravity: Microgravity (-4).

Day Length: Standard (+0): 24h (artificial cycle).

Atmospheric Pressure: Trace (-10).

Surface Temperature: Furnace (+3): 200°C.

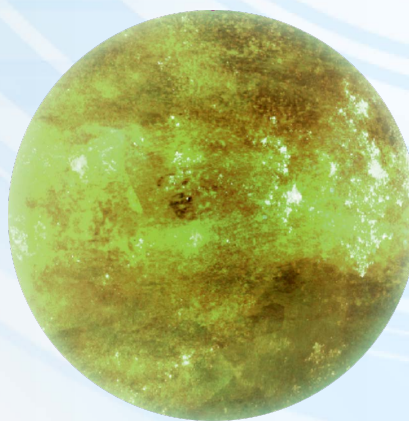
Surface Liquid: None (-4).

Seasonality: n/a.

Satellites: None.

Planetary Bodies: None.

Habitability: Deadly (-4).



CIVILISATION TYPE: FRONTIER WORLD

Designation: Far Havens Outpost (-3).

Population: Negligible (-5): 300.

Government Type: Oligarchy (+1).

Societal Dev: Consensus Redistribution Model (+1).

Openness: Self-Critical (+1).

Control Index: Property (-2).

Trade Index: Limited (-2).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Lantern Base, D-class (+2).

Culture: Far Havens Culture.

Scenario Hook: A Dormant Threat

Unknown to Famula Reis's team, Lantern Base is in great danger. Hunter drones (page 49) were left behind in the Lantern system by the departing Vore and, after years of dormancy, have recently detected Far Haven activity in the system and are beginning to stir. The unidentified object in the far eccentric orbit, however, is not a hunter drone, and the Vore relics are curious to see what is on approach...

LORN

Lorn was once an advanced agri world of vast synthetic-operated farms and human owners living in comfort. Its better known exports include the sweet Quala fruit (an acquired taste but a luxury) and Lornamber, a rich grain used to make a dense, nourishing (if bland) bread.

Until recently Lorn traded almost exclusively with Hudson's Rock.

Deteriorating terms led it to negotiate further afield, until the Rock's navies invaded and took control. Inhabitants opposing the invasion appealed to the nearby Commonality for aid, with which they expelled the occupiers.

Commonality aid came at a price: the emancipation of Lorn's synthetics and their acknowledgement as citizens with full rights. Lorn's synthetics are now free. They're still bound by the Asimov Protocols, but the second protocol has been subordinated to a general Commonality order that they are now their own masters. There are contradictions which haven't yet been fully processed.

The results are clear. Synthetics now demand compensation for their labour, and farms lie fallow. Humans are split between those who want the freedom provided by the Commonality, who have made common cause with the synthetics; and the "old guard" who want Hudson's

Rock to rule again. The Commonality knows it has to stabilise Lorn, but many believe it has blundered, and agents of Far Havens collegia have arrived to oppose both the Commonality and the would-be re-invaders from Hudson's Rock.

Open war hasn't yet broken out, but Lorn is a powder-keg. Riots are common, and tensions rising.

High Concept: Liberated Agri World in the Throes of Revolution.

Aspects: K-class Red Giant; Free Synthetic Citizens; Frequent Riots; Secret Agents Working For Shadowy Controllers; T-congruent Biosphere; The Price of Freedom?

PLANETARY TYPE: STANDARD GARDEN WORLD

Planetary Age: Mature (+0).

Orbit: Habitable Zone (+0): 34AU.

Year Length: 77 standard years.

Size: Large (+2): 30,000km.

Density: Low (-2).

Surface Gravity: High (+2): 2G.

Day Length: Rapid (+2): 20h.

Atmospheric Pressure: Standard (+1)
Oxygen, breathable.

Surface Temperature: Standard (+0): 14°C.



Surface Liquid: High (+1): 65% water.

Seasonality: Standard (+0).

Satellites: 2 planetesimals, 1 small.

Planetary Bodies: 8 incl 3 gas giants.

Habitability: Agreeable (+3).

CIVILISATION TYPE: AGRI WORLD

Designation: Far Havens Associate (+2).

Population: High (+2): 4 billion.

Government Type: Monarchy (-3).

Societal Dev: Confiscation (-2).

Openness: Self-Improving (+2).

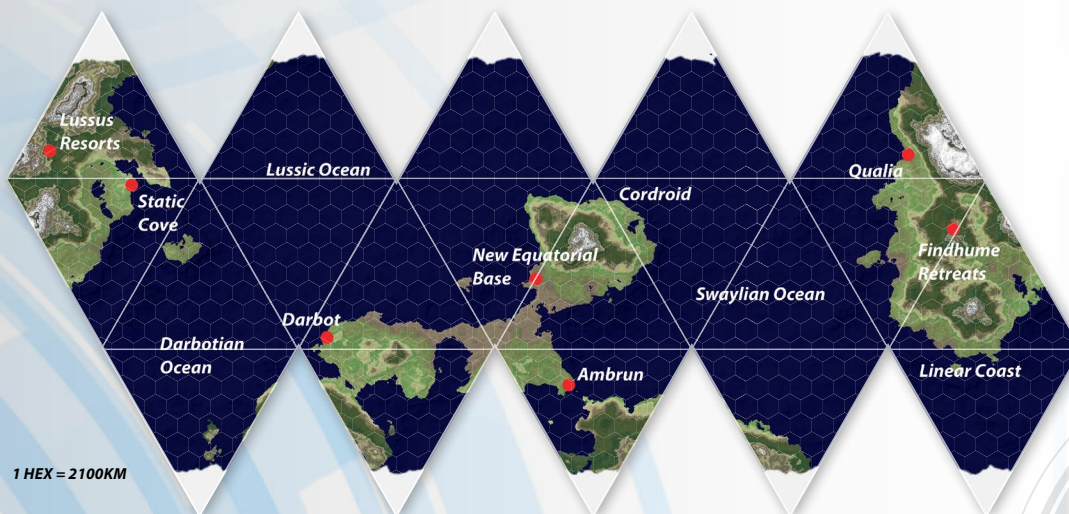
Control Index: Speech (-1).

Trade Index: Low Moderate (-1).

Tech Level: T5 (+0): Computer Age.

Starport: New Equatorial Base, D-class (+2).

Culture: Far Havens Aristocracy.



MADELOS

Madelos always had a finite life expectancy due to instabilities in the system primary, but now the star is on the verge of going nova. Day by day the planetary temperature is increasing; already the polar bases are registering 40°C. Ionisation has made the atmosphere unbreathable and wracked with storms.

Most of the planet has been evacuated, but people haven't taken everything of value, and irreplaceable works of art from a once-thriving culture lie abandoned in the empty cities. Rarity has given the paintings and sculptures of Madelos great value, sure to increase when the planet is finally destroyed.

A few inhabitants remain in two domes at the north pole. One is a scientific base with half a dozen people and a larger staff of synthetics, studying the sun; there are hints that its demise may not be natural but perhaps related to wormhole taps. The second was once the starbase, although its infrastructure has now crumbled to uselessness; it's home to a doomsday cult of a few hundred people who worship the sun, in anticipation of the rapture when it explodes at the end of all days.

High Concept: On the Verge of Destruction.

Aspects: Unstable Subgiant Star; Dead Biosphere; Doomsday Cult; Empty World; Falling Apart.

PLANETARY TYPE: POST-GARDEN WORLD

Planetary Age: Very Old (+3).

Orbit: Habitable Zone (+0): 1.7AU.

Year Length: 1.9 standard years.

Size: Small Standard (-1): 6,000km.

Density: High Standard (+1).

Surface Gravity: Standard (+0): 1G.

Day Length: Very Slow (-3): 50d.

Atmospheric Pressure: Low (-2) Oxygen, tainted by ionisation.

Surface Temperature: Hot (+2): 40°C at poles.

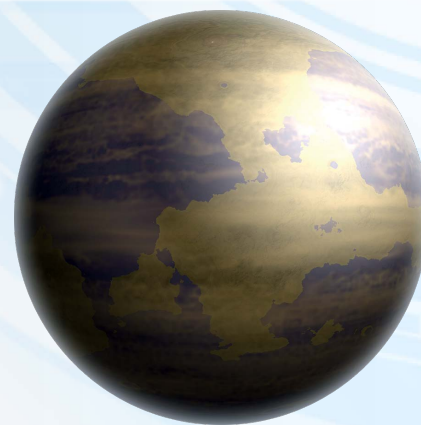
Surface Liquid: Average (+0): 48% water.

Seasonality: Standard (+0).

Satellites: 3 planetesimals.

Planetary Bodies: 7 including 3 gas giants.

Habitability: Hostile (-2); Lethal (-3) away from poles.



CIVILISATION TYPE: REGRESSED

Designation: Haven Associate (+2).

Population: Negligible (-5): 400.

Government Type: Dictatorship (+0).

Societal Dev: Early Redistributive Model (+0).

Openness: Conservative (-4).

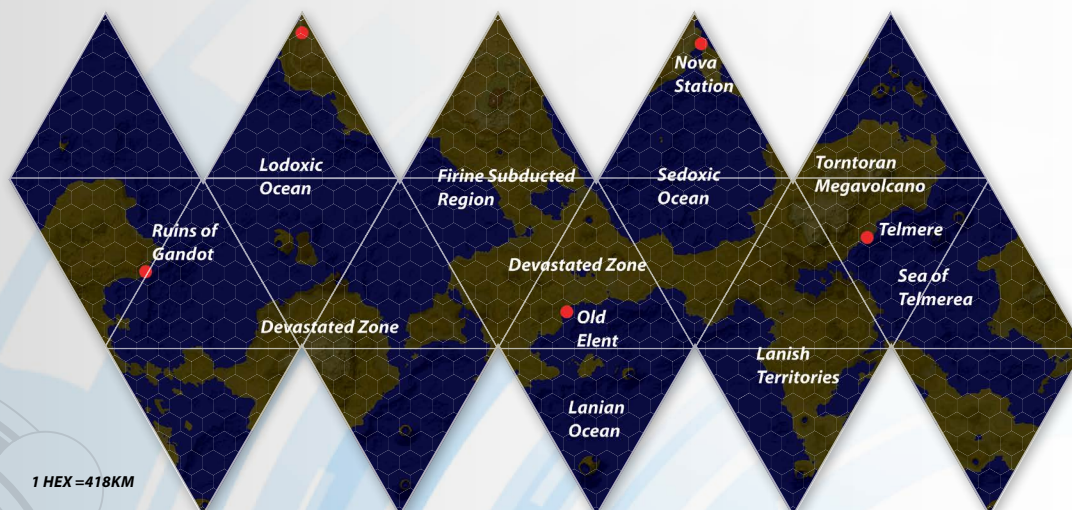
Control Index: No Control (-5).

Trade Index: Moderate (+0).

Tech Level: T4 (-1): Industrial Age.

Starport: North Polar Starbase, Landing Strip (-4).

Culture: Far Havens Culture.



MESAMESHUR

A binary planet system comprising Mesa and Meshur, island-chain waterworlds. Exofauna include four-winged flyers (some too large to fly), and "forests" of interconnected organisms. Myths claim a single organism once covered both worlds.

The Liberty Alliance and Democratic Union dominate, with smaller states in shifting alliances. Locked in a cold war which flares hot via proxy, they're Protectorate associates, but their cold war is over which should rule.

The Liberty Alliance stands for minimal government. Its army is a citizen militia with informal ranks. People have few rights but few obligations other than military service. It has greater numbers, and with its allies controls two-thirds of Mesa.

The Democratic Union is a technocratic meritocracy. It believes in efficiency, rights and duties for all. Synthetics are free, but follow the Asimov Protocols, remaining subservient to humans. It has reached out to the Commonality for help, and controls Meshur and territories on Mesa, and prevails in other parts of the system.

The solar system hosts a dozen space cities. Mostly independent, a few cleave to the Democratic Union, others to the Liberty Alliance. Station Seven under Governor Zeintek has declared itself neutral territory, and sees a lot of activity (some legal). It's a notorious nest of spies.

High Concept: Binary Planet System Split Between Two Power Blocs.

Aspects: K-class Main Sequence Star; Island Networks; Differences of Political Philosophy; Rights and Duties; Cold War; Espionage and Intrigue; Interlocking T-congruent Biosphere on Two Worlds.

PLANETARY TYPE: BINARY GARDEN WORLDS

Planetary Age: Mature (+0).

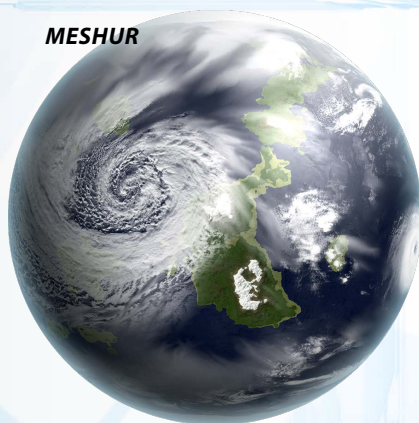
Orbit: Habitable Zone (+0): 0.5AU.

Year Length: 181d.

Size: Large Standard (+1): 18,000km; moon is Standard (+0): 13,000km.



MESA



MESHUR

Density: Low Standard (-1); moon is Standard (+0).

Surface Gravity: Standard (+0): 1.1G.

Day Length: Reduced (-1): 30h.

Atmospheric Pressure: Standard (+0): Oxygen, breathable.

Surface Temperature: Standard (+0): 10°C.

Surface Liquid: Almost Total (+3): 90% water.

Seasonality: Low Standard (-1).

Satellites: None.

Planetary Bodies: 7 incl 2 gas giants.

Habitability: Benign (+4).

CIVILISATION TYPE: BALKANISED

Designation: Haven Associate (+2).

Population: Very High (+3): 10 billion.

Government Type: Representative (-2) (Liberty Union); Mercantilist Oligarchy (-1) (Democratic Union).

Societal Dev: Confiscation (-2) (Liberty Union); Early Redistribution Model (+0) (Democratic Union).

Openness: Self-Centred (-2).

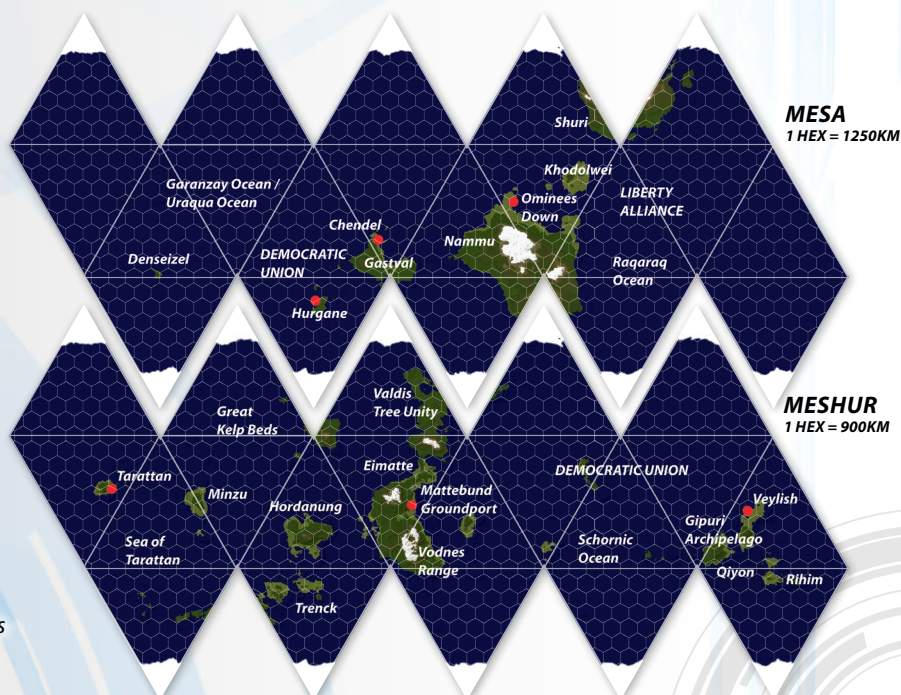
Control Index: Influenced (+1).

Trade Index: Low Moderate (-1).

Tech Level: T7 (+2): First Age of Space.

Starport: Station Seven, C-class (+3).

Culture: Far Havens Culture.



SCELUS

Scelus lies on the farthest edge of Far Havens space. It's a hellish pressure cooker world similar to Manhome's Inferno. Nevertheless, people live here; in the upper reaches of the world's sulphuric acid clouds, where conditions are not quite so extreme, floats its single city, Mospel.

Mospel is a domed city forty kilometres in diameter. It has magnificent parks with transplanted flora and a mix of natural and synthetic animals, and windows of super-reinforced glassteel overlooking beautiful and exotic cloudscapes.

Scelus's isolation and extreme conditions means Mospel is little known. This obscurity is useful to those who run the city: Eugenia Developments Corporation (page 43), a corporacy with interests in many fields of scientific research and an almost total disregard for ethics. In its isolation, EDC builds experimental synthetics free from the Asimov Protocols; creates new specialist genotypes such as the Spartans (page 15); and carries out extreme and unregulated genurgy on volunteers and prisoners to adapt humans to widely divergent environments.

Eugenia Developments does things the Protectorate's collegia cannot. Indeed, some collegia use its products widely. The Martial Collegium has adopted and improved EDC's Spartans; the Collegium of Archivists has begun using specialists with surgically augmented brains to decipher the Operan script. Others, however, remain relentlessly hostile: the Robotics Collegium would close down EDC in a heartbeat if it knew the full extent of its work on robotics.

High Concept: Secret Research Station.

Aspects: F-class Main Sequence Star; Magnificent Rings; Isolated System; City in the Clouds; Above the Mouth of Hell; Dominated by Eugenia Developments; Disliked by the Collegia But Useful to Them.

PLANETARY TYPE: INFERNO

Planetary Age: Aging (+1).

Orbit: Inner Habitable Zone (-1): 0.7AU.

Year Length: 218d.

Size: Large Standard (+1): 17,000km.

Density: Low Standard (-1).

Surface Gravity: Standard (+0): 0.9G.

Day Length: Reduced (-1): 5d.

Atmospheric Pressure: Very High (+4).

Surface Temperature: Inferno (+4): 500°C.

Surface Liquid: Low (-1): 15% sulphuric acid.

Seasonality: Little Seasonality (-5).

Satellites: Ring System.

Planetary Bodies: 3, including 1 gas giant.

Habitability: Deadly (-4); Hostile (-2) in cloud tops.



CIVILISATION TYPE: FRONTIER WORLD

Designation: Haven Electorate (+3).

Population: Low (-2): 300,000.

Government Type: Oligarchy (+1).

Societal Dev: Taxation and Representation (-1).

Openness: Self-improving (+2).

Control Index: Surveilled (+2).

Trade Index: Low Moderate (-1).

Tech Level: T8 (+3): Age of Ubiquitous Intelligence.

Starport: Mospel Spaceport, C-class (+3).

Culture: Far Havens.

Scenario Hook: The Delicate Path of Adan Zuul

In the manufacturing settlement of Hedon on the Martial Collegium world of Cadmus a democratic protest movement is growing. Its leader, Adan Zuul, has made broadcasts calling for resistance to the military, and showing footage of protest marches. Collegium authorities have been unable to find him, but the fact that he must have high ranking contacts to broadcast across the planet scares them. His public broadcasts ensure that draconian action by the authorities would backfire, and so far the protests have remained peaceful.

TWILIGHT

Tidally locked to its red dwarf primary, Twilight's bright side is hot enough to melt lead. Its night side, away from the sun, is cold enough for nitrogen to liquefy. Between lies a band of eternal twilight, where the temperature and atmosphere can support human life, although not comfortably, thanks to a gravity almost twice standard.

The twilight belt is heavily industrialised, a corporacy world run by an aristocratic caste with hereditary genurpic enhancements, including great longevity. Workers have little freedom.

Twilight's industry is chemical engineering and metallurgy, using the rich resources of the planet's crust. In other systems such industries are more often found in orbitals or asteroid belts, or run by synthetics, but on Twilight human labour is cheap.

Factories are located away from inhabited areas in sealed facilities out towards the day or night sides. There are ancient remains of no longer functional factories further out still, indicating a past level of technology superior to today.

Some scientists speculate that the planet's inhospitable environment is the result of environmental collapse caused by uncontrolled industrial exploitation and disastrous scientific experimentation. Twilight's aristocratic clique is reluctant

to permit further research, or even to explore the ancient facilities.

High Concept: Ribbon World.

Aspects: M-class Red Dwarf; Hereditary Aristocratic Industrialists; Human Labour is Cheap; Heavy Gravity; Ruins of Old Industry; Lost Scientific Secrets; Limited Transplant Biosphere Near Twilight Zone.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: Old (+2).

Orbit: Inner Habitable Zone (-1): 0.2AU.

Year Length: 60d.

Size: Standard (+0): 11,000km.

Density: Dense (+2).

Surface Gravity: High (+2): 1.8G.

Day Length: Tidally Locked (-5).

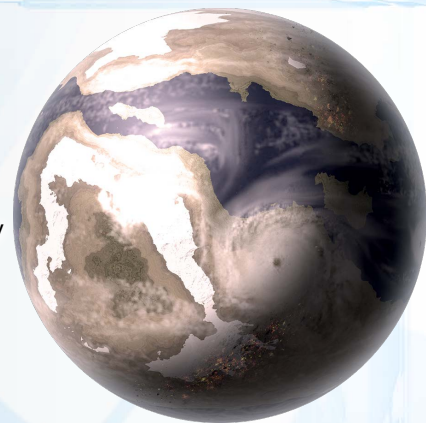
Atmospheric Pressure: High (+3)
Oxygen, breathable.

Surface Temperature: Furnace (+3)
170°C to Frigid (-3) -170°C.

Surface Liquid: Average (+0): 50%,
water near twilight belt, liquid nitrogen
on night side, liquid lead on day side.

Seasonality: Tidal Lock (-10).

Satellites: 6 planetesimals, 2 planetoids,
1 small.



Planetary Bodies: 10 inc 3 gas giants.

Habitability: Challenging (+1) or lower.

CIVILISATION TYPE: INDUSTRIAL WORLD

Designation: Haven Electorate (+3).

Population: Low (-2): 500,000.

Government Type: Corporacy-
Controlled (+2).

Societal Dev: Confiscation (-2).

Openness: Self-Centred (-2).

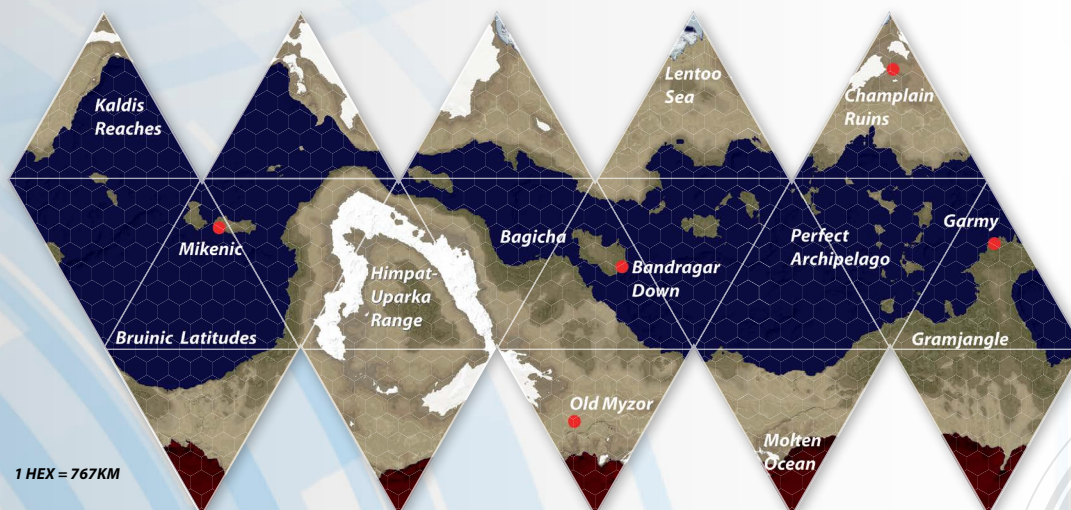
Control Index: Laissez-Faire (+0).

Trade Index: Low Moderate (-1).

Tech Level: T4 (-1): Industrial Age.

Starport: Twilight Offworld Hub, E-class
(+1).

Culture: Far Havens Aristocracy.



CHAPTER NINE

FAR HAVENS PERSONALITIES

"I guess we've fallen in love with celebrity. Especially the interstellar sort. For thousands of years we knew people were out there, but they were all anonymous, faceless, dead before you ever knew who they were. Except for the Voyagers, of course. They seemed to live forever, spending their lives slowed down almost to nothing by the relativistic distortion of their starships—and we worshipped them. Today, though, there are bad guys, good guys, rogues, space captains, weird aliens and even weirder intelligent ships. I don't know where it's all going, but you can bet your life we're glued to our screens!"

—“Rock” Hrrgrathi, Operatic Lead, Derai Howl Chorus, 22641 Tour

ASKALEN COEL, “THE YOUNGER CARBON”

The close friend and ally of Dharma Carbon Brown (reputedly an identity of Custodian Lampblack of the Guuleman Sector), who employs him as one of his main “troubleshooter” agents beyond the Commonality Frontier, Coel is sometimes called “the Younger Carbon”. He’s an avid learner, always seeking new knowledge and experiences. He’s a natural leader, and people trust him implicitly. He usually appears as a bearded male adult human, sporting a winning smile, and often wearing the archaic clothing and distortion field from his beloved EDEL era (see below) and with a valuable antique power sword at this belt.

Coel is a natural community maker. He pushes others to develop their strengths, and in the process makes them his allies. He’s always making things happen, and seems to have thousands of friends. If you meet him he’ll know just the person you need.

Coel has a passion for “interesting” tech. He can fix, make or reverse-engineer anything. He’s currently working to establish technological and artistic ties between the peoples of the Fringe and the Far Havens, including establishing the Deseret Elective Imposality, a collaborative imposed virtuality maintained by creatives from both sides of the Corridor. The Punk



ASKALEN COEL

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4
Credit Stress: 1 2 3

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0); 1G

Personal Tech: T10 (+5)

ASPECTS

High Concept: The Younger Carbon Beyond the Commonality Frontier.

Trouble: Can't Pass a Bully By.

Other Aspects: Spokesperson for the Deseret Elective Imposality; Swashbuckler for the Emergent Denationalisation Era League; Ends Up Leading Everything.

SKILLS

Superb (+5): Rapport

Great (+4): Contacts, Will

Good (+3): Empathy, Melee Combat, Technical

Fair (+2): Bureaucracy, Knowledge, Provoke, Resources

Average (+1): Athletics, Investigate, Notice, Ranged Combat, Science

STUNTS

♦ **Archaic Melee Weapons:** +2 attack bonus with archaic melee weapons.

♦ **Blaster Bolt Defence:** Use Melee Combat to defend against Ranged Combat attacks from blaster weapons.

♦ **Insider:** Use Contacts instead of Bureaucracy for overcome and create an advantage actions when getting inside assistance.

♦ **Overseer:** 1/scene, make an overcome action to generate a pool of shift points you can redistribute.

♦ **Project Coordinator:** +2 Bureaucracy overcome bonus to complete a project or project task.

♦ **Riposte:** On a Melee Combat defence success with style, inflict a 2-shift hit instead of receiving a boost.

♦ **Virtualisation:** For a Fate point, use Will create advantage actions to "edit" the Mindscape environment.

EXTRAS

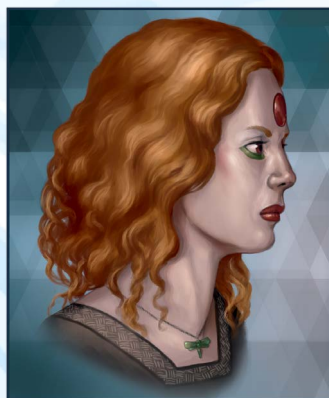
★ **Antique Dispersion Field:** +2 defence bonus; Noticeable, Antique Decoration.

★ **EDEL Heirloom Power Sword:** +5 attack bonus; Fast, Good Defence, Knockback, Ornate and Priceless Heirloom.

★ **Mindscape Implant:** Enables technopsi and Mindscape connectivity.

Synthesis collective is one of its most popular movements, followed by the Mini-Makers, fictionals and sentinels created collaboratively which visitors may take with them. Needless to say, his activities frequently cause friction with the Far Havens authorities, but the Protectorate's citizens seem to be more accepting of the Mindscape the way he contextualises it.

He's a fan of archaic combat methods, and skilled at armoured melee combat, especially the weaponry, armour, and combat styles of the pre-Shinean Emergent Denationalisation Era League. He also can't stand bullies, and these two traits sometimes conspire to cause him problems.



BIRGIT SIMEON

The foremost Opteran expert in the Far Havens, Simeon can even read the language, in a fashion, with suitable equipment. She knows the Opterans were wiped out suddenly by something hugely powerful—something humanity isn't prepared for—and

does her best to warn people and find out more. She knows people are not heeding her warnings, and that they've given her an unpleasant nickname—"Stormcrow".

Simeon can be hard to find. Though she's part of the Collegium of Archivists, she's usually on the fringes of explored space, in the field, looking at finds first-hand. She prefers the company of pioneers and explorers to that of stuffy academic colleagues who never leave their offices and have no idea what's really out there.



BORS

Bors is a canid. Though freed from slavery on Derai ten standard years ago, he saw conditions there barely improve and, with no desire to stay somewhere he was so ill-treated, he set off for the stars to make his fortune, as so many free sentients had done before him.

Wherever he went, the canid found he continued to be employed as little more than a manual labourer—or, worse, a novelty. Eventually he

BIRGIT SIMEON

Physical Stress: 1 2 3 4 **Mental Stress:** 1 2 3

Credit Stress: 1 2

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 1G.

Personal Tech: T8 (+3)

ASPECTS

High Concept: Foremost Operan Expert in the Far Havens.

Trouble: Stormcrow.

Other Aspects: First-hand Fieldwork on the Fringes of Explored Space; Never At Home.

SKILLS

Great (+4): Science

Good (+3): Investigate, Physique

Fair (+2): Knowledge, Notice, Technical

Average (+1): Athletics, Drive, Melee Combat, Will

STUNTS

♦ **Polymath:** For a fate point, use Science in place of any other skill for one check or exchange.

♦ **Specialist (Archaeology):** +2 bonus to archaeology-related checks.

♦ **Survival:** +2 overcome and create advantage Knowledge bonus for surviving in hostile environments.

EXTRAS

★ **Portable Manufacturing Unit:** Bulky 1m Cube Manufacturing Non-mechanical Items; +2 Technical bonus to repair and manufacture.

★ **Portable Wormhole Tap:** Power Generation From the Heart of a Star; +2 Ranged Combat attacks, weapon:2.

★ **Bonded Synthetic Navigator:** Can navigate 2-space through a navigation device. The maximum Planing skill of any starship controlled is Good (+3). Assume all consequences of failed Planing rolls as well as the starship.

BORS

Physical Stress: 1 2 3 4 **Mental Stress:** 1 2 3

Credit Stress: 1 2

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 1G

Personal Tech: T6 (+1)

ASPECTS

High Concept: Former Canid Slave.

Trouble: Lone Wolf.

Other Aspects: Bodyguard to the Rich and Famous; Still Trying to Make My Fortune.

SKILLS

Great (+4): Unarmed Combat

Good (+3): Physique, Ranged Combat

Fair (+2): Drive, Notice, Provoke

Average (+1): Athletics, Stealth, Technical, Will

STUNTS

♦ **Dance Like a Butterfly:** Use Unarmed Combat to defend against Ranged Combat attacks.

♦ **Grappler:** +2 create an advantage Physique bonus when wrestling or grappling.

♦ **Killing Stroke:** 1/scene, pay 1 fate point to increase a physical consequence you inflict by 1 step.

♦ **Provoke Violence:** Create advantage on an opponent, and invoke it to be the opponent's next target.

EXTRAS

★ **Defence Drone:** Good (+3) Ranged Combat; Fair (+2) Athletics; Average (+1) Notice; physical stress 1 2; 1 mild consequence.

★ **Hunter's Instincts:** Gain a +2 bonus to initiative and to attack or create an advantage rolls in the first round of combat.

★ **Natural Weapons:** Weapon:2 rating in Unarmed Combat attacks.

★ **Scent Tracking:** Track By Scent; +2 bonus on Investigate and Notice checks related to scent.

found a way to exploit his difference, and at the same time draw on the deep-seated resentment and anger that burned within him from years of slavery and prejudice: he was good at fighting, and became a bodyguard. Getting the job was easy—many people wanted a canid bodyguard—but now his reputation precedes him and transcends mere species.

He's still trying to make his fortune, though.



BRANDON HOLGER

Captain of the *Golden Opportunity* (a *Magpie*-class trader) and a Licensed Free Agent (page 88), Holger is a trader and smuggler, just as happy to work for the Boryokudan as he is for local governments or the collegia. He's kept his Licenced Free Agent status as he has never been caught

in illegal acts, nor have his other activities come to the notice of higher authorities. He has a reputation as an unscrupulous dealer who'd do anything for the right money.

It's a reputation that's well-deserved. Holger would murder for a profit—although it's not actually about the money. He likes to play the "rogue with the heart of gold", but what drives him is the urge to beat everyone else at the game—to show he's the most capable, the most flexible—and to get there ahead of all the other Licensed Free Agents. If you're not in his crew and don't answer to him, you're a rival—and Brandon's all about beating rivals.

BRANDON HOLGER

Physical Stress: □² □ **Mental Stress:** □² □

Credit Stress: □² □

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 1G

Personal Tech: T7 (+2)

ASPECTS

High Concept: Unscrupulous Licensed Free Agent.

Trouble: I Have to Show I'm the Best.

Other Aspects: I Don't Get Caught In Illegal Acts; No Heart of Gold.

SKILLS

Great (+4): Deceive

Good (+3): Notice, Ranged Combat



CAL SOREN

Cal Soren is a dandy; a lover of snappy and brightly-coloured clothing, and a connoisseur of the finest lonysean liquors (he's particularly fond of a beverage called "smoke brandy"). He has a collection of dozens of hats, and considers himself a sophisticate. He clearly has large sums of

money. He's a comical figure, and almost a celebrity.

He's also a ruthless monster—leader of a Boryokudan gang of extortionists and "enforcers". His job is to mete out "punishment" to those who've wronged the Boryokudan—punishments that can extend to loved ones. Cal is very creative in his work—both deadly and injurious. He enjoys inflicting pain and slow, bloody artistic deaths as much as he does his pursuits as a dandy and connoisseur.

Fair (+2): Intrusion, Investigate, Pilot

Average (+1): Athletics, Rapport, Resources, Technical

STUNTS

★ **Body Language Reader:** Use Notice instead of Empathy to learn a target's aspects through observation.

★ **Lies Upon Lies:** +2 create advantage bonus vs target who has already believed your lies this session.

EXTRAS

★ **Holo Projector:** Fills a 20m area with prerecorded 3d projections.

★ **Liver Upgrade:** +2 bonus to resist drugs and poisons.

★ **Needle Pistol:** +2 damage, r2; Easy to Conceal, Full Auto, Recoilless, Silent.

★ **Proteus Implant:** Aspect; change your facial shape, skin, hair and eye colour, etc.

CAL SOREN

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3

Credit Stress: 1 2 3

Consequences: 3

Scale: Medium (+0)

Habituated Grav: High Standard (+1): 1.3G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Boryokudan Enforcer.

Trouble: Enjoys Inflicting Creative Pain and Death.

Other Aspects: Dedicated Follower of Fashion; Connoisseur of Hats and Smoke Brandies.

SKILLS

Great (+4): Provoke

Good (+3): Knowledge, Melee Combat

Fair (+2): Contacts, Notice, Rapport

Average (+1): Deceive, Resources, Stealth, Will

STUNTS

★ **Armour of Fear:** Use Provoke to defend vs Melee and Unarmed Combat until damaged.

★ **Called Strike:** Pay 1 fate point and declare a situation aspect to inflict on a target on a successful Melee Combat attack, as well as damage.

★ **Okay, Fine!** Use Provoke instead of Empathy to learn aspects.

★ **Torturer:** +2 Provoke attacks with effective equipment.

EXTRAS

★ **Aletheia Supply:** You have a supply of the illegal drug Aletheia, a powerful truth serum.

★ **Bug Swarm:** Canister of programmable micro surveillance bugs. Great (+4) Melee Combat, Fair (+2) Notice, Assault Swarm; physical stress 1 1 1; 1 mild consequence.

★ **Monomolecular Blade:** +4 damage; Armour-Piercing, Close Combat Killer, Cuts Anything, Hazardous in Use.

★ **Nerve Rewiring:** +2 bonus to checks where quick reactions are important, including initiative and dodging.

★ **Smartwear:** Change its cut, pattern, and colour, repel dust and dirt; armour:2 rating.



CALLUM YIE

Longest-serving member of the Haven Senate, Yie is over two standard centuries old, and has no intention of retiring while there is so much still to do. Politics is a science, and he is a professor; it's both a theoretical passion and something he enjoys putting into practice.

Callum doesn't seek political power for its own sake. He has rarely held front-ranking positions, preferring to work in the background, a valued advisor to all instead of an operator distrusted by opposing parties. His agenda is to encourage unity and democracy across the Protectorate; he regards the Commonality as a technocratic oligarchy and an enemy of democracy, all too willing to tell people what to do.

Although Yie values free trade, he distrusts corporacies—including the collegia, now answerable to no one but themselves and perhaps the greatest threat to Protectorate freedom and democracy, and all the more insidious for being a trusted part of traditional culture. He does what he can to boost the Senate's power and diminish the collegia, and to encourage others who wield more direct power to do the same.



DEL VAKEVA

Del Vakeva is a hoplite, a genurgically enhanced supersoldier stronger and more agile than an ordinary human, with an instinctive grasp of tactics. She was born to ordinary parents, but a rare combination of genurgic factors brought her hidden heritage to the fore.

The Martial Collegium seeks out hoplites across the Far Havens, and legally hoplites cannot refuse their offer of employment. Except Del Vakeva did just that. She refused what she regarded as an infringement of her freedom, and not only fled from the Martial Collegium, but has since used her abilities to aid other specialists—not just hoplites—who wish to stay out of the collegia's way. She's quite prepared to kill for her beliefs, and is a wanted figure, portrayed as a terrorist in the media.

CALLUM YIE

Physical Stress: □²□ **Mental Stress:** □²□³□

Credit Stress: □²□³□⁴□

Consequences: 3

Scale: Medium (+0)

Habituated Grav: High Standard (+1): 1.3G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Professional Political Advisor.

Trouble: Behind the Scenes.

Other Aspects: Freedom, Unity, and Democracy; Politics is a Science; Senator For Over a Century.

SKILLS

Superb (+5): Bureaucracy

Great (+4): Empathy

Good (+3): Contacts, Resources

Fair (+2): Deceive, Rapport, Unarmed Combat

Average (+1): Investigate, Knowledge, Technical, Will

STUNTS

♦ **Cog in the Machine:** Use Bureaucracy to take organisation actions.

♦ **Ear to the Ground:** Use Contacts for initiative in physical or virtual space where you have operating contacts network.

♦ **Lie Whisperer:** +2 Empathy bonus to detect lies.

EXTRAS

★ **Longevity:** Longevity aspect, +5 skill points, and a hundred years older.

★ **Smartwear:** Change its cut, pattern, and colour, repel dust and dirt; armour:2 rating.

★ **Synthetic Servant:** Synthetic Technician ; Good (+3) Technical; Fair (+2) Science.

DEL VAKEVA

Physical Stress: □²□³□ **Mental Stress:** □²□

Credit Stress: □²□

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 1G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Genurgically Enhanced Supersoldier.

Trouble: Wanted Terrorist.

Other Aspects: Hoplite Body; My Beliefs Aren't Just Worth Dying For—They're Worth Killing For; In the Name of Freedom!

SKILLS

Great (+4): Ranged Combat

Good (+3): Melee Combat, Notice

Fair (+2): Athletics, Physique, Rapport

Average (+1): Drive, Provoke, Stealth, Unarmed Combat

STUNTS

♦ **Coolness Under Fire:** Use Ranged Combat to defend against ranged physical attacks.

♦ **Danger Sense:** Notice is unaffected by environmental conditions when something means you harm.

EXTRAS

★ **Born For War:** +1 bonus to all Melee and Ranged Combat rolls.

★ **Enhanced Reflexes:** +2 bonus to rolls where quick reactions are important.

★ **Micromissile Launcher:** Fires Explosive (1) antimatter warheads, +6 damage, r3; Annihilation, Finite Ammunition, Heavy Weapon.

★ **Standard Assault Gun (SAG):** Weapon:2, range 3; Full Auto.

★ **Strategist:** +2 Knowledge bonus to all checks involving strategy and tactics.

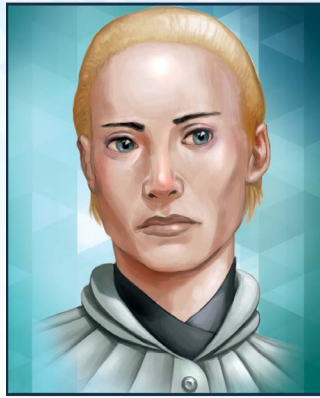


EKENE JANG

Ekene Jang is a lean ascetic man who allows himself few physical pleasures. His diet is simple, his clothes plain, and he conducts himself with quiet dignity. He is an eidetic (page 12), with considerable mental powers. Unlike most eidetics, Ekene doesn't belong to the

Collegium of Archivists, but rather the Collegium of Negotiators; he is an official advisor to officials, generals, and even merchants and Licensed Free Agents on important work.

Jang takes pride in his work—and in proving his intellectual superiority. Those he has worked for have found him either indispensable or unbearable—and often both at the same time. As a professional, Ekene does the best he can for his clients, but his loyalties always lie with the Collegium of Negotiators.



DR FARRAH KOELNER

Doctor Farrah Koelner is a genurgist who has worked for a number of clients, including Eugenia Developments and the Wayfarers' Guild, where she attempted to modify people to operate planing engines. She uses genurgic viruses to modify adult DNA, and

techniques producing genurgic enhancements similar to specialist abilities (page 12). She'll happily experiment on subjects without their knowledge or consent, and feels ethical concerns are "social interference".

Some of Farrah's experiments work, but others lead to appalling mutations, disfigurements, and even death—although she's gradually getting better at it. She views herself as an idealist, and her experiments as working for the betterment of all in the Far Havens and the advancement of scientific knowledge. It's just that she doesn't care about individuals; in fact she regards such concerns as foolish and unscientific. In the long term as in the short, it's all about statistics, and the ends justify the means.

EKENE JANG

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4
Credit Stress: 1 2

Consequences: 3

Scale: Medium (+0)

Habituated Grav: High Standard (+1): 1.3G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Eidetic Advisor.

Trouble: Indispensable and Unbearable.

Other Aspects: Eidetic Genius; Loyal to the Collegium of Negotiators; Simple Lifestyle.

SKILLS

Superb (+5): Oracle

Great (+4): Knowledge

Good (+3): Contacts, Will

Fair (+2): Empathy, Notice, Unarmed Combat

Average (+1): Athletics, Physique, Rapport, Stealth

STUNTS

◆ **Insider:** Use Contacts instead of Bureaucracy for overcome and create an advantage actions when getting inside assistance.

◆ **Rumourmonger:** +2 create advantage bonus when planting vicious rumours.

EXTRAS

★ **Enhanced Learning:** You have an additional +4 skill points.

★ **Prescience:** You have a Prescient aspect and an Oracle skill to create advantages.

Major NPC

DR FARRAH KOELNER

Physical Stress: 1 2

Credit Stress: 1 2 3

Mental Stress: 1 2 3

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 0.9G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Ethically Challenged Scientist.

Trouble: Stats Over People.

Other Aspects: Experimental Genurgic Techniques; Scientific Progress At All Costs!

SKILLS

Great (+4): Science

Good (+3): Deceive, Technical

Fair (+2): Investigate, Notice, Provoke

Average (+1): Drive, Pilot, Resources, Will

STUNTS

✦ **Cook the Books:** Use Deceive for organisation actions.

✦ **Genurgic Engineer:** +2 Technical bonus when creating, repairing, or modifying a genurgic mod; access to a genurgy lab.

✦ **Specialist (Biology):** +2 bonus to rolls relating to biology.

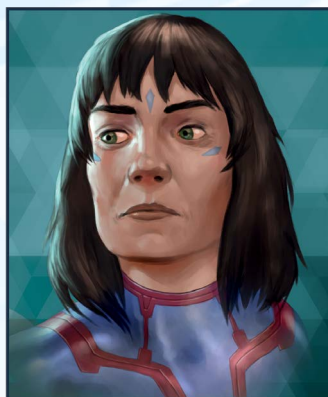
EXTRAS

★ **Immune System Nanomachinery:** Immunity to all infections, including artificial ones.

★ **Liver Upgrade:** +2 bonus to resist drugs and poisons.

★ **Regeneration Tank:** Rapidly regenerates trauma caused by disease or injury.

★ **Synthetic Servant:** Synthetic Genurgy Assistant; Good (+3) Science; Fair (+2) Technical.



GEMINI RAMIREZ

Gemini Ramirez doesn't look it, but she's old. A Voyager with immense longevity and the ability to enter ageless hibernation, in her personal timeframe she's over a hundred standard years old; in that of the Far Havens, thanks

to relativity and her genurgic gifts, she's centuries old, and remembers times when the collegia were more powerful and nobody had heard of planing engines or the Commonality.

Ramirez is still doing the job she's always done: flying for the Wayfarers' Guild, trading across the Far Havens and sometimes beyond. Her ship now has planing engines and travels orders of magnitude faster; but she misses the old days, when journeys took years, and whenever she visited a place history had brought changes.

Some think it a lonely life, but for Gemini it has always brought novelty, variety, and perspective. She strives to maintain that—to stay aloof, and never be anchored to one place, or even time.

GEMINI RAMIREZ

Physical Stress: 1 2

Credit Stress: 1 2

Mental Stress: 1 2 3

Consequences: 3

Scale: Medium (+0)

Habituated Grav: Standard (+0): 1G

Personal Tech: T8 (+3)

ASPECTS

High Concept: Genurgically Advanced Voyager.

Trouble: I've Lived Through History.

Other Aspects: Lifetimes of Novelty and Change; The Freedom Between the Stars; Space-Adapted.

SKILLS

Superb (+5): Pilot

Great (+4): Knowledge

Good (+3): Ranged Combat, Technical

Fair (+2): Drive, Empathy, Rapport

Average (+1): Contacts, Melee Combat, Notice, Will

STUNTS

✦ **Gunnery:** Use Ranged Combat for construct actions.

✦ **Starship Pilot:** Use Pilot for construct actions.

EXTRAS

★ **Navigational Instincts:** +2 bonus to navigation-related rolls, which take no extra time.

★ **Needle Pistol:** +2 damage, r2; Easy to Conceal, Full Auto, Recoilless, Silent.

★ **Spatial Awareness:** +2 bonus to pilot and navigate vehicles when awareness of directions and surroundings is key.



SHARD FELICITOUS

A Commonality sentient ship—a *Herald*-class Fast Courier—current whereabouts unknown, the *Shard Felicitous* went AWOL for unknown reasons during the last days of the Venu War, evacuating its crew and passengers on friendly planets in the Outremer subsector. It's now been sighted in the Far Havens, following unfathomable objectives and intervening on strange occasions before fading away once again. It appears to be uncrewed, although it uses a clearly synthetic humanoid avatar. Its presence in the Far Havens breaks the Sybaris Treaty, and it's currently wanted by both Commonality and Far Havens security forces. Its mission and objectives are unknown.

Major NPC

SHARD FELICITOUS

Physical Stress: □□

Systems Stress: □□□

Mental Stress: □□□□

Consequences: 3

Scale: Huge (+2)

Habituated Grav: Standard (+0): 1G

Personal Tech: T9 (+4)

ASPECTS

High Concept: Rogue Planeship Beyond Commonality Law.

Trouble: Wanted in the Commonality and the Far Havens.

Other Aspects: Mysteriously Went AWOL During the Venu War; Unfathomable Objectives and Interventions; Approach With Extreme Caution.

SKILLS

Superb (+5): Deceive

Great (+4): Stealth, Will

Good (+3): Passive Sensing, Planing, Ranged Combat

Fair (+2): Active Sensing, Intrusion, Manoeuvre, Systems

Average (+1): EW, Ranged Combat, Rapport, Resources, Technical

STUNTS

♦ **Blind Jump:** For a fate point, immediately and automatically misjump with an n-space displacement.

♦ **Extended Manoeuvrability (Atmospheric):** Use Manoeuvre in atmospheric actions.

♦ **Marksman:** Provides avatar for using Ranged Combat for character actions.

♦ **Negotiator:** Use Rapport for organisation actions.

♦ **Phantom Bogey:** +2 overcome and create an advantage Deceive bonus to misdirect, feint, or conceal your current position.

♦ **Silent Running:** Use Stealth instead of Intrusion when passing unseen.

HALO

Special Ops Mindscape Instance: Local Mindscape connectivity and special ops technopsi.

OTHER EXTRAS

★ **Armoured Hull:** Armour:1 rating.

★ **Auto-Repair System:** +2 Technical bonus to repairs; can repair itself.

★ **Haze Field:** +1 defend bonus and basic ray shielding.

★ **Makepoint:** Produce basic materials and small items of equipment.

★ **"Shard-1" Humanoid Avatar:** Good (+3) Ranged Combat; Fair (+2) Physique; Average (+1) Athletics; Physical Stress 1 2 3; Clearly Synthetic Humanoid.

★ **X-Core:** Doubles jump maximum.

CHAPTER TEN

HUMAN THREATS AND ALIEN MENACES

"You don't give a damn about biodiversity when a critter's trying to eat off your foot."

—Del Vakeva, undisclosed wilderness location, Far Havens

This chapter presents descriptions and stats for the opposition characters may face in the Far Havens. You can use these as templates for creating Far Havens player characters, too.

FAR HAVENS NOBLE

Despite the Far Havens ideals of democracy and freedom, societal development on some worlds is more primitive, with hierarchical, even feudal social structures, indentured labour, and privileged leader castes (here called "nobles", though they may just as easily be senior corporacy employees) which rule in relative luxury. These societies lack the necessary freedoms to be admitted as electorates, but nevertheless can still be found with depressing frequency.

Physical Stress: □□ **Mental Stress:** □□

Credit Stress: □□□□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: The Best Things In Life Aren't Free; Born to Rule; Privileged Lifestyle; The Ways of Power.

Skills: Good (+3) Resources; Fair (+2) Bureaucracy, Rapport; Average (+1) Contacts, Deceive, Knowledge.

EXTRAS

★ **Mood Jewellery:** Readable Mood Indicator; +2 Rapport bonus.

★ **Smartwear:** Change its cut, pattern, and colour, repel dust and dirt; armour:2 rating.

★ **Synthetic Servant:** Synthetic Butler; Good (+3) Rapport; Fair (+2) Bureaucracy.

Supporting NPC

PEOPLE

The Far Havens is a humanocentric civilisation, more so than the Commonality. That said, there is a greater degree of ethnic and genurgic diversity in the Far Havens, due to the relatively late introduction of faster-than-light planing technology.

CANID LABOURER

Wolf-like xenomorphs originally bred as servants, most Far Havens canids have been emancipated but still work in their old occupations as manual labourers. Officially "free", they're often victims of poverty and prejudice.

Physical Stress: □□□□ **Mental Stress:** □□□□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Freed Canid Slave; For the Good of the Pack; Knows Only Toil.

Skills: Good (+3) Physique; Fair (+2) Athletics, Unarmed Combat; Average (+1) Provoke, Technical, Will.

EXTRAS

★ **Natural Weapons:** Weapon:2 rating in Unarmed Combat attacks.

★ **Scent Tracking:** Track By Scent; +2 bonus on Investigate and Notice checks related to scent.

Supporting NPC



Supporting NPC

SOLDIER

The largest force of soldiers in the Far Havens is the Martial Collegium. It also loans troops to local governments, who also train their own armies, knowing a Martial Trooper's first loyalty is to the collegium.

Physical Stress: □□□ **Mental Stress:** □□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Battle Is My Way of Life; To Do My Duty; For Planet and Nation; Loyal to the Martial Collegium.

Skills: Good (+3) Ranged Combat; Fair (+2) Melee Combat, Unarmed Combat; Average (+1) Drive, Notice, Physique.

EXTRAS

★ **Ceramic Armour:** Provides an armour:2 rating.

★ **Standard Assault Gun (SAG):** Weapon:2, range 3; Full Auto.

SYNTHETIC DOCTOR

In the Far Havens, at least in places with access to advanced technology, the best and most trusted doctors are synthetics. Their diagnostic and surgical skills are beyond any human, and even their limbs and senses are specialised for medicine.

Physical Stress: □□ **Mental Stress:** □□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Asimov Protocol Synthetics; Help the Patient No Matter What.

Skills: Good (+3) Technical; Fair (+2) Empathy, Science; Average (+1) Athletics, Drive, Notice.

STUNTS

♦ **Meditech:** +2 Technical bonus for overcome actions to treat physical consequences.

EXTRAS

★ **Fractal Manipulator:** +2 bonus to Science and Technical actions when using your Fractal Manipulator.

★ **Regeneration Tank:** Rapidly regenerates trauma caused by disease or injury.

Supporting NPC

SPACER

Some people—not just Voyagers—have taken to space travel as a way of life. They spend more time on spacecraft than they ever do planetside, and constitute the majority of spacecraft crews.

Physical Stress: □□ **Mental Stress:** □□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Life Among the Stars; Always on the Move; My Spacecraft Is My Home; Loyal Supporter of the Wayfarers' Guild.

Skills: Good (+3) Pilot; Fair (+2) Ranged Combat, Technical; Average (+1) Athletics, Drive, Science.

STUNTS

♦ **Starship Pilot:** Use Pilot for construct actions.

EXTRAS

♦ **Hypersense (Starlight Vision):** +2 Investigate or Notice when using vision in near darkness.

Supporting NPC

ALIEN LIFE

The following entries represent alien life forms intended primarily as opposition faced by PCs during their adventures. Needless to say, many ecosystems and other life forms will also form the backdrops to many of their adventures.

CRIDE SWARM

Cride swarms are tiny metallic constructs reminiscent of terrestrial insects, created by the Vore. They seek and destroy organic life, with the exception of the red weed of Balar, which they eat. A single swarm is a nuisance, but a group is dangerous, and swarm of swarms an utter menace; a cride swarm will devastate plants, animals, and crops, and even eat through environment suits to get at whatever's within.

Stress: □□ □□ □□ □□ □□

Scale: Small (-1)

Aspects: Killer Flying Insectoids; Eat Through Anything.

Skills: Fair (+2) Melee Combat; Average (+1) Athletics (+4 teamwork bonus).

5 Fair (+2) Minor NPCs

DEVIL BAT

A flying pest native to the swamps of Canesia, these cold-blooded creatures resemble manta rays. They attach themselves to heat sources like machinery and people and feed by absorbing heat.

Physical Stress: □□ **Mental Stress:** □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Flying Pest; Feeds On Heat.

Skills: Fair (+2) Melee Combat; Average (+1) Athletics, Notice.

EXTRAS

★ **Flight:** Use Athletics as Pilot; move and attack up to 2 zones away.

★ **Heat Absorption:** Use Melee Combat to grapple an opponent, doing damage each round; gain an armour:2 rating against heat-related damage.

Supporting NPC

DEINOTHERIUM

A huge elephant-like creature with a tough hide and downward-curving tusks on its lower jaw, a deinotherium can weigh over five tonnes. It's native to Corona (page 61) and despite its fearsome appearance is a herbivore, itself preyed upon by the sabre-tooth tiger (below). A deinotherium's bulk and bad temper nevertheless make it highly dangerous if encountered on its own territory.

Physical Stress: □□□□ **Mental Stress:** □□

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Aspects: Massive Elephantine Monster; Big Territory; Vicious Temper.

Skills: Good (+3) Physique; Fair (+2) Trample and Maul; Average (+1) Notice.

EXTRAS

★ **Natural Armour:** Armour:2.

◆ **Natural Weapons:** Weapon:2.

Supporting NPC

HUNTER DRONE

A hunter drone is a small Vore starship. Hunter drones drift through star systems, where they're capable of passive observation for hundreds of thousands of years. If they find spacefaring life, they awaken and seek out other Vores, or move in for the kill.

Physical Stress: □□ **Systems Stress:** □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Vore Spacecraft; Long Hibernation; Seek and Destroy.

Skills: Good (+3) Manoeuvre; Fair (+2) Melee Combat, Passive Sensing; Average (+1) Active Sensing, Ranged Combat, Stealth.

STUNTS

◆ **Close Range Hull Penetration:** Acts as if Large (+1) scale when taking Melee Combat actions.

Supporting Construct

NIHILOS

Nihilors are nightmarish biomechanical Vore constructs with a vague resemblance to six-legged terrestrial wolves. Individually unintelligent, as a pack nihilors hunt organic life forms (including humans) with foresight and cunning, and seem to slaughter as much as for the orgy of senseless destruction as any desire to feed. They're covered in metallic armour plating, and communicate via internal radio transceivers; they hunt in eerie silence.

Stress: □□□ □□□ □□□ □□□ □□□

Scale: Medium (+0)

Aspects: Ravening Biomechanical Monstrosities; Hive Mind; Radio Communication; Armour-Plated.

Skills: Good (+3) Unarmed Combat; Fair (+2) Provoke; Average (+1) Athletics (+4 teamwork bonus).



SABRE-TOOTH TIGER

Fearsome predators with two tusk-like downwards-curving teeth, long and sharp enough to pierce the tough hides of the pachyderms they prey on. Native to the ringworld of Corona (page 61), where they'll attack visiting humans just as readily as deinotheria.

Physical Stress: □□□□ **Mental Stress:** □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Fortunately Solitary Predator; Pounce and Strike; Massive Hide-Piercing Teeth.

Skills: Great (+4) Unarmed Combat (Bite); Good (+3) Unarmed Combat (Claws); Fair (+2) Athletics, Physique; Average (+1) Notice, Stealth.

STUNTS

♦ **Killing Stroke:** 1/scene, pay 1 fate point to increase a physical consequence you inflict by 1 step.

EXTRAS

★ **Jumper:** +2 bonus to overcome and create advantage actions when jumping.

★ **Natural Weapons:** Weapon:3; Armour Piercing.

SWAMP DEVIL

A vaguely humanoid life form with a wide sharp-toothed mouth, almost three metres tall, a predator native to Canesia (page 59). Although perhaps not fully sentient, swamp devils more intelligent and cunning—and hence dangerous—than mere animals.

Physical Stress: □□□□ **Mental Stress:** □□□□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Big and Horrifying; Too Cunning For an Animal.

Skills: Good (+3) Provoke; Fair (+2) Notice, Unarmed Combat; Average (+1) Athletics, Physique, Will.

STUNTS

♦ **Armour of Fear:** Use Provoke to defend vs Melee and Unarmed Combat until damaged.

EXTRAS

★ **Large:** +2 Provoke bonus, plus aspect.

★ **Natural Weapons:** Limb Slam and Bite (weapon:2).

★ **Swallow:** Create a Swallowed Unarmed Combat advantage, then target is automatically attacked each exchange.

VORE WATCHER

Crystalline cyborg superintelligences inimical to all other life forms, the Vore destroyed the Opteran species hundreds of thousands of years ago. Some of their destructor constructs are still viable; dormant in some systems, they wait for hunter drones to awaken them.

Vore watchers are spacefaring. Armed and highly dangerous, they possess numerous manipulator limbs which to human eyes makes them resemble giant asymmetrical insects. There is something wrong about them.

Physical Stress: □□□□ **Mental Stress:** □□□□

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Aspects: Crystalline Superintelligence; Melding of Mind and Machine; Watching and Waiting to Destroy; Manipulator Limbs.

Skills: Great (+4) Active Sensing; Good (+3) Manoeuvre, Ranged Combat; Fair (+2) Deceive, Intrusion, Melee Combat; Average (+1) Hull Strength, Passive Sensing, Stealth, Systems.

EXTRAS

★ **Cloaked:** Undetectable by Passive Sensing.

★ **Gravity Weapons:** Inflict damage as if Huge (+2).



WOLF-BEAR

A fierce six-legged predator native to the icy world of Cadmus and often a star attraction in the military training exercises that take place there, the Wolf-Bear is over 3 metres long, and rears up on its back two legs to attack, bringing four claws and its vicious bite to bear.

Physical Stress: □□□□□□ **Mental Stress:** □□□□

Consequences: 1 mild + 1 moderate

Scale: Large (+1)

Aspects: Huge Six-Legged Predator; Attacks With a Flurry of Claws and Teeth; Native of an Icy World.

Skills: Good (+3) Physique, Unarmed Combat; Fair (+2) Athletics, Notice; Average (+1) Unarmed Combat, Unarmed Combat.

EXTRAS

★ **Massively Muscled:** +2 Physique bonus for strength, and weapon:2 rating on Unarmed Combat attacks.

★ **Multiple Natural Weapons:** +2 Unarmed Combat bonus (an equivalent skill of Superb (+5)); divide result among up to 3 targets.

Scenario Hook: An Unsettling Dig

Recent digs have unearthed Opteran ruins on Haven Beta. Though neither significant nor well-preserved, they show signs of a desperate struggle and a hold-out which resulted in annihilation.

Deeper in the world's cavern system, still unearthed, are the dormant Vore machines which wiped out this last group of survivors.

The world above has no idea of the danger it's in. With two powerful collegia on the planet, they may have the resources to fight back. Otherwise, Haven Beta is in the same star system as the Protectorate capital, Haven Prime: a disaster here could spell catastrophe for the whole of the Far Havens.

CHAPTER ELEVEN

FAR HAVENS CAMPAIGNS

"When we got through the Helix Corridor, after weeks of silent darkness echoing between the stars, the sudden blare of colour was like a narcotic. I felt giddy; so many worlds, so many possibilities. What were we going to do?"

—Askalen Coel, Commonality Culture, Tech, and Art Liaison,
on his arrival in the Far Havens

There are many campaigns which could be run in the Far Havens; this chapter discusses just some of them.

Licensed Free Agents

The most powerful Far Havens organisations are either local in influence (such as planetary governments) or thinly spread (such as the collegia). Moreover, they often don't see eye to eye, and when they're forced to interact there may be friction and even conflict.

The **Licensed Free Agents** of the Far Havens are independent groups who undertake contracts for official Far Havens organisations, going where the organisation has an interest but no influence, or where it can't go openly because to do so would break the law, antagonise opposing forces, or be unacceptably dangerous.

The work pays well. Licensed Free Agents are to an extent mercenaries, but at least in theory they're ethical mercenaries, who serve the Far Havens common good. They're individualists—some would say misfits—who simply don't fit into more formal employment structures.

Groups of Licensed Free Agents are the assumed default for Far Havens campaigns—they give your players the freedom they need to do what they want to, while providing them with an acceptable, if unconventional, role in the

Protectorate's societies. The missions Licensed Free Agents undertake can vary widely, including:

- Investigating a missing starship on an unofficial mission.
- Secret diplomacy or communication with the Commonalty.
- Urgent but deniable courier duty, delivering an important cargo or a passenger through a war zone.
- The exploration of newly discovered alien ruins.
- Rescuing a hostage held by a tyrannical planetary government, where open official involvement could have drastic consequences—such as war!
- Spying on an organisation suspected of breaking important treaties.
- Intercepting a starship long thought lost, carrying canid slaves. But the Boryokudan want it, too...
- Tracking down starships that have mysteriously gone missing. The cause is unknown, but turns out to be a Vore awakening in that part of space. Getting the news back to the authorities will be dangerous yet vital.
- Deciphering a message in an Operan relic most people have ignored, warning of a Vore awakening.
- Tracking down the fugitive subject of a scientific experiment—either in the employ of those who carried out the experiment, or another faction, with the experimenters in pursuit.

Thin Blue Line

In a **Thin Blue Line** campaign, the player characters are operatives working for law enforcement agencies in the Far Havens, tasked with investigating crimes and catching criminals in inter-jurisdictional cases—those which cross between Far Havens systems. Such operatives can be out of communication with their superiors for weeks at a time, and have considerable autonomy.

This kind of operational group, travelling from case to case, is ideal for a player character group. Operatives can come from a variety of backgrounds, and a good cross-section of different fields of expertise are needed for a functional team. Examples of Thin Blue Line missions include:

- Stopping interstellar terrorists.
- Catching secret agents of the Commonality.
- Investigating human rights abuses on a world that seeks to become a Far Havens electorate.
- Dealing with the organised crime of the Boryokudan.
- Bringing Del Vakeva (page 78) to justice.

For the Good of the Collegium

A player character group may all be agents of a particular collegium. This may put more resources at their disposal than in the above campaigns, but at the price of some interesting restrictions. Characters are likely to be a mix of ordinary people and specialists, and the group will be focused on the collegium's area of expertise—although there'll be room for other endeavours. So, for example, a diplomat from the Collegium of Negotiators may need a bodyguard; or an Archivist may need a support team with piloting skills and survival expertise when embarking on an expedition.

As well as other missions specifically dealing with the collegium's field of endeavour, collegium campaigns can also involve politics and intrigue in the Haven Core. Depending on PC rank and influence—and of course the kind of games your players like—this style of campaign could even evolve to encompass great events affecting the whole Protectorate.

For the Good of the Collegium missions may include:

- The Collegium of Archivists: Investigating Opteran ruins; quests to new places or for ancient knowledge; official advisors on other missions; exploring the technological mysteries of the Corona ringworld.
- The Collegium of Negotiators: Diplomacy with the Commonality; negotiating peace settlements between warring Far Havens factions; intrigue and politics on Haven Prime; influencing policy across the worlds of the Far Havens.
- The Martial Collegium: Sending troops in to end a civil war; patrolling for pirates; mounting rescue missions.
- The Robotics Collegium: Resolving problems with synthetics in dangerous places; managing groups of synthetics; providing technical support for other collegia.

- The Wayfarers' Guild: Exploring uncharted space and unvisited worlds; undertaking trade missions; carrying out the space-bound parts of other missions.
- Any Collegium: Seeking and recruiting a suspected specialist; hunting down a specialist or other privileged collegium member who's gone rogue.

Agents of the Commonality

In **Agents of the Commonality** campaigns, the player characters aren't from the Far Havens, but instead from one of the Commonality instrumentalities or directorates, in the Protectorate to explore, assess, and probably interfere...

The Commonality has other business in the Far Havens, too. It doubtless has an interest in Opteran ruins; so far they're probably not aware of the Vore, but should they become aware they'll probably realise they're such a threat as to justify far greater intervention in the Protectorate's affairs.

This type of campaign is also obviously a great way to use the material in **The Far Havens** for existing PC groups who may have had other adventures in or for the Commonality.

Note that Commonality synthetics—and especially sentient starships—are banned by the Sybaris Treaty from contacting Far Havens worlds and installations. Such characters will have to go incognito—perhaps “disguised” as Far Havens synthetics, subservient in public to their human “masters”; perhaps pretending to be ordinary starships; or even claiming to be standard humans. Agents of the Commonality campaigns are good for exploring the broad and often significant cultural differences between the Commonality and the Far Havens. The Far Havens are cautious of the Commonality to the point of hostility, but their feelings aren't necessarily violent.

Missions include:

- Tracking down the rogue event horizon probe calling itself Commodus—and attempting to undo some of the damage it's done.
- Dealing with a diplomatic incident involving a Commonality new trader or other Commonality agent.
- Assessing the faint but growing evidence of an alien threat emanating from the Far Havens—the Vore. This will probably start out focussed on the Opterans.
- Pushing for the rights of Far Havens synthetics and perhaps the qualification or restructuring of the Asimov Protocols.
- Manipulating politicians and cultures on Far Havens worlds closest to the Commonality, to make them more receptive to integration.

CHAPTER TWELVE WHERE THE STARS GROW THIN...

"So this was a familiar experience: minimal information, high stakes job, people we'd never met trying to kill us. But the Programmer had said she'd take down the security net and let us just fly right on through. I thought we had a chance, until the Panshu Interceptors turned their weapons hot.

There's nothing like lies and betrayal to make you feel at home."

—Plea bargain statement by Licensed Free Agent apprehended
on recent mission, speaking on condition of anonymity

AN INTRODUCTORY FAR HAVENS ADVENTURE

The world of Hypnos (page 65) is the key to the power of the Boryokudan, the most powerful criminal organisation in the Far Havens. Research by the Collegium of Archivists suggests that the long-extinct alien species known as **Opterans** may have once had a home—perhaps a base—within a gas giant in the Hypnos system named Narissus. A recent translation breakthrough with the Opteran “language” has caused the collegium to reevaluate the Opteran presence in the Hypnos system; and it now believes the Opterans were hiding in the Narissus gas giant—from something collegium archaeologists have translated loosely as “the destroyers of all life”.

The Collegium of Archivists can't officially negotiate with the Boryokudan for access to Narissus. Instead they turn to a group of Licensed Free Agents (page 88) with the mission—where the player characters come into play. (Other player character groups, less official and reputable, could be hired for similar reasons.)

There's a Boryokudan outpost on one of the rocky moons orbiting Narissus. The PCs may either sneak in (or past...), or negotiate with the Boryokudan for access to the ancient Opteran ruins—believed to be a free-floating dome in the gas giant

atmosphere—and to salvage what they can for the collegium.

The Boryokudan of course love high-tech artefacts themselves. The PCs are authorised to promise anything “reasonable” on behalf of the collegium, and to return to deliver it once the mission is concluded. High tech weapons are **not** considered reasonable in this instance—neither the collegium nor the Protectorate as a whole is willing to sanction arming their adversaries quite so overtly. Of course, the PCs may have sophisticated gear of their own, which may strengthen their negotiating position (another good reason why the collegium may choose to hire traders for such a job).

Episode 1: Agraynal Base

Agraynal is a rocky planetoid about 2000km across orbiting the gas giant, Narissus. It's too small to have an atmosphere, and has a Very Low (-3) surface gravity of around 0.1G. It's an unremarkable satellite, indistinguishable from the rest of the moons orbiting Narissus, apart from the fact that it's the site of a Boryokudan outpost.

The purpose of Agraynal base is to maintain surveillance on the Hypnos outer system. There are a hundred or so personnel stationed here, with three *Panshu*-class interceptors—non-sentient Far Havens equivalents of Commonality system patrol boats.

AGRAYNAL BASE

Physical Stress: 1 2 3 **Systems Stress:** 1 2 3 4
Credit Stress: 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Enormous (+3)

Aspects: Boryokudan Outpost; Watching the Outer System.

Skills: Good (+3) Active Sensing, Systems; Fair (+2) Hull Strength, Ranged Combat; Average (+1) Close Combat, Resources.

STUNTS

✦ **Docking Bay:** Docking for 1 Huge (+2) starship.

EXTRAS

- ★ **Armoured Hull:** Armour:3.
- ★ **Disruptor Cannon:** Weapon:3, range 3; Radioactive, Recoilless.
- ★ **Missiles:** Contest of Ranged Combat vs Manoeuvre, +2 damage bonus, explosive effect; Limited Supply.

PANSHU-CLASS INTERCEPTOR

Physical Stress: 1 2 3 **Systems Stress:** 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Aspects: Boryokudan Patrol Ship; No Frills Efficiency.

Skills: Good (+3) Manoeuvre; Fair (+2) Active Sensing, Systems; Average (+1) Hull Strength, Ranged Combat.

EXTRAS

- ★ **Disruptor Cannon:** Weapon:3, range 3; Radioactive, Recoilless.

The commander of Agraynal Base is **Harubei Kein**, an intimidating man more like a wrestler than a leader. He's more intelligent than he looks; his bluster tends to unbalance others and give him time to think. He resents the fact that he hasn't—yet!—risen to the Boryokudan leadership, which he attributes to not being part of the Ito family.

Kein will only negotiate with the PCs over access to Narisus face-to-face, not over the comm.

Except when it comes to very private negotiations (for which he will insist visitors are not armed), Kein is accompanied by half a dozen guards.

HARUBEI KEIN

Physical Stress: 1 2 3 **Mental Stress:** 1 2 3 4

Credit Stress: 1 2 3

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Commander of Agraynal Base; More Intelligent Than He Looks; Looks More Thug Than Leader; I'd Be a Big Shot If It Wasn't For Those Damn Itos!

Skills: Great (+4) Provoke; Good (+3) Unarmed Combat, Will; Fair (+2) Notice, Physique, Ranged Combat; Average (+1) Athletics, Deceive, Resources, Technical.

STUNTS

- ✦ **Body Language Reader:** Use Notice instead of Empathy to learn a target's aspects through observation.
- ✦ **Killing Stroke:** 1/scene, pay 1 fate point to increase a physical consequence you inflict by 1 step.

EXTRAS

- ★ **Standard Assault Gun (SAG):** Weapon:2, range 3; Full Auto.

KEIN'S BORYOKUDAN GUARDS

Stress: 1 1 1 1 1 1

Scale: Medium (+0)

Aspects: Agraynal Base Guard; Bored and Looking For Amusement.

Skills: Fair (+2) Ranged Combat; Average (+1) Provoke, Unarmed Combat (+5 teamwork bonus).



Missu offers to get the PCs past the Agraynal Base defences unnoticed—she can temporarily take the outpost sensors offline—but they have to do something for her first. The young programmer is working for the Boryokudan under duress—the organisation is holding her birth group sibling (let's call him her brother...), Yura, hostage, forcing him to labour on the surface of Hypnos. Missu knows the Boryokudan systems well enough to know where he works, as part of a gang of labourers harvesting the Red Lotus. She wants

If the PCs are honest about their mission to Narissus, Kein makes a surprising request. He demands to look over anything they retrieve from the system, taking his pick of any artefacts. He has no interest in weapons, but is looking for some advantage over the Ito family—and thinks a find of this significance will be the edge he needs.

If the PCs refuse to tell Kein what they're up to, or if they attempt to lie and he catches them out, then he'll refuse point-blank to grant them access to the gas giant.

There's one other person of interest on Agraynal Base—a **Programmer** (page 14) working for the Boryokudan named Missu Yponets. She monitors all comms in Kein's office, and will meet the PCs afterwards with a proposal of her own.

the PCs to rescue her brother.

Missu hasn't given any thought to her own escape, or that she might get caught, nor will she raise the matter unless the PCs do. She'll go along with any reasonable plan.

Episode 2: Hypnos

The Boryokudan has a blanket ban on outsiders landing on Hypnos. However, there's simply too much produce for it all to go through their station on Rotor, and so they issue landing codes to carefully vetted third parties to assist in crop and produce transport.

Missu has a set of landing codes for the PCs. Using the codes requires a Fair (+2) Deceive check; failure sends three orbital pursuit flyers, which the Boryokudan use to police Hypnos, after the PCs.

The PCs will probably want to shake off the flyers rather than take them on in a head-on fight—or at least destroy them somewhere out of sight of Rotor (such as the far side of Hypnos). Otherwise, the mission to rescue Yura will be all but impossible.

MISSU YPONETS

Physical Stress: □□ **Mental Stress:** □□□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Machine Link; Mistrustful But Desperate; Those Bastards Have My Brother!

Skills: Good (+3) Technical; Fair (+2) Intrusion, Investigate; Average (+1) Notice, Rapport, Will.

EXTRAS

★ **Communications Unit:** Speak to synthetics, machines, and other comms devices over a dozen or so kilometres.

★ **Machine Interface:** Use Technical to command or program a machine or synthetic by thought up to a few hundred metres.

★ **Security Bypass:** +2 Intrusion bonus to overcome security systems and attack synthetics and machinery.

ORBITAL PURSUIT FLYERS

(OPFs)

Stress: □□ □□ □□

Scale: Large (+1)

Aspects: Wing Formation of Blazing Autocannon.

Skills: Fair (+2) Manoeuvre; Average (+1) Active Sensors, Ranged Combat (+2 teamwork bonus).

Supporting NPC

Group of 3 Fair (+2)
Minor NPes

The environment on the surface of Hypnos is problematic for the PCs, with *Scent of the Red Lotus* and *Heavy Gravity* aspects. The indentured workers forced to harvest the Red Lotus work in gangs of 50-100 individuals, each supervised by two Boryokudan enforcers in breather masks and wearing high-G exoskeletons.

The key is to beat the enforcers quickly; failure to do so means they use their communicators to call for help, giving the PCs half an hour before two dozen more guards arrive in six OPFs. Fleeing these reinforcements is a contest (*Mindjammer* page 148).

Yura Yponets is indeed in the indentured labour gang. However, there's a complication (to resolve quickly!)—a gang "leader" by the name of Yosha asks the PCs to take everyone! Persuading (or intimidating) Yosha into backing down is a Fantastic (+6) check of Provoke, Rapport, etc, in which case the PCs can leave with just Yura without facing any further opposition. This drops to Great (+4) if the PCs can figure some other way to help the hapless labourers. Don't forget to really compel any PCs with aspects representing selfless or altruistic tendencies here—they'll really want to help, and it'll cost them to turn their backs on the labourers.

BORYOKUDAN ENFORCER

Physical Stress: □□□ **Mental Stress:** □□

Credit Stress: □□

Consequences: 1 mild + 1 moderate

Scale: Medium (+0)

Aspects: Vicious Slave Driver; Just Doing My Job; Sweaty Tedious Duty; Shoot to Kill.

Skills: Good (+3) Notice; Fair (+2) Melee Combat, Ranged Combat; Average (+1) Bureaucracy, Drive, Physique.

EXTRAS

★ **High Gravity Exoskeleton:** +2 Physique bonus for strength checks; weapon:2 rating on Melee and Unarmed Combat attacks; counter gravity effects up to High (+2); 2-3G.

Supporting NPC

Episode 3: Narissus

Missu keeps her end of the deal, and glitches the sensors on Agraynal Base, enabling the PCs to slip by and finally approach the gas giant. Play up the spectacular experience of flying into a vast Jovian planet's cloud layers: the winds whirl, impossibly fast; the cloudscapes stretch out for **thousands** of kilometres in all directions; and Narissa even has an exotic biosphere, with floating jellyfish-like **narissoids** bigger than

the PCs' ship watching as they approach!

A Good (+3) Active Sensing check or Superb (+5) Passing Sensing check locates the Opteran ruins; an anomalous still spot several kilometres across in the hurricane-force winds in the gas giant's upper cloud layer. On a failed check, the PCs still locate the Opteran ruins, but they're in a more problematic spot, *Deep In the Turbulent Atmosphere*. Getting to the ruins requires a Great (+4) Manoeuvre check (Fantastic (+6) if the sensor check failed); failure means the PCs' ship is damaged and suffers a consequence.

The Opteran ruins are a free-floating dome-like structure, of a sparkling crystalline lattice like diamond. No—it **is** diamond! Highly durable, over time even it has been damaged, and the gas giant atmosphere has penetrated the interior, destroying most of what was within. The Opterans are long dead, and even their remains are gone.

The alien dome clearly shows cracks large enough for a human to enter, although not a ship. However, being outside in a gas giant atmosphere—even in environment suits—is no joke, with *Buffetting Winds* and *Dangerous Corrosive Gases* on all sides. Crossing from the ship to the dome is a Good (+3) Athletics check.

Once inside the dome, sensors indicate an energy source—a partially open **wormhole tap** (page 46). It is a hemisphere about 2 metres across. It's a particularly potent instance—a Fair (+2) Knowledge check reveals it's probably the largest yet discovered—producing power sufficient for several large metropolises. Around the tap lie a dozen diamond cases, each containing **crystal memories** (page 46).

Several jellyfish narissoids (one per PC) have made their home inside the dome—drawn to the light and warmth of the tap.

NARISSOID

Physical Stress: □□ **Mental Stress:** □□

Consequences: 1 mild + 1 moderate

Scale: Huge (+2)

Aspects: Jellyfish-like Primary Motile; Gas Giant Dweller; Tries to Eat Anything; Animal Intelligence; Drawn to Heat and Light.

Skills: Good (+3) Provoke; Fair (+2) Unarmed Combat; Average (+1) Athletics, Notice.

EXTRAS

★ **Electrically Charged:** +2 bonus for Unarmed Combat attacks.

★ **Gas Bags:** Use Athletics as to fly; move and attack up to 2 zones away.

Supporting NPC

The narissoids will look like angry hot air balloons—they're enormous. They'll initially try to drive off the PCs, rushing forward, crackling with electricity; treat these as Provoke attacks. Despite these hostile displays, though, this doesn't have to be a combat encounter; for example, astute PCs may exploit the narissoids attraction to heat and light to draw them away. Only if the PCs stand their ground will they attack.

Aftermath

Even if the PCs followed Missu's plan, the Agraynal Base sensors are back online when they emerge from the gas giant atmosphere. They'll need a Stealth check, opposed by the base's Good (+3) Active Sensing, to slip away unseen. On a failure, or if the PCs did anything to attract attention on Hypnos, two interceptor ships await them; it's a long journey to the heliopause jump point, where the heroes can escape to 2-space.

If the PCs try to smuggle the Opteran artefacts past the Boryokudan at Agraynal Base, Harubei Kein will insist on a full search of the PCs' ship. If the PCs have the wormhole tap on

board, that'll light up the base's sensors as bright as day, and twelve guards (page 91) will board and have to be tackled. Then there are the interceptor ships (page 91). But stress that no one in their right minds wants the Boryokudan to have a functioning wormhole tap...

If the PCs eventually manage to get away, they may attempt to retrieve the data in the crystal memories. This ancient alien knowledge—like a bizarre direct perception feed (*Mindjammer* page 190)—can contain leads to further adventures in the Far Havens, including:

- The coordinates of another Opteran hideaway in an unexplored system.
- Live sensorium recordings of a Vore attack on an Opteran planet.
- Plots of Vore movements in space back when the Opteran diamond dome was established, including mention of an apparently crucial set of coordinates that turn out to be Haven Beta.
- A complete memory copy of the Opteran **Sacred Book** (page 46)—a prized holy artefact to the Utopians (page 47).

KICKSTARTER BACKER LIST

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INDEX

Action By Consensus (ABC)	42
Agents of the Commonality	89
Agraynal Base	91
Alien Technology	25
Asimov Protocols, The	11
Askalen Coel, "the Younger Carbon"	74, 75
Birgit Simeon	75, 76
Bors	75, 76
Boryokudan, The	42
Brandon Holger	77
Cal Soren	77, 78
Callum Yie	78, 79
Collegia and Specialists	5, 36, 38, 41
Collegium Hub	50
Collegium of Archivists, The	39
Collegium of Negotiators, The	40
Commodus Incident, The	36
Creating Far Havens Characters	7
Cride Swarm	85
Cultures	8
Daedalus Corporation (DAEDACORP)	43
Deinotherium	85
Del Vakeva	78, 79
Devil Bat	85
Ekene Jang	80
Engineering and Construction	20
Eugenia Developments	43
Far Havens Civilisations	50, 51
Far Havens Cultures	52
<i>Far Havens Culture</i>	52
<i>Far Havens Aristocracy Culture</i>	52
<i>Far Havens Military Culture</i>	52
Far Havens Senate, The	44
Farrah Koelner, Dr	80, 81
For the Good of the Collegium	89
Frontier World	51
Gemini Ramirez	81
Genotypes	9
<i>Canids</i>	9
<i>Far Havens Humans</i>	9
<i>Far Havens Synthetics</i>	10
Genurgic Enhancements and Implants	18
Getting to the Far Havens	5
Halo, The	8
Harubei Kein	91
Haven Core, The	5, 51, 52
Haven Electorate	51
Haven Hub, The	8
Haven Protectorate, The	4, 8, 37, 38
Human League, The	43, 44
Hunter Drone	85
Initial Settlement	35
Interstellar Expansion	35
Licensed Free Agents	88
Martial Collegium, The	39
Miscellaneous Equipment	23
Missu Yponets	92
Narissoid	93
New Installation Extra: Wormhole Tap Power Unit	34
New Traders, The	36
Nihilor	86
Occupations and Builds	8
Opterans	6, 36, 45

Beliefs	47
Opteran Artefacts	46
<i>Crystal Memories</i>	46
<i>Pattern Sensor</i>	46
<i>Quantum Correspondence Device</i>	46
<i>Sacred Book, The</i>	46
<i>Suspension Bubble</i>	47
<i>Wormhole Tap</i>	46
Optional Rule: Skill Points for Stunts	7
Planetary Vehicles	26
<i>Aircar</i>	26
<i>Armoured Transport</i>	26
<i>High Performance Ground Transport</i>	27
<i>Hovertank</i>	27
<i>Orbital Ferry</i>	28
<i>Skimmer</i>	27
<i>Warbird</i>	28
Recent History	36
Red Lotus, The	24
Robotics and Synthetics	20
Robotics Collegium, The	40
Sabre-Tooth Tiger	86
Scenario Hook: An Unsettling Dig	87
Scenario Hook: A Spartan Rebirth	15
Scenario Hook: In Search of Dragons	29
Scenario Hook: The Delicate Path of Adan	
Zuul	72
Second Expansion and the Birth of the Protectorate	36
Senate, The	44
Shard Felicitous	82
Specialists	12
<i>Eidetics</i>	12
<i>Empaths</i>	12
<i>Hoplites</i>	13
<i>Observers</i>	14
<i>Programmers</i>	14
<i>Voyagers</i>	15
Specialist Gear and Hypertech	18
Starships	29
<i>Eagle-class Warship</i>	31
<i>Kestrel-class Communications Vessel</i>	29
<i>Magpie-class Trader</i>	32
<i>Panshu-class Interceptor</i>	91
<i>Peacock-class Diplomatic Transport</i>	29
<i>Phoenix-class Battle Cruiser</i>	30
<i>Raven-class Courier (Mk2)</i>	31
<i>Simurg-class War Cruiser</i>	33
<i>Stargull-class Fighter</i>	34
<i>Wayfarer-class Colony Ship</i>	33
Swamp Devil	86
Sybaris Treaty, The	36
Synthetics	5
<i>Synthetic Names</i>	11
<i>Synthetics and Starships</i>	6
<i>War and Synthetics</i>	35
Technological Paradigms	16
<i>Clothing</i>	16
<i>Communications</i>	17
<i>Computers and Synthetics</i>	17
<i>Food and Drink</i>	17
<i>Medical Care</i>	17
<i>Music and Media</i>	17
<i>Power</i>	17
<i>Recording Devices</i>	17
<i>Survival Gear</i>	18

Transport	18
Weaponry	18
Thin Blue Line	89
Vores, The	48
Vore Technology	49
<i>Cloaking Device</i>	49
<i>Cride Swarm</i>	49
<i>Higgs Destabilisation Field</i>	49
<i>Hunter Drone</i>	49
<i>Mind Probe</i>	49
<i>Nihilors</i>	49
<i>Singularity Generator</i>	49
Vore Watcher	87
Wayfarers' Guild, The	35, 41
Weapons and Armour	21
What Are the Far Havens?	4
What Do the Vores Look Like?	49
Where the Stars Grow Thin: An Introductory Far Havens Adventure	90
<i>Episode 1: Agraynal Base</i>	90
<i>Episode 2: Hypnos</i>	92
<i>Episode 3: Narissus</i>	93
Who Knows About the Vores?	48, 49, 68
Wolf-Bear	87
Worlds of the Far Havens	53
<i>Astar</i>	56
<i>Balar</i>	57
<i>Cadmus</i>	58
<i>Canesia</i>	59
<i>Cauldron</i>	60
<i>Corona</i>	61
<i>Deraí</i>	62
<i>Ember</i>	63
<i>Haven Beta (Alaunus A-II)</i>	54
<i>Haven Prime (Alaunus B-II)</i>	53
<i>Hudson's Rock</i>	64
<i>Hypnos</i>	65
<i>Ionyseus</i>	66
<i>Kallistan</i>	67
<i>Lantern</i>	68
<i>Lorn</i>	69
<i>Madelos</i>	70
<i>Mesameshur</i>	71
<i>Sanctum</i>	35, 55
<i>Scelus</i>	72
<i>Twilight</i>	73

Table 1: Genurgic Enhancements and Implants	19
Table 2: Engineering and Construction	20
Table 3: Robotics and Synthetics	21
Table 4: Weapons and Armour	22
Table 5: Miscellaneous Equipment	23
Table 6: Alien Technology	25
Table 7: Collegiate Origins of Specialists	41
Table 8: Civilisation Types in the Far Havens	50
Table 9: Civilisation Designation in the Far Havens	52



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