

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

Fourth Millennium

Science Fiction Roleplaying At The End Of History

Campaign Model



By Kevin Brennan And James Maliszewski

Fourth Millennium Campaign Model

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Welcome to the End of History . . .

It is the year of our Lord 3001.

Earth is a distant memory to most of humanity, long since overrun and absorbed by parahumans who have modified their physical and mental structure to the point where they have little or nothing in common with their ancestors.

Those who have chosen to remain human now live scattered throughout hundreds of alternate realities, trying desperately to avoid absorption into a neohuman collective. They have rejected new technologies, given up much of their own ability to change and adapt. Dominated militarily, politically and economically by the Svobodan League, these shards of human cultures fight and bicker constantly amongst themselves, each seeking to find the one true path that will allow them to flourish and grow without sharing the fate of Earth, or facing attack and conquest by the Svobodans.

Here and there across the cosmos, there are a few brave individuals striving to make a difference. Some of them fight the agents and advocates of parahumanity. Some strive to overthrow the human cultures who dictate that there can be only one way to live. Some travel to new earths, with the hope of founding new cultures that will change the failings of those who have come before. Some simply travel between the earths, trying to make a living in a cosmos torn by ideological and military strife.

Welcome to the dawn of the fourth millennium.
Welcome to the end of history.

The Last Millennium

Centuries ago, researchers found points in outer space that allowed spacecraft to make transits from our universe into others containing uninhabited, parallel earths. The diaspora that followed allowed every fringe group imaginable to spread across the cosmos. The ancient nation-state was long dead, replaced by phyles that took responsibility for their citizens no matter where they might happen to live. These phyles now had an opportunity to build societies on their own terms, unfettered by the web of treaties and relationships that had developed on Earth, and many of them took it.

Meanwhile, as newly created parahuman species stretched the definition of humanity almost beyond recognition, a backlash grew against the use of technology to rebuild humanity. Religion made a powerful comeback. The greatest, but not the only, beneficiary of this movement was the now re-unified Orthodox Catholic Church. The conflict between Humanist and Neohumanist cultures increased in intensity until the 28th century, when the Neohumanists finally reached the goal that they had been striving towards—Emergence.

The Psaikhailou were the first neohuman culture to successfully link the minds of their members. The resulting networked intelligence was the first truly alien culture. Using modified nanotechnology, it quickly began absorbing other neohumanist phyles on Earth. A military coup briefly united humanity under the rule of the Stabilization Pact. Before the

Pact collapsed into the Culture Wars, it instituted several new phyles devoted to the monitoring and control of new technologies, known collectively as the Syndicates. The Syndicates began trying to persuade other phyles to agree to limit or ban the development of new technologies that might lead to another Emergence.

The most powerful alliance of phyles, a group known as the Svobodan League, made a formal deal with the Syndicates to support the Syndicates' control of technology with military force. A short and brutal war against the Psakhailou resulted in the loss of a dozen worlds to the Psakhailou, the extermination of most life on five more, and the establishment of the Svobodan League.

The League consists of six member phyles, as well as many associated cultures. Although it is showing signs of cracking under internal strains, but it is still the pre-eminent military power in human space. It is still devoted to maintaining the Stasis—the ability of the Syndicates to oversee all technological developments and outlaw any that threaten to change the nature of human life. The League will resort to espionage, assassination, covert raids, and even full-scale war to prevent any phyle from reaching the point where another Emergence is possible.

Not all phyles are willing to participate in the Stasis or join the Svobodan League. These phyles, known as the Shards, jealously guard their independence. Some would like to develop forbidden technologies, but many simply resent the political domination of the Svobodan League. The League deliberately keeps the Shards at a level where they are no military threat. That means that most people living in the Shards are denied the technological benefits that citizens of the League take for granted. This resentment breeds anger, mistrust, and even war.

This status quo will not last forever. The Svobodan League is in a state of crisis, with one of its founding phyles riven by civil war and several subject phyles having successfully fought a war of independence. The Syndicates fear that the Stasis will fall if the League does, and are desperately looking for alternatives. Meanwhile, the enigmatic Psakhailou are working towards goals that seem incomprehensible to the rest of mankind. Soon, it seems, the Psakhailou will complete their absorption of humanity, or we will have to accept a political and cultural Stasis as rigid as the existing technological Stasis. Either way, mankind will have reached the end of history.

About Fourth Millennium Products

The *Fourth Millennium* line of PDFs from Ronin Arts and Third Millennium Games are designed to be used in any d20 System-based science-fiction game. They require the d20 Modern Roleplaying Game or a compatible set of core rules for play, but nothing more. Each is designed to be a modular plug-in to any SF setting, but they also include additional information that ties them into a greater whole.

The *Fourth Millennium Campaign Model* is an overview of that whole. Like the campaign models in the *d20 Modern Roleplaying Game*, it provides you with a framework for using the rules and ideas in *Future SRD*—but it's not an exhaustive description of the setting. That would take far more space than we have here. This supplement provides you with a framework—both to play in and to understand how the other supplements in this line fit together.

Characters

You should create characters for the Fourth Millennium setting using the rules in the *d20 Modern Roleplaying Game* and *Future SRD*.

Occupations

You may use any occupation from the *d20 Modern Roleplaying Game* (although some, such as Blue Collar, are only appropriate for phyles which have limited themselves to approximately 20th century technology) or *Future SRD* (all occupations). In addition, you may choose from the following:

Activist

An activist is someone who is focused on causing political and social change. They are typically the public face of their movement, writing for the newslogs, marching in demonstrations, and so forth. While some rare activists may have contact with terrorist or guerilla groups, most do not—if for no other reason than that their political agitation makes them someone the government is likely to watch.

Prerequisite: Age 15+.

Skills: Choose four of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Computer Use, Diplomacy, Disguise, Forgery, Gather Information, Hide, Jump, Knowledge (current events, history, popular culture, or streetwise), Listen, or Sense Motive.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +0.

Crafter

31st Century society places a high value on hand-crafted items. The people who can create these items, and make them both artistically pleasing and unique, find their skills in high demand. In more backwards phyles, they may also find themselves building a lot of the tools people need to stay alive.

Prerequisite: Dexterity 13+

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (chemical, pharmaceutical, structural, or visual art), Disable Device, Knowledge (art or physical sciences), Repair, Research, or Tweak Injury

Bonus Feat: Select one of Builder or Creative.

Wealth Bonus Increase: +3.

Educator

Educators include primary and secondary school teachers, college professors, lecturers, tutors, personal trainers, coaches, consultants, and anyone else who makes a living by instructing others and spreading knowledge.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Diplomacy, Intimidate, Knowledge (art, behavioral sciences, business, civics, current events,

earth and life sciences, history, physical sciences, pop culture, tactics, technology, or theology and philosophy), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select one of the following: Creative, Educated, or Studious.

Wealth Bonus Increase: +1.

Newslogger

A newslogger makes a living off of researching and submitting stories to media sites. The interests of a newslogger may vary from business, to current affairs, to celebrity gossip, but a successful newslogger must combine a passion for their subject and the ability to discuss it well. Many, even most, newsloggers are part-time, orking at other jobs to bring in money.

Prerequisite: Intelligence 13+

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual art or writing), Diplomacy, Intimidate, Knowledge (art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, pop culture, tactics, technology, or theology and philosophy), Research, or Sense Motive.

Bonus Feat: Select one of the following: Attentive, Creative, Deceptive, Educated, Renown, Windfall.

Wealth Bonus Increase: +1

Tribal

Tribal characters come from phyles that have explicitly rejected most technological development as “anti-human” and adopted a pre-industrial lifestyle. Tribals live in small groups, hunting to survive and making most of what they need themselves.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Craft (pharmaceutical, structural or visual art), Escape Artist, Handle Animal, Hide, Intimidate, Jump, Knowledge (current events, popular culture, or streetwise), Listen, Move

Silently, Navigate, Ride, Sense Motive, Survival, or Swim.

Bonus Feat: Select one of the following: Animal Affinity, Archaic Weapons Proficiency, Athletic, Guide, or Track.

Wealth Bonus Increase: +1

Advanced and Prestige Classes

The following advanced classes are appropriate for a *Fourth Millennium* game:

D20 Modern Roleplaying Game: Any non-FX using class.

Future SRD: Ambassador, Dreadnought, Engineer, Explorer, Field Officer, Helix Warrior, Space Monkey, Technosavant, Tracer.

Classes from other sources should only be used with the permission of the GM.

Procuracy Field Agent

Procuracy Field Agents keep an eye on the members of other Syndicates in order to guarantee their integrity. They act as a kind of “internal affairs” division among the cultures of the Syndicates.

The Procuracy also possesses the authority to initiate spot checks on research and development facilities throughout the League (and often beyond) in search of forbidden technology. This authority is universal and unquestioned. League law makes it a highly punishable offense to refuse a procurator free and total access to one’s facilities and research data. Like more traditional law enforcement agencies, the Procuracy does have certain limits imposed upon its activities in the interests of liberty, and they are required to show that they have some basis for their investigation.

Procurators see themselves as the front line of defense against the Psaihailou. They have frequently conducted covert operations outside (and occasionally *inside*) the League to prevent violations of the Stasis. On occasion, they have broadened their mandate to act against individuals or organizations they believed to be acting against the interests of humanity. Questions still exist regarding their role in the suspicious death of Callixtus Savunthagam in 2995 and their role in the Secessionist War. Nonetheless, the Procuracy is generally highly regarded, and the matte-black uniform of a Procurator commands respect throughout the League and in many places outside it.

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Procuracy Allegiance, Technology Access	+1	+1
2nd	+1	+2	+2	+3	Technophile	+1	+1
3rd	+2	+2	+2	+3	Information Access	+2	+1
4th	+3	+2	+2	+4	Improved Technology Access	+2	+2
5th	+3	+3	+3	+4	Restricted Access	+3	+2

Select the Procuracy Field Agent if you want your character to have access to controlled information and technology.

Requirements

To qualify to become a Procuracy Field Agent, a character must fulfill the following criteria.

Skills: 9 ranks in Investigate, 9 ranks in Knowledge (technology).

Feats: Oathbound (Procuracy).

Class Information

Hit Die

The Procuracy Field Agent gains 1d8 hit points per level. The character's constitution modifier applies.

Action Points

The Procuracy Field Agent gains a number of action points equal to 7 + half his character level, rounded down, every time he gains a level in this class.

Class Skills

The Procuracy Field Agent's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, or pharmaceutical) (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, earth and life sciences, physical sciences, street-wise, technology) (Int), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier (6 + Int modifier for parahumans).

Class Features

Procuracy Allegiance: A Procuracy Field Agent must select the Procuracy as one of his allegiances. He may inspect any facility that manufactures Class Two or higher technologies at will, and

arrest violators. If he ever gives up his allegiance to the Procuracy, he loses the privileges of being a Procuracy Field Agent (including all of the access abilities granted by this class). Furthermore, he may no longer advance as a Procuracy Field Agent.

Technology Access: At 1st level, the Procuracy Field Agent is permitted access to Class Three and Four technology on a mission to mission basis. This equipment is requisitioned according to the rules in the "Requisitioning Equipment" section of the *d20 Modern Roleplaying Game*.

Technophile: At 2nd level, the Procuracy Field Agent adds one-half his Procuracy Field Agent class level to any Knowledge (technology) check made to identify an unfamiliar piece of technology.

Information Access: Starting at 3rd level, the Procuracy Field Agent can make Gather Information checks without spending money or making Wealth checks, provided he is dealing with individuals or organizations that are not hostile to him or the Syndicates. The Procuracy Field Agent must make Wealth checks as usual when dealing with hostile individuals or organizations.

Improved Technology Access: At 4th level, the Procuracy Field Agent is permitted access to Class Four technology on a mission to mission basis. This equipment is requisitioned according to the rules in the "Requisitioning Equipment" section of the *d20 Modern Roleplaying Game*.

Restricted Access: At 5th level, the Procuracy Field Agent gains clearance to access restricted files or classified information from any source that allows the Syndicates to monitor its development and use of technology. He gains a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on research checks.

New Feats

Antithesis

You have a deep hatred for one Allegiance or group.

Prerequisites: Enemy (Same Group) Base Attack Bonus 9+.

Benefit: When you are combating your antithesis, you gain an additional +2 to hit and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you take a -4 penalty on all Charisma-based skill checks.

Special: You may only take this feat once.

Armor Proficiency (Reflex)

You are comfortable working with reflex armor and know how to let it do the fighting for you.

Prerequisites: Defensive Martial Arts

Benefit: You are able to use reflex armors and get the full benefit from them. Characters without this proficiency fight the armor's responses to the threats posed by enemies and suffer a -4 penalty on to hit rolls and Reflex saves.

Special: This proficiency is available as a bonus feat for the Soldier Advanced Class.

Conviction

You have a cause that you feel strongly about, and would sacrifice greatly to see that cause protected. Commonly, this is Loyalty to a Phyle, Ideology, or Religion, but it may be a more abstract concept such as Honor.

Prerequisites: You must have an Allegiance.

Benefit: When you are actively working to support your Allegiance, you gain +1 to hit and to all saving throws.

Special: You may take this feat more than once. It applies to a different Allegiance each time it is selected. Any Allegiance you take this feat for must take priority over other Allegiances or you will lose the bonus from the feat.

Enemy

You have one Allegiance or group that you detest.

Benefit: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with your enemy peacefully, or with forces friendly to them, you take a -2 penalty on all Charisma-based skill checks.

Special: You may take this feat more than once. Each time you take it, it applies to a different Allegiance or group. The feat does not stack, even if you encounter someone who belongs to multiple groups that you have as an Enemy.

Reputation for Loyalty

You have a sterling reputation among the members of a particular organization or group.

Prerequisite: At least one allegiance.

Benefit: Select one allegiance that you have already formed. You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with characters who have the same allegiance. You receive a -4 circumstance penalty on those same checks when faced with characters who have an opposed allegiance.

Special: You may take this feat multiple times. Each time, it applies to a different allegiance.

Technology and Equipment

Progress Levels in Fourth Millennium

The standard PL system presented in *Future SRD* works reasonably well in *Fourth Millennium* up to and including PL 6, except for gravity induction technology. After that, though, *Fourth Millennium* posits a different path for technological development.

A particular phyle may limit its citizens to technology of any PL. In most games, though, the important restriction is not the PL but the category assigned to the technology by the Syndicates.

In *Fourth Millennium*, you may use the following guidelines for progress levels beyond 6:

PL 7: The Genetic Age

As this age begins, human nature itself begins to change. Humanity was no longer limited to using gene therapy to eliminate various inherited diseases and reduce undesirable personality traits. In the Genetic Age, humanity's understanding of the workings of DNA was sufficient to allow for the creation of entirely new species. The Genetic Age was a time of cultural experimentation never seen before or since, a golden age that carried the seeds of its own destruction.

There were many attempts to create "perfect" humans during this time, attempts that were never quite successful. While people could be made more or less prone to developing certain personal-

ity traits, it was shown repeatedly that the environment that those people matured in was as influential as their genetic makeup. Society became increasingly fractured as people struggled to deal with genuinely alien cultures for the first time. Communication technologies encouraged this tendency, as people were able to find communities that would share and reinforce their views.

Gauss weapons replaced firearms, as miniaturized power sources made them practical alternatives to firearms. The new guns were lighter, equally deadly, and capable of holding significantly more ammunition than a typical chemical weapon. Soldiers are equipped with powered armor, making them faster, more accurate, and vastly more deadly than any previous generation. By this time, technology has become the dominant factor in warfare, with humans distinctly less important than their fighting machines in determining the outcome of a battle.

Computer technology also continued to advance. General purpose computers, which had been the norm before this time, were replaced by special-purpose expert systems, designed to run specific applications selected to fit the needs of the user. People have access to immense amounts of information at will, with almost everything ever written or recorded available online. The real challenge in Genetic Age society is not in getting access to facts, but in being able to analyze those facts and come to useful conclusions.

PL 8: The Nanotech Age

In this age, nanotechnology made the transition from a specialized manufacturing technique to a pervasive constant. Almost all goods incorporated nanotech in some fashion, whether in the construction process or as an integral part of their operation. Any device might incorporate an expert system to make it more useful, fix itself when broken, or adapt itself to the changing needs of its user. Complexity stopped being a factor in the manufacturing process, and the wealth of a society was limited only by its energy supply.

As the age progressed, humans began to incorporate nanotech systems into their bodies. In the previous progress level, genetic changes could only be applied to future generations. In the nanotech age, that was no longer true. People could re-write their own DNA, enhance themselves physically, and even re-write their own memories. The development of nanophages meant that these changes could just as easily be imposed on others. It was now possible to eradicate a culture without killing all of its members—a development that ironically led to the bloodiest conflicts in human history, a period known as the Culture Wars.

The widespread use of nanotechnology led to the development and widespread use of diamond armor and the replacement of gauss weapons by lasers. Lasers were slightly less effective than gauss weapons against unarmored people, but vastly more effective against diamond. The removal of humans from the tactical side of war became complete. Humans adopted a supervisory role in warfare, setting objectives and determining goals to be achieved by the machines under their control.

Perhaps it was for the best that true AI continued to elude researchers. With no true desires of their own, the robots and experts never launched the revolution against humanity that many feared. Human society had become entirely dependent on expert systems in its day-to-day functioning, and the next logical step was to directly link the human brain to networks of expert systems.

PL 9 and beyond: Emergence

An Emergence marks the end of humanity, at least in any form that we can understand. Emergences occur when the linkage of a human brain to expert systems allows the creation of intelligences significantly beyond our own. They no longer share our viewpoint, or morals, or our

instincts, and they are capable of understanding things that we cannot. Post-Emergence societies cannot be described, because we simply do not have the concepts we need. All we can do is resort to inadequate metaphors.

General Guidelines

Fourth Millennium can be considered a “firm science” setting: we’re prepared to bend physical laws slightly, but we try to avoid things in the setting which go too far beyond current knowledge. We’ve also ruled out some common technologies for dramatic reasons. The result is that certain common science-fiction tropes don’t exist. Among them:

No Antigravity. Even if it’s remotely possible, the power demands would be enormous; after all, you’d have to generate an inverse gravity well as strong as the Earth’s! Conventional propulsion methods can achieve the same effects far more efficiently.

No Aliens. This is a dramatic choice as it takes away from the most important dramatic question of the game: what does it mean to be human? Rather than have aliens who are just deeply spiritual humans with a rich cultural life, it seemed easier to simply use humans in that role. Don’t be concerned about introducing human cultures that are as unusual as any alien; back before the Psakhailou Emergence people experimented with every social structure and enhancement you can imagine, and many that you probably wouldn’t want to. Yes, phyles are more conservative these days, but almost anything could be out there in the Shards.

No FTL. It’s impossible to have FTL without causing time paradoxes. The node system serves the same purpose; and besides, recent scientific discoveries are suggesting that systems with inhabitable earthlike worlds are pretty few and far between. With nodes, all the inhabitable—and therefore interesting—places are close together, encouraging people to see the universe.

No AIs. The invention of true AI—a computer that is as smart or smarter than a human—is something that *Fourth Millennium* assumes leads directly to an Emergence, if it’s even possible. If many aliens are guys in suits, it’s equally true that much SF portrays AIs as guys in boxes, who might as well be humans despite living in an environment more alien than we can possibly imagine.

In general, technology available to the League should be constrained both by scientific plausibility and by practicality. You should feel free to break any or all of these rules when dealing with the Psakhailou, of course. The Psakhailou can do any number of things that the League firmly believes to be impossible, and they should always have some surprises waiting for your characters.

The Stasis

The Stasis is the mixture of laws, regulations, and protocols developed by the Syndicates to regulate the development and use of technology, as well as to the political, law enforcement, and military structures that maintain it. The purpose of the Stasis is to freeze the development of science and technology at a level that makes another neohuman Emergence impossible.

All risky science and technology is managed by phyles who regard its control as an almost holy purpose, and the Svobodan League will bring all of its considerable military might to bear against any phyle that tries to violate the Stasis. Svobodans believe that the Stasis saved Humanity. The cost was a surrender of the old ways of looking at the world, a halt to progress, and a return to revelation. Soyuzniks aren't primitives or Luddites—they don't seek to return to a primitive lifestyle. They simply believe that the Stasis is necessary to preserve human nature and identity. This belief gives the League the political will to enforce the Stasis, even when the cost is high.

Enforcing the Stasis

The Stasis is difficult to maintain, and violations of it are relatively common. It lasts because it can't be violated in a meaningful fashion by a single researcher working alone. It takes years of training and a great deal of money to do that kind of work, and most of the researchers interested in technology end up in the one place they can perform their research freely—the Syndicates. Even if a Shard state does sponsor a violation, they are unlikely to be able to make enough use of the technology to have a chance of successfully resisting the League military. The restrictions of the Stasis are intentionally designed to make sure that it

would take years, if not decades, for a Shard to build a military capable of resisting the League. Isolated violations are common, but potential Emergences require far more than that.

Within the borders of the League and other phyles that accept the Stasis, enforcement is relatively simple. Nanoforges actually have their inner workings encrypted so that only an authorized user, with the correct keys, can make them work.

Nanoforges will simply not build any item that has not been previously approved by the Nanotech Syndicate—of course, any template in common use has long ago received this approval, and most new variants on common technologies can be reviewed and approved by experts.

Outside the League, Stasis enforcement is dependent primarily on covert intelligence gathering, with the threat of military action as a backup. Procuracy Intelligence closely

ly monitors states who are believed to be pursuing forbidden technologies. Voodoo teams work the trade routes, following up on rumors or sales of illegal tech. The Stasis has created a substantial underground economy in forbidden technology and has made criminal organizations extremely wealthy.

Although enforcement of tech law is officially the responsibility of the Syndicates (especially the Procuracy), several law enforcement agencies spend much of their time investigating breaches of the Stasis. The League and the Syndicates wage a low-intensity covert war, and occasionally an overt war, against violators to curtail their efforts to develop proscribed technology. It's been enough...so far.

Technological Restrictions

The Syndicate classifies all technological developments into six categories, based on their potential to violate the Stasis.

Class One (Unrestricted). Items using this class of technology may be constructed and freely distributed without Syndicate involvement. With a few exceptions, any item that's PL 5 or lower, and some PL 6 items, are Class One. Technologies are considered Class One unless they have the potential to be used in a fashion that would allow people



to be engineered to exceed normal human potential.

Class Two (Supervised Manufacture, Unrestricted Use). Items using these technologies may be constructed only in facilities that are regularly inspected by Syndicate representatives, but once constructed may be distributed freely. This is the minimum level of restriction for nanotechnology-built devices, even dead ones—although almost all goods sold within the Svobodan League incorporate class 2 nanotech. Class Two technologies do not themselves lead to the modification of human nature, but they require tools that could be misused in that fashion. Add +5 to the Purchase DC of all Class 2 items if purchased in a phyle that is not under the Stasis.

Class Three (Supervised Manufacture and Use). These technologies must be built and used only under Syndicate supervision. Examples include anti-psychotic drugs. Class Three technologies differ from Class Two in that their widespread use has significant social implications, but limited use to assist individuals does not. Class 3 or higher items cannot be purchased legally in phyles that are not signatories to the Stasis—at least not for long.

Class Four (Restricted Manufacture, Supervised Use). These items may only be constructed by the Syndicates. Class Four technologies are considered to be sufficiently high risk that any use of them poses a danger of causing an Emergence. General purpose experts, gene therapy, and nanotechnological enhancement of humans are considered to be Class Four.

Class Five (Restricted Manufacture and Use). These items may only be built and used by the Syndicates. Genetic or nanotechnological modification of humans for any purpose other than medical need is Class Five technology, as are any technologies that allow the design or testing of such things.

Class Six (Forbidden). Research and use of “Forbidden” technology is not allowed under any circumstances. Examples include “wild” nanotechnology, immortality drugs, linkages between human brains, and any modification that threatens to alter what the Syndicates define as human nature. The technology to create Facers is considered Class Six.

Purchasing Restricted Technology

Any technology that is rated greater than Class Two requires some special effort to obtain. The table below shows the additional effort required.

To legally purchase Class Four or Five technology, the character must have a Syndicate Allegiance. If the item is restricted (requiring a license) then the modifiers are cumulative. The Black Market Purchase DC number may optionally be reduced by 10 if the GM rules that the phyle is openly flouting the Stasis. This is not a stable situation, and the characters risk finding themselves in the middle of an invasion if they stay in an area that’s doing so.

	Legal	Black Market	Time
Class	Purchase DC	Purchase DC	Req.
Three	15 (or +5 to restriction)	+10	1 day
Four	20 (or +10 to restriction)	+15	2 days
Five	25 (or +15 to restriction)	+20	4 days
Six	Not Legally Available	+25	8 days

General Technologies

Weapons

Gauss Weapons

Ultra-High-Temperature Superconductors make Gauss Weapons very efficient. They can fire a variety of densities of ammunition for optimal use against armored, or unarmored opponents. They generally require very little energy compared to lasers and are as small and light as recoil will permit. However, they are ineffective against diamond armor and so are only common in the Shards.

Gauss weapons fire a sharp aerodynamic bullet, with a crystalline tip, and superconducting base. Better weapons fire smart rounds that sense impact, but wait for a while (5 cm worth of time) after penetrating the armor before fragmenting or exploding (although not much explosive can be carried in these small bullets).

Lasers

Most Svobodan military personnel and legally purchased civilian weapons are excimer lasers. The laser became the dominant weapon as a direct consequence of the development of diamond-based personal armor and portable, powerful energy supplies. Excimer lasers emit energy at the

exact frequency required to dissolve carbon-to-carbon bonds between molecules. Since diamond and flesh are mostly or entirely carbon, this makes excimer lasers an extremely effective antipersonnel weapon.

Personal laser weapons are unusual outside the League, as nanotech is required for construction of the beam focusing mechanism, tube construction, and power supply. Without nanotech, lasers are too bulky to compete with the reduced cost and weight of gauss. (Besides, without nanotech-constructed diamond armor, lasers are unnecessary).

Armor

Virtually all armor in the Svobodan League is made from a high-strength diamond compound. Generally, most armor is live, to prevent wear over time. It is common for people to use suits of armor that are hundreds of years old.

In the Shards, where nanotech diamond manufacture is extremely rare, other materials are used as armor. Although less effective per unit weight than diamond, they still provide a reasonable degree of protection against lasers. However, they are far less effective against gauss weapons.

Powered armor has an endoskeleton and micro-mechanical motors to compensate for the weight of the armor, and generally enhanced the physical capabilities of the wearer as well. Powered armors typically require the immersion of the wearer in oxygel, just like the sergeants aboard combat spiders and the crews of wetships. This makes wearing powered armor nearly impossible for individuals not trained in the niceties of breathing a liquid. Therefore, one rarely encounters powered armor outside of the military.

Tactical expert systems are deliberately designed to be capable of learning, using a development of evolutionary programming. This prevents any two ship or vehicle tactical experts from having exactly identical procedures and the obvious predictability that would result.

Gear

In general, the equipment listed in Future SRD represents the low end of what is available in *Fourth Millennium*. Even the PL 8 equipment should be considered commonplace in the Shards, except where we specify otherwise. League technology makes extensive use of nanotechnology and should generally be considered PL 9.

Weapons

Universal: All gadgets are available. Techno-organic Makeup is a Class 4 technology.

PL 5: All weapons and weapon gadgets are available.

PL 6: All weapons and weapon gadgets are available. Bio-Agent Ammunition is a Class 2 technology.

PL 7: Only the following weapons and weapon gadgets are available—

- Ammunition, Seeker: Seeker ammunition uses a micro-computer and nanotech guidance systems to control its flight path. It is a class 2 technology.
- Grenade, Dissolver: This weapon releases a cloud of nanites that attack the chemical bonds of any substance they come into contact with. As a result, they do 2d6 points of damage per round to all materials in a 5-foot radius burst. They use micromechanical propellers to remain within the area of effect. They will run out of power and become inert after one minute. Dissolver grenades are a class 3 technology.
- Grenade, Stun.
- Plasma Weapons.
- Rail Gun: A PL 7 rail gun uses nanotechnology to produce extremely focused pulses of magnetic force and generate higher accelerations.
- Sound Suppressor.

PL 8: Only the following weapons and weapon gadgets are available—

- Lightning Gun
- Pulse Rifle
- Sonic Beam

Additional weapons and gadgets will be described in future *Fourth Millennium* supplements.

Armor

Universal: All gadgets are available. Techno-organic Makeup is a Class 4 technology.

PL 5: All armor and armor gadgets are available.

PL 6: All armor and armor gadgets are available.

PL 7: All armor and armor gadgets are available. Chameleonic Surface is a Class 2 technology.

PL 8: All armor is available. Morphic metal alloy is available; no other armor gadgets are available.

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max Dex. Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
PDS-97	Reflex	+8	+4	N/A	0	30 ft.	20 lb.	30	Mil. (+3)

Diamond Armor: Diamond armor requires a dose of magic on a monthly basis. However, it gives the benefits of the Ultralight Composition, Self-Repairing, and Morphic Metal Alloy gadgets, as well as providing the wearer with DR of 10/laser. Diamond Armor is a Class 2 technology, is Restricted, and adds +15 to the Purchase DC.

Reflex Armor (PL 8): Various models of reflex armor are available to the Svobodan League Army. This description is of the Takamatsu-Hegenauer PDS-97, a low-end suit commonly assigned to Peacekeeper units who are expected to convince the locals of their generally unthreatening, non-hostile nature. Other variants will be described in *Future Warrior, vol. 1*.

Reflex armor, in all of its variants, incorporates a tactical expert that works with the wearer to be more effective in a combat situation. The wearer has to get used to a certain loss of control, as the armor itself will move the user, decide who to attack, and get out of the way of potential enemies. The tactical expert is able to display information in a HUD for the wearer or communicate through voice command.

The PDS-97 is capable of interfacing its tactical communications with other friendly units in the same area. For each allied unit beyond the first in a combat, the squad may add a +1 competence bonus to attack or defense checks. All people in the squad must choose the same bonus. Normally, the unit commander will choose, but if for some reason there is disagreement, the suits will automatically choose the defensive option.

The PDS-97 is a skintight bodysuit, with some bulkiness in the right places to preserve the modesty of the wearer. The suit uses a combination of color changes on the surface and 3-D image projectors to camouflage the wearer and white noise generators to reduce sound, giving the wearer a +10 on Hide and Move Silently checks.

The helmet on the PDS-97 can open and close almost instantly, and will do automatically if the suit detects any potential threat to the wearer. When closed, the suit provides a completely sealed environment, enabling the wearer to survive biochem attacks or vacuum.

The PDS-97 gains all the benefits of Diamond Armor, above. In addition, the wearer gains +10 on

Strength checks, due to the micro-musculature implanted throughout the suit, and +6 to Dexterity from the suit's ability to detect and avoid incoming attacks, effectively target enemies, and adjust the wearer's movement. If the wearer does not have Armor Proficiency (Reflex), the Dexterity bonus is lost. It also increases the ability of the wearer to fight enemies, allowing the wearer to perform one extra attack action each round. Finally, it boosts the wearer's speed by 10 ft. per round.

General

Universal: All gadgets are available.

PL 5: All gear and gadgets are available.

PL 6: All gear and gadgets are available except for violet rations. Neural Scramblers and Self-Repairing gadgets are Class 2.

PL 7: All gear and gadgets are available except for Galpos Devices and Projectile Deflectors. The Microcom is available at this PL.

PL 8: The Energy Shield, Personal Force Field, Photon Shield, and Regen Wand are not available. Plastiflesh is a Class 2 technology. The Neural Computer Link and the Wireless Neural Computer Jack are Class 5 technologies.

Experts and Robots

Experts

Experts are special-purpose computers that have most of their operating parameters hard-coded into their systems. They can only add new information or functionality if it relates to the purpose for which they were designed. League law forbids the design and construction of general-purpose experts, as they could be used for the design and construction of restricted technology.

Experts are powerful machines, but they remain just that—machines. Experts can learn, play games, even simulate emotions and carry on a limited form of conversation, but they are incapable of producing art, translating the operation of the human mind, or understanding abstract ideas. No pre-Emergence researcher was ever able to construct a working AI, and if the Psaihailou have, they haven't communicated their success to the League.

Natural language processing enables experts to understand most requests for information from a sapient being. People who need to use highly specialized applications, or want to extend the capabilities of an expert, will learn a high-level programming language. The most common of these languages, designed for everyday home and commercial use, is “Explān.” Others exist, such as “Milplan” (used in the military) and “Navplan” (used by spacecraft crews).

Experts can store an astonishing amount of information—a typical home system is capable of recording over one decade’s worth of high-resolution 3-D imagery. If that home system has access to a planetary information network, it can be used to access any unclassified information known to humanity. The challenge is not in getting information, it’s in knowing what information you need and where it might be stored.

A typical user interface uses projectors to create a 3-dimensional image in the air. The expert then detects the movements of the user and manipulates the image to respond to any motions the user makes. Most people also wear datagloves, which create the illusion of a tactile response by stimulating the user’s nerve endings.

Robots

Robotic systems are in fairly common use throughout the League and the Shards. Their long operating lifespan, coupled with the self-repair mechanisms built into the majority of models, means that a robot can continue to operate effectively for decades or centuries. Given the restrictions of the Stasis, many do, since there aren’t newer models coming out based on more advanced technologies.

Svobodans are very uncomfortable with robots that resemble humans or other living creatures too closely, and so most robots are designed with a deliberately artificial appearance. Since they’re also supposed to look friendly, the end result is that many household robots look very cartoonish.

Industrial robots, on the other hand, generally have a more utilitarian appearance. Many are multi-limbed, with the ability to use any limb for manipulation or locomotion.

Game Rules

Experts

Full rules for experts will be detailed in future supplements. Experts may have access to any feats

and skills in the game, but may not have an Int greater than 2.

Any character with the Computer Use skill can be assumed to know any relevant language.

Robots

Since robots, like experts, are limited to an Int of 2, they are not suitable for use as heroes.

If using a robot from *Future SRD*, you may treat the intelligence score as the apparent human intelligence they are capable of simulating. Robots that are designed with natural language processing capabilities can simulate conversations very effectively—but they do not have any real understanding of what they are saying. Rather, most access an immense library of data and conversational subroutines stored on the planetary net which contains conversation material on almost any subject. If these robots are cut off from the planetary network, their real limitations will rapidly become apparent.

Robots in *Fourth Millennium* may not use the following technologies:

Locomotion—Inductor.

Ability Upgrades—the Intelligence Upgrade is as mentioned above, but it only affects the simulated conversational intelligence. In effect, the robot’s owner has paid for a higher priority on the distributed computational network to improve the quality of the robot’s responses.

Robot Accessories—Photon Screen.

Nanotechnology

Nanotechnology is the art and science of building complex, practical machines with atomic precision. It is could, therefore, be called “molecular engineering.” Many members of the Nanotech Syndicate do refer to it as such.

Basic Terminology

All technological items in the Svobodan League come in two varieties: “living” and “dead”. Dead items are comparatively simple and inert, while living items are dynamic and can perform self-repair and other reactive tasks.

Nanites that can survive in the wild are a Class Six technology. That means that live objects need a power source, and must “eat” in order to function. Living objects need not eat often and they do so largely to enable their innate self-repair systems. What they eat is termed “magic” (micromechanical aggregated cells) tailored to the task at hand.

There are multiple varieties of magic, each one associated with a particular technological endeavor. By convention and for convenience, each sort is named after a color. There is, however, no “general” magic that can be used to feed every living object. White magic is the closest to this since it is needed by almost everything. Magic creation, distribution, and sale rests firmly within the hands of the Syndicates.

Nanoforges

The commonest use of nanotechnology in the League is the nanoforge. Nanoforges are powerful experts that direct nanonic machinery. These machines then set about reorganizing raw materials on the molecular level to create the desired item. As such, nanoforges are the backbone of Svobodan industry. Most mass-produced items are created using a nanoforge.

The Nanotech Syndicate licenses and inspects all nanoforges. Furthermore, only the Expert Syndicate manufactures and sells the experts that run the nanoforges. The Syndicate encodes each expert with a theoretically unbreakable quantum cryptographic public key that must be matched to the private key for that technology in the nanoforge. As a practical matter, the system probably can be defeated, but only through a massive investment of time and energy.

Other Common Uses

Nanotechnology pervades the industry of the Svobodan League, despite the Stasis. There are numerous everyday uses of nanotechnology that Soyuzniks accept without a second thought. A few of the most prevalent are listed below. Most are quite innocuous.

- Full-wall video screens.

- Programmable “paint” that changes color, texture, and pattern on command.

- Windows with variable transparency that allow a person to select how transparent or opaque they are, allowing a person to maintain a particular interior light level. Their transparency adjusts dynamically as the outside light level changes. In some homes, the walls themselves have a variable transparency.

- Seamless doors, cabinets, and closets with no handles, hinges, or cracks.

- Time-release and time-retractable “smart drugs” that expose a chemical catalyst at a set time and then retracts it at another time.

- Paint-on, expert-readable white boards that can be sprayed onto any surface and, when written on with a special stylus, read by an expert.

- Reprogrammable “books” that retain the tactile feel of printed books and have the ability to keep one’s place in them by thumb, but which have changeable content. Such books are common among some phyles of the League, particularly the Muutzhans.

Restrictions

Nanotech is an extremely high-risk technology, and its use and sale are tightly controlled. In addition, Svobodan nanoengineering has not yet managed to solve several problems with nanonics. The primary limitation on their widespread use is the continued inability to develop nanotech “von Neumann” machines that are capable of refining raw elements found in nature for their own use. Assemblers require pure sources of elements for use in construction and a regular supply of magic for self-repair. This has prevented the most egregious of the potential dangers posed by this technology from happening.

Communications

All but the most backward colony worlds in the League have an extensive fiber-optic communication system. Furthermore, with the development of nano-optics, almost every person in the League has some sort of personal communication device that is connected either into the local landline system, or to the satellite communication system orbiting the planet.

With the extensive use of radio, microwave, and fiber optics in conjunction with easily and cheaply available experts, everyone on a planet is connected to a worldwide information network. In fact, it is quite a feat to manage to *avoid* being connected and therefore traceable. In general, Soyuzniks have instant access to any publicly available information—trivia contests are a thing of the past. Only undeveloped outposts and colonies lack an information net. It is often one of the first services assembled on any world.

Telepathy

Telepathy is a restricted use of nanotech. There is nothing supernatural or paranormal about it; it consists of a low-frequency transmission of sub-vocalized conversations to a wireless network. Some telepathic systems allow the transmission of sensory

information as well, but these are Class Six restricted technology. Rules for Telepaths can be found in *Parahumans*.

Medicine

The growth and development of the science of medicine in the Fourth Millennium would astound observers from past eras. Several new technologies, from nanites to cybernetics to “smart drugs,” have revolutionized the way physicians conduct their duties. Consequently, humanity is healthier and longer-lived than at any time in the past.

Psychiatry

As a rule, the Psychiatric Syndicate does not allow the use of chemical or genetic therapy that alters the chemical operation of the brain. The sole exception is the use of recreational chemicals. Previous experience with such attempts to cure those defined as sick by society has shown that it can be far too easy to define somebody as “ill”. Involuntary treatment is limited to those individuals with problems that can result in severe harm to themselves or to others. Physicians can diagnose most other problems, especially those with a biochemical basis. Sufferers may then seek the help of qualified counselors and therapists. Most cultures provide financial support to those who suffer from diseases that are untreatable under the conditions of the Stasis.

Biotechnology & Cybernetics

Soyuzniks prefer cloned replacement limbs and organs to cybernetics. Biotech consortia grow these replacements from DNA samples provided by their eventual user. Cloned replacements take approximately three to four weeks to grow. These replacements only re-enable the normal capability of the limb or organ that they replace. Improvements to the original are, in most cases, a Stasis violation. As a practical matter, it also takes time to adapt to new capabilities added to the human body, especially if those enhancements allow perception outside the normal human range. Even with assistance from the best neurological experts, adaptation may take months or years.

The difference between biotechnology and cybernetics is mostly the materials used in construction, since they perform much the same function. Cybernetic enhancements are capable of more significant feats, but at the same time are more difficult to maintain.

Game Rules

The Gene Therapy templates and nanotechnology abilities are available in *Fourth Millennium*, but are Class 5 technology to anyone not born with them.

All equipment in the Cybernetics chapter is available with the exception of the Psi Implant. A future supplement will expand on the rules for Skill Implants, Feat Implants, and implanted computers.

The mutation rules should be used with caution, as they are somewhat cinematic in tone. With the GM’s permission, characters may take them. The following are sufficiently implausible that characters should not have them under any circumstances: Force Barrier, Radioactive, Telekinetic Mind, Telepathy, X-Ray Vision.

Magic Dependency replaces the mutation Neutrad Dependency. A character with Magic Dependency has built-in live nanotech systems that require steady doses of magic to remain functional. The character and GM should determine which abilities the character has that depend on the supply of magic, as these abilities will not function if the character does not get a regular dose.

Space Travel

Faster-than-light travel is, of course, impossible. Back in the 20th century, Albert Einstein demonstrated conclusively that sending information at FTL speeds would mean that it was possible for temporal paradoxes to occur.

In the centuries following his death, many ingenious theories were developed in the hopes of finding a way around this restriction. All of them fell by the wayside, either because the suggested method was found to violate physical law or because they would require the entire power output of a small star.

In the 25th century, humanity found a way around the problem. A team of researchers led by Dr. Iain MacInley noticed some odd energy fluxes while performing an electromagnetic survey of the solar system. After years of research, MacInley and his team theorized that the fluxes were, in fact, energy leakage between parallel or alternate universes and proposed that the existence of these alternate universes might explain the “dark matter” phenomenon that had plagued cosmology for centuries.

Over the next 15 years, MacInley was able to verify his theory that the fluxes represented contact points with alternate universes. Several probes were sent “through” the flux, or at least so it was presumed—all that could be determined for certain was that the probes vanished and never returned.

The breakthrough that led to the development of node transit came with the sale of the University of Toronto to the Trans-Russian People’s Union. At that time, the TRPU was beginning to fracture as a result of conflicts between the Materialist, Alienist, and Spiritualist branches of its state religion, the Church of the Space Brothers¹. The Materialist faction of the CSB believed that MacInley’s nodes were the conduit through which the Space Brothers reached our reality from their own, more advanced, universe. They assigned Dr. Andrei Kroschenko, the head of the Moscow Institute of Brain, to find a way to detect the passage of the Space Brothers through the node and communicate with them.

Over the next few years, as the conflicts between the factions inside the CSB caused the TRPU to collapse into civil war, Kroschenko became more desperate. Finally, in flagrant violation of the Nanotech Accords, he created a nanophage to incorporate electromagnetic sensing and interpretation hardware into human beings, hoping that it would allow them to “telepathically” communicate with the Space Brothers. Three people survived the nanophage—one of them Kroschenko’s daughter, Marya.

All three claimed to be receiving messages from the Space Brothers, but it was Marya who made the most dramatic claim—that she could “taste” the presence of several alternate universes mixed into the node. The shift in energy state that MacInley’s drive used to transit the node had to be precisely tuned to a particular universe or else the ship would disintegrate in transit, its atoms distributed at random between multiple alternate realities.

Desperate to successfully complete a transit before funding for the project was cut off, MacInley and Kroschenko developed sensors and experts to supplement Marya’s new electrical senses so that she could safely pilot a vessel through the node. With a co-pilot, Laura Nozich, they were able to make a successful transit—but were shocked by what they found in each parallel universe.

They found Earth.

Node Transfer

There are still a lot of mysteries surrounding node transit, and at least six theories that seek to explain them in wide currency (the most popular being a variant on MacInley’s original theory that relied on “many worlds”).

The known facts are as follows: Nodes are places where a telepath can move a volume of space from one universe to another with the help of a node transit drive. The nodes connect identical points in space in alternate universes, the vast majority of which are close parallels to our own, down to the level of having the same planets in the same orbits.

There exists a probability curve from which the known star systems diverge from the earth. The two points of highest divergence are evenly divided between a period within the last two billion years and close to the beginning of the universe. A small smattering of universes that diverged at other times are also accessible, but the two main loci account for 95% of all the universes so far visited. This means that most settled systems are in fact close alternates of earths. No universe has yet been discovered that has any intelligent species occupying earth, human or otherwise.

Telepathic individuals can taste the presence of a node at close range without assistance, and at much greater ranges with a Kroschenko amplifier. The telepath can also sense the various “flavors” of the node, which tells him where they lead. Most nodes allow transits to more than one universe. Each universe has a distinct flavor that is common to all nodes that connect to it. A telepath can also calculate the exact frequency and timing required for the transit.

One interesting side effect of the nodes is that the “closer” alternate universes possess stronger telepathic signatures and have a tendency to drown out the weaker, more “distant” universes. Some frequencies are simply too faint to be detected by human telepaths, although the Psaikhailou are known to use these routes.

A few nodes are “unstable”, meaning that it is not always possible to transit through them to some of the universes to which they connect. An unstable node may have a regular cycle (such as the New Hong Kong node, which leads to the Yuan Frontier and is available for three months of the year) or be random and intermittent.

The energy costs to make a node transit increase exponentially with the mass and volume of the transiting vehicle. This means that smaller ships are much more cost-effective than larger vessels. Nodes are known to be located throughout the solar system, but due to the difficulty of locating any in distant orbits, practicality requires that almost all nodes that see regular use are in the inner system.

Spacecraft

A government like the Svobodan League would be impossible without fast, reliable spacecraft. There are two broad categories of such vehicles in the Fourth Millennium: dryships and wetships. There are, of course, subdivisions within these two groups.

Wetships

Wetships are pure combat vessels used by the League military. The crews of wetships do not breathe air. Instead, they spend their entire tours of duty submerged in liquid oxygel, which allows them to survive the hundred-G accelerations common in space combat.

Oxygel is a dense oxygen-saturated fluorocarbon fluid. It contains approximately three times the oxygen found in normal air, and is capable of absorbing the carbon dioxide found in the human lung. The fluid is dense enough to prevent the lungs from collapsing during high accelerations and provide support and insulation against the shock of rapid maneuvers. In addition, it equalizes pressure across the body, preventing blood from draining away from the brain.

The pressure on the body in when fully immersed in oxygel is approximately equal to one atmosphere per 10G of acceleration. Since it is impossible to speak while breathing oxygel, most people who must do so regularly are implanted with experts that can intercept nerve impulses, translate them into speech, and broadcast them to other personnel or experts.

Naval personnel assigned to wetships are a rare breed. They undergo extensive physical and psychological testing to ensure that they can endure life on a wetship. The strain of living in and breathing in a fluid environment for six months out of every year is quite great. Most people are unable to make the adjustment.

Wetships are uncommon outside the Svobodan League. Only antimatter drives accelerate fast enough to require a wetship environment, and very few phyles have enough energy resources to create enough antimatter fuel to power a wetship navy.

Dryships

Commercial spacecraft, as well as non-Svobodan military vessels, are almost all dryships. Dryships use a normal oxy-nitrogen atmosphere. Since artificial gravity has proved as elusive a dream as faster than light travel. Many of these ships have sections that can be rotated to provide comfort to passengers. Fusion rockets are the most popular mode of locomotion, but other propulsion methods are used in worlds throughout human space.

Crew

A typical spacecraft includes the following crew positions, although one person may fill several roles on a smaller craft:

Commander: The Commander is the person in charge of the spacecraft. The Commander often acts as the Fido as well on civilian craft.

“Cosee”: Short for Communication and Sensor Systems Engineer, the Cosee manages communications with other vessels, stations, and ground facilities, as well as monitoring sensors.

“Easy”: The Expert Systems Engineer (a.k.a ESE) is in charge of monitoring a spacecraft’s expert systems for any abnormal behavior. He will closely monitor flight-critical and launch data lines, mass memories and system-level software.

EECON: The Electrical, Environmental and Consumables Systems Engineer monitors all power flows to internal systems aboard a spacecraft and manages internal power and life support.

“Fido”: The Flight Dynamics Officer (a.k.a FDO or “Flight”) is in charge of plotting all maneuvers and monitors the trajectory of a spacecraft in conjunction with the guidance officer.

“Guido”: The Guidance Officer (a.k.a GDO or “Guidance”) monitors spacecraft onboard navigation and guidance computer systems. On intersystem trips, he is also responsible for plotting and executing the node transit. Most Guidos are Telepaths as well—the only exception would be if they are on a ship incapable of making a node transit.



“Guns”: “Guns” is responsible for allocating power and monitoring the performance of the expert systems that control the weaponry aboard a military spacecraft. Civilian craft are rarely armed, and if they are, probably use self-guiding missile pods.

PROP: The Propulsion Systems Engineer is responsible for monitoring and evaluating the reaction control and maneuvering systems during flight, as well as managing propellants and other consumables over the course of the trip.

Surgeon: The medical officer monitors crew activities and tracks the health status of anyone on board. In the case of a medical emergency, the Surgeon must perform any emergency treatment.

Game Rules

In Chapter 6 of *Future SRD*, only the rules under “Realistic Space Travel”, with the exception of the Jump Gates, are applicable in *Fourth Millennium*.

Node Transit Drive

The Node Transit Drive allows spacecraft to travel between parallel universes. Node transit drives require an immense amount of power, a requirement that increases exponentially as the craft grows larger. The effect on the spacecraft is dependent on the size:

- **Ultralight:** All systems available immediately after transit. Node transit available after 10 minutes.
- **Light:** Weapons systems, defense systems, and engines available after 10 minutes; capable of node transit after 2 hours.
- **Mediumweight:** Weapons systems, defense systems, and engines available after 2 hours; capable of node transit after 6 hours.
- **Heavy:** Weapons systems, defense systems, and engines available after 6 hours; capable of node transit after 24 hours.
- **Superheavy:** Superheavy craft are unable to generate enough power to make a successful node transit.

If the spacecraft has an antimatter plant available, all times are divided by a factor of 10.

Engines

The Induction Engine, Gravitic Redirecotr, Inertial Flux Engine, and Spatial Compressor are not available in *Fourth Millennium*.

Armor

All armor types are available. Nanofluidic armor is a Class 4 technology.

Defense Systems

The Displacer and Cloaking Screen are not available. The Nanite Repair Array is Class 5 technology.

Sensors

All sensor arrays are available in *Fourth Millennium*.

Comm Systems

Only the Radio Transceiver and Laser Transceiver exist.

Weapons

PL 6: All weapons are available.

PL 7: All weapons are available except the Gravitic Mine and the Mass Reaction Missile.

PL 8: Only the Automaser, EMP Cannon, Maser Cannon, Heave Maser Cannon, and the Sliver Gun are available.

PL 9: None of the PL 9 weapons are available.

Grappling Systems

Grapplers are available, Tractor Beams are not.

The Cosmos in 3001

The Shards

The collapse of the Stabilization Pact in the aftermath of the Psaikhailou Emergence left humanity divided, without even the semblance of a unified central government, for the first time in centuries. Conflicts erupted as phyles attacked their neighbors, afraid of another possible Emergence while having very little idea of what caused it to happen. The Culture Wars were a horrific period in human history, including genocide attempts against several parahuman species.

When the Svobodan League formed, many phyles decided that they wanted no part of the new organization. They did so for many reasons: because they valued their independence, because they were unwilling to abide by the restrictions of the Stasis, or because of historical enmity with the members of the League. The League dismissively referred to these phyles as the “Shards,” a term that remains in use today.

The Shards vary in size from a dozen or so worlds to one continent on a single world. Unlike the League, the Shards have no unified policies on any matter, including the Stasis—which is why the League sees them as such a threat.

Fourth Millennium products will never include a complete listing of the Shards, so that you can feel free to add your own to the mix. We’ve included the descriptions of a few below.

Mordovi

If there’s such a thing as an “honorable enemy,” the Mordovi are it. Although it opposes the League on a number of fronts, the Mordovi abides strictly by the Stasis (some say *too* strictly), sometimes assisting the Svobodans against other technophile Shards like Horthval.

Territory

Mordovi is by far the largest Shard, comprising fourteen worlds. Its capital – and most heavily populated world – is Chuvash. Other worlds in the Dominate include: Buenaventura, Córdoba, Florencia, Kislar, Martan, Mitú, Neiva, San José, Shalina, Tunja, Vauya, Villavallencio, and Yopal.

History and Outlook

The Mordovi are a rigidly autocratic society in which the term “civilian government” means little. All government ministers are also military officers and all Mordovi must serve in the military for part of their young adulthood. Like the League, the Mordovi believe military force to be a necessary deterrent to unrestrained technological dabbling. Unlike the League, the Mordovi generally believes it to be *the only one*. The Interdiction Service regularly practices gunboat diplomacy against states that don’t toe the line of the Stasis.

Technologically, the Mordovi are the League’s equal. However, Mordovans view technology with great skepticism. The government – and the Syndicates that assist it – has enacted significant

controls over its use, especially nanotechnology. Consequently, they view Svobodans as “lax” given their willingness to use technologies that “corrupt man and nature.” Svobodans, of course, argue against too rigid an interpretation of the Stasis, believing the Mordovi have sacrificed too much freedom for safety from the Psaikhailou. In turn, the Mordovi believe the League has sacrificed their humanity for comfort. The Mordovi require that a political officer appointed by the phyle regularly supervise any Class Two or greater technology.

This forthrightness and clarity of purpose is attractive to many Soyuzniks, a few of whom emigrate to the Mordovi. In its propaganda war against the League, the Mordovi laud these expatriates for “abandoning Svobodan duplicity.” The League in turn has its share of Mordovi émigrés, most of whom appreciate its more nuanced approach to the Stasis.

Despite these differences, the League and the Mordovi rarely fight one another directly, preferring to act through surrogates and covert operatives. This is a war of words and ideals, not weapons and starships. Even so, the League concedes little to the Mordovi, even as they work together to defeat the worst violators of the Stasis.

The Players

President-General Simone Lamisong. Head of the Executive Council, Lamisong is the public face of the Mordovi. Her power is extensive, but she leaves the day-to-day details of governance to her chancellor, Mitri Hevernin.

Minister-Colonel Van Aral. Aral heads the important Ministry of Technology and its enforcement arm, the Interdiction Service. He holds strongly anti-League opinions and even suspects the Syndicates of failing to toe the proper lie against the Psaikhailou.

The Syndicates. These scientific phyles operate freely within Mordovi territory and, as such, are suspected of collusion by both the Mordovi and the Svobodans. Undeterred by such narrow recriminations, the Syndicates go about their vital business.

Svobodan Expatriates. These idealistic men and women (many of them young adults) are radicals who’ve accepted Mordovan propaganda about the League. While their actual importance is minimal, they’re an important symbol in the cold war between these two powers. Some paranoids even argue they’re part of a plot to destabilize the League government and replace it with an authoritarian clone of the Mordovi.

Horthval

While Svobodan newsmongers commonly portray this Shard as a basket case constantly on the brink of collapse (which it is), the League government nevertheless considers it a grave threat to the maintenance of the Stasis. Horthval is home to a variety of rogue research facilities, including nanotech and geneering. Its unstable leader, Antonio Horthval, also plays at terrorism, although his efforts to date have been amateurish and easily foiled.

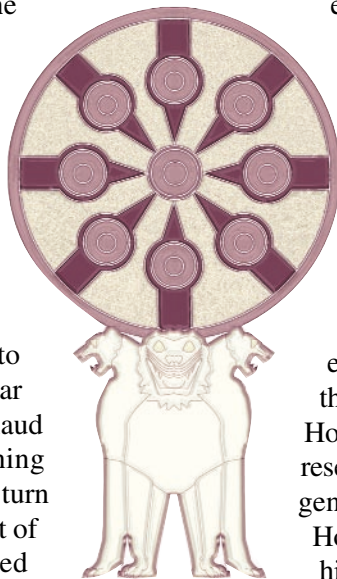
Territory

Horthval consists only of three worlds: the capital, Pasig, and two others, Korondal and Digos.

History and Outlook

Horthval is actually one of the youngest Shards, having been created only 60 years ago by Alfredo Horthval, a rebel against the Mordovi. Horthval was a shrewd operator, an officer in the Interdiction Service who claimed to be inspired by Svobodan heroes like Rakhel Lanzas and Conh Mgrdichian and a Svobodan understanding of the Stasis. He secretly approached the League government to back his rebellion against the Mordovi. Loyalist Premier Marcia Ching refused, worried about upsetting détente with the Mordovi. Consequently, Horthval looked elsewhere for support, including several Mordovan consortia that chafed under their narrow vision of the Stasis.

After three years of fighting, Horthval successfully gained independence for three worlds. He then set about to establish a regime in which “the boons of technology were not withheld from the people.” The practical effect of this ideology was rampant technological experimentation and immense power for the consortiate interests that backed it. In time,



Horthval's megalomania proved too much for even the consortia, which found their assets nationalized and tech programs co-opted by Horthval. Not surprisingly, few benefited from these policies except Horthval and his children, Antonio and Margarita.

Alfredo's recent death sent shockwaves through the phyle. Most League analysts doubted either Antonio or his sister was capable of filling their father's immense shoes. Neither had his iron will or rapport with the all-important military. Yet, somehow, Antonio managed to gain the support of key people and has retained control. How long this will last remains to be seen. For now, Horthval remains a serious threat – especially if Antonio continues to dabble in Stasis violations and anti-League terrorism in equal measure.

If you're a Soyuznik, don't even think of going here. Horthval believes the League is out to get it – which isn't far from the truth – and treats all Svobodans as potential spies. Visitors from other states (including other Shards) may not travel without a government guide. While in Horthval, visitors are bombarded with propaganda. On the upside, crime is not a problem; most criminal acts carry the death penalty here. Unsurprisingly, the League does not maintain diplomatic relations with Horthval.

The Players

Alfredo Horthval. So the man's dead, what difference does that make? For 57 years, he was the phyle's lord and god. Even from beyond the grave, a man like that has power – especially when a sizeable minority of the General Staff is less than impressed with his son and successor. Coup anyone?

Antonio Horthval. The Hegemony's new messiah. He cuts a rather sad figure compared to his imposing and iron-fisted father. Antonio's just as cruel as Alfredo ever was (he's been known to torture servants for minor transgressions), but is, if possible, more xenophobic and paranoid. However, he does recognize genuine talent, having elevated junior officers to power who've found ways to make his harebrained schemes work.

Margarita Horthval. Antonio's half-sister and occasional rival for power. Older than her half-brother, Margarita was not well liked by her father and so overlooked when he chose his successor. However, Margarita has allies in the phyle's intelligence community, some of whom would be glad to see her replace her unstable brother.

The Military. Horthval has the largest *per capita* military in the Shards. Many of its members spend their time “protecting” poverty-stricken worlds by shaking down their inhabitants for food and valuables. Antonio depends on these thugs to maintain his power and he affords them every opportunity to indulge themselves.

Other Shards

Dolezel

Think the Dharmaani need to learn a few things about how to conduct a civil war? If so, you've obviously been to one or more of Dolezel's shattered worlds. Deprived of the technology needed to re-educate their opponents into abandoning their heretical interpretations of *Lezel*, a economic and social philosophy developed by the founders of this phyle, the Dolezel have instead resorted to old-fashioned genocide.

Drohanna

Illegal nanotech, Psakhailou sympathizers, looted churches, a dying dictator, and an emperor in exile. What more could you ask for? Drohanna is one of those places where you can get almost anything, but its instability means that one of its neighbors is likely to put an end to that pretty soon.

Erebus

If the Organizatsiya has a summer home, this is it. Actually, it's not a bad winter place either (or spring or fall or . . .). Erebus is astonishingly corrupt, but if you have the cash, it's a wonderful place to live.

Hatanaka

An efficient conqueror that holds worlds better than it quells uprisings. Unpleasant neighbors (like Drohanna and Licia) and an oppressed underclass ensure it remains an armed camp.

Kanthuar

These religious Luddites think even the Mordovi haven't gone far enough in fighting the evils of technology. Fortunately, they're confined to a single continent on Berat – far from the League or anyone else who matters. The Kanthuar live at a pre-industrial level of technology, enforced ruthlessly by an overclass that uses higher-tech gear to guarantee their control.

Licia

Ma'rifa rebels fight a losing war against a wacko who intends to destroy the Hatanaka for the greater glory of God (not to mention her own self-aggrandizement).

Quan

Decades of brutal military dictatorship, crime, and corruption – but they abide by the Stasis, so who are we to complain?

Zakoor

A friend in need is a friend indeed, right? Thank Bog Zakoor's friend is the League or they'd have an even harder time dealing with the revolutionaries that want to put an end to this one-party state. The plant life on Zakoor produces a number of mind and behavior altering chemicals that can be used to eliminate a number of common personality defects—and not incidentally violate the Stasis as well. The rebels make most of their funding through the growth and sale of these pharmaceuticals, explaining the League's support for this rather unpleasant regime.

The Svobodan League

The Svobodan League is an alliance of distinct cultures (also called “phyles” by political scientists) that have banded together for defense against the Psaikhailou. Each of these cultures possesses worlds of their own and cultural enclaves elsewhere. Each possesses its own government and code of laws.

The government of the Svobodan League oversees the mutual defense and economic well-being of the founding cultures and other phyles under its protection. The League is not, and was never intended to be, a “central government” in the sense of past federal states. Rather, the League is a coordinating body dedicated to ensuring that the cultures of the League survive the threat posed by the Psaikhailou and the Shards.

Despite the rhetoric of its detractors, the Svobodan League is not a monolithic or an all-encompassing government. The League government restricts its activities to a number of specific areas and exercises jurisdiction over relatively few spheres. Most worlds and governments within the League possess a great deal of autonomy.

Svobodan Culture

The Svobodan League works almost despite itself. It works because the member cultures of the League have found a set of principles—spoken and unspoken—that allow them to work together towards something that they perceive to be a greater good. These principles form the basis of “Svobodan Culture.”

With the exception of the Syndicates, Svobodans are strongly religious. Most see God's hand in the day-to-day workings of the universe. In part, it is this faith in a higher purpose to life that drives the struggle against the Psaikhailou. Life is a test and a preparation for the world beyond.

Most Svobodans also feel a strong sense of duty to their phyles. Much of the average Soyuznik's sense of self is rooted in his or her culture. The phyle is set up to preserve and protect that culture. Loyalty to one's phyle is loyalty to oneself. This feeling of responsibility is pervasive across the social spectrum. However, blind loyalty is rare. Soyuzniks feel perfectly capable of judging the actions of their leaders and are quite willing to destroy them if they go too far.

Soyuzniks also do not appreciate inquisitiveness. Surveillance technology is so widespread that there is no possible means to enforce privacy regulations. As a result, Svobodans tend to be very formal and careful to behave in ways that are above reproach—but at the same time, it's very unethical to pry into another's business or engage in gossip. Not that that stops anyone, but they have to keep their voices down when they do it.

Svobodan culture stresses “authenticity” in everything. “Inauthentic” is a typical jibe at anything, whether it be a person, a device, or a work of art, which seems to violate social norms. Wood is preferred to plastic or metal. Appliances and technology are usually made to look hand-crafted, and minor imperfections are deliberately incorporated to make each device one-of-a-kind. Svobodan homes and offices are filled with potted plants and indoor gardens. Most Soyuzniks have pets, and it is common for businesses to have a cat or dog on the premises.

Soyuzniks detest virtual reality programs and games. Soyuzniks believe VR to be an attempt to avoid reality. Soyuzniks enjoy pao programs that employ live actors. Live performances, whether plays or musical concerts, are even more highly appreciated. Live-action role-playing is also a common form of entertainment.

Government of the Svobodan League

The Head of State of the Svobodan League is the President, whose role is largely ceremonial (although some Presidents have used the position to push a political agenda of their own). The Head of Government is the Premier, who must maintain the support of both houses of the Diet to remain in power.

The Diet is the supreme legislature of the Svobodan League. It consists of two chambers, the Senate, which is the upper house, and the Duma, which is the lower house. The Senate is by far the most important of the two houses—its members are appointed by the member phyles of the League, while members of the Duma represent geographical districts. Cabinet ministers, including the Premier, are members of one or the other of the Diet's two chambers and are collectively responsible to the Senate. Together the Premier and cabinet administer the League, so long as they have the support of the majority of Senators.

The current Premier, Django Turbain, is also the President. This unusual concentration of power in a single individual was a result of the collapse of the previous government due to accusations of war crimes committed by the League in the Secessionist War.

Cultures of the Svobodan League

Citizenship and Culture

There is no such thing as “Svobodan” citizenship. The League does not grant citizenship to any individuals under its protection because it is not a phyle and only phyles can grant the privileges and responsibilities of citizenship. The “Uncultured,” as the Muutzhans especially are prone to call them, are people who do not belong to any culture at all, whether by choice or circumstance.

Phyles determine one's rights and duties, not the place of one's birth. With a few exceptions, phyles require an “apprenticeship” period. This apprenticeship lasts an arbitrary amount of time, as determined by the culture in question. Among the founding cultures of the League, the period is generally twenty years. Parents who are members of a phyle or apprentices can enroll their children at birth, of course. Prior to achieving full standing in

a culture, prospective members are expected to immerse themselves in their culture of enrolment and to learn its ways in preparation for any number of “cultural literacy” and citizenship tests. Those who pass are formally admitted into the phyle after taking an oath of loyalty, thereby gaining all that accrues to such membership. Those who do not are rejected, although there are often provisions for re-testing.

Enrolment into a culture can occur in any number of ways. Most commonly, parents enroll their children at birth to ensure that they will become full members by age 20. Enrolment later is common as well. In such cases, there are provisions to account for previous experience and knowledge. Service in any branch of the League military grants *automatic* cultural membership in the phyle of one's choice after 20 years. Some Home Guards have similar provisions.

Most cultures forbid “dual citizenships” but some make exceptions, especially in cases of certain religious phyles, like the Saints and the Yehudim. In any event, the Treaty of Svoboda leaves such matters entirely up to the cultures in question. The League government cannot interfere in a culture's induction process.

Muutzha

The Muutzhans are considered by outsiders to be the epitome of the Svobodan League. Many people (especially Muutzhans) tend to conflate the League with the Muutzhans, treating them as if they were one and the same.

Muutzhans value personal responsibility and honor above everything else. Muutzhans ethical philosophies emphasize acting in accordance with the “nature of man” and in accord with his inherent “duties” to his fellow man, to the state, and, perhaps most importantly of all, to God, his Creator.

Muutzhans are a strongly conservative and traditionalist people. In conversation, they will frequently refer to the past in order to justify current actions and attitudes. Muutzhans are obsessed with history, particularly with the 24th century and the *Renovatio*. Many Muutzhans appear arrogant, pompous, and overly proud of their self-avowed superiority. They are sure of their culture's duty, even right, to rule over “lesser” cultures. The League is good for them, these chauvinist Muutzhans argue, because it brings “civilization

and culture” to those “unfortunate souls.” To the average Muutzhan, their phyle is the single greatest force in human history, excepting perhaps the Orthodox Catholic Church. Perhaps.

The upper classes of Muutzhan society have pedigrees reaching back to the settlement of Muutzha. Families like the Lanzans and Rostov-Davisons can expect to run consortia or have members in the Premier’s Cabinet. In practice, these families amount to a noble class—people without ties to these families will find it almost impossible to reach the upper levels of society, and the old blood will forever be resentful and suspicious of the *nouveau-riche*.

Still, Muutzhans pride themselves on having an “aristocracy of ability,” even if this is more myth than reality. In theory, the social classes are very fluid, as would befit a genuine meritocracy. One can move freely up and down the ladder of society. In practice, however, most mobility is downward. Very few members of the lower and middle classes, especially those from colonial worlds, ever ascend very far from where they began.

Alahdad

Modern Alahdad was born out of the rubble of the Psaihailou War. As the main battleground for that conflict, its people and industrial base were devastated by Lanzan’s scorched earth policies. As a partial apology for the pain and suffering experienced during the war, the League launched a massive economic aid plan. The wealth pumped into Alahdad allowed them to rapidly modernize, building an educational system and information network second to none.

Today, Alahdad is the economic powerhouse of the League. However, their economic success has a dark side. Alahdadi consortia have such a powerful voice in the running of the phyle that many detractors feel that the culture has simply become a tool of business. Alahdadi political figures have a reputation for corruption and ignoring abuses of power. Alahdadi consortia are ruthless in business, with industrial espionage and dirty tricks seen as normal business practice. In recent years, a number of consortiate executives have died under suspicious and violent circumstances.

Meanwhile, many Alahdadi have been left impoverished and disenfranchised and are forced to eke out a rough living on the streets. Many of them have turned to the *mujahedin*, secret societies

that were once resistance fighters but who now make up one of the largest organized crime groups within the Svobodan League. According to urban legend, mujahedin can be identified by the red lines tattooed around their wrists, a practice intended to evoke the old pre-Ma’rifa image of a thief having his hands removed. If that was once true, it no longer is—why make things that easy for the police?

Alahdad is a place where great opportunity can be found next to immense poverty. Profit is the overriding interest of the powerful, and the poor are simply swept aside or ignored. Those who are willing to take the risks will find it a place where they can become immensely rich, but failure will not be tolerated.

Donegal

Of all of the members of the League, Donegal has drifted the furthest from its beginnings. The planet of Fiddler’s Green was settled in by a group of cultural restorationists attempting to recapture the social structure of ancient Ireland. Like the Anzani, the Donegalers attempted to structure their society around the extended family or tribe. Each tribe was free to structure its own internal affairs, which naturally led to a great deal of “group” freedom but very little individual freedom.

Each tribe is a social experiment, an attempt to develop one possible means of reshaping humanity through constant social, economic, and even military conflict. This is one of the reasons Donegal remains within the limits of the Stasis—violators are bound to be reported by other clans.

Tribes are divided into two groups—the *esdana* (“commoners”) and the *tiarnai* (“lords”). The *esdana* are essentially human machinery, optimized for the talents and skills needed to fill their role in society. They are still human, and retain free will, but are largely unable to step outside their role in life. They are idiot savants, highly intelligent in a limited set of roles and unable to operate effectively outside that one context.

The *tiarnai* retain a measure of individuality denied to the *esdana*, and in fact are largely unmodified. Their ostensible role in the Donegal experiment is to remain observers and directors of society. Like all other Svobodans, they view technology as the great shaping force of culture and deliberately limit the impact it has on them.

Furthermore, the tiarnai recognize that optimization implies specialization. Even minor enhancements, such as increased reflexes, shape the way in which an individual interacts with the world, as it encourages him to use that advantage to the exclusion of other options.

Each tribe is led by a taoiseach. The tribes compete amongst themselves to get their taoiseach crowned as the *Ardri*, or High King. The title itself is largely ceremonial; the *Ardri* is more of a first among equals than he or she is a ruler. Typically, the organizational and technological techniques used by the High King to gain the throne will be studied by other taoiseachs in an attempt to take control. The king's fitness to rule is proven by his ability to hold the throne against all pretenders, so rebellion accepted and even expected.

Even though the Donegalers have a continuous line of cultural descent from the Irish, their cultural mix seems less authentic than that of such fused cultures as the Anzani, Alahdadi, or even the Muutzhans (loathe though the last would be to admit it). Other humans feel uneasy at Donegal cultural occasions, as if they were "watching children playing dress-up". This sense of unreality is strongest in the company of esdana. The tiarnai make other Svobodans feel uneasy for entirely different reasons.

Anzani

The Anzani are long-standing allies of the Muutzhans and are staunch supporters of the Svobodan League. The phyle's founders stressed the need for a return to a mythical past—in this case a syncretistic "united Africa" that combined elements from widely disparate cultures. While this means that Anzani culture is not a direct descendant of any African culture, it has since become a true culture with its own history and internal logic. In this respect, at least, the Movement was successful in preserving at least part of humanity's African cultural heritage, one which would otherwise have been lost.

Family and tribe are the cornerstones of Anzani society. They not only serve as political units, but as economic and religious ones as well. The Anzani accord great respect to the family, which is a much more extended entity than is common in other League phyles. Indeed, to some extent, the

tribe is viewed as nothing more than an extremely extended family. This familial feeling explains why the Anzani's elective monarchy can function at all. Those leaders who maintain the confidence of their subjects do so because they treat them as if they were members of their own family.

This is not to say that the Anzani are a huge, happy, and well-ordered family, of course. Anzani politics and society are far more complex than that. Indeed, the web of alliances and interrelationships between families and tribes is difficult for most outsiders to comprehend, let alone navigate. Unsurprisingly, many Anzani are skilled diplomats, with an intuitive feel for social dynamics—skills that make them valuable additions to many League institutions.

The Anzani emperor governs with a light hand, preferring to leave many matters up to the family or tribe. Since the foundation of

the phyle, the Anzani have relied upon fraternal organizations called *ujamaas*. The *ujamaas* are mutual assistance groups that operate according to a system of favors and debts. A member can, in principle, gain almost any kind of assistance from fellow members by promising to pay back the debt later in kind.

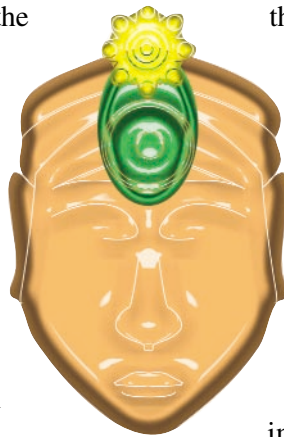
While most *ujamaas* are public organizations, many—including some very influential ones—act in secret.

Unsurprisingly, these secret brotherhoods are heavily involved in politics and business, being (if the rumors are to be believed) the true rulers of the phyle.

Sarvadharnaani

Of all of the signatories of the Treaty of Svoboda, the Sarvadharnaani (or simply Dharmaani) represent the only "multi-cultural phyle." That is to say, the only phyle whose basis for existence is not so much a single culture as a "supra-culture" based on common experiences (as well as geographical proximity) on Earth rather than shared cultural practices or beliefs. The Dharmaani are descendants of the Indochinese Union and espouse a political philosophy that considers shared experiences as the most solid basis for societal cohesion.

At the time of its foundation, the Dharmaani founders believed their respective cultures would work well together within a broader cultural



framework—better even than many more narrowly defined phyles. For a time, it appeared as if they were right. Confusing though their ways were to outsiders, they prospered after the fall of the Stabilization Pact and positively blossomed once they joined the Svobodan League. Dharmaani diplomats rivaled the Anzani and their entertainers were second to none. Likewise, Dharmaani communications technology became standard throughout human space.

That all changed during the Secessionist War. Opportunists within several of the constituent groups that made up the Sarvadharmāni looked on the War as evidence that they could gain greater independence within the League if they threatened to secede themselves. They likewise hoped that the League's distraction in dealing with the rebels might give them greater leverage in dictating terms. A tepid response from the Dharmaani leadership (which was itself divided on how to handle the matter) only encouraged more radical elements—some reputedly backed by the Psaikhailou—to pursue violent action, which quickly spilled over into civil war.

The Dharmaani civil war did hasten the end of the Secessionist War, a fact many of the Rebel States realize all too well. The League has made every effort to end the conflict, but with little lasting success. Massive military resources have been showered on the “legitimate” Dharmaani regime, just as more Syndics have been sent to keep an eye on possible Stasis violations. Thus far, none have been recorded, but how long the situation will hold is anyone's guess, given how unstable things are within Sarvadharmāni space.

Low-level fighting is common on most Dharmaani worlds. Terrorism is likewise a constant threat. The Diet has approved a resolution allowing the use of mercenaries within Dharmaani space, making many worlds in this region free-fire zones. It has also brought many Uncultured into the core of the League, a situation that could prove even more volatile should the tottering official regime fall or renege on its contracts to these independent military contractors. Add to that possible Psaikhailou meddling and you've got a recipe for disaster, right in the League's backyard.

Yuan

After the Muutzans, the Yuan are the largest and most powerful phyle in the Svobodan League. While they are long-time allies of the Muutzans,

they are also among their most vocal critics. Some commentators have gone so far as to call the Yuan “the conscience of the League.” To some extent, that's because the Yuan are probably the most sincere democrats among the full member cultures of the Svobodan League. No other phyle places as much faith in the ability of the average person to govern the state than do the Yuan.

This belief in the inherent value of the average person has created a side effect that is problematic for others in the League, especially the Muutzans. Citizenship in the Yuan phyle is easy to come by, since the opportunity to choose one's own government is an inherent right of all human beings. Therefore, one need only speak Yuan passably, be familiar with its culture and history, and swear an oath to the Yuan Xing Charter to gain entry. Consequently, more Uncultured individuals gain citizenship as Yuan than in any other phyle. This fact threatens to destabilize the delicate balance in the League, or so the Muutzans claim. The Muutzans believe that it is imperative that the full member cultures remain of certain populations relative to one another. To do otherwise, as the Yuan are doing, could throw the League into chaos. Of course, the Yuan believe that this yet another ploy by the Muutzans to maintain their hegemony in the League and have yet to modify their citizenship policies.

Yuan space includes a lot of parahuman groups and phyles that have fled there to find an environment where they could comfortably live under the Stasis. Many of these parahumans are unable to survive or reproduce without the aid of advanced technology, and the Yuan offer them the only truly welcoming home in the League. This trend has accelerated in recent years, as a single node in the New Hong Kong system has been found to lead to hundreds of new, inviting earths. It is the only frontier remaining in League space, and its discovery may trigger off a new Diaspora.

Associate Phyles

Dozens of other phyles exist within the worlds controlled by the Svobodan League. Most are small and without much influence, being confined to a few million people or even to certain areas on single worlds. Nevertheless, they are worth mentioning if only to show the variety of societies and cultures to be found within the League. A few of the most prominent Associate Phyles are listed below.

Yehudim: The world of Bat Zion is the current center of the Jewish faith. While all Jews are automatically granted membership in this culture, Orthodox Judaism dominates the planet. Many Conservative and Reform Jews also belong to other recognized phyles and live their lives as members of those cultures.

Saints: Mormons are an associate phyle of the League, based on the world of Deseret.

Sikhs: The Sikhs are an associate phyle of the League, living on the North American continent (called “Khalistan”) on the planet Come by Chance. The Sikhs were offered and refused membership in the Sarvadharmāni Confederation, a move that surprised many at the time but appears to have been wise in retrospect.

Deutsch: The Deutsch, a phyle descended from the Germans on Earth, are based on the planet München in Colón province.

Uncultured Worlds

They go by many names in the fourth millennium: the Unguided, the Timid, the Dispossessed, and the Uncultured. Whatever their name, they are mistrusted and scorned by a significant portion of the Svobodan League. The Uncultured are any people who live within the borders of the League who have, either by choice or by chance, not been adopted into any recognized phyle. They are free agents in game of culture that dominates the League. As such, they are without the benefit of any society or government other than that imposed by League law. Discrimination against the Uncultured is common, and many of them choose to live on the frontier as a result.

The Syndicates

Of all the cultures within the League, none are more unusual than the so-called “Syndicates.” The Syndicates are unusual not so much for their beliefs or their societies, but for the role they play in the Svobodan League. Although these phyles have existed since before the creation of the League and were heavily involved in its formation, the Syndicates have rejected taking any part in the traditional mechanisms of its government. Instead, they have chosen to remain aloof from the day-to-day running of the League and do not seek to gain the right to representation in the Diet or to vote for the President. While relative newcomers like the Alahdadi have signatory membership in the League, the Syndicates are content with their status.

The Syndicates maintain the Stasis in one or more fields of expertise. They all exist as guardians against the misuse of current technology and the development of proscribed devices and systems. The League government has granted numerous privileges to the Syndicates, including monopolies over the technologies with which their cultures have concerned themselves.

There are three reasons for this. Firstly, *someone* needed to serve as guarantor of the Stasis. Secondly, none of the original phyles trusted themselves or their fellows with this task. Finally, the Syndicates have shown no interest whatsoever in becoming involved in League politics. Syndicate members owe their allegiance to their phyle, not to the League or any of its constituents. Even those Syndics who aid the League government and military do so on a contract basis. When appropriate, their Syndicate can and often will recall them.

For this reason, Soyuzniks never entirely trust Syndicate members, since their loyalty is not to the League and its inhabitants, but to their Syndicate. Syndics view themselves, as do many outsiders, as “a breed apart.” Their legendary oath to “serve and protect the uniqueness of humanity” places them outside most of League society. Soyuzniks view Syndics with a combination of awe and revulsion. The awe stems from their selfless dedication to the upholding of the Stasis, whereas the revulsion derives from the means required in doing so.

Without the efforts of phyles devoted solely to the understanding of those elements of technology that could most harm humanity, there would be no means to differentiate the harmful from the helpful. The signatory cultures of the League know well that technology is a necessity of life in the 31st century. One cannot simply turn back the clock and return to a mythical “state of nature” where technology is unheard of (although some radical groups make the attempt). If the Stasis is not to ban the good along with the bad, there must be some group competent to judge the difference.

Major Syndicate Cultures

The **Biotechnology Syndicate** controls the development and use of biotechnology. They are one of the most commonly seen Syndicates, as they are responsible for biological and paleontological research across the League. In addition, Biotech Syndicate members serve in large numbers aboard vessels of the League Expeditionary Forces.

The **Cybernetics Syndicate** is responsible for controlling devices that interface directly with the nervous system, whether biological or mechanical in origin.

The **Eugenics Syndicate** is responsible for overseeing permanent genetic or biological enhancements. They also track the bloodlines of telepaths in order to ensure that there is a good number of highly gifted telepaths available from sources *other* than the Donegal Protectorate.

The **Expert Syndicate** oversees the construction and development of expert systems. In conjunction with other Syndicates, it also oversees any industry that heavily relies on experts. For this reason, many consortia and other businesses regularly contract Expert Syndicate members to work on their production lines.

The **Nanotech Syndicate** is one of the oldest of the Syndicates. Nanotech was one of the last new fields of technology developed on Earth, and so its potential for social upheaval was seen well in advance of its eventual use. Every site possessing a nanoforge has one or more members of this Syndicate to oversee its operation. As a result, Nanotech Syndicate members are common contract employees of consortia and other businesses.

The **Psychiatric Syndicate** oversees technology used to affect mental health. The Stasis does not regulate psychology and psychotherapy, of course, but any technology that has the capability of altering personality on a long term basis is controlled. They are also responsible for monitoring the use of recreational drugs, in conjunction with the governing body of each phyle.

The “Rebel States”

In 2994, years of simmering resentment boiled over on the frontiers of the League. The Recognition of Cultures Act was defeated in the Senate after being overwhelmingly passed by the Duma. The act would have granted almost thirty unrecognized phyles Associate status, giving them the right to self-governance and representation in the Senate.

As a result, several provinces on the edges of League space revolted. The Security and Intelligence Service (SIS), as well as some populist politicians cited Psaikhailou manipulation as the reason for the revolt. League forces mobilized to put an end to it quickly.

Support for the war was never high among the Svobodan populace. The government itself vacillated between a number of strategies to crush the rebellion. By doing so, the government’s credibility was undermined and hampered its cause. In addition, the ongoing civil war in the Sarvadharmāni Confederation placed great strains on the military resources of the League.

The rebels fought surprisingly well. Their forces proved to be remarkably well equipped and possessed a great deal of military-grade technology, including spiders. To the present day, no one is quite certain how the rebels were able to gain access to this technology. Numerous theories have been put forth, but none has gained universal acceptance.

After years of warfare and great losses, the League finally decided to cut its losses and allowed 17 worlds their independence in 3000. The gross mishandling of the war and reports of atrocities led to the collapse of the government of Sixtus Karlov, the extraordinary assumption of the Premiership by President Django Turbain, and the courts-martial of several senior naval officers.

Today, the six Rebel States are loosely allied with one another in their concerted distaste for the Muutzhān-dominated League. Other than this, most have little else in common. They range in temperament from a largely benevolent republic to a religious dictatorship and everything in between. The League, of course, licks its recent wounds and look covetously at its former territories. The rebels realize this and know that a revanchist faction is powerful within the current government. That being the case, the rebels have decided to hang together in the knowledge that, if they do not, they will surely all hang separately.

The Psaikhailou

The Neohuman Movement had its birth in speculative fiction, but rapidly took on a religious, almost messianic quality. In the secular and materialistic atmosphere of the early third millennium, the neohumans offered a path to salvation and exaltation that required nothing more than a faith in ever-more-powerful technology—a faith that seemed more than plausible in a world where technology changed faster than people’s ability to keep up with it.

The ultimate goal of the Neohuman Movement was to create what they called the “Singularity”; a technological Rapture after which the future would be incomprehensible to those of merely human intelligence. Few, if any, neohuman advocates ever gave thought to the possibility that the outcome could be negative; or gave much thought to the fate of any who chose to be left behind.

One particular group of Neohumanists believed human aggression was tied into the deep programming built into us by the structure of our languages. They created an artificial language, called *Psaikhailou*, and created a number of phyles in the years leading up to the emergence, but were repeatedly frustrated in their hope of civilizing humanity—until they somehow triggered the Singularity they had long sought and the first Emergence began. While not all emergent neohuman collectives since have been triggered by followers of *Psaikhailou* philosophy, the term has entered common use to describe any collective intelligence.

The *Psaikhailou* have a curious form of group mind. It is not true, as most Svobodans believe, that they are a single, monolithic intellect. Rather, each individual within a *Psaikhailou* collective finds its mind overlapping with several others. Portions of their identity are common to dozens or hundreds of *Psaikhailou*, and emergent behavior indicates that there are other “beings” present within a *Psaikhailou* group that exist without a physical body of their own.

Each *Psaikhailou* group is somewhat different in its outlook toward standard humanity and in its goals. The groups formed in the initial Emergences have passed through their expansionist phase and are no longer particularly interested in further growth. Their goals are outside the scope of this game, however. The greatest threat to the League today is not the *Psaikhailou* proper, but rather the neohumanist groups that would deliberately or inadvertently trigger another Emergence.

Religion

Numerous religions, most descended from ancient faiths, flourish in the 31st century. Several exercise great influence over the billions of the League. Many of the League’s phyles, both major and minor, are predicated upon significant religious beliefs. Despite the variety of religions found in the League, only three are “major faiths.”

These three religions represent about 85% of the population of the Svobodan League’s 18.9 billion inhabitants.

Orthodox Catholic Church

The Orthodox Catholic Church is the single largest faith in the fourth millennium. Both the Muutzhan and Yuan cultures are predominantly Orthodox Catholic and there is a sizable Catholic minority among the Anzani. Its influence on both the Svobodan League and humanity as a whole is enormous. The Church is comprised of those believers who acknowledge the supreme authority of Earth’s bishop of Rome, known as the Pope, in matters of faith and morals.

The Church regards herself as the only legitimate heir, by an unbroken apostolic succession, of the commission and powers conferred by Christ on His Twelve Apostles. Many people, both within and without the Church, commonly call the Church the *Roman* Orthodox Catholic (ROC) Church, because of its association with the city of Rome on Earth, although the Roman Rite is only one of dozens. The Church calls herself “orthodox” because only she has held true to the deposit of faith handed down from Christ to the Apostles and “catholic” because of her universal character.

The Holy See remains on Earth, headquartered in the Papal State as it had been since the Apostolic Age. The Church was briefly forced to flee the Papal State during the reign of St. Lando II, only returning at the end of the *Psaikhailou* War. It is not known why the *Psaikhailou* chose the Church to be the sole representatives of humanity on the mother world—but it is a responsibility each Pope takes very seriously, including the current Pope, Clement XXXI.

Ma’rifa

Ma’rifa is a religion founded in Central Asia on Earth and based on a Gnostic interpretation of several monotheistic religions. The Arabic word *ma’rifa* literally means “knowledge” or “science.” As a religious term, it means “spiritual knowledge” or “enlightenment.” One who practices Ma’rifa is called an ‘Arifa.

Ma’rifa teaches that it is *the* primordial and universal religion, and even nature itself is ‘Arifa, because it obeys the laws that God has embedded in it. The religion borrows heavily from the Tasawwuf, or Sufi, tradition and emphasizes over-

coming of one's individual ego to achieve closeness to God. Its practitioners are required to study scientific knowledge as a means of knowing God. It teaches that no person is capable of leading another to God. The struggle against one's ego is the "greater jihad," which is more important than the "lesser jihad" against injustice and oppression in the world. Devout 'Arifas tend to be very mystical and highly detached from the world. Since everything is a reflection of God, good can be found in anyone, no matter how evil, and forgiveness is the highest virtue.

In the Svobodan League, Ma'rifa is the second largest religion after the Roman Orthodox Catholic Church. Ma'rifa is the ancestral faith of the Alahdad and is popular among the Anzani. There are even 'Arifas among the Dharmamani.

Hinduism

Hinduism is a religion that originated in India on Earth. In the fourth millennium, it is the major faith of the Sarvadharmamani Confederacy. Hinduism is a major religion, not merely by virtue of its many followers but also because of its profound influence on many other religions during its long, unbroken history, which dates from about 1500 BC. The corresponding influence of these various religions on Hinduism (it has an extraordinary tendency to absorb foreign elements) has greatly contributed to the religion's variety of beliefs and practices.

Other Faiths

Naturally, the aforementioned faiths are not the only ones in existence in the Svobodan League. Other prominent faiths include:

Confucianism: This moral and religious system has its origins in the collection of sayings known as the *Analects*, attributed to Confucius. Confucianism is a system of ethical precepts for the management of society, based on the practice of *jen*—sympathy or "human-heartedness"—as shown in one's relations with others and demonstrated through adherence to *li*, a combination of etiquette and ritual.

Daoism: This belief system describes an ideal human condition of freedom from desire and of effortless simplicity, achieved by following the Dao, or "the Way," the spontaneous, creative, effortless path taken by natural events in the cosmos. Quietistic in outlook, Daoists condemn as

symptoms of excessive government the social virtues expounded by Confucius and his followers. Orthodox Catholicism in Yuan Xing has adopted and adapted many elements of Daoist thought.

The Evolutionary Church: Followers of the 20th-century Catholic philosopher Teilhard de Chardin, Evolutionists believe that the Psakhailou are messengers of God, sent to aid in the evolution of all creatures to a higher form. Evolutionists are almost universally reviled in the League, but they have made some inroads in the Shards and other minor states.

Judaism: This faith is based on the religious beliefs, practices, and the way of life of the Yehudim, an associate culture of the League based on the world of Bat Zion. However, many adherents of Judaism maintain membership in another League culture, as well. Central to Jewish belief is the notion of monotheism, adopted by the biblical Hebrews.

Saints: The Church of Jesus Christ of Latter-Day Saints is a faith marked by the importance of revelation, stress on the interdependence of spiritual and temporal life, and vigorous proselytizing. Saints base their beliefs on the Bible, the *Book of Mormon*, revelations to their prophet, Joseph Smith (*Doctrine and Covenants*), and *The Pearl of Great Price* (sayings attributed to Moses and Abraham). Saints are an associate culture of the League, based on the world of Deseret.

The Universal Church: The Universalists are one of only a few Christian sects still in existence besides the Orthodox Catholic Church. Universalists are charismatics who eschew tradition and emphasize personal faith over adherence to doctrine. They do not bar anyone from becoming "elders," their equivalent to priests. They remain a small sect without much influence in the League as a whole, though they have a greater influence outside its borders.

Economics

The growth and development of nanotechnology has placed the Svobodan economy on a firm "post-scarcity" footing. This means that the economic engine of the League is no longer material need. Nanotechnology makes most such needs easily obtainable and inexpensive, almost worthless. Consequently, the economy of the League is largely driven by luxuries and fashions.

Despite the everyday use of nanotechnology, most Soyuzniks prefer to own handmade items. This is especially true of items of religious or cultural significance. Diamond statues of St. Brendan (patron saint of telepaths) may be cheap and durable, but they lack the cachet of a hand-carved wooden representation.

A significant segment of the economy is based on the exchange and analysis of information. Information remains one of the few inherently valuable commodities. A very large percentage of the workforce of the League engages in information analysis and repackaging.

The newslogs are one of the best examples of this kind of effort. Subscribers to a newslog can contribute recordings of musical and dramatic performances, opinion pieces, news stories, or anything else to the log. As other subscribers access the data, the system automatically allocates payments to the source of the feed. Subscribers rate the stories for interest, factual accuracy, and quality. The system tracks the reputation of contributors over time, so that the best writers gravitate to the top of the feeds. There are mechanisms in place to prevent people from manipulating the feedback mechanisms, although some of the best infowarriors know of ways to get around these protections.

Most of the remainder work as overseers to expert systems. “Unskilled labor” is no longer a career option for people. The “average worker” in the League is employed in an extremely specialized and technical occupation that likely involves the direction of experts.

Consortia

Without a doubt, the consortia are among the most influential non-governmental bodies in the League (aside from religions). The consortia are businesses that concentrate on certain “niche markets” and produce little of great quality outside those markets. Competition between consortia *within* the same niche is fierce, but there are relatively few instances of cross-niche conflict.

There are thousands of consortia in the Svobodan League. Many of these consortia are publicly owned and administered by a board of directors. Others are owned by private families or individuals. In every case, the personalities of those who run the consortium strongly influence the nature of it and its business practices.

Transporting large quantities of most goods through nodes is neither efficient nor cost-effective. The few cargoes that are transported from world to world are largely high-value goods and luxury items that cannot easily be reproduced. Consortia distribute most of their product lines in a manner reminiscent of a franchise system.

The consortia themselves are primarily responsible for producing and distributing “data packages.” These data packages are designs and schematics that will then be purchased by local manufacturers. These manufacturers, all of whose methods and materials (most of which is also purchased from the consortium) must meet the standards of the consortia, will in turn produce items in accordance with the designs in the data package. This guarantees a consistency and uniformity among the products. Thus, a Takamatsu-Hegenauer laser pistol produced on Muutzha at the core of the League will be identical to that produced on Bólivar on the frontier. A consumer can be assured of the quality of his purchase of a consortium product, no matter where he bought it.

Organizations

Department of Special Investigations (DSI)

DSI is an agency of the Ministry of Defense, and is the primary law enforcement agency of the League. The responsibilities of DSI include the investigation of espionage, sabotage, and subversive activities, as well as other actions related to the internal security of the League such as organized crime, drug trafficking, and especially terrorism. All of these responsibilities derive from its mandate as the primary enforcer of League law.

DSI jurisdiction extends to over 300 matters within the territory of the Svobodan League, including data theft, extortion, racketeering, kidnapping, and a few tech crimes not under the auspices of the Syndicates. DSI also investigates infringement of civil rights.

DSI is the only law enforcement organization within uncultured regions. Frequently, DSI agents assigned to these areas are overworked and poorly supported. On these earths, DSI enforces League law and guarantees the safety of members of recognized cultures. DSI agents operating among the Uncultured have almost military authority to commandeer civilian personnel, equipment, and installations.

DSI also plans and organizes the domestic counter-intelligence forces of the League. Activities directed against the League government within League space, such as terrorism, espionage, and incitement to revolution, all fall within the jurisdiction of DSI.

Security and Intelligence Service (SIS)

SIS is responsible for keeping the government informed of foreign actions affecting the League's interests. "Big Sister" (as it is sometimes called) coordinates all League intelligence activities and other duties assigned to it by the Premier. Most of SIS's work involves the collection, analysis, and dissemination of military, political, and economic data.

SIS is also responsible for counterespionage activities. Its mission is to prevent the placement of foreign agents in sensitive League agencies. Within the territory of the Svobodan League, this work is coordinated with the Department of Special Investigations (DSI). There is, however, a great deal of rivalry between SIS and DSI. SIS views DSI as a junior partner without any real expertise in the area of espionage.

Covert political operations by SIS have ranged from subsidizing friendly foreign politicians, parties, or pressure groups to providing assistance in combating subversion, to conducting paramilitary operations support certain exile forces with training and equipment.

Voodoo Teams

Voodoo Teams are small (6–12 person) groups of SIS agents with greater-than-average freedom of action. Usually assigned to vessels disguised as small merchant craft, Voodoo Teams report directly to the Coordinator of SIS. By virtue of

Executive Order 2822-1029, Voodoo Teams may even legally operate within the borders of the League “to combat known and persistent threats to the stability of the League or any of its member cultures.”

Voodoo Teams serve as mobile strike forces that act against Psakhailou agents, violators of the Stasis, terrorists, and other threats. The Coordinator frequently calls upon them to aid DSI in the investigation of the activities of League-wide menaces. Members of Voodoo Teams come from a variety of backgrounds, including the scientific community. In most cases, Syndicate members function as part of these teams as well. This ensures that the teams have the multi-faceted skills necessary to fulfill their missions.

Voodoo Teams generally operate under extremely deep cover and have very little contact with SIS. Their mission requires that they build long-term credibility with groups including tech smugglers, pirates, and other dubious characters, and they have to be very careful when conducting their operations not to blow their long-term cover, and also have to frequently engage in dubious or outright criminal activities.

Controversy and Investigations

SIS has been investigated a number of times by various task force groups, one of which in 2999 recommended major reorganization of SIS operations. Following major intelligence failures during the Secessionist War, Premier Turbain has appointed a group to act on some of these recommendations.

SIS has also come under extensive examination by the Diet. The Diet found that the Service had been engaged in unlawful domestic spying activities and had been implicated in assassination attempts on foreign leaders. In addition, the spectacular failure of a Voodoo Team operating on Muutzha itself in 3000 resulted in the existence of these units being made known to the general public of the League. Not only was the public outraged by the idea of espionage activities being sanctioned within League space, but also many Deputies of the Duma resented being left uninformed about these activities.

Because of these and other similar abuses, the Duma and Senate have recently established permanent committees to oversee SIS operations. These committees have exclusive jurisdiction over review of SIS activities. The role of the SIS

Coordinator as the principal League intelligence officer and coordinator of activities of the other agencies has often been in dispute. Over the years, critics have made frequent proposals to divest the head of SIS of the coordinating role and assign that function to a member of the cabinet.

Terrorists, Revolutionaries, and Separatists

Every society has its malcontents and the Svobodan League is no different. The structure of League society and the ongoing cold war with the Psakhailou ensure that there are many such individuals and groups. In general, those who oppose the League or seek to undermine it fall into three broad categories: unrecognized cultures, neohumanists, and opportunists. The technological sophistication and precision of the League’s military machine all but ensures that small dissident groups have little hope of waging a winning war against it. Many of them have turned to terrorist tactics as a result.

Terrorism continues to cause concern and disruption throughout the League. Combating this menace remains a very high priority for the government and the phyles of the Svobodan League. However, finding clear “patterns” in this form of political violence is becoming more difficult.

Despite the best efforts of DSI and other agencies, the threat of terrorism remains very serious. The bombing of the San Lexandra complex near Scarborough, Muutzha, in 3000 killed 19 League marines, wounded 240 other Muutzhan citizens, and resulted in many other casualties. A series of suicide bombings by extremist groups aiming to destroy the Gideon peace process killed more than 600. Camenzindi terrorists on Mundo Plata grabbed the spotlight recently by seizing the governor’s residence and hundreds of hostages. The death toll from acts of terrorism rose from 16,230 in 2999 to 39,116 in 3000, as the trend continued toward more ruthless attacks on civilian targets and the use of more powerful weapons.

Many of these weapons employed proscribed forms of nanotechnology. The threat of terrorist use of illegal technologies is an issue of growing concern. The Syndicates, especially the Procuracy, have pledged to assist the League government in its efforts to root out terrorist groups employing technology that violates the Stasis.

Group	Leader/Goals	Cause	Location	Size	Began
Anzani Liberation Army	Neohumanist group seeking to overthrow monarchy but gets funding from illegal tech	Anti-government	Anzani	3000	2863
Army of God	Suleimanov and Ortíz lead a weird 'Anifa/ROC group funded by an unknown Shard.	Anti-League, religious fundamentalists	Muutzhan and Alahdad worlds	1000's	2986
Bagrance	Freelance group under Sophie Letoumeau	Anti-League, FLC offshoot	Orléans	?	3000
FLC	Pro-Camenzindi	Anti-League	Mundo Plata and Santo Domingo	8000	2999
Liberdad Colón	Colónian separatists supported by Camenzindi and Psaikhailou	Recognition as a separate phyle	Colón province	10,000	2942
Mordovan Freedom Brigade	Supported by expat Mordovans, seeks to overthrow current government	Anti-Mordovan	Muutzhan worlds	2000	2865
Neral	Neohumanist group seeking overthrow of League	Union with Psaikhailou	Muutzhan and Yuan worlds	?	2985

Terrorist Groups

There are far too many terrorist groups operating in the cosmos to describe in detail here. For the benefit of those interested in such matters, the above list of prominent groups should suffice.

Unrecognized Cultures

The Camenzindi

The Camenzindi were once full members of the League. Following their defection from Migail Lanzas's war against the Psaikhailou, the League disenfranchised and punished them. The League no longer recognizes their culture and this has made the Camenzindi an extremely bitter and resentful group of people.

Consequently, there are numerous Camenzindi terrorist and separatist groups operating within the League. Many receive covert support from the Psaikhailou, while sympathizers succor others. The Universal Church has taken up their cause and regularly petitions the Premier to review their case. Thus far, they have met with no success and few commentators ever expect them to do so. Even associate members of the League view the Camenzindi as traitors.

Libertarians

The Libertarians have been causing problems for Human governments since the days of the Consociation of Phyles. Their stronghold had been the world of Heinlein, only two nodes away from

Earth. The Psaikhailou absorbed Heinlein during the second Emergence and the Libertarians fled into what would later become League space.

While not friends of the Psaikhailou, the Libertarians proved to be uncooperative allies of the League at best. They resent almost any form of "government intrusion" and are unwilling to pay taxes or abide by many of the most basic League laws and regulations. All chafe under the restrictions of the Stasis. Naturally, these positions make the Libertarians unsuitable candidates for any form of membership in the League.

Today, the Libertarians do not present a concerted problem for the League. Isolated Libertarian groups regularly create incidents with which DSI and local law enforcement must deal. Occasionally, a larger affair will attract the attention of the entire League. Such was the case most recently in 2999, when a Libertarian group on Braemar took hostages in protest for the levying of new taxes to support the military during the Secessionist War. The incident ended with the deaths of the Libertarians and their hostages. This has hardened public opinion against the group. Since then, there have been few serious incidents, but DSI keeps a watchful eye on Libertarians throughout the League.

Neohumanists

Neohumanists often operate in small cells, each of which has connections to other cells. This struc-

ture seems a conscious imitation of the “flexible hive mind” of the Psaikhailou. Most Neohumanist activities consist of using technology to give others the opportunity to experience the feeling of being one of the Psaikhailou. Rarely do Neohumanist groups act in a violent fashion. The larger Neohumanist community quickly disowns any such incidents that *do* occur.

The vast majority of Neohumanists are simply discontented Uncultured who believe the Psaikhailou will offer them a better deal in life than did the League. Few of these groups actually support the Psaikhailou way of existence. Most are simply using the Psaikhailou as a convenient means to wreak vengeance upon the cultures of the League that have failed to recognize them. As such, these lukewarm sympathizers are much more willing to use violence against League members and property.

Opportunists

As has always been the case throughout history, the ongoing conflict between the League and the Psaikhailou has proven a ripe opportunity for many groups to increase their own power and wealth. In many cases, the conflict itself has been the origin of these opportunists. In others, the conflict functions as a useful smokescreen to their activities.

The “Warriors Syndicate”

The Warriors Syndicate is a shadowy brotherhood existing *within* the militaries of the Svobodan League and its member cultures. No one knows when the Syndicate was founded, but its first recorded appearance was during the Qihiran Rebellion last century. In any event, the Syndicate has been extremely active since the Secessionist War.

The Syndicate exists as a brotherhood dedicated to “preserving the honor and integrity of the League’s armed forces in the face of the Psaikhailou threat.” Warriors believe that Psaikhailou agents have infiltrated the military of the Svobodan League. They blame recent League defeats and changes of policy on these mysterious infiltrators. Warriors dedicate themselves to uncovering Psaikhailou agents and anyone they believe to sympathize with the Psaikhailou. They believe that military technology and warfare should be recognized as one of the Syndicates, and seek to create a phyle dedicated to preserving the

martial supremacy of the League and promoting a strict warrior code of honor.

It would be very easy to dismiss the Warriors Syndicate as yet another crackpot organization. There is no question that its members are paranoid and even delusional. Nevertheless, they have been successful in rooting out *genuine* Neohumanists within the military. The most recent example was the arrest of General Idalgo Atul in 3000. For this reason, the government is careful to act too harshly against the Syndicate, lest they lose a valuable, if unstable, ally.

Sic Semper Tyrannis

This paranoid terrorist group has much in common with the Warriors Syndicate. SST believes that the League is already secretly under the control of the Psaikhailou. Psaikhailou agents, SST suggests, are everywhere and need to be rooted out and revealed for what they are.

Often these activities constitute mere harassment, an annoyance but nothing more. Recently, however, SST activities have become increasingly violent. Since the end of the Secessionist War, SST has assassinated at least one member of the Loyalist party. Several other politicians have been injured in attempted assassinations.


The Maccabees

Named after the religious zealots of the Old Testament, this radical Orthodox Catholic group seeks war with the Psaikhailou and the reclamation of Earth. The Maccabees believe Earth to be a holy site, one that is now defiled by the presence of the Psaikhailou.

The Maccabees have attempted to wage their war against the Psaikhailou alone. Because the League has stopped them in this effort, many Maccabees now believe that the League has also been corrupted. If necessary, they will oppose the entire Svobodan League to achieve their ends.

Merchant Lines

Merchant lines exist throughout the whole of the League. They are particularly active on the Frontier and among the Uncultured. In most cases, the vessels used by a merchant are independently owned and operated. For a renewable fee to the central authority of the line, a merchant captain may join the line’s fleet of vessels. In return, the line provides the captain with steady work and a healthy cut of the profits.



While piracy is virtually unknown in the League, merchant lines do have problems with the underworld. Groups like the Organizatsiya and the mujahedin have taken a keen interest in merchant shipping. DSI estimates that many merchant craft and indeed merchant *lines* may be wholly owned or controlled by organized crime. Crime lords find merchant lines useful as an unobtrusive courier system. Contraband and proscribed technology are more easily smuggled in small, highly mobile merchant craft than in the larger freighters associated with the consortia. SIS Voodoo Teams disguise themselves as merchants for similar reasons.

There are far too many merchant lines active in the cosmos to list them all. The following is but a small sampling of the more prominent lines in operation today.

Groumi Lines operates solely among the Uncultured and the Shards. Its owner, Tonio Groumi, is himself Uncultured and sees his company as a “service” to the inhabitants of the frontier. This dedication to service has not, however, prevented him from making himself a very wealthy man.

Jong Lines is a Yuan merchant company that has a stranglehold over routes into the Yuan frontier, through New Hong Kong. Even the consortia sometimes must deal with Jong Lines when shipping valuable cargoes through the unstable node that leads to the frontier.

The **Tawfiq Guild** is an Alahdad merchant group that operates mostly in the Shards. DSI believes that it is a front for one or more Alahdad mujahedin groups, although this has never been proven.

Zahra Merchants’ Cooperative is another Alahdad merchant guild that operates throughout the entire League. In addition to its fine record of service, ZMC also serves as an advocate for small merchants against the consortia. ZMC has influence in the Alahdad government as well as among members of the Duma.

Game Mastering Fourth Millennium

Fourth Millennium is your game and you can use as you wish. It's designed to allow for a wide variety of playing styles and even genres of science fiction. This might not be obvious from reading the *Fourth Millennium Campaign Model*, so this brief section is intended to explain how to do that. In addition, we'll try to point out just what *Fourth Millennium* is about and what you can do with it. In the end, though, the game and its setting are what you make of them and we sincerely hope that you'll use what's presented here as a touchstone for creating your own exciting adventures in the 31st century rather than as a straitjacket. *Fourth Millennium* the game is as much about choices as is *Fourth Millennium* the setting.

What's It All About?

Fourth Millennium is about choices, specifically the choices humanity faces in the future as advanced technology offers us the chance to remake ourselves in exciting – or horrifying – ways. Certainly technologies like genetic engineering offer us the chance to eradicate universally acknowledged scourges like inherited diseases and physical disabilities, but they can also be used less nobly, to eradicate the “wrong” gender or ethnicity. Some look to technology as a chance to transcend the limits of our human weaknesses, while other see those weaknesses as integral to who and what we are. Embracing transhumanism might also mean abandoning humanity altogether. Would that be a bad thing? Is humanity, with its millennial history of hatred, war, and oppression, such a

good thing? What if there were ways to get rid of all those things through technology and become better people? What would it matter if we were no longer “human?” Who decides what makes you human anyway?

These are the questions that are at the heart of *Fourth Millennium*. The game assumes that the cultures of the Svobodan League, who have adopted a specific understanding of what it means to be human, are the baseline from which all other campaigns will deviate. The Svobodans are a conservative, even reactionary, culture. They saw what unrestricted technology did to Earth. They fought the Psaikhailou. And they decided that the only way to save the rest of humanity from the same fate was to hold back the advance of science and in some cases roll it back to an earlier stage – by force, if necessary. For the Svobodans, the price of humanity is eternal vigilance.

Not everyone agrees with the Svobodans. Many Shards see the Stasis as a tool to maintain Svobodan supremacy. They fight back bravely against the League, trying to find their own way to deal with the thorny issue of what it means to be human. The Shards make an excellent place to run a *Fourth Millennium* campaign. Being technologically inferior to the Svobodans, their societies and cultures are closer to standard science fiction tropes. They regularly clash with one another, allowing for both diplomatic and military solutions to their problems, not to mention the potential for espionage and intrigue. The Shards are therefore a good place to start play-

ing *Fourth Millennium* if you don't want to take it all in at once. In the Shards, you can use as much or as little of the overall setting as you wish. The only constants are technology and its consequences and even the consequences need not be omnipresent if you're willing to stay away from the truly advanced toys like nanotech.

Of course, the League itself isn't monolithic. The various phyles that make up the League each have their own ways of looking at the cosmos, even within the context of the Stasis. In addition, each phyle represents a different genre of science fiction, which allows you to focus only on those that interest you, if you so desire. The Muutzhans, for example, are great empire-builders and spies. The Yuan, on the other hand, are explorers without peer, just as the Anzani are renowned as masters of intrigue. Depending on your wishes, you can tailor *Fourth Millennium* to only one or several styles of play.

Fourth Millennium Campaigns and Adventures

Fourth Millennium is large and complex, filled with a lot of strange names, historical allusions, and hidden premises. A common reaction upon reading this material is something along the lines of, "Well, that's nice, but what the heck do I do with it?" There isn't space in this campaign model to lay bare all the secrets of *Fourth Millennium* or provide an in-depth explanation of why we chose to do what we did with the setting and its elements. We'll detail that further in future releases, but for now, we have some advice that should help get you started.

Fourth Millennium is a diverse enough setting that any science fiction story can, with at most a small amount of work, find a place within it. Game Masters looking for inspiration can choose their favorite books, movies or TV shows as the basis for adventures and even whole campaigns. What follows is a listing of the most common science fiction genres and how they can be easily adapted to *Fourth Millennium*.

Colonists

The population of the entire Svobodan League is less than 19 billion human beings. That's spread over dozens of worlds, all of which are the same size as Earth. That means many worlds are only

thinly populated, leaving lots of wide-open spaces for rugged individualists to make their mark. Some of these worlds are far removed from the core of the League or are connected via an erratic node, making them functionally independent. That provides many opportunities for adventure.

Crime and Punishment

The Stasis ensures that crime pays very handsomely. Illegal trades in forbidden technology can be quite lucrative—and dangerous. The Organizatsiya is one of several criminal syndicates in the cosmos, along with millions of independent operators trying to make a dubious living through flouting the law. On the other side of the coin, there are the law enforcers—DSI, SIS, the Syndicates, and more—who exist to stop these rogues and keep the League safe.

Espionage and Intrigue

Fourth Millennium is tailor made for espionage and intrigue. Nearly every group within the League maintains a spy agency of some sort. The Anzani phyle is riddle with conspiracies and secret organizations. Psaikahilou agents and their allies attempt to infiltrate the League and bring it down from within. Innumerable adventures can be had dealing with double-dealing, backroom deals, and techno-thriller tales.

Exploration

The advent of node transit literally opened up whole new universes for exploration. Although the League itself has fairly stable frontiers, exploration is still ongoing via the New Hong Kong system in Yuan space. The League Expeditionary Force has sent several ships through that node in search of new worlds—as well as evidence of Psaikhailou presence elsewhere in the cosmos. Several Shards also have open frontiers and see them as a chance to escape the hegemony of the Svobodans. Finally, the League believes that there are several phyles cut off from contact with the rest of Humanity on the far side of Psaikhailou space. With no Stasis or Syndicates to guide their technological development, those phyles may be far stranger than anything known to the League.

Rebels

There's no question the Svobodan League is an oppressive government. It restricts technological

advancement and enforces its will on the cosmos—whether anyone likes it or not. Unsurprisingly, many people object to this and show their displeasure by taking up arms. There’s no reason the League has to be the “good guy.” In many ways, they’re every bit as bad as the Psaikhailou they’re fighting. A lot of exciting stories can be told about rebels fighting the Svobodans and seeking freedom from their overweening influence.

Religion and Philosophy

There’s great potential in *Fourth Millennium* for games that grapple with age-old questions like what it means to be human and what is our purpose in the cosmos. This genre can easily be added to another in order to give it a further dimension, such as a mercenary campaign that deals with the morality of war or an espionage adventure in which the characters must do dubious things to serve “the greater good.” Likewise, a campaign centering around pilgrims traveling to the Papal State on Earth might offer another approach to confronting the Psaikhailou and what their Emergence means for humanity.

Trade and Commerce

There is still a place for individuals looking to make a dinar among the stars. The peculiarities of node transit make small merchant craft a viable alternative to working for a mighty consortium. Whether as free traders or members of a merchant line, these individuals can easily form the basis for picaresque campaigns that span the entire League and beyond.

Warfare

League troops act as peacekeepers on many Shard worlds, as well as military advisors. The ongoing Dharmaani civil war presents many opportunities for combat. Mercenaries are common in the Shards, leading lives of danger as they contend with competing factions and the ever-present danger of Svobodan intervention.

Conclusion

In addition, each of the six major phyles of the Svobodan League supports different sub-genres of science fiction. You should feel free to change or expand on these, but they may be useful to you as a starting point:

- Alahdadi: cyberpunk-esque special operations
- Anzani: conspiracies and political intrigue
- Donegal: high-tech power games
- Muutzhans: empire building and maintenance
- Sarvadharnaani: war stories
- Yuan: exploration and commerce

Fourth Millennium is a “specific generic” science fiction game. It’s specific in that it provides a detailed setting and treatment of how the cosmos and technology work. It’s generic in that there’s room somewhere for any story you can imagine. The only question is finding the right place or approach to tell the tale. Future sourcebooks will provide much more information on how to do just this, including multiple campaign outlines, adventure seeds, and innovative plot trees that allow the you to tailor the grand events of the setting to your own tastes. What are the Psaikhailou up to? Who will win the upcoming presidential elections? Will Pope Clement die? We’ll provide lots of options for these and other setting-changing events. Best of all, each plot tree works with every other, regardless of the choice the GM makes in each one.

Fourth Millennium is your game. Make of it what you will.

Glossary

- biot.** A non-sentient artificial organism.
- cosmonaut.** Any crew member aboard a spacecraft.
- cosmos.** The sum of all known universes.
- dead.** A technological item that is unable to modify or repair itself.
- dryship.** A spacecraft with a standard gaseous oxy-nitrogen atmosphere.
- earth.** A planet orbiting at a distance of 1 AU from its primary, with an atmosphere capable of being terraformed to support human life, and a surface gravity of ~1g. When in lower case, the term refers to any parallel of humanity's homeworld. A similar convention exists for other planets.
- Earth.** The original homeworld of the human species.
- Emergence.** An Emergence is a rapid and rapidly expanding breakdown of individualism and union of telepathically linked minds into a Psaikhailou collective.
- expert.** Short for expert system. A special-purpose computer designed to perform a specific function.
- facer.** A telepath who is part of a Psaikhailou collective. Facers are capable of separating from a group mind and functioning independently, as well as understanding the motivations and behavior of normal humans. Facers are biologically identical to telepaths.
- Farside.** A (possibly mythical) region of human worlds cut off from contact with the rest of the cosmos by the Psaikhailou.
- live.** A device that is able to repair or modify itself using magic.
- magic.** The raw building blocks that allow live materials to rebuild or reconfigure themselves.
- memetic implant.** A nanotechnological device that is used to modify the behavior of an individual by implanting memories, information, or altering the hormonal balance in the brain. They are largely ineffective at altering human behavior in a predictable fashion.
- newslog.** A major information database focusing on current events. Newslogs accept stories from anyone, but use sophisticated automatic filtering systems and subscriber feedback to ensure that the information is factually accurate.
- nanophage.** A nanotechnological device that uses the human body as an environment to grow and reproduce. Nanophages will often modify their host in some fashion.
- neohuman.** A parahuman (q.v.) who possesses genetic or technological enhancements that shift their psychology outside the human norm.
- neohumanist.** A general term for Psaikhailou sympathizers.
- node.** A point in space/time where a properly equipped spacecraft can make a transit between universes.
- pao.** Phased Array Optics—a technology used to produce three-dimensional images.
- parahuman.** A sentient being descended from *homo sapiens* whose ancestors have undergone significant genetic or nanotechnological modification.

phyle. A human polity with a shared history and culture. Phyles are the basic unit of political structure in the fourth millennium. They differ from the earlier nation-state in that they claim jurisdiction over their citizens wherever they may reside.

Procuracy, the. The Syndicate responsible for policing the abuse of technology.

Psaikhailou. A generic term for a neohuman civilization with a collective mind. The term is derived from an artificial language developed in the 28th century that was specifically designed to simplify telepathic communication.

Quexana Protocol. “Any attempt to violate the Stasis should be interpreted as a military attack against the Svobodan League, and the League reserves the sole and unhindered right to respond to such attacks”. Attributed to Premier Alonso Quexana, 2834.

Renovatio, the. The period during the mid-to-late 24th century during which the Orthodox Catholic Church revitalized itself and became the religion of the majority of humanity. The Renovatio also began the split between human and neohuman ideologies that later led to the creation of the Stabilization Pact and the Emergences.

Shard. A phyle that rejects the Stasis (and thus has broken away from human unity in the face of the parahuman threat). Most Shards are not actually in violation of the Stasis, rejecting it because it is seen as a tool to maintain Svobodan (and most specifically Muutzhan) hegemony over the cosmos.

Soyuznik. Muutzhan slang for a citizen of the Svobodan League.

spider. Combat drones deployed in ground conflicts by the Svobodan military.

Stabilization Pact. A short-lived human military regime that came into existence following the first Emergence in an attempt to quarantine Earth. Its attempt to create and enforce a “universal human culture” failed and led to the creation of the Svobodan League.

Stasis. A series of protocols which limit the use and distribution of technology in order to prevent Emergences.

Svobodan League. An political and military alliance of phyles dedicated to upholding the Stasis.

Syndicate. A group devoted to monitoring some aspect of the Stasis and controlling a group of related technologies.

telepathy. The combination of a neural-expert interface and electromagnetic communications to allow the transmission of thoughts and sensory impressions to other individuals.

wetship. A spacecraft which uses a liquid oxygel atmosphere to enable its crew to function under extremely rapid acceleration.

¹ The Church of the Space Brothers no longer exists. In the aftermath of Kroschenko and Nozich’s successful transit, membership skyrocketed, but would eventually decline as no sign of the Space Brothers (or any intelligent life) was found in any solar system. Eventually the Church developed neohumanist leanings, interpreting Marya’s writings to suggest that the Space Brothers were human descendants time-travelling to the future. They ultimately became one of the epicenters of the Psaikhailou Emergence.

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