

The CUSET-DCHC Universe “Bible”

CUSET-DCHC Bible

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AUTHOR NOTE

Material found in this document may cause spoilers. Please use it as a reference guide *while* reading the novels, rather than reading the document cover to cover. This is information that keeps continuity in my stories and prevents errors.

It is a living document, in flux where the information has not been set in concrete within stories, but all of it is relevant to projects either complete or underway.

HUMAN WORLDS & SETTLEMENTS

Politics

- In the CUSET era (roughly 2090-2145), governance is a mishmash of Earth states (these are usually within the home solar system), corporate ownership and United Nations oversight. This often gets messy. CUSETMA runs corporate military oversight and some policing. Other policing happens via United Nations Star Marshalls. 2145-2148 sees the dismantling and disintegration of all of this due to PBT-virus (although there is no confirmation as to whether or not Earth itself was touched by the virus)
- *'CUSET is technically the name of a legal document, the Corporate Union Space Exploration Treaty. It has also become the default name for the space-based civilization spawned by the various corporations comprising the Corporate Union (see Corporate Union), as well as for its Earth-based manufacturing and head offices and the many non-terrestrial colonies it has planted. Within those colonies (planted under the CUSET agreement) there exist parties who are increasingly opposed to both this nominal association and to their continued direct governance by the Corporate Union...'* - from Werber's Encyclopedia of Human Endeavor, January 2141
- In the Emergence-era (pre-DCHC, roughly 2941-2983) and then in the DCHC era (2983-), Earth's status and Sol-system's condition is unknown, although there are enough military assets in the outer solar system to chase off three early diplomatic scouting missions. It is conjectured that these assets are automated or robotized.
- In the new era, the first accord between Foucault's Moon, Pride of Mao and Centauri was established 2941, and formed the beginnings of the later Confederation. It was known as the Restoration Accord and people later spoke colloquially of the early Restoration Gov't/Period (2941-53) and the late Restoration Gov't/Period (2953-83).
- Naval Command oversees interstellar travel and starship operations during late Emergence era and initial DCHC era.
- The DCHC is governed by a Parliament with representatives from each member planet who in turn are representatives of sizeable areas of their homeworld. Any parliamentary committee is addressed as 'Your Honors'.
- DCHC ministries in 3014 are as follows:
 - Ministry of the Interior (manages immigration, cross-jurisdictional criminal and justice issues/investigations (via the Office of Justice), natural catastrophes)

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- Ministry of Trade, Treaty and Diplomatic Affairs (Chris Gregory works for them, although technically his title Ambassador comes from having been a Caultan Ambassador)
 - the Office of Xenosentient Affairs (mentioned by Chris Gregory in Third Contact) sits beneath this ministry
- Ministry of the Navy (who also oversee Peacekeeper Corps while individual planets maintain their own ground based, maritime navy and air forces) (Fleet Command is the direct reporting and control mechanism of the navy)
- Ministry of Territorial Cohesion and Education
- Ministry of Health and Human Affairs
- Ministry of the Economy, Finance and Public Accounts
- Ministry for the Ecology & Other Sciences
- Ministry of Culture and Sports
- Ministry of Labour
- Ministry of Agriculture and Food

Human space stations

- Bona Vista: artificial habitat in space (this is John Romaine’s home).
- Waypoint2: smaller space station and refueling facility, situated in an otherwise uninhabited system where there are asteroid mines and a processing facility
- Golan (not defined in any stories).
- Nakayama Station: A habitat orbiting one of Centauri’s moons; a CUSET-era multi-corporation server-base and storage facility.
- Foucault Orbital 3 (mentioned in the novella *Scrapper*)
- Drop-in-the-Ocean: a remote starbase in interstellar space, refueling station (mentioned often).

Notable planets/moons

Anticus:

Human name for the home world belonging to the apparently sentient race called Anachromites (or “mound-builders”). In the past eight hundred years (DCHC reference), human scientists have not found reliable ways to communicate with Anachromites, and this is part of the reason that their status as sentient beings is still debated in the 3010s. The creatures create hive cities of tall and rounded mounds with some activity outside but most of it within. They are tool-users and art-creators. Humans had research settlements and a religious settlement on Anticus that were untouched by the PBT Crisis during the late 2140s: their populations were low and they were not set up for self-sufficiency and suffered greatly in the aftermath.

Castor

Castor and Pollux are the two habitable planets of the Dioscurin star system (not to be confused with the star originally called Pollux and the collection of stars called Castor in the constellation Gemini). According to Ambassador Chris Gregory in *Envoys Book 2*, Castoran politicians are famous for their “make-em-wait tactics”, keeping rivals and negotiators waiting as a power play.

Castor and Pollux had a ten year “civil” war (2943-53?). (Potentially—undecided yet—Castoran soldiers occupied Pollux between 2953 and 2960). Between 2980 and 3016, the two planets require annual trade talks to keep relations pleasant. These normally take place in February according the old calendar. (Chris Gregory attended these between 3010 and 3014)

Castor has an area called Leicester Province (described as a “bloody awful place” by Nurse Moore) which has swamps and marshes, (maybe moors).

Centauri

Humanity's first settled planet. The first world settled after Earth. The third of the original worlds to form the DCHC in 2982.

Centauri has two natural moons named *Pyramus Famulus* (Pyramus the Attendant/slave) and *Thisbe Famulus* (Thisbe the Attendant/slave) (also known *Pyramus Fam* and *Thisbe Fam* respectively or "Pirra" and "Thiz"/"Thizzie"). The moons have the label "famulus/attendant" to distinguish them from other astronomical objects also labeled with the names of these mythical lovers. The two moons orbit the planet on the opposite sides from each other so that one is never visible to the other.

Centauri is an agricultural world with two continents, multiple small single islands, shallow oceans, no landmass at either pole, and three archipelago chains. Important locations include Grace City (the capital during both eras), Harvard Town and Vineyards Island. A small port town 88 km north of Harvard Town is called Triport because its environs host the regional international airport, a spaceport and a seaport.

Earth

https://www.unoosa.org/pdf/publications/ST_SPACE_o61Rev01E.pdf

Eventide

Home world for the sentient stone age race who call themselves Jarinyi. In 3014, humans have established three research facilities around Eventide, all with Jarinyi permission. A branch species of Jarinyi known as Nguwuu also inhabit an area of Eventide's main continent, but remain hostile to humans.

There is a largely unexplored island which may form basis for a future story (mentioned in the novel *Eventide*)

A week there is 8 Earth days, 25 earth hours per day.

Foucault's Moon

An earth-sized habitable moon, with a variety of ecosystems evoking Earth's. It is the capital planet of the Democratic Confederation of Human Colonies (DCHC), the seat of government. Caultan/s are the official designation words (ie., "Are you guys Caultans?" "Is that a Caultan necktie?").

Caultan francs are DCHC currency by the year 2890.

In Confederation times there are some naval yards orbit around the main planet.

Local star is Foucault's Star. People often refer casually to both the planet and the system as simply Foucault. The planet around which Foucault's Moon orbits (along with two much smaller

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moons, Baggins and Pevensie) is named Ada's World for Ada Lovelace (considered the first computer programmer in the world, inventor of algorithms).

Foucault's Moon itself has three tiny satellites too small to see from the surface and thought to be minor asteroids captured in orbit.

The "capital *continent*" according to Eventide (so in CUSET times) is Yajnavalkya.

An important bay/harbor is New James Bay, so named because it is almost identical in shape to Canada's James Bay (Earth). In 3014, this bay is host to two cities, a large sprawling city around the southern coastline (Alexandria), and a smaller city (Waskaganish City) with a population of 90,000 on the north-west coast/corner where the bay opens to the ocean. New James Bay has a hydroelectric scheme as well as being a location for maritime and space ports.

Other cities around the planet (which is divided into Regions, not States) include: Goodall (a suburb here is called Yajna), Blackwell, Kepler, Curie, Meitner, Sun Simiao, Visvesvaraya, Da Gama, Zacuto.

Other celestial objects in the system are named for 19th-21st Century fantasy characters (e.g. Dorothy, Aslan, Undine, Anodos)

Oceana:

DCHC world with a small population. Correct adjective is Oceanean.

31-hour day. Oceanians have a two-hour early afternoon siesta because of the long hours in a day.

They call this *mohe aoauli* or "ahvo snooze".

Oceana has only three species of indigenous flying creatures, one a gull-analog, one a cormorant-analog, the other a long-limbed wading creature which has multiple subspecies.

Landfall Island is Oceana's second largest island, its DCHC capital settlement (*Landville* is the only major town on the island) and Chipper Tukimatu's home. One of its many tourist beaches is called Tumua Beach. Landfall and many other islands in the group lie along or near the equator.

Oceana has two orbitals, one commercial, one government/science which fell into complete disuse (and orbital decay) during the dark age and had to be nudged back into position upon contact from members of the fledgling Confederation in the 2960s.

Pollux

Polluxan dollars are *local* currency. A cold world, reasonably arid, but with high UV around the equator (and sub-equatorial) latitudes. Surface is thirty-one % water. Very little fossil fuels, but minerals abound, including salt. 23 hour day?

In CUSET times, the population was diverse, multicultural. It reached a peak population of 1.3 million in 2145. PBT decimated the planet from 2145-46, leaving only three remote settlements to eventually repopulate planet to 363,000 by the time of the system's civil war. Two of these communities were in contact, they were predominantly European and adopted a form of Dutch as their eventual lingua franca (this is utilized in the Denise Westermann novella). The other 2 communities were mainly Eastern European in their influence with a linguistic mix from those. There had been *many* Indian communities before the breakdown (mainly Gujrati and Hindi), but all were wiped out by PBT. By late 30th Century, the planet has adopted Confederation English as its official language but most people speak one or both of the other local languages (of which they are fiercely protective). Many English surnames persist by Confederation times (and there has been a resurgence of popularity of English-based first names in the later 30th century).

By the year 3000, Pollux is a poor world. Although its population has risen to 500, 000, many of these people are immigrant workers (and migration away from Pollux is common for those born there).

(Pollyanna system)

A star system four days' leap-journey from Foucault's Moon and "outside" of the established sphere of human settlement (called "distant" by standards of the day). No habitable planets. Confederation believes it may have been a CUSET exploration site marked for future mining at the time since it was on their charts. Pirates have used it for at least 150 years when *Assured* enters it in 3014.

Pride of Mao

originally a Chinese world before the dark age, Pride of Mao was one of the three first worlds to form the DCHC. ("Mao Kuo" is the official name for people from Pride of Mao, though in English, people simply call them Maoans).

Red Star/Xīn Àn

In 3014, though largely arid, this world *is* habitable. But Red Star was the source of the PBT virus in the mid-22nd Century, and it remains officially off-limits to humans from mid-30th. That does not mean, however, that rogue elements have not visited it.

Records are sketchy but somewhere around 2980, the name of the star and its system was changed to 新太陽 or Xīn Tàiyáng (or more commonly Shintaiyung), meaning New Sun to honor the ethnicity of original Chinese explorers. The name of the habitable planet was changed to Xīn Àn (sometimes anglicized to Sheenahn.) It was thought that Red Star as (a name with meaning to

the original People's Republic of China claimants) was confusing with respect to other astronomical objects and bodies. In 2981, the Xīn Àn Exclusion Zone was created and monitored constantly until the current day (3015).

Theseus

Deemed Earth-like, but Theseus has fewer oceans (37% water) than the mother planet, is slightly larger, and is uninhabitable around its equatorial zone because of extreme daytime temperatures and UV.

There are three small fishing islands in the northern sea near the pole. This includes Rogers Island, where the people in DCHC times are standoffish and reclusive, and prefer simple ways, speaking standard English grudgingly and poorly. In DCHC times the locals don't want to be part of "Confed stuff".

Theseus's main urban and commercial centers are close to its poles (Poletown and Southtown). In both eras, the next zones heading north or south from those poles are agricultural or manufacturing with fewer settlements (closer toward the equator, settlements tend to be subterranean). The southern hemisphere trends more to urbanization and industry (including petrochemical and oil drilling), the northern land masses to farming, grazing and mining. Capital city of the planet is Poletown near the northern pole which is the world's biggest city in both eras. The second biggest city and hub of trade, import/export and industry is Southtown (a southern hemisphere city at 55° 40' 34" S 12° 32' 06" E).

Apart from Poletown and Southtown, there were/are only three major settlements around the planet (with populations of 50,000+ in CUSET times) , all planned, all commerce/shipping hubs (one is on a coast): Grissom, White, and Chaffee—named for the tragically killed astronauts from the 20th Century's *Apollo 1* mission. Planners intended the names to honor those heroes of space exploration—but the names are fuel for much Thesian dark humor. White and Grissom are mainly underground because of high UV count. White and Chaffee are in the northern hemisphere, Grissom in the south.

A Thesian year is 397 days but 7979.7 hours (since days are 20.1 hours in duration on Theseus) whereas an official Earth-calendar year is 8760 hours and 365 days.) (By the year 3000, many Thesians refer to Earth calendar time as "trad time") ("Trad-" = used in Poletown and Southtown to refer to the official Confederation time and date system which is based on Earth's. Trad-time, trad-cal (traditional calendar), etc.

Thesian months of the year:

1. Epidaurus
2. Musaeus
3. Eleusis
4. Typhon

5. Megara
6. Perigune
7. Periphetes
8. Asclepius
9. Apollo
10. Coronis (Coronis has thirty-seven days).

Xerxes

First settlement and mining/farming here was established in 2131. First urban center established in 2138. Three waves of settlement arrived on Xerxes between 2131 and 2140, its settlers predominantly Spanish, Filipino, Vietnamese, American, Mexican, Scottish and Irish. While major population centres were gutted by PBT virus, each of these ethnic groups had enclaves that survived. In the 30th Century, these seven dominant immigrant groups eventually led to the formation of the Sevens Party to unite them.

Xerxes' geography is such that the first CUSET-run government allowed informal names of its landmasses to include West Continent, East Continent, South Continent. These continents have formal names but in both eras, many people use these as adjectives to describe things or people from those places. One location is called Juarez Falls where Colonel Fowler was born and raised.

In 3009 its planetary government gave it the official title of the Unitary State of Xerxes. Until the intervention of Confederation forces in early 3014 (invited there by the ruling Sevens Party) there were, however, the ruling Sevens party were struggling to subdue radicalized and insurgent factions in control of most of the solar system outside of the planet's orbit. This made transit from the planet to the local leappoint hazardous. However, Chris Gregory states (in 3014): "We've worked hard to raise the standard of living on Xerxes for almost twenty years now." So there had been some contact between Foucault/Mao/Centauri and Xerxes in the time since 2996, including language studies so that many Sevens Party people could speak standardized Spanish and English by 3010.

Like Eventide, a week on Xerxes is 8 Earth days. Local gravity: 1.09 standard.

Ifugao is the name of one of the local months.

In 3014, Xerxes' fledgling government is negotiating to join the DCHC.

Yun Dao

yùn dao (Trad. 運道): fortune/luck/fate (not to confused with a different pronunciation of the English letters in Mandarin which means *to faint* – although in the CUSET era, many CUSET citizens used that pronunciation in what was considered racist jest).

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In CUSET era, a PRC¹ world, rich in ecosystems and a well-settled star system. Nothing is known of its fate during the PBT crisis (except that it lost contact with other worlds as they did with each other). It is presumed its population and civilization was as decimated as most other worlds. In 3014 and pre-DCHC times, it is an isolationist world, status unknown.

¹ During CUSET-era, the non-Chinese label for People's Republic of China

FLORA AND FAUNA

alligator-fish: Xerxian predator

Anselm's Gulls: Oceanean flying creature

banana-scallop: Oceanean crustacean, shellfish. Edible.

bock flies: large insectoid, named for the sound they make as an alert

catfrog: makes a good stew, Xerxian creature

cockroach/roach: an earth pest brought along during colonization period (along with mice and rats)

Dactyls: a class of animal on [planet] resembling a very large worm (adult size varies from a half metre in dwarf dactyls to six metres in giant coastal dactyls) with a body with three segments (like a human's middle finger). Dactyl subspecies exist on land as well as in water, but all breathe air.

Devilfly: 1) predatory insect-analog indigenous to Pollux

flickbat

flow worms: Xerxian, come in big nests, tend to cover corpses completely when eating them.

Frigs: Centauran, toad-analogs, highly poisonous to eat and if they bite you, penchant for warm dark places (such as boots)

Fritterbugs: Centauran soft-shelled air-breathing bugs that hang around wetlands and river banks—often turned into “nuggets for food” (*Scrapper*)

grass eel: Maoan legless vertebrate

Greyback: a kind of Caultan deer

Hive-rat: Centauran mammal-analog, intelligent as dogs

hunter sprites: Polluxan

ice moth: Xerxian creature (some Xerxians say “cool as an ice moth”)

Korybantes (or kories): (scientific name *ligia korybantes*) the general name for a variety of leather-shelled arthropoda on [planet] given the name for the armed and armored dancers of an ancient religion. like their namesakes, kories beat drumbeats on their own carapaces as both a warning and during mating seasons. From above, kories look something like Earth wood lice but are much larger (the largest subspecies growing to the size of an Earth rhinoceros) but their anatomy beneath their carapace is much different. Most subspecies are extremely dangerous to humans.

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log bug: common west-continent-Xerxian name for local wood lice analogs

marsh woggles: from Leicester Province on Castor. “Marsh woggles are these creepy things that live deep in the swamps. They’re like a cross between slugs and mermaids.” Vaguely primate-like (upper body)

medusa fish: a Oceanan sea creature that may be responsive to radio waves and seems to hunt using a biological form of radar. By 3014, twenty-six subspecies had been discovered.

Mudpecker: Polluxan creature, two legs, no arms, knee high. Often depicted in cartoons as stupid but cute. Three species known.

Muskpig: reclusive but vicious and hardy Thesian animal. During the dark age, fetuses had become considered a delicacy so by DCHC times, catching a pregnant one is cause for celebration.

Oceanan baal-fish: very good at maintaining even formations as they swim

quillipedes - Caultan arthropoids, with long leathery and spiny bodies (soft plating, hence the quills), various species have between 20 and 28 legs. Twenty-seven subspecies have been discovered by 3014. Some people eat them as a delicacy.

sandsifter – Centauran animal, there have been over twenty subspecies of the animal discovered to date, the grand sandsifter growing to 1.5 metres.

Sea cloves: Oceanan bubble-like seaweed whose bubble-pods release a faint sweet-bitter scent

snow wolf: Caultan predator, mammalian, wide-bodied and six-legged to help spread weight across snow and ice

stalk-eyed sloth: furry, warm-blooded herbivore with four eyes on stalks

Starberry: an exotic fruit

vespoida harenae – commonly called beach wasps (literally sand wasps), vicious insectoids with many subspecies found on Pride of Mao

- Chris Gregory's yacht's registry # is DCHC-Dv-113942 [Make and model are not mentioned in ENVOYS]
- Umaga-Morgen F380 *Devilfly* fighter-interceptor (as seen in ENVOYS)
- Capital ships include:
 - Cruisers including (*Reconcile*- class) such as CNV *Assured*. *Assured's* two sister cruisers (unnamed in the ENVOYS books) were to be decommissioned in 3016, but were revitalized for the expansion of blockade duties in June 3014.
- Confederation carriers such as *Bountiful* and *Courageous* (*Bountiful* is mentioned as bigger than *Assured*)
- *Reconcile*-class starships like *Assured*:
 - *A-deck has things like munitions storerooms*
 - *B-deck has at least some guest quarters*
 - *C-deck has at least one meeting room and the medbay/sickbay. The medbay is set in from the middle bow hull with a chute between it and the hull so it can be ejected as its own life pod.*
 - *Hangar deck is "down" from F-deck*
 - *What's on F-deck contains officers' cabins, vessel list-and-trim-management systems, back-up storage servers for the instrumentation, power and lighting networking systems. And a small hydroponics section.*
 - *There is such a thing as "Six-deck" ... a collection of auxiliary sections in a tower back of the ship at the top house 1 through 6.*
 - *On capital ships in DCHC era, the exit from a hangar deck is a launch portal*
- *Assured* has particle cannons, a variety of missiles, countermeasures and lasers, a hangar deck large enough for several vehicles. The last time it was fired upon was in 3004 during an attack on Centauri by a "swarm" of Star Killer and Clan Lobos ships which were in turn all destroyed.
- Work-ships
 - Scarabs: CUSET-era (single-occupant ore cut-and-carriers) used in the novella *Scrapper*
 - Bigmouths (CUSET era) used in the novella *Scrapper*
 - Factory ships (CUSET era) (such as that Romaine is aboard in the working draft of the novel *Void* (work in progress))
 - tankers, freighters (both eras): tankers might carry liquid fuels, frozen fuels, even animal milk or water for outlying stations)

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paneling and plating between each deck (although ceiling height in passageways is reduced to 3 m for conservation of heat).

- In 3013-14, the XDF is commanded by an Admiral-General.
- Mumford T15 **Lioness** is a “pursuit runner” class of space vehicle, with fast acceleration, long-range fuel-tanks, one forward-firing laser emitter and a ship-to-ship missile bank. Pilots use a combination of a datapen (see *Assured*), tap-scrape-screens and pre-programmed voice control (e.g. in high stress situations) to fly it.

RELIGION NOTES:

- millennial cults: several popped up in the late 30th C. By 3014, almost all of them had completely died out (though many adherents had simply moved on to other obsessions including conspiracy fictions &/or political dissidence)

CULTURAL/ECONOMIC/LINGUISTIC NOTES:

SPECIAL NOTE: To prompt unification and make progress easier, the still-young Confederation of Human Colonies has (since the mid-30th Century) encouraged the revival and adoption of three standardized 22nd Century languages: Mandarin, Spanish and English. These are known informally in many places as Condarin, Espancon and Conglish—and have been taught in school. They were quickly and fully adopted in some regions, grudgingly (or not-at-all) in others.

- Caultan francs are DCHC currency (local planets and even many lands upon them can and do have their own). For a basis for relative costs, a small espresso in 3014 on Foucault is two and a half francs. Also the DCHC has 3-franc note.
- In Xerxian pirate era, the English-based clans call a preteen pirate a “prentice” (Spanish: aprendiz)
- **¡Andate a la chucha!:** Chilean Spanish for go to hell
- **Ay-o: (DCHC)** North Thesian greeting from the between-times, kept alive until early 31st C by older people (fades out around the 3020s)
- **baka:** cow (origin Filipino) (DCHC)
- **bulala:** *an idiot*; evolved Filipino low-level insult (originally a Tagalog-language adjective meaning *star-struck* or *stupid* (DCHC)
- **enlistment number:** soldier number on dogtags in DCHC
- **fact-check:** what 21st Century people might call googling.
- **frog it:** slang for *running fast, leaving fast* (reference to the Faster-Than-Light technique known as leap-frogging)
- **glitchy:** dangerous, changeable, uncontrollable (Thesian slang)
- **hack:** an expression of profanity; a swear word referring to the hacking of another person’s data or personal systems (which was the ultimate antisocial act in the 22nd Century when the term is thought to have originated)

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- **hún dàn:** scoundrel; bastard; hoodlum; wretch (Mandarin phrase)
- **katoto:** Filipino for buddy, dude
- **key-pusher:** Xerxian slight for bureaucrats (like earlier term “pencil pusher”)
- **mabaho:** Filipino word for *stinking* or *rotten*.
- **Media (equivalent of film and TV):** various kinds: streamies, nano-books (books which animate themselves), talkie-novs (from CUSET times), twodees (sometimes pronounced jokingly as “twew-dees”).
- **noogs:** mild insult for people who are new to a situation or uneducated in something (thought to be from New + gals/guys = noogs).
- **porquería:** *piece of crap* (31st century Spanish)
- **Prooc** = CUSETMA slang for PRC troops
- **Roik, roiking:** harsh Thesian swear words, exact meaning and origin unknown.
- **Roil, roiling:** mild Polluxan swear words that Confederation etymologists suspect are related to the Thesian terms above
- **rugby:** an archaic game played only on Oceana (the most popular sport there)
- **shārén bù zhǎyǎn:** stone-cold killer, one who kills without blinking (Mandarin phrase)
- **sophie off:** to *siphon off* or *steal* (also the word *sophie* is sometimes used on its own to mean *steal*)
- **sugary:** *excellent* (Polluxan slang)
- **tekmidak: (DCHC)** A between-times word that persists into Confederation times from (planet) meaning “take me, dark” equivalent to “damn it”, “damn me” or even “wow”
- **tulalâ:** *vacant-brain* (Xerxian slang) (evolved Filipino phrase originating from the Filipino/Tagalog word for *staring into space* or *astonishment*)
- **ulol:** (Filipino) mad fool, crazy mutt
- **weaners:** Xerxian slang for weaklings, referring to babies newly weaned from their mothers
- In DCHC times, vets often own an honorable service badge

TLUAANTO REGION NOTES

Tluaan words/language

Tlu – male

Tlaa – female

Tluaan – possessive or collective adjective (as in human nature = Tluaan nature)

Tluaanto – plural

cycle: the Tluaan term for a day (approx. 30 Earth-hours long)

fifteenth: the Tluaan equivalent of an hour, the Suuchaat day being divided into fifteen segments of approx. 2 Earth-hours long.

F'narch ghen thraa: an exclamation, a phrase meaning “My domain’s glory!”

heartbeat: Tluaan version of human seconds; 1.1 Earth-seconds

high cushion: a form of Tluaan armchair. If affluent, Tluaanto also keep dining stools.

Kleksht: nothing, empty (in colloquial Domain Space dialect)

mehehm (-unto, *pl*) – asteroid(s)

ngeh: no (Tluaan Domain Space dialect)

orbit: the Tluaan term for a year (i.e. one orbit of Suuchaat around its star), approx. 242 Earth-days (in Domain Space language, one orbit is a p’hush while p’hushto is the plural form)

sahsah/sahss: yes, (Domain Space dialect)

sailing bench: the Domain Space name for a large spaceship bridge

shunag: a measurement of distance, equal to 0.9 km. (Plural shunagto)

ve’haat: a strong drink, a stimulant

v’rekt’t: an abbreviation of the phrase *vel rekt tat* meaning roughly *this is freaky* or *this is extremely concerning*.

Tluaan biological and cultural notes

- The Accord that established the current Domains was put in place 101 “orbits” before *Assured* arrived in Chaatu system
- Tluaanto have two hearts (called a greater and a lesser heart). Whereas our expression is “his heart sank”, theirs is “his hearts shrank”.

- They require frequent hydration
- Throat fur cycles purple when alarmed. Pinkish face and throat fur can mean elevated blood pressure or excitement. Redder throat fur can indicate anger or aggression.
- An autonomic response to feeling proud is a swelling of the cheeks
- A nonverbal signal of gratitude is a certain kind of head-twitch (not specified)
- A familial greeting of affection is to touch the touched the middle knuckle of the left thumb to one's lips.
- Polite refusal may be signaled by a slight flick of the ears (and a dropping of the gaze in the case of responding to someone of higher station in life).
- Surprise may be communicated by nostrils flaring and narrowed eyes
- Warriors are bulky and tall with burn-resistant skin and shorter fingers (their weapons are made for shorter fingers)
- Headcrest is a stumpy one
- A great meal is *mourak nolgoush* stew
- Late-era English spelling is Council~~l~~or not Councilor.
- The clans forming Domain Ocean were called Harimiram. This remains the name of the language they speak when not speaking the common trade language, and is what they call themselves among themselves.
- The nations forming Domain Moon were called J'k'tek and Mujajamom
- From STARS REMAIN: "*Even Domain Space interred the ashes of their dead in tiny cemetery asteroids where relatives could come to remember them—if they had time and money enough.*"

Planets and species

Chaatu: Tluaan star (the initial human journey there—from Pollyanna system—took ten standard days, March 19th-29th 3014). A G2V yellow dwarf like Earth's sun. Chaatu is a 14 day leap journey from Foucault system. The star system has 12 planets, a think asteroid belt between planets VIII and IX, and many clusters of asteroids outside of the belt.

Suuchaat: homeworld, fourth planet from Chaatu (star).

Hongpraap: the moon of Suuchaat

Bubnuuims: monkey-analogs

Kh'het: Xenthracr/Qesh star, 4.9 ly from Suuchaat; Human naming principles name the star Kh'het and the Xenthracr homeworld as *Kh'het III*

Liberty Habitat: Huge artificial habitat where most of Domain Space's population and governance resides

shagunto: a mammalian-analog predator which produce silk and weave webs to capture prey; ancestral enemy of Tluaanto (singular from shagu or shagur dependent on dialect).

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“sheh’shagunto” are one of the three existing subspecies of shagunto still alive during Buoun’s time (he mentions them in Book 2)

terk’min’yel – young vermin

Tluaan Tech

Biotech: Includes the following abilities

- Some biotech implanted from birth (not for farmers etc) which prevents the catching of biological pathogens from environment
- Ability to regrow limbs and digits on the body. Happens via injections of “repair cells” which are “programmed” within the injector. Vazak’s limb regrows in 30 cycles, but digits are not fully formed or functional for another 9 human months.
- Warriors tend to be taken from large babies and molded to be larger with denser skin

Combat suit: a body suit of advanced material, able to absorb some ballistic rounds, maintain body temperature and allow for easy movement.

plastipaper – human term for the Tluaan paper.

Slip-ship: Domain Ocean stealth ship, twice length of a *Lioness*. Description in *Stars Remain*. At the end of the novel, Domain Ocean are down to two of these?

ship-killer sprite: Domain Ocean bioengineered creature, vacuum-capable, able to attack starships. Never used before the events of *Stars Remain*.

Vacuum commode: toilet

Warriors carry (including): laser rifles; long-knives; HE and phosphorous grenades; ballistic eight-round pistols; self-loading rifles; water flasks

Wristwrap: personal device akin to a cell phone: handles comms, databases, medical and environmental tell-tales

HUMAN TECH

Weapons/armor

- Facts about *Envoys*-era e-suits: Rebreathers are good for twenty-six hours generally; “Chipper’s was thick with armor-plating and flat equipment pouches, and black-on-blue with beam-mitigation coating.” (From “ASSURED”)
- “bounce-suit”, an EV suit with built-in thrusters
- Taurus-Industries eight-load 12-mm automatics are the Sevens Party Tactical Enforcer sidearm of choice.
- Spitter drones from *Third Contact*
- PR19: a pulse rifle with 100 round at AP setting, 250 at stun (DCHC). Can hold a mininade launcher ahead of the foregrip. The grip at the back is called a firegrip. Its deadly EM pulses are a blue-white color.
- P11: pulse handgun with five round mag at AP setting, 13 at stun (DCHC)
- Blackbeamer (CUSET era)
- Crackle gun (CUSET era)
- Hitachi lkjlj. (CUSET era)
- Roachbot (Xerxian Tactical device): not primarily a weapon, a thumbsized robot controlled remotely via someone’s datapad, primaily used for surveillance but can be converted into a HE grenade, incendiary grenade or flashboom.
- Xerxian Sevens Party Armor: “Thicker and heavier than standard suits—because of their anti-energy and anti-kinetic mesh-armor—these Xerxian models made Ana feel like she was wearing a deboned corpse.” (From “ASSURED”)

Medical/Bio

- **Synthophine**: synthetic opioid, painkiller
- Nanites not in use amongst DCHC military until around 3006.

Ship-related

- Clearsteel is a material developed and used by CUSET in some starships in place of glass
- intracom – what Xerxians call the ship’s intercom system.
- Arti-grav (CUSET era) / shipgrav (DCHC era): artificial gravity used aboard ships, stations and sometimes (via specialized grav-matting on floors) asteroids.
- Leapfrogging: the lay term for FTL travel
- Chaudry Point: more informally called a leap point, the position where Mohammed Chaudry’s leapdrive technology works most cleanly and safely for exit/entry of ships in and out of star systems. There is a little understood facet of the science and its technology that automatically stops two ships from entering exactly the same point in space around

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the Chaudry Point at the same time ... but there have been a number of near misses, and in both 2122 and again in 2977, ships emerged from leap so close to each other that their residual ballistic speed from before they entered leaspace caused collisions, both with fatal consequences.

- Capital ships and some support vessels have force-shielding extrapolated from FTL force-shielding (or field-shielding)
- Skiffs: Chipper knew these skiffs had operational ranges within the *thousands* of kilometers, not the *millions* a capital ship, fighter, or pursuit runner was capable of. (from *Assured*)
- **Auxiliary CIC:** a starship compartment serving as a backup processing and control center for ship's systems and information in case its bridge or flight deck are compromised or damaged (CIC, an old term meaning Command Information Center)
- Drill centers: Capital ships have these for Peacekeepers to practice boarding drills etc. From "Third Contact": *The drill center's moveable fittings had been arranged into the configuration of the compartments, hatchways, ladderwells and passageways expected to lie beyond the old corvette's docking hatch. For the past half hour, Alpha had practiced room clearing and taking corridors. Chipper enjoyed the physical activity—although it indicated an increasing expectation that his boarding party would be launched, it also stopped him from thinking too much. After their fourth time assaulting the mock-up of the corvette's main deck, Chinyama's voice came on speaker to relieve them and order Fireteam Bravo to enter the center in their place. Alpha team piled out into the anteroom, plucking towels from walls to wipe away sweat, sucking at water bottles and refilling them, silent in their own thoughts. Normally, Chipper thought, a team would be loud at this point, whooping it up, trading banter, or debriefing their experience seriously. This team was quiet.*

Other

- Artificial Intelligence / "Autonomous" (or semi-autonomous) Intelligence:
 - There exists an embargo on AI in DCHC (and pre-DCHC Reclamation governments). At the time, once character says that data from "late 21st C says AI--and nanotech--was mismanaged and became a huge problem". These governments also don't want to hand over jobs to machines where possible because a recovering civilization needs jobs for *people*. Hence the move to autonomous and semi-autonomous technology which is not truly intelligent or self-aware.
- retinaid: Xerxian tech, a cyber-neural enhancement sending electronic images direct to the brain's visual cortex
- eye-cam-feeds (ECFs)
- Data wafer
- *Immersi-Play* goggles: a form of VR game popular between 3009-3022. Chipper's nephews use them (his brother's kids)

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- Holograms: for the person recording themselves they sit or stand inside a tube which captures the image from all around them.
- People in DCHC times often read paperback books but they call them ***paperbooks***

#

'While the mid-20th Century's space race was a contest between the USSR and USA chasing such milestones as placing a man in Earth orbit and landing the first humans on the Moon, the space race of the 21st and early 22nd Centuries became a contest between the People's Republic of China (see PRC) and large global corporations (see CUSET) to utilize space-borne resources and eventually to colonize other star systems...

'This has only once resulted in bloodshed to date, on the world that came to be known as Red Star. The Expansion Treaty of 2097 established legal precedent for claiming new territory and had served well until then. It was an unfortunate coincidence that in July of 2140, PRC and CUSET expeditions landed on Red Star at approximately the same time. Although the truth may never be proven, each party claims they were first to land. What is clear-cut is that the expeditions landed on the same coastline of the continent that became known as Fu-Xing (see Fu Xing) within days (perhaps hours) of each other. They encountered each other soon after. This encounter took the form of military action, tempers boiling over as each tried to drive the other offworld. While moving large forces through space remains problematic and expensive (see Space Travel, see Leapfrogging), the Chinese first wave had managed to land nine hundred and thirty infantry troops and three hundred and forty-three colonists. In contrast, CUSET (perhaps stretched thin by other concerns) had fielded just twelve researchers and eighty-nine Marines. These Marines were predominantly

² Taken from the novel EVENTIDE

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inexperienced regulars with only one of the renowned “blackcaps” squads to guide them (see Elite Marine Recon Unit, see CUSET Military Arm). The ensuing conflict took place over one afternoon in the Shui Valley (see Battle of Shui Valley). Chinese losses are still uncertain but the CUSET Marines casualties numbered forty-nine dead, thirteen wounded. The living were held prisoner for six months during the fierce political conflagration on Earth, which came to be known as the China Missile Crisis (see China Missile Crisis). Eventually Red Star was recognized officially both as a Chinese protectorate and the first and only shared world outside of Earth. CUSET were permitted to colonize a continent more arid than Fu Xing.

‘Since the crisis, both Chinese and CUSET administrations have agreed to carefully communicate their intentions in exploration with each other.’

- from *Werber’s Encyclopedia of Human Endeavor, January 2141*

#

‘The CUSET Military Arm (CUSETMA) comprises the Naval Corps manning operations and maintenance of all vessels and space stations, a Marine Corps who are deployable in both ground and ship-to-ship engagements and a Military Investigation Office (see Military Investigation) staffed exclusively by Naval personnel. At the time of editing, CUSETMA’s forces are presided over by Admiral Toshiro Nagaya. This military force was established with two aims: primarily to maintain the ability to respond to acts of aggression by either Chinese or unknown alien aggressors; secondarily to maintain order in the Colonies, WayStats (see Waypoint Space Stations) and mining colonies...

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‘Until now, the major role of the Marine Corps has been in quelling several separatist movements chiefly on Centauri. The Centauri Uprising (see Centauri Uprising) was largely quelled by the Marine Corps’ six elite reconnaissance and special ops units (see Elite Marine Recon Unit) with minor support from armored vehicles and regulars. CUSET Marines also engaged with PRC troops (see PRC) briefly in the Shui Valley (see Battle of Shui Valley). During these engagements, CUSETMA’s reliance on technological superiority and short response times has resulted in CUSET needing only small numbers of armed forces actually on the ground.

- from *Werber’s Encyclopedia of Human Endeavor, January 2141*

XENTHRACR VARIANTS

Soldier: Longer and bulkier than the Qesh, eight legs and three distinct body segments. Stumpy fan tail. “The four eyes seemed more developed than the pilot’s, one pair larger than the other, more dominant.” Mouth looks like a meat mincer. Sacs under its mouth for squirting acid or poison. Their shells are more cockroach-like, ranging from bronze in color to mottled tan. Bigger heads.

Pilot: From ENVOYS: “the captured Xenthracr pilot was very much like the fictional alien monsters in those. Its body was encased by a carapace of overlapping scaly plates and colored the leaden gray of a cheap pflhjoc stew. With long and flaccid forearms, four stubby back legs and a bank of four eyes above its curled-over snout, the pilot was a stark contrast from the beautiful design of Humans and Tluaanto. It lay across a bed of rags, facing them, with its flat, fan-shaped tail raised and leaning against the wall. It did not blink; those four eyes did not appear capable of it. Most unsettling were the front arms or appendages which Chlalloun was currently pointing out. While the back legs lack feet or toes, these longer forearms have two fingers and a thumb, as you can see. What you can’t see is that these fingers can harden or relax and even stretch, depending on the creature’s needs”

Worker: smaller heads with four eyes like the pilot, no fantail, six legs. Black-and-white, piebald carapace. Barbs on the sides of its middle and back feet—the front feet bear four-jointed fingers.

Scientist/tenders: “As tall as Gregory, these ones yellow mottling on gunmetal carapaces. Their six limbs had even greater digression from those of their cousin variants: the two standing back legs, thick as those of a pony; a shrunken set of forelimbs set close to their heads and mouth-parts; and a middle set as long as human arms and double-jointed. With the middle pair, these four individuals fussed with small pupae in waxen cubbies set along the rock shelves. Their heads were proportionally longer than those of their compatriots, too, and thicker. Was that to house a larger brain, he wondered.”

King: like a big, brown bolder, hulking. “He’s fertilizing as he’s moving the soil, using his forelimbs ... In some taxa of arthropoids, the males’ foremost pleopods are specialized for fertilization. We call them *gonopods*.”

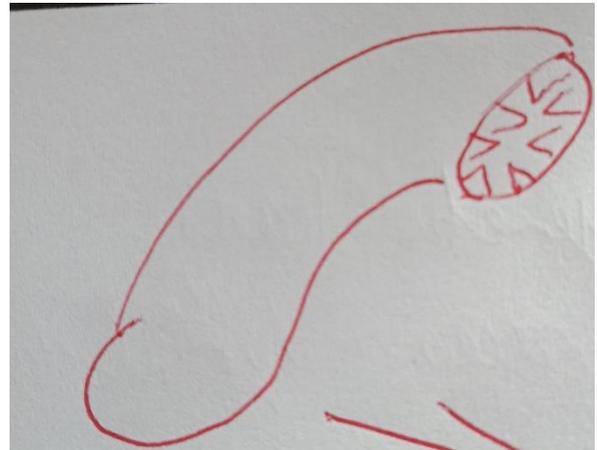
Egg-layers: fifty centimeters long, swollen abdomens and gold-colored carapaces. They bear the same kind of lobster-tail as a pilot. gold-colored

Designation:

Arachnoid. Hive mind? Stratified/specialized species

Arrangement/Description

Xenthracr (“X”) hatch from soft-“shelled” eggs, beginning life as a larva-analog and moving through a kind of pupa stage (see next paragraph) before a mature form (imago) is arrived at / decided upon. Initial stage larvae appear similar to Polluxan dustworms, though they are approx. twice as large.



Rather than an insect-like pupal stage, X seem to pass into and through a *schematizal* phase after the larval phase. It is during this phase that mature members of the species (bookmarked by *Assured* expedition members as “Tenders”, although we first spoke of them as Midwives or Scientists) take over their care and direction. Tenders engineer specialty mutations in the immature X. There is some speculation that Tenders are also the leader class among X, although we haven’t been able to confirm or test this. Larval/ *schematizal* mutations are possibly decided on based on local needs of the species or colony, and they form specialized individuals upon maturity (see chart below).

Figure 2: Xenthracr initial stage, unspecialized larvae

At some point in its evolution (or possibly the Hanushto’s genetic meddling with them), the X species began to make use of RF-receptive-

³ This material is an excerpt from Ensign Rebecca Moore’s early observational notes, April 3014.

transmissive bio organisms within themselves, and now owns the ability to communicate via RF over short and long distances using organs that enact and enhance the ability. This will account for its ability to enact the hive mind “control” over both local colonies and communication between colonies. This also works in space (although we suspect some kind of technological assistance here).

Mature forms of X (adults) usually have six or eight limbs, though *schematizal* individuals have only two at the beginning of that phase. Pilots (see below) have four limbs. A branch species not noted in the chart below are the “air-regulators”, who manage air quality and temperature both in planetary hives and in space colonies.

Mysteries:

Because the X are a newly encountered species whom we can't yet communicate with, mysteries abound. The mysteries that come to mind are:

- What event(s) triggered and drove the X interest in non-biological technology especially space travel? Was this due directly or as a result of the patron Hanushto intervention in their evolution? Did it grow out of some currently unknowable philosophical aspiration within the species?
- The visual/auditory spectra that they see and hear in is not clear and seems to be different dependent on the iteration/specialization they belong to.
- Do Tenders have other roles? For example, Corporal Tukimatu and Warrior Vazak report an autopsy or laboratory room on the orbital where Tenders may have been examining Tluuan corpses.

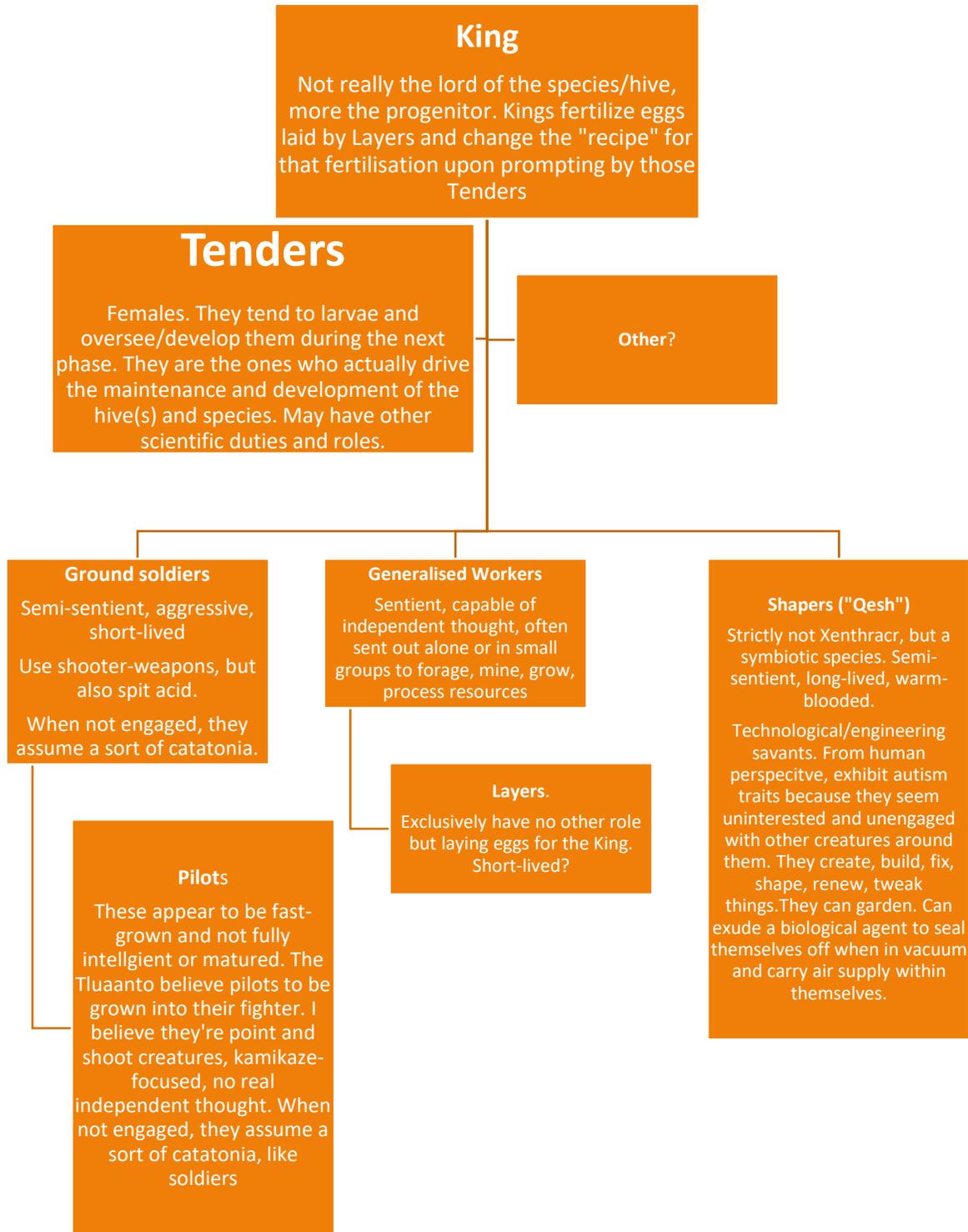


Figure 3: charting the various iterations

CHARACTER NOTES

Anatonia Jogianto

Born (April ?, 2988, OEC; 14th of Ifugao on Xerxes). Her retinaid doubles as an eftpos device (at least until damaged) (a woman scanned Ana's "retina implant to pay the bill" in *Third Contact*).

She prefers her TK7 12-mm ballistic pistol (8 rounds in a magazine) to pulse weapons.

Ana was fitted for her first combat e-suit at age 17 and feels like she's dragging another person's body over hers whenever she puts a different one on.

When Ana had turned fourteen, her grandfather insisted she get a St. Mary tattoo on the back of her left hand.

A Clan Lobos orphan who Ana later has something to do with is named Anselmo and he's 6 years old in 3014.

Christopher Gregory

Mostly African-American heritage with some Portugese, Angolan and Fijian as well. Birthday 3/1/2967. Deceased wife Tabitha (had green eyes) and daughter Belle. In 3014, he works for the *Ministry of Trade, Treaty and Diplomatic Affairs* (although technically his honorific Ambassador comes from having been a Caultan Ambassador)

Grace Renny

Birthday September 17, 2968. Grace (according to 3rd Contact) has been a minder for ten years (since 36 – therefore since 3004)

Red hair. Tall. Grace's handgun is a stubby, compact locked breach automatic carrying a load of eight 10mm rounds, good at short range but reasonably safe aboard a starship or orbital environment. She carries and confiscated, illegal and antique blackbeamer from the old empire in her ankle holster (story in itself!)

On the diplomatic yacht she keeps aromatic candles on her narrow shelving unit by the wardrobe. Her ship e-suit has no text-comms built into it like Gregory's does.

A Grace Renny detective novel is in the planning phase and to be set in the year 2998 on Theseus.

Chippington "Chipper" Tukimatu

Birthday: February 20 2987. Did a little ferry piloting before joining the Peacers. Has a brother (Russell) and nephews. His parents work in a fish farm (names Margaret and Matiu). His father was born in 2957. In his youth (adolescence) before getting some experience flying shuttles he worked on fishing fleets.

Buoun

Is thirty orbits old in the *Third Contact* prologue. He was 18 when he decided on his career and 24 when he was promoted to Chief.

Councillor Pi Buoun

Taller and “fuller figured” than Buoun (whatever that means!), younger. Grey eyes.

Colonel Aberra

In his 60s, has white-hair, in STARS REMAIN he has temporary command of the refitted and well-endowed corvette *Cortez*. Angry, zero sense of humor, not cocky, blunt and direct.

Alison, Tran’s pilot

Is described as a petite woman

Councillor Vren

Full name revealed in ENVOYS 3 as Avren’nehah

Hecate Morales

Younger than Ana? Has injury to wrist (break), sustained in *Assured*. Has audio implants with subcutaneous audio speakers for listening to music no one else can hear

Captain Tran Thi

Description from book: “A little taller than Ana, the woman wore the black-and-gray uniform of a Sevens Party ship captain. A gold 7 symbol had been pinned over her right breast. She had Vietnamese-Filipino heritage from the looks of her—and the speckling of white hairs amongst the predominant blank suggested a woman in her early fifties.” Smokes cigars.