

# The CUSET-DCHC Universe “Bible”

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### AUTHOR NOTE

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Material found in this document may cause spoilers.

Please use it as a reference guide *while* reading the novels, rather than reading it cover to cover.

Also, this is a live document that I update from time to time. It's not intended as a polished "book".

Rather, it's a (slightly) polished version of the world bible I use to keep my own storywriting straight

when I'm playing in this universe.

Hope it's useful to you, too.

### GENERAL HISTORICAL/SETTING NOTE

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The books in this universe are set in two distinct periods of future history. Simply put, these periods are **before and after a cataclysmic event**, namely the onset of the PBT virus pandemic that ravaged human space settlements between 2145 and 2155, leaving our space-borne population reduced to a tiny percentage of what it had been, the survivors pressed into small communities living away from former population centers and therefore away from technological advances and comforts. Although characters in these books sometime use multiple names for these periods (and parts of these periods), they are generally referred to as:

1. the **CUSET Era** (sometimes CUSET-PRC Era ) which lasted from very late 21<sup>st</sup> Century -the onset of PBT in 2145
2. the **DCHC Era** commencing officially in the year 2983 when planets formerly aligned under an Accord, formed the Confederation and began the process of inviting other worlds to join.

There *are* other time periods referred to which cover the time between these two periods (largely referred to later as the Second Dark Age) and the decades just prior to the full establishment of the Confederation. Future stories may be written in those periods. For the time being...they are not. 😊

### HUMAN WORLDS, FACTIONS & SETTLEMENTS

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#### Politics & Geo-politics

- In the CUSET era (roughly 2090-2145), governance is a mishmash of Earth states (usually within the home solar system), corporate ownership/management 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 Earth itself is not touched by the virus)
- the seat of Union government is Grace City on Centauri

- In the **Emergence-era (pre-DCHC and 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.
- First accord between Foucault's Moon, Pride of Mao and Centauri established 2941, the beginnings of the later Confederation. This was known as the Restoration Accord and people later spoke colloquially of the early Restoration Gov't/Period (2941- ) and the late Restoration Gov't/Period ( - 2983).
- Naval Command oversees interstellar travel and starship operations during late Emergence era and initial DCHC ear.
- 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)
  - Ministry of Trade, Treaty and Diplomatic Affairs (Chris Gregory works for them, although technically his title Ambassador comes from having been a Caultan Ambassador)
    - Office Xenosentient Affairs (mentioned by Chris Gregory in Third Contact) sits beneath this ministry
  - Ministry of the Navy
    - they also oversee Peacekeeper Corps (headed by a Peacekeeper General)
    - individual planets maintain their own ground based, maritime navy and air forces).
    - (**Naval** Command is the direct reporting and control mechanism of the navy, with three branch "**Fleet** Commands" (2990-3014) under that)
  - 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
- "PRC" Faction: People's Republic of China <https://www.thoughtco.com/peoples-republic-of-china-facts-history-195233>

### Notable planets/moons

#### ***Angelview***

Angelview has **two** leappoints, and its owned and developed by the company B-D (see the novella *Scrappier*). Waypoint2 is the closest settlement to this uninhabitable system. The Marines and Marshalls stationed at Waypoint2 (in CUSET era) were three hours away from the nearest of the Angelview system's leappoints (an extra 33 min FTL travel to the other one). From that nearest leappoint, it takes their big ships a further two hours of in-system travel to reach the warehouse.

#### ***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 the Anachromites' status as sentient beings is still debated in the 3010s.

The creatures create hive cities formed of tall and rounded mounds with elaborate temperature control and communications systems set up within them. 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, but they were not set up for self-sufficiency and all humans there passed had away by the end of the century.

During the tail end of the dark age, Clan Lobos and Blood Dog pirates set up bases on and near the planet until their expulsion by fledgling DCHC naval forces.

#### ***Castor***

Castor and Pollux: two habitable planets of the Dioscurin 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.

This system has *three* leappoints.

Castor and Pollux had a ten year "civil" war (possibly 2943-53), made difficult by the two worlds' orbital positions relative to each other at times. Between 2980 and 3016, the two planets require annual trade talks to keep relations pleasant between them. 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, has swamps and marshes, maybe moors). It’s surviving family names hail from Earth regions as diverse as the USA, Papua New Guinea, and Bangladesh.

While most CUSET planets maintained and monitored strict animal importation and pest control processes (for incoming ships/containers), various issues caused a relaxation in this in the 2130s and 40s leading to the introduction of several Terran pest species to both planets. In the late 30<sup>th</sup> C, Castor developed a reputation for hypervigilant and extremely rigorous quarantine and import control.

### ***Centauri***

Humanity’s first settled planet. Centauri has two natural moons<sup>1</sup> named *Pyramus Famulus* (Pyramus the Attendant/slave) and *Thisbe Famulus* (Thisbe the Attendant/slave) (or *Pyramus Fam* and *Thisbe Fam* respectively). The moons have the label “attendant” to distinguish them from other astronomical objects labeled with the names of these mythical lovers. The two moons orbit Centaur on the opposite sides of the planet from each other so that one is never visible from the surface of the other. Pyramus Fam is the smaller.

Agricultural world with two continents, multiple small single islands, no landmass at either pole and three archipelago chains. Locations include Grace City (capital in 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.

There is also the La Copropriété de Renault (or the Renault Commonhold). In the 22<sup>nd</sup> Century, this collection of large islands was not governed by the Corporate Union but by Earth’s United Nations.

The first world settled after Earth. The third of the original worlds to officially form the DCHC in the 2980s.

**CUSET Centauri** had its own planetary police force .

***Some details in DCHC times...*** (from the novel *Exclusion Zone*): ““In the early years of the Democratic Confederations of Human Colonies, inter-system travel increased dramatically. During this period, the Centauri Federal Government placed its largest interstellar transfer hubs



well away from the planet. The intention was to thin out large-ship traffic from the planet's near orbit." - Student's Encyclopedia of Colonized Space, Grace City Publishing, 13th Edition, 3004.

### ***Earth***

[https://www.unoosa.org/pdf/publications/ST\\_SPACE\\_o61Rev01E.pdf](https://www.unoosa.org/pdf/publications/ST_SPACE_o61Rev01E.pdf)

Earth's status by the 30<sup>th</sup> and 31<sup>st</sup> Centuries is not known, except that early attempts at re-connection were chased away by unidentified spacecraft in the outer solar system. It is not known if these craft were automated (drones) or manned. It is believed that Earth was not touched by PBT virus.

### ***Eventide***

Home world for the sentient stone age race who call themselves Jarinyi. In 3014, humans have established three research facilities on 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 the basis for 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 thought of as the most "earth-like" of the settled worlds (although both Castor and Antichus are very similar too). It is the capital planet of the Democratic Confederation of Human Colonies (DCHC), the seat of Confederation government.

Caultan/s are the official designation words (ie., "Are you a Caultan?" "Is that a Caultan necktie?")

Caultan francs are DCHC currency.

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

Caultan geography and extraplanetary objects

The planet around which Foucault's Moon (and two much smaller moons, Baggins and Pevensie) orbits is named Ada's World for Ada Lovelace (considered the first computer programmer in the world inventor of algorithms). Local star is Foucault's Star. People often refer casually to both the planet and the system as simply Foucault.

Foucault's Moon itself has three tiny satellites too small to see from the surface and thought to be minor asteroids captured in orbit. Each of these smaller satellites are smaller than 500 metres

long.

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

The “capital continent” in CUSET times is Yajnavalkya.

One populated bay/harbor (in both eras) is New James Bay, so named because it is almost identical in shape to Canada’s James Bay (Earth). This bay is host to two cities in 3014, 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. (Another settlement outside the bay and along the coast is New Brioni). 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.

Notes on population recovery and diversity post-PBT

Many small communities survived in isolation during and after the years that PBT decimated the population, avoiding the large civilization centers until well after the virus had died (died out).

This was made possible by the sheer size of Foucault’s Moon and its relatively undeveloped nature during the 2140s. These communities were sometime ethnically homogenous (pockets of immigrants from Earth countries in Africa, Asia, and elsewhere); sometimes the normative mix of diversity seen since the late 20<sup>th</sup> Century. It is thought that these communities at first ranged in numbers from 20 all the way to 3500, and some came together over the latter part of the 22<sup>nd</sup> Century to form larger, more viable communities. All, it is known, lost the standards of living and technology formerly underpinning this planetary colony, and were forced to revert to pre-Industrial Age ways of life, slowly building back to a digital and industrial era by the late 29<sup>th</sup> Century.

The high incidence throughout the DCHC of non-Spanish, non-Mandarin and non-English family names (e.g. Chinyama, Farahaji) by the 31<sup>st</sup> Century is largely due to this diversity upon Foucault’s Moon.

### ***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. Some scientists believe this is due to natural climate change or some other mass extinction event around 300, 000 years before human settlement, but other theories abound for this.

**Landfall Island** is Oceana’s second largest island, its DCHC capital settlement (*Landville* is the only major town on the island) and it is Chipper’s home. One of its many tourist beaches is called Tumua Beach.

A smaller island is **Śramaṇa** (Sanskrit: श्रमण; Pali: samaṇa) meaning "one who labors, toils, or exerts themselves (for some higher or religious purpose)" and was initially settled as a spiritual retreat in 2133.

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 DCHC in the 2960s.

### ***Pollux***

Polluxan dollars are *local* currency in DCHC times. A cold world, reasonably arid, but with high UV around the equator (and sub-equatorial) latitudes. Surface is only 31 % water. Very little fossil fuels, but minerals abound, including salt. 23-hour day?

While most CUSET planets maintained and monitored strict animal importation and pest control processes (for incoming ships/containers), various issues caused a relaxation in this in the 2130s and 40s leading to the introduction of several Terran pest species to both Pollux and its sister planet Castor.

By the year 3000, it’s a poor world. By late 30<sup>th</sup> Century, the planet has adopted Confederation English as its official language but most locals speak one or both of the other local languages.

This system has three leappoints.

Notes on population recovery and diversity post-PBT

In CUSET times, Pollux’s population was diverse, multicultural. It reached a peak population of 1.3 million in 2145 due to heavy workforce immigration. PBT decimated the planet, leaving

only four remote settlements to eventually repopulate planet to 363,000 by the time of the star system's civil war. Two of these communities were in contact with each other during the Dark Age: one (originally a mix of predominantly Dutch/French/German/American/Australian/Canadian/South African/Korean—and their family names reflect this in the 31<sup>st</sup> Century) adopted a form of Dutch as their eventual lingua franca; the other a patois of Serbian and Turkish.

The other 2 communities were spread across great swathes of the planet and while all colonies are a mixture of ethnicities to a point, these were mainly composed of Indian migrant families before the breakdown (mainly Gujrati and Hindi).

These four communities survived PBT largely because they were isolated during the outbreak. All other cities and settlements were wiped out by PBT.

### ***(Pollyanna system)***

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 or future waystations 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" official name for people from Pride of Mao, though in English, people including themselves call them Maoans).

### ***Red Star/ Zǔzhòule***

The second of four planets in its star system, the others being an inner dwarf planet and two outer supergiants.

In the mid-22nd Century, the planet was named Red Star (红星, Hóng Xīng) by the original Chinese claimants.

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 and a military altercation ensued.

The planet Zǔzhòule (see below for its renaming from Red Star) is largely arid and thought to have relatively little native flora/fauna upon it. It is habitable for humans—however, the planet was the source of the catastrophic PBT virus pandemic which devastated humanity's space settlements through the mid-22nd Century. Because of this dark history, the first ship to officially revisit the system in the 2960s (a crew of Chinese Maoans) casually renamed the world 诅咒了

(meaning “cursed” – Zǔzhòule is pronounced zoo-*cho*-lah with an emphasis on the *cho*) and this name stuck, becoming official during the 2980s. A border interdiction fleet has been stationed in this system since 2981 to prevent visitors from accidentally (or purposefully) releasing further alien viruses from it.

### ***Theseus***

Deemed Earth-like, but Theseus has fewer oceans (37% water) than the mother planet, and is uninhabitable around its equatorial zone because of extreme daytime temperatures and UV. [The author needs to do the science to create a climate for this planet before setting a Grace Renny novella there].

There are three small fishing islands in the northern sea near the pole, including 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 around 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 (heading toward the equator, settlements tend to be subterranean).

The southern hemisphere trends much 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 20<sup>th</sup> 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.

20.1-hour day, Ten Day Week, four-week month, ten-month year (Coronis has thirty-seven days) so therefore it's a longer year . (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. 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.)

### *Xerxes*

One leappoint in the system. First settlement and mining/farming established in 2131. First urban center established in 2138. Three waves of settlement arrived on Xerxes between 2131 and 2140, its settlers predominantly Spanish/Latin American, Filipino, Vietnamese, American, Mexican, Scottish and Irish.

In the 30<sup>th</sup> 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 simply 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. Other locations (some yet to be utilized by the author) include: La Altagracia (province) & Salvaleón de Higüey (capital city, although "city" was always an optimistic title); the Riesco Peninsula ("on our planet's largest continent" - where Shinna Caldones come from); Nuevo Aysén; Ilocos valley; Binh Son City; Dung Quất (a small unpopulated region); and an **asteroid** called **Hà Tĩnh**.

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 most 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. It has three small moons.

Ifugao is the name of one of the local months.

At the beginning of 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).

In CUSET era, a PRC<sup>2</sup> 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.

### Notable space stations

- Bona Vista: artificial habitat in space.
- Waypoint2: smaller space station and refueling facility, situated in an otherwise uninhabited system where there are asteroid mines and a processing facility
- Waypoint7: a naval base created in the late 30<sup>th</sup> Century.
- Golan Refueling Station: according to Eventide, halfway between Red Star and Chi or the Edge-of-Nowhere mines (depending on direction). In the late 30<sup>th</sup> Century a naval presence was established there and in 3004, the *Reconcile*-class starship CNV *Valiant* is stationed there to service this sector of space.
- 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 *Scraper*)
- Drop-in-the-Ocean: remote starbase in interstellar space, refueling station.

### CUSET member corporations

- Dupont Interplanetary (making amongst other thing, the body armor used by CUSETMA)
- Yaghuchi Pharmaceutical and Genetics
- Bissouma-Douglas
- Lockheed
- Dassault (French and based on Dassault Aviation) – in most cases for most contracts, they partner with Lockheed or another company to deliver space vehicle.

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<sup>2</sup> During CUSET-era, the non-Chinese label for People's Republic of China

## PIRATES

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In the beginning most factions started with between one and three FTL-capable ships. These fleets were expanded on by finding other ghost ships out in the void or on asteroid military bases, or in some cases were built by the rediscovery of orbital shipyards and the expansion of faction populations. The Spanish ones were all offshoots from the original clan which was began in the asteroids. Filipino ones from planet & stayed together. English & Vietnamese ones began as slaves (origin unknown) but broke away.

## FLORA AND FAUNA

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alligator-fish: Xerxian

Anselm's Gulls: Oceanean flying creature

banana-scallop: Oceanean crustacean, shellfish. Edible.

catfrog: makes a good stew, Xerxian creature

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

Devilfly: 1) predatory insect-analog indigenous to Pollux

floworms: 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 (like 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”)

leatherwing junco: a birdlike creature with a hard beak and unfeathered wings and head (the body and fantail are feathered. Lacks the vomeronasal organ that most mammaloids, amphibians, and



reptiloids use to detect odor particles. Juncos have microscopic olfactory bulbs, a structure in the forebrain that receives odor signals from the nasal cavity.

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

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 species 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, fetuses are considered a delicacy so catching a pregnant one is cause for celebration.

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

Palorchestes Centaurus

quillipedes - Caultan arthropods, 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

shenty/-ys (pl.): *pascentis pigri* a form of woolly grazing animal, smaller than Earth sheep but analogous to them in behavior and appearance, native to Centauri and farmed for meat and wool.

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

Starberry: an exotic fruit

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

### STARSHIPS

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- Chris Gregory’s yacht’s registration no. is DCHC-Dv-113942 [Make and model are not mentioned in ENVOYS]
- Small ships:
  - Fēichóng (flying insect)
  - Umaga-Morgen F380 *Devilfly* fighter-interceptor
  - Changhe Z-22 Lánhuā orbital interceptors (armed with variable laser/ion cannons) (featured in *Exclusion Zone*)
  -
- Capital ships include:
  - Cruisers including (*Reconcile*- class) such as CNV *Assured*. *Assured*’s two sister cruisers (including CNV *Valiant*) were to be decommissioned in 3016, but were revitalized for the Xerxian and Yun Dao blockades in June 3014.
    - *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?” she asked herself and conjured up a mental map of the ship. Officers’ compartments, vessel list-and-trim-management system, 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” in one of my drafts ... Maybe a bunch of smaller, auxiliary sections in back of the ship or in the nodule at the top??*
      - 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.
- PRC era: carrier-gunboats, they made 10 of them in the 2120s.
- Confederation carriers such as *Bountiful* and *Courageous* (*Bountiful* is mentioned as being bigger than *Assured*)

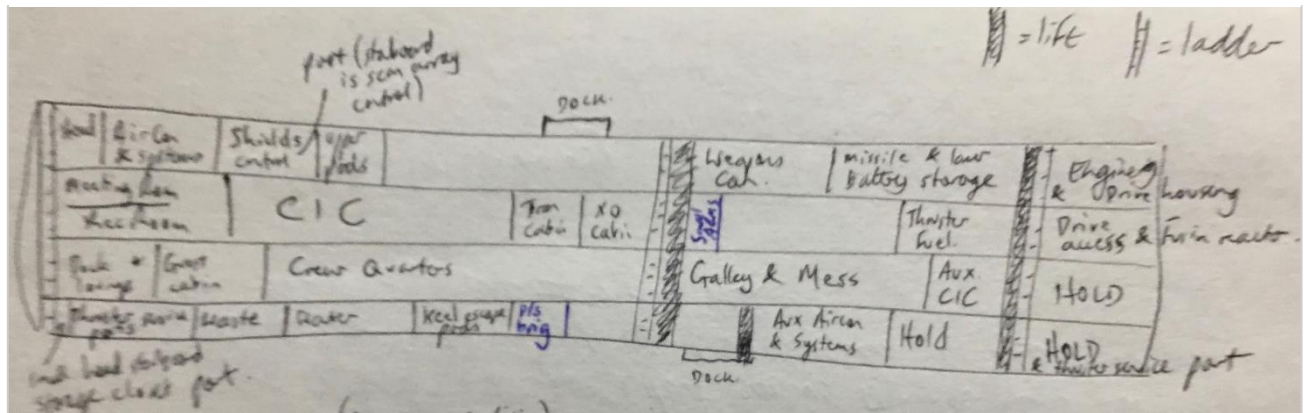
- Work-ships
  - Scarabs: CUSET-era (single-occupant ore cut-and-carriers) used in the novella *Scrapper*
  - Bigmouths (CUSET era) used in the novella *Scrapper*
  - Factory ships (CUSET era) (such as that Romaine is aboard in the draft of the novel *Void* (work in progress))
  - tankers, freighters (both eras): tankers might carry liquid fuels, frozen fuels, even animal milk or water for outlying stations)
  - A line of early Castoran freighters are the Halcyon series: Halcyon-1 and 1A, 2, 3, 4, 5, 6, and 7. All models sometimes come fitted with tri-cannons for defence against (early on) pirates and Polluxan patrols.
- Mid-range ships
  - Interdictors:
    - CUSET era (CUSETMA have four and there are 2 owned by Earth's United Nations Star Marshalls).
    - DCHC ones are modeled on the CUSET ones but a little larger and capable of carrying a small fighter or two. The naming convention for these craft was around fisherfolk, protectors, or hunters (Cerberus, Artemis, Māui, Kephas, Scylla and Charybdis, Ahab, Fisher King etc). Thus the one in Westermann's story is Artemis
    - (The interdictors in *Stars Remain* are Daoan and not capable of FTL travel)
  - Discovered and repaired CUSETMA corvettes and interdictors are the basis for most Xerxian pirate activity in the pre-emergence period.
  - **hunter-killer class;** In mid 3014, Farahaji tells Chris Gregory: "Next ships off the lines will be a carrier like mine plus a new hunter-killer class we've been developing for five years now. Stronger shields, faster sublights."
  - Ferries, shuttles and transports (varying sizes, some FTL, some not) including the DCHC-era "Clipper" which is a fast and maneuverable lightly armed vessel with seating for seven and cargo space beneath decks)
- In 3014, the fledgling **Xerxian Defense Fleet** have four *Aviso* class dispatch ships, one of which features heavily, the *Aiséiri* ("Resurrection" in Irish language). The other ships are the *Rising Star* (English), *Duine Láidir* (Strong Person, Irish) and *Bagong Buwan* (New Moon, Filipino). These ships have a crew of thirty-one (thirty plus captain). These are leap-capable. They carry: six mid-range HE torpedos (their two-stage torpedos have an outer case which pulses an EM wave ahead of it to pierce shields plus the anti-hull inner core), a forward-facing but rotatable belly-mounted rail-gun with 13, 000 rounds, one forward-facing top-mounted laser cannon and another rear-facing, anti-missile countermeasures, small side mounted missile launchers (front-or-rear facing) and a compliment of sixteen anti-shield "overload" missiles. Two compartments on D-deck at the front (sides) are called portside or starboard forward thruster service stall (there are maneuvering

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thrusters on the ship's side outside and below the hull at these positions). The midships and aft elevators/ladderwells sit centrally, “set into an inner bulkhead away from the edges of the ship” at the junction of a cross passage. The useable space within each Aviso-class is 160 metres lengthways, 38 m across, and each deck is roughly 5m high with another 2.7 meters of maintenance space, conduit 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.

Figure 1: author sketch, portside cutaway of an XDF Aviso-class ship



- Other Xerxian Defense Fleet vessels circa 3014 AD include only smaller vessels (many of which remain CUSET-era surplus with refits), none of which alone are a match for a DCHC capital ship or for a Yun Dao battleframe. Apart from Aviso class dispatch ships, they also have a small carrier vessel, the (NAME) which carries six fighters modeled on CUSET era fighters [fill in data here] plus two *Aileach*-class “birlinns”, slightly smaller than the Aviso and purposed mainly as armed-shielded personel/materiel transports (they feature missile and laser counter measures, and two laser turrets that cover full range of aiming).
- 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. From Enovys: “The pursuit runner’s fuselage was five times the size and breadth of the average Sprite fighter or Devilfly interceptor; her sleek hull was adorned with outboard engine nacelles, a black laser emitter, a roof-mounted missile-pod, and mounds of shield generators fore and aft. Chinyama called from the ramp which jutted from the ship’s port hull. He allowed them to proceed him, then climbed in and hit the ramp seal command. They had entered the passenger compartment’s aft end, a simple rectangle with storage cubbies in back and an unpartitioned...” “While the

computer had now downshifted from very high-G to—he checked a display—3G, it was still hurting. And from the look on the pilot’s face, she was ready to punch in the next burn. “Now wishing we hadn’t come,” he told her. She managed to turn her head and offer what might have been a sympathetic look. It was more like a grimace of pain. “Wishing I’d brought my Devilfly. Better dampeners.””

- Yun Dao battleframe. One of the things it carries is huge assault shuttle which can hold five hundred troops each. There’s a docking berth every eighty meters around the outer torus used in *Stars Remain* for interdictors exclusively.

HUMAN CULTURE AND VOCABULARY

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RELIGION NOTES:

- millennial cults: several popped up in the late 30<sup>th</sup> C. By 3010, almost all of them had completely died out (though many adherents had simply moved on to other obsessions, conspiracy fictions, &/or political dissidence)
- Khylysts – a revival of an old Earth Russian Orthodox cult with a slight bastardisation of the name. (See main article at [Khylysts - Wikipedia](#))

CULTURAL/ECONOMIC/LINGUISTIC NOTES:

*General 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 are taught in school. They were quickly and fully adopted in some regions, grudgingly (or not-at-all) in others.

- The **hyper** is Corporate Union space's version of 21st C **internet**
- 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 3104 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)
- In DCHC times, vets often own a honorable service badge
- Pollux-Dutch phrases from the Westermann story:
  - Vye zie qhayn smokkolors. We’re not smugglers
  - Neet scheetsen. Don’t shoot.
  - We’re all parents. We have children to go home to. Vye zie allemaal ouders. Vye hebben kinderen om naar huis te qhayn.
  - Damn this. Farr*domme* dits.
  - We got lost. Our navigator had a glitch. Vye waren verdwaald. Eena sturing hot onz *starnav*.
  - We are honest businessmen. Vye zie eerlyker zokenmansen.

*Dictionary*

- **¡Andate a la chucha!:** Chilean Spanish for go to hell
- **Ay-o: (DCHC)** North Thesian greeting from the between-times, kept alive until early 31<sup>st</sup> C only by older people (fades out around 3021)
- **baka:** cow (origin Filipino) **(DCHC)**

- **box-jockey:** anyone who operates/pilots a collector vehicle such as Scarabs which are boxy single pilot ships
- **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 21<sup>st</sup> Century people might call googling.
- **fernatz:** a West Centauran insult with its origin sometime during the dark age between eras.
- **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 22<sup>nd</sup> Century when the term is thought to have originated)
- **hún dàn:** scoundrel; bastard; hoodlum; wretch (Mandarin phrase)
- **janky:** 30<sup>th</sup> Century Centauran slang for sleepy, out-of-sorts or dizzy.
- **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.
- **No bigs:** No worries, no big deal (common phrase among Caultan, Thesians and Centaurans).
- **noogs:** mild insult for people who are new to a situation or uneducated in something (thought to be from New + guys = noogs).
- **pendejo:** idiot, moron, numbskull etc (Spanish)
- **porquería:** *piece of crap* (31<sup>st</sup> century Spanish)
- **Prog:** a program, a computer application (DCHC era).
- **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)  
(Story idea)
- **Shinna Caldones:** a 28<sup>th</sup>-31<sup>st</sup> Century nation of Xerxians composed primarily of the descendants of Scottish immigrants. In the early survival period after PBT, a form of white supremism set it where (it's believed) in the early days this was a tendency to value the whiter skin the better and this increasingly became an association of paler skin with the original ethnic Scots their mythology wanted to align their nation with. The name is a bastardized blend of Gaelic and Latin words (Cinneadh meaning clan and Caldones which was the Roman name for the Pict tribes living in northern Scotland). To the faction itself it means "Caledonian Tribe." Factional lore compares the harshness of living primarily in asteroid settlements and old repurposed space stations with the harsh living conditions of the early Picts.
- **shippy:** Peacekeeper slang for navy personnel
- **Slab:** a data device with touch screen, five centimeters thick, forty wide and twenty-four high (a large and more robust model of tablet, often used in industrial or military situations)
- **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



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- **wified/wiffy/wiffed**: all derivatives of the 21st century wifi. to connect devices without cables or wires

TLUAANTO REGION NOTES

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**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”, their one is “his hearts shrank”.

- They require frequent hydration
- They need to keep up food particularly sugars every few hours or grow faint and even die –they have never seen this as a weakness and there are conventions about even keeping enemies fed and watered
- 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: Tluuan star (the initial human journey there—from Pollyanna system—took ten standard days, March 19<sup>th</sup>-29<sup>th</sup> 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

Bubnunuims: 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).

“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

### **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:** “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 pflenhjoc 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 arthropods, 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

### HUMAN TECH

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#### 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. It has been reintroduced in some newer ships toward the end of the 30<sup>th</sup> C, but it is very expensive.
- intracom – what Xerxian Sevens military 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 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 leapspace 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

- Personal/business digital devices
  - Slab (1): during 2120s-40s, this was a very large and thick tablet, portable, but heavy like a briefcase might be (from Scrapper: “a large corporate slab with stylus in hand”)
  - Slab (2): mid-late 30<sup>th</sup> C: a similar device to above, with smart/touch screen.
  - slim: a small and (of course) slim data device
  -
- 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* googles: a form of VR game popular between 3009-3022. Chipper’s nephews use them (his brother’s kids)
- 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***

### CHARACTER NOTES

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#### **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. 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 one on.

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

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

#### **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.

#### **Christopher Gregory**

From Foucault's Moon. 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 title 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.

#### **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. When the *Assured* arrives, he is 72 orbits old (or approx. 48 Earth years old).



### **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.

### **Denise Westermann**

Born May of 2978 (Earth Calendar) Age in her own story is (25) so (35) in *Envoys*. Blonde. Centauran from “West Centauri” (a mainly German enclave that survived PBT. Her father doesn’t really speak any Confederation languages, but Westermann is fluent in Conglish and passable in the other two. No other languages. Likes apples a lot.

### **M Berderhan**

Born (April ?, 29??, OEC; on Pollux). From the Polluxan Serbian-Turkish region . Fighter pilot.

### **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

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### ENTRIES FROM WERBER'S ENCYCLOPEDIA OF HUMAN ENDEAVOR, JANUARY 2141<sup>3</sup>

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'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*

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'While the mid-20<sup>th</sup> 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 21<sup>st</sup> and early 22<sup>nd</sup> 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.

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<sup>3</sup> Taken from the novel *EVENTIDE*

## CUSET-DCHC Reference Guide

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 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*

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## CUSET-DCHC Reference Guide

‘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...

‘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