

A stylized graphic featuring a yellow, multi-pointed star-like shape and a red, downward-pointing arrow-like shape, both set against a dark blue background. The shapes overlap and are partially obscured by the text.

COALITION  
OFFICER'S  
HANDBOOK

EX ASTRAE AEQUALITAS

The rifle belched fire and spat shells in his hand. He kept shooting out into the void. It was the only thing he could do, floating as he was. One last act of malice in his life, as he drifted. They'd find him, sure, but not for weeks. By then his air would be gone. Maybe he'd hit a ship, and they'd come looking. Wishful thinking. The gun grew and grew into a gaping maw, and he fell in.

There had been no investigation, no prosecution, no pardon, no stay of execution. The whole thing was a mess. He'd never meant to kill them. He'd just slammed the ax into the wall to show them he meant business. The breach out there hadn't been last time he was there. There were too many of them. He had to show them he meant business. There were thirty of them, he only had five. There was a nod, an acceptance, a lingering smirk, it was war.

The whistling came from above and he knew what it meant. Justice was coming, quickly. He wouldn't run this time, he'd accept his punishment as it smashed into him and splashed him across the cosmos and the pit and out of the mouth of judgment and into stardust.

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A scratch at the door woke him up with a start. Sweat dripped down his forehead, down his chest, down his legs. He'd never meant to have it end this way. Drifting out here, for three days. The meow pulled him out of bed and he opened the door. Might as well send another signal. This is Maybird, we're disabled and drifting out of orbit. He didn't really expect an answer; nobody orbited Iapetus, not with the land so plentiful and unclaimed below. Sure it was ice, but it could have been home. A

home he'd never let himself have. He sobbed bitterly before regaining his composure. He was going to die up here, but for the moment he could face his fate like a man. He drifted through the bridge for a second, then grabbed the controls again. He sent out a pulse, and saw a signal in return.

The panel lit up, telling him he had an incoming communication. He thanked his lucky stars, or maybe God if He was out there. He pressed the button to open up the channel, then the voice came over the speaker: "May you be enveloped in righteousness". The voice was raspy, as if its speaker were recovering from a sickness. A tearing pop told him that he was under fire even before the sirens came on, and he covered his face as he ran for the pod. With one last kick he threw himself at it, across the void, praying he'd make it to the hatch before he was lost forever in the vacuum.

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Grand Admiral Jacob Mars stood on the bridge, surveying the destruction. "Third one this week." "Were there any survivors?" "No. Wait, it looks like a pod's intact."

"Good. Maybe the survivors will be able to help us find out who is behind these attacks. Rescue them and bring them to me."

## Overview

The Galli system is, to its inhabitants, lost in the middle of nowhere. The result of an accidental trip, human colonization here has been cut off from the rest of human civilization for over two centuries. Galli, as a star, is a K2 III Orange Giant several times brighter than the Sun, although it is a similar mass.

## Factions

The noteworthy factions remaining in Galli are the Coalition and the "Big Four" corporations.

The Coalition is the survivor of a system wide war between the two dominant political factions, itself and the Protectorate, which ended only a decade ago. While the Protectorate remains in spirit, no organized body has risen up to take its place, a testament to the political power of the Coalition and its ability to appease its citizens.

- + Control
- + Justice
- + Safety
- + Nationalism
- Transhumanism/Posthumanism
- Rebels
- FTL
- Total War
- Full AI

Transsolar is a corporation that dates back to Earth. Long a powerhouse in spacefaring industry, it maintains defense contracts with the Coalition, and was the corporation that was contracted to build the Intrepid.

- + Profits
- + Technological Advancement
- + Starfaring
- Coalition FTL Bans
- Independent Competition
- Direct Military Action

Haven Industries is an agritech and terraforming corporation that has sprung to power from its humble

roots. Founded in the Protectorate by survivors of the Intrepid shortly after the settlement of the Galli System, Haven Industries gave an atmosphere to Iapetus, Liberty, and Perseus, and they still maintain and sell cutting-edge life support, hydroponic, and terraforming systems. They are interested in terraforming Marzanna because it will give them another market.

- + Profits
- + Ironclad Reputation
- + Exceptionalism
- + Marzanna Reclamation
- Coalition
- Direct Conflict

Allegro Systems Design is the leading supplier of computers, robotics, and large-scale artificial intelligence systems. In addition, they provide sensors, scanners, and communication equipment. They are interested in reclaiming Marzanna in order to recover the lost unrestricted AI that were on-board the Intrepid; the Coalition explicitly bans research into such fields, but they feel confident they could reverse engineer it with the original safeguards in place and petition for the legality of their products.

- + Profits
- + Full AI
- + Exploration
- + Marzanna Reclamation
- Protectorate Sympathizers
- Posthumanism Ban

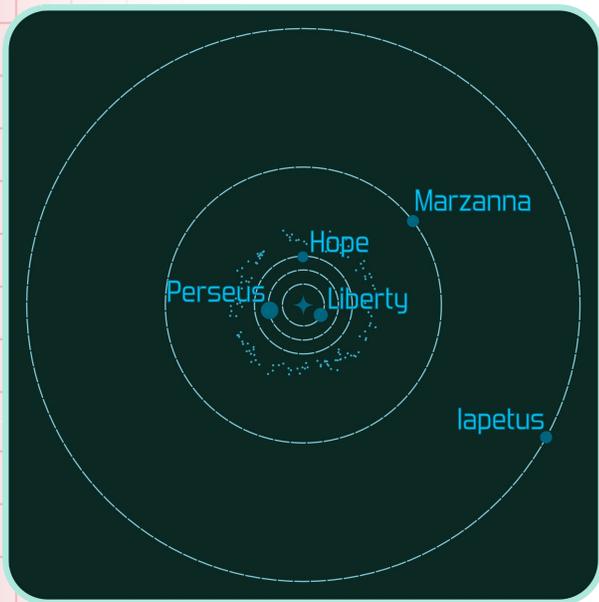
Finally, Liberty Arms is the leading military technology source for the Coalition. While the war is over, the Coalition maintains a large standing army; a consequence of their leadership's paranoia about the risks from Protectorate sympathy and also to the martial nature of the regime. Liberty Arms does good business with them, and many of its employees are former Coalition soldiers that often put the Coalition ahead of the company. They have fought private wars against the inhabitants of the Walker Belt and private military corporations that won't be bought out, something that the Coalition gives implied support for.

- + Coalition
- + Profits

- + Military
- Private Military Corporations
- Walker Belt Isolates

## Planets

Orbiting Galli are five planets and the Walker Belt. These planets are Liberty, Persues, Hope, Marzanna, and Iapetus.



### Liberty

Liberty, the closest to Galli, is a large rocky planet. At almost 3 AU from Galli, it is still mercilessly ravaged by the star's energy. Since it has years about equivalent to four and a half Earth years, and summers are blisteringly hot, most of the surface constructs in use at any time are on the cold parts of the planet, with only hardened colonies on the warm climate side. It also has large tunnel networks, the largest of which serve as a refitting point for the Coalition Navy's largest atmosphere-capable vessels. The planet is largely devoted to heavy industry, taking advantage of its dense metal crust to find raw materials from the very ground the factories are cut into, although its gravity is slightly higher than that of Earth, which has resulted in some unfortunate accidents when vessels perfectly fit for use in the outer Gallian planets have been returned to dock. Liberty has a proud martial tradition, and provided most of the officers in the Coalition fleet as well as those in the Protectorate prior to that.

- + Metals
- + Military
- + Shipyards
- Isolation
- Livable Environments
- Self-Sufficiency

### Perseus

Perseus, the second planet, is a sandy wasteland, with human habitation being difficult. It has a reputation as the hiding place for vagabonds and outcasts, though it is mostly peppered with peaceful farming villages. Although the planet has very long years, the surface is kept relatively even in temperatures because of violent and random wind currents that make coming and leaving in all but the most sturdy of vessels somewhat difficult, relegating travel to and from the surface to shuttle craft with a high thrust-to-mass ratio and consigning most visitors to docking at the stations in orbit that cater to travelers. It is 5 AU from the stellar core of Galli, and generates 1.73 G's.

- + Space
- + Surface Habitation
- + Self-Sufficiency
- + Populous Orbit
- Bad Reputation
- Poor
- Dangerous Winds
- Water
- High Gravity

### Hope

Hope is the third planet in the Galli system, and is the only planet on which terraforming was highly successful, recreating many of the environments of Earth. While it has long years, it is very temperate, in part because of its high water content, which causes constant downpour and clouds but also serves to shuttle the heat from the sun side of the planet to its opposite. Temperature ranges from just above 125 degrees Celsius in a few patches of mountainous deserts on the sunside to a somewhat temperate tundra and arctic region that rarely drops below -5

degrees Celsius, though much of the world has thick tropical jungles with temperate climates forming around the ring of the dark side of the planet. A total of five moons provide a stable tidal environment, as well as ensuring that there's some light even through the overcast skies of Hope. Ironically, despite being named after Hope, the planet is often considered the most dreary. With gravity about 90% of that of Earth, Hope is friendly to most atmospheric spacecraft. At just over 7 AU from Galli, Hope is the furthest out of the Inner Gallian planets, and as the first to hold significant colonization, it serves as the core of political power in many peoples' minds, as well as being the literal capital of the Coalition. Its years last the equivalent of 20 Earth years, leading to interesting ecological developments as the planet slowly heats or cools certain regions in its rotation.

- + Water
- + Earth-Like
- + Populous
- + Political Power
- Crowded
- Rainy
- Overgrown
- Strict Legal System

## Walker Belt

The Walker Belt cannot be ignored. While it does not have the political power or clout of any of the planets within the Coalition, it does have a substantial amount of resources, and asteroids tend to be easily exploited. The main difficulty separating the inhabitants of the Walker Belt is their distance from both the Inner and Outer system; at 11 AU, the association of asteroids in the Walker Belt is both spread out far enough to make cohesive government difficult but also has difficulties with transit to and from both Inner Gallian and Outer Gallian planets.

- + Personal Liberties
- + Buy Anything
- + Sparse Population
- + Resources
- No Help In Sight

- Dangerous Characters
- Inhabitable

## Marzanna

Marzanna was the entry point of humans to the Galli system. The fragments of the Intrepid remain scattered across the planet's surface, reclaimed in many places by the lava fields. Marzanna's uninhabitable enough that most of the people who live there live in artificial habitats, with the ashen skies bearing soot quickly suffocating anyone without breathing assistance, something often rendered moot by the hellish temperatures of the volcanic surface. Tectonically unstable, the only people who spend a lot of time out on Marzanna's surface are the researchers searching for the Intrepid's remaining technology. The main difficulty to reaching Marzanna is distance; 20 AU out from the center of the solar system trips to and from Marzanna can take weeks or months, especially if a dense part of the Walker Belt is in juxtaposition mid-flight.

- + FTL remnants
- + Research
- + Privacy
- + Populous Orbit
- Coalition Control
- Volcanic
- Inhabitable
- Few People

## Iapetus

Iapetus was initially dismissed as a frozen rock, but colonization efforts under the Protectorate were wildly successful. It remains a hotbed of resistance to the Coalition, even though it is officially a member, fighting the Inner Gallian policies. Since it is 40 AU from Galli, it tends to be isolated from current events; travel to and from the system center takes a decent amount of time, and communications are even delayed several hours just on account of the distance. Couple this with the fact that Iapetus has no atmosphere to speak of, leading most of the colonies to be established underground, and messages are frequently missed or have already become irrelevant by the time they have arrived. Iapetus' main export is manpower: while it is self

sufficient it is only barely so. It played a much more prominent role in the Protectorate, however, and still has a proud tradition of martial prowess, even if it must come second to what its people need for survival.

- + Independent Spirit
- + Thriving Economy
- + Coalition In Name Only
- Isolation
- Inhospitable
- Xenophobic

## History

The Galli System was founded by the Intrepid, a faster-than-light vessel coming from a colony of Earth. However, an error in calculations led to the Intrepid arriving within the atmosphere of Marzanna, destroying the vessel, whose survivors fled either to Hope, the Walker Belt, or Iapetus. These survivors would later divide into two factions, the Coalition and the Protectorate.

Upon its founding, the Coalition began to terraform Hope, taking advantage of the planet's plentiful water to establish a thriving ecosystem. Unlike the other survivors of the Intrepid, they were able to expand more readily across the planet, as it was safe for human surface habitation within a decade. In the twenty years or so that followed all the other Inner Gallian planets received a terraformed environment, though Liberty's extreme temperatures largely prevented surface habitation. In the Walker Belt and on Iapetus, the Protectorate began to form as a response to the Coalition, with independent habitat-states banding together under a common military banner. Some members of the Protectorate moved to Hope and Perseus, establishing a foothold for the faction there.

It was only a matter of time until war broke out; the Coalition had grown increasingly aggressive and territorial, and although the Protectorate fired the first shot, the Coalition was certainly the best prepared for the war. With a military that far surpassed the smaller faction's resources, and a significant upper hand—the Coalition had gathered enough information that they had been capable of striking every Protectorate outpost within the first year of the war. The war took

only two years to finish, with the Coalition's secret weapon, the Starlight, striking decisive blows against the Protectorate's supply chain and naval forces.

The Starlight is the ship of Coalition Grand Admiral Jacob Mars, who rose to prominence for his valor in battle and commanding prowess. Taking a hands-on approach, he still intervenes in the affairs of the Coalition, running largely unchecked by the Coalition's ruling Council.

In the decade following the war, things have largely returned to normal. However, there remains a simmering tension between the Coalition and the remainder of the Protectorate, and there are rumors of chaos spreading through the Walker Belt, potentially a threat to the whole solar system.

## Life in Galli

Life in the Galli system is heavily dominated by technology and automation. Human labor is largely skilled rather than menial, except in places where drones and technology are too expensive or too fragile to operate. The Coalition places tariffs and restrictions on many goods that are intended to increase the demand for human labor, but in the outer system these are often not enforced; some colonies in the Walker Belt are renowned for providing a very easy life for their citizens, with all the normal tasks of life taken care of by automated systems or drones.

Communications and computers are powerful and plentiful. While it's not common to see people communicating between planets in anything resembling real time (there can be delays of several hours depending on which planets the sender and recipient is on), there is a functional interplanetary internet. People use augmented reality and virtual reality on a daily basis, except those who have chosen not to use it.

Space travel is rare, not so much for the expense of the matter but simply for time considerations; ships take days or weeks to go between planets. While artificial gravity means that there is little inconvenience for those who are going out into space, the fact remains that accidents can happen, and most people

choose to stay on planets where there's breathable air on the other side of the nearest wall.

For the most part, Galli offers a safe haven for its residents, who rarely encounter true hardship and live lives of ease. However, life in smaller colonies is often difficult, as residents must deal with the harshness of their planets, especially on Perseus, Marzanna, and Iapetus, though most inhabitants of Marzanna are just there for research or as a stop-over. Space stations and asteroid habitats are also common, and have their own unique challenges.

## Player Backgrounds:

While the Galli system has about a billion inhabitants from all walks of life, there are several potential backgrounds that make sense as potential paths to adventure, glory, and danger.

Coalition and Protectorate veterans are still around after the war, and while none will be younger than the age of 26, many took up wandering travels after the war's conclusion.

Liberty is a heavily industrial planet, and its lower classes can expect to grow up working in dark, crowded factories and sheltering in tunnels during the hot summer months. As a result, many choose to flee to the sky in order to avoid a life of dull, repetitive labor.

Perseus really has two populations that tend to leave the planet; the various farmers and laborers from the planet often find themselves outgrowing the food production of the planet's barren deserts, and without any meaningful way to prevent their own starvation they often leave planet to find their luck elsewhere. The spacers who live in stations above the planet are also known to sign on to spacefaring crews and other groups, capitalizing on their skills in microgravity and their rough-and-tumble reputation to get a spot on any crew, so long as they're not too picky.

Hope tends to have the fewest people go to adventuring, as it provides a stable and meaningful life for most of its inhabitants. However, those who leave are often from a background where they choose to adventure because of boredom and not need; being

otherwise well-adjusted they couldn't settle down into a passive life.

Most of the inhabitants of the Walker Belt are only inches from the unsettled frontier of space; where bandits and robbers can hide among the countless rocks and derelicts of the belt and enjoy a degree of protection from the Coalition. Many of these bandits and robbers choose to take up a more safe line of work by joining crews with a passing captain, serving as a "security officer" in case things get violent, but it's just as likely that the people who are leaving the Walker Belt seek more stability without losing the freedom that living on or in orbit around a planet precludes.

Few people live on Marzanna, and many of them are already the adventuring sort. However, the colonies in Marzanna's orbit are among the most well established ones in the Galli system, and are renowned for having some of the best hotshot pilots, many of whom gained their experience working in the volcanic atmosphere of the planet below. To passing captains, this is an easy way that these aces prove both their courage and their skill.

Iapetus is the furthest out planet, and few people leave it in their life. Made up of small, independent colonies, many of whom are only nominally subjects of the Coalition, people on Iapetus come from all stripes and backgrounds; some of which encourage adventuring and wandering throughout the Galli system in order to prove valor and character, and others of which are likely to produce people who choose to leave a society that doesn't accept them.



**OFFICIAL REPORT:  
THE CALLI SYSTEM  
CLEARANCE RED**

EX ASTRAE AEQUALITAS

I found this notebook on an officer's body when I was scavenging an old wreck from the war. It's highly classified, so don't get caught with it no matter what.

If you don't need to read this, I'd recommend that you don't. You'll be happier that way. Something tells me that this is stuff for only the GM to know.

## Plot Hooks

Liberty (Friend): Marcus Stern

Marcus Stern is a merchant through and through. He's very amicable despite his ruthless business dealings, and many people who should hate him for driving them out of business are forced to admit that his philanthropy and charity are unmatched. He is one of the few people on Liberty to remain in successful trade without having to side with one of the Big Four, which is a testament to his great skill.

As a great merchant, he's always looking into opportunities for investment, and is likely to offer jobs to the players in order to have them figure out what's going on. Despite the fact that he recognizes that few of the missions he sends them on will bear any fruit, he is willing to take a few risks if it means potentially getting an edge on the competition.

- + Fairness
- + Charity
- + Cutting Edge
- + Exploration
- Cruelty
- Making Enemies

Liberty (Enemy): Captain Oleg Stravinski

Oleg is known by his long and colorful history as a captain in the Coalition Navy, which was marked by a notable lack of discipline or mercy. He barely avoided being court martialed

because of the fact that surprisingly few Protectorate soldiers would surrender to him.

Nobody really knows Stravinski's background, but he has a friend high up in the Council, so he's untouchable. He's likely to pester the players just because it makes him feel good to obstruct people's normal routine. That said, he's loyal to the Coalition, and if he catches them in trouble they'll be in a tight spot.

- + Coalition
- + Asserting Authority
- + Bully
- + Corrupt
- Facing Consequences
- Protectorate Veterans

Perseus (Friend): Old Harold Petersen

Harold Petersen Senior, or "Old Harold Petersen", as he is more commonly known, is a former privateer and bandit whos has long since retired. Because his crew was very clean, he's never been convicted of his crimes, but he's long since been reformed and settled down on Perseus to a farmer's life.

Petersen still maintains a fair degree of involvement in current developments, though he uses his keen intellect and his ability to negotiate and coordinate people to help people instead of robbing them, making sure that his community is fed and clothed. If there's a problem to be solved, he'll act as a middle man to hire people to fix it,

including the players if they stop by.

- + Philanthropy
- + Staying Connected
- + Information Broker
- Friends Suffering
- Violence

Perseus (Enemy): Michael Rogan

Michael Rogan is the Perseus Station Coordinator, in charge of keeping order in the dangerous and often anarchic network of stations above Perseus. However, Rogan doesn't actually take his position seriously, and tends to exploit his position in order to correct "taxes" and "fines" that are arbitrary and illegal.

Although he has had run-ins with the Coalition, he remains in his position because of his popularity with the station captains, who he shares a collection of his earnings with. While this earns him the ire of the common traders, travelers, and merchants, he keeps things from crashing into each other and makes a handsome sum doing it. Players are likely to object to his fees, however.

- + Wealth
- + Keeping Things Going
- + "Taxes"
- Putting Up With Annoyances
- Threats to His Position

Hope (Friend): Agrod Menacheos

Agrod may be a bureaucrat, but he's one of the few people to go beyond the stacks of paperwork and get results. Working with the

poor in several urban centers on Hope, he attempts to find them positions and jobs so that they can move up in society, giving them an education and transport if need be.

While he's unlikely to provide the players with combat-heavy jobs, Agrod never stops looking for people who can go and report job findings, shuttle people to the site of their future career, or find some resources. In times of dire need, he may even turn to the players for help in procuring some things that "fell off the back of a truck". He dreads failure to the point where he will panic, often causing more harm than good when his plans don't go as expected.

- + Bringing Change
- + Ends Justify the Means
- + The Rules Are Meant To Help
- Cruelty
- Red Tape
- Failure

Hope (Enemy): Cindy Roberts

Cindy is a researcher in a major Transsolar facility on Hope. The players are likely to encounter her as a minor nuisance, but she's also got a ton of skeletons in her metaphorical and literal closets.

Cindy's work takes her to the edge of Coalition law, as she pushes the boundaries of acceptable research on prosthetics and bionics and shifts into openly trans- and post-human studies.

She has been mostly

unsuccessful, in part because in her experimentation she tends to go too far, pushing her subjects' bodies beyond their limits.

Fortunately for her, she tends to take her research "participants" from places where they are unlikely to be missed, so she has so far escaped the notice of any officials on Hope or in the Coalition.

- + Progress
- + Science At All Costs
- + Transhumanism/Posthumanism
- Coalition
- People

Walker Belt (Friend): Karen Reman

Karen Reman is regarded by many as a living saint. A "hero for hire", she single-handedly led a group of resistance fighters who fought off both the Protectorate and Coalition before they brought their fighting into close proximity with three major Walker Belt colonies, saving countless civilian lives. Facilitating separate ceasefires with both factions, she proved herself not only on the battlefield but also at the negotiating table.

She now works for Haven Industries, testing new solutions to the Walker Belt's challenges to long-term and large-scale habitation. She is likely to hire players to be gophers and couriers, but she also has to deal with enough violent nuisances that she's likely to hire them for more "action-packed" missions as well.

- + Protect the Weak
- + Martial Prowess

- + Brilliant Negotiations
- + Walker Belt Habitation
- Pirates and Brigands
- Political Extremists

Walker Belt (Enemy): Lillian Metzgan

Lillian Metzgan is an old-school pirate. Nobody knows how she's stuck around so long under the Coalition's nose, but between her knack for stealth and her flagship's mighty guns, she's capable of getting clear of any rub. It doesn't help that most of the bounties against her state that she's wanted alive; a source of speculation for many in the Belt that also means more opportunities for her to slip away from justice.

She's a pirate through and through, and if the players encounter her she's going to try to steal everything from them and leave them drifting in the Belt to die. She doesn't typically execute people, because that gets her in even more trouble than she's already in, but she has been known to kill people to prove a point.

- + Ruthless
- + Plunder
- + Anarchy
- Coalition
- Large Organizations
- Walker Belt Habitation

Marzanna (Friend): Janet "Sunny" Laren

Sunny is one of the oldest surviving prospectors on Marzanna. She's known to provide jobs for rookies and greenhorns on the

safer parts of the planet, and is still consulted by those who want to try an overland journey between colonies and habitats on the surface.

She is likely to be a job broker for the players, both giving them courier jobs for the researchers and residents planetside and providing them with opportunities to get some work that is less likely to get them killed.

Although she claimed neutrality, Janet worked for the Protectorate as an intelligence agent during the war, and remains bitter against the Coalition because she is aware of their nonprosecution of war crimes.

- + Help the Newbies
- + Experience
- + Marzanna Habitation
- Coalition
- Corporations Owning Marzanna

Marzanna (Enemy): "The Shade of Marzanna"

People working on Marzanna's surface swap ghost stories and tales of "The Shade of Marzanna", but only after they're safe and sound on an orbiting station. While many dispute his existence, many swear by the existence of a malefactor who strikes from the ashen darkness and disappears before his victims can react. Just as many people swear that the rumors are exaggerated, and the deaths are proof of Marzanna's hostile environment making it one of the most dangerous places in the Galli system.

The rumors are correct, in part. The Shade of Marzanna is actually an agent of some unknown faction, or potentially one of a group of agents, that attempts to impede research into the Intrepid. They have been operating since the original crash, and were responsible for foiling attempts to collect data from the wreck, both by destroying it before it could be recovered and by killing those who went for it.

- + Marzanna's Secrets Remain Secret
- + Xenophobia
- + Bloodshed
- FTL
- Transhumanism/Posthumanism
- Intrepid Recovery

Iapetus (Friend): Patriarch of New Yerevan

The Patriarch of New Yerevan belongs to a religious enclave on Iapetus that stays true to the old beliefs of the Armenian Apostolic Church. He has recently, however, been troubled by the encroaching presence of the Coalition, and although he doesn't think that they're a direct threat to his followers' way of life he is distrustful of the outside influence, especially given that his Armenian settlers made up a fiercely loyal part of the Protectorate, and have to the current day occasionally resisted Coalition influence.

He is dying, although this is based more on his great age than on his health. He remains well in body and spirit, so he's more than capable of tending to his flock, but he worries about some of the

influence of outsiders on their peaceful settlement. Recently, a family was murdered, the sort of crime that never happened in their small community until the Coalition showed up. As a result, he's on edge, looking to the players as a way to potentially sort out some of the issues and get to the bottom of the matter. While the crime seems to have followed the Coalition's presence, he is rightfully dubious that the Coalition committed the crime, and suspects several members of his flock.

- + Spread the Faith (Armenian Apostolic Church)
- + Simple Life
- + Community
- Mercy
- Intrusive Outsiders
- Moral Decline

Iapetus (Enemy): Jerek

Jerek was once a trader, smuggler, and ne'er do well, but he was never malicious. However, recently mercenaries invaded his home colony on Iapetus, and, well, he's ticked about that. He is likely to distrust the players, as part of his raging paranoia; anyone not associated with the Coalition could be working for the mercenaries who attacked his home. Needless to say, he's not a huge fan of the players after this, and will attempt to get revenge. He's a fan of the dramatic, liking explosions, lots of gunfire, and the like, often attacking with an element of surprise to add to the impact of his attacks. What he lacks in subtlety he makes up for in stealth; he and his forces are

incredibly skilled with regards to appearing out of nowhere and disappearing again into the night.

Now hardened by bloodshed and loss, he is driven by vengeance. His ragtag band of freedom fighters is just as aptly described as terrorists. The Coalition does little to stop him because he is very discerning in his choice of targets, and has only attacked the same people that they've been keeping their eye on as potential sources of subversion. This includes, to a lesser degree, the player characters, although Mars has mostly cleared them of wrongdoing. As a result, Jerek is mostly left unchecked.

Jerek's resources are surprisingly large. It would not be surprising if he is bankrolled by a power of some sort, though it's not the Coalition or any major corporation...

- + Vengeance
- + Let the Rivers Run Red
- + Patriot
- + Overkill
- Innocents Getting Hurt
- Justice Undone

## The Galli "Bible"

The Galli system is not separated from the rest of humanity because they simply never cared to follow up and Galli's inhabitants can't get back. The darker truth is that humanity as a whole was almost destroyed shortly after the Intrepid made its voyage, and that Galli was spared because it was not integrated back

into the rest of humanity.

The destruction was apocalyptic; a modified virus spread through the human population using the FTL travel lanes. It passed undetected until it suddenly struck, killing at least twenty-five percent of people infected. The subsequent fallout on economic production was harsh, and several fledgling colonies not unlike those at Galli were forgotten about as resources failed.

War followed the plague, a consequence of secret weapons projects spiraling and escalating out of control. Among these were the "Romans", genetically modified and augmented super soldiers who literally held the power of stars inside them. Physically integrated into cutting-edge technology, a single Roman could out-fight a whole army of normal men, shoot military starships out of the sky, and even destroy a planet, if they set their minds to it.

The Romans expanded out throughout the remnants of humanity, fighting their conflicts as each tried to gain power. Ultimately they realized the truth; just as their masters could not control them, they could not control things of their own scale. They split up into two factions; Veritas and Nihil, diametrically opposed on the concept of humanity. While Veritas viewed themselves as protectors of humanity, they also believed that it was necessary to impede their growth, and they took up the role of protector of the remaining

humans they could find. Nihil, however, left human space entirely, making their own, lesser, creations and deciding that they would rule over their own era of progress.

The only Roman to have an active presence in Galli is Mars, a member of Veritas. He assumes the role of Coalition Grand Admiral Jacob Mars, and keeps his power under control, observing the humans he protects and living among them in secret. However, Ceres also has an eye on the system, and has influenced some of its inhabitants, particularly in the Walker Belt, to follow her corrupting influence as she seeks to create something entirely new. She, however, does not directly interfere in the system, instead altering the minds of its inhabitants to fit her ends. She suspects that a Veritas member may have influenced the system through her observation of the Coalition, whose goals seem aligned with the more conservative Romans. The two Romans are unaware of each others' presence, and conflict is inevitable.

## Veritas

Veritas is the "good" faction of Romans, who seek to keep humanity as it was. Part of this is a reactionary anti-transhumanism movement, but even this is accompanied by a general "benevolence". Romans aligned with the Veritas philosophy tend to protect and aid humans, while barring them from gaining their power. Veritas includes Mars, Venus, and Jupiter, and the other

lesser Romans who identify with their goals and agenda.

- + Humanity
- + Security
- + Tradition
- Transhumanism and Posthumanism
- FTL (in human hands)
- Extinction threats
- Nihil

Nihil

Nihil is the "bad" faction of Romans. They are openly posthuman, creating their own replacements for the humanity they played a role in the partial destruction of. Their main gripe with humanity actually comes from the presence of Veritas among its midst. Many of the Nihil aligned Romans have no gripe with humanity, but most try to create their own successors. Quirinus, Ceres, and Minerva are just a few of the Romans to have taken up the Nihil banner. The Nihil philosophy teaches the practice of "A New Dawn", creating civilizations that rivaled humanity at its peak without care for the risk this poses to the vestiges of humanity. They are not the sentimental sorts.

- + Transhumanism/Posthumanism
- + Progress
- + "A New Dawn"
- Veritas encroachment
- Rivals to Romans
- Status Quo

## Credits:

All of the Galli System content is created by Kyle Willey. The art was made in Inkscape for the original elements (the map, the ugly page backgrounds, and the graphic design elements of the cover), or in the GIMP for the final content (later pages, final touches on the covers), with some of my production-process images coming from CGTextures. My fonts come from a variety of authors; they are, in order of appearance, Optimus Princeps (Manfred Klein), Forgotten Futurist (Typodermic Fonts), Shortcut (Misprinted Type), *Breip* (Alan Hussey), and Gabriele Bad (FontGrube AH).

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