

Confederation Planets

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Confederation Planets

THE CONFEDERATION OF PLANETS

The Confederation of Planets is a loose association of human and humanoid planets bound together by treaties that regulate shipping, protect planetary independence and enforce mutually agreed upon laws. The Confederation is by no means the first association of worlds to rule known space. There is evidence on all the planets that many other civilizations have existed and passed on.

The Karamine Coalition is the Confederation's chief rival to control the civilized space lanes. After numerous skirmishes, war broke out. Some planets were reduced to radioactive ruins, others devastated by Bio-genetic weapons. Economic disaster, starvation and anarchy now stared many planets in the face. After years of sustained warfare, the Confederation finally pieced together a truce of sorts with the Karamine Empire. The truce came about because both sides had used up so much resources they could barely feed their populations and maintain communication within their sphere of influence. In the Confederated Worlds, outlying planets like Vensoog now subsisted on meager alliances with the few Free Traders who had held aloof from the conflict and fought off onslaughts from the Jacks who preyed on them from space.

The main law enforcement in space is the IPP (Interplanetary Patrol). The Patrol recruits members from all Confederated Worlds and is a polyglot of those species.

Trade is mostly handled by Independent Free Trade Ships who are registered in the Free Trade Registry.

A Criminal element is represented by the Thieves Guild which has branches on all planets, although local criminal enterprises also exist on each world. No one knows where the headquarters of the Interplanetary Thieves Guild is actually located. It is only known that their influence on planetary governments is pernicious and widespread.

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FENRIS:

ALIEN RACES:

PLANET DESCRIPTION: Fenris was named before explorers had set foot there and discovered how inappropriate it was to name the planet after the devouring wolf of Ragganok. The name didn't call up an image of pristine, snow-capped peaks excellent for winter sports, bucolic countryside ideal for gentle activities or the white-sandy beaches with just enough waves for surfing or sport fishing. Fenris was woefully short of heavy metals, but the Fenriki had quickly overcome this disadvantage by developing the world into a vacation destination for the rich and famous of the Confederated Worlds.

SOCIETY VALUES: Anything goes. Gambling & prostitution are legal, although they give lip service to banning child prostitution. Banking center of the Confederation because of the liberal banking laws. Banking center not actually located on the planet, but on the lesser of the two moons. Entire economy is geared toward tourism. Has a dark underside to this pleasure-oriented society. A very powerful Theives Guild operation in in place.

SELENE: moon attached to Fenris. Ship repair & building Dock during the war.

WASOBI: moon attached to Fenris. Smaller of the two moons. Holds secret banking center of the planet. Automated security system monitored from the planet and from Selene.

ANIMALS: ?

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CAMELOT

ALIEN RACES:

PLANET DESCRIPTION:

SOCIETY VALUES:

ANIMALS: birds, a few reptiles, large graceful sea creatures, fish

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AVALON

ALIEN RACES:

PLANET DESCRIPTION:

SOCIETY VALUES:

ANIMALS

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VENSOOG

ALIEN RACES: traces of ancient race of dragon? people

PLANET DESCRIPTION: a semi-tropical paradise. Islands of various sizes connected by water channels (although of a higher saline content than oceans on Old Earth) were strung around the equator between five larger landmasses. Two ice-covered regions were found at each of the magnetic poles. Has hurricane strength winds during the winter. The temperate climate is hospitable to both man and the cattle, horses, goats and sheep

SOCIETY VALUES: matriarchal clan system with modifications

CLAN LEADERS

- Laird Genevieve Clan O'Teague
 - Consorts title – Warlord Gideon Michaels
 - Children: Jeannine, Bronwen & Ceri
 - Seat – Glass Isle, other territories, Veiled Isle, Talker's Isle, other small islands
 - Port Recovery Isle – O'Teague Isle
 - Clan Rep – Katherine- Husband Lord Zachery Jackson
 - **Their Children**
 - **First Daughter Juliette**, very pale skin, red hair, freckles, skinny. ability to camouflage herself and anything she is touching to blend into the background, can be sneaky and manipulative, eidetic memory. – Dactyls – Saura & Daisri
 - **Aire** Philen, male, Part Elf, brilliant green eyes, straight blue-black hair, cut chin length, and delicate almost feminine features, looks about ten is actually 16
 - **Anita** Larkin– Female, human, mixed race blue eyes, brown hair, very fair complexion. Dainty build. Some healing ability.
 - **Aymar** Eliven, male, Part Elf. Brilliant blue eyes, straight golden hair, cut chin length, delicate almost feminine features, looks about 10 is actually 15
 - **Azalure** (Part Syrene, copper colored skin, blue-green hair, silver eyes, webbed fingers and toes, can use her voice to make people obey her. Legend says a Syrene can sing a person to death.
 - **Byrony** Selman– Female, human, of human stock, with light brown hair, a brown complexion and brown eyes
 - **Kirt** vanHuron, male, human, Fenriki, long narrow face, sandy colored hair and eyes of an indeterminate shade of gray
 - **Lucinda** blond hair, pale blue eyes – Dactyls – Agra & Razuel working 4 security in Port Recovery,

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- **Mason** – Male, Mixed race Human/Lupin, hair a mixture of brown, black and red, yellow eyes, has the distinctive raspy voice of a Lupin, tip of the nose darker than the rest of his skin.
- **Meredia**, Part Syrene, copper colored skin, blue-green hair, silver eyes, webbed fingers and toes, can use her voice to make people obey her. Legend says a Syrene can sing a person to death.
- **Patrice** – (see Juliette), red hair, green eyes, slim build, ability to camouflage herself and anything she is touching to blend into the background, can be sneaky and manipulative, eidetic memory. Dactyl Izzibit
- **Rachel**, blond hair, grey eyes, same genetic programming as Lucinda. About 12.
- **Roderick**, mixed race – Dactyl -Rahjit own a software design & potion company with an office in Port Recovery.
- **Rupert** mixed race – Dactyl - Pelcon own a software design & potion company with an office in Port Recovery
- **Selick** s'Rudin, Trellyan/human, female, pinkish toned gray skin, lighter in shade than a full blood Trellyan, but she had the curly maroon colored hair. Her human heritage showed itself in her blue eyes.
- **Taglen** Jorkinski – male, human, Fenriki, long narrow face, sandy colored hair and eyes of an indeterminate shade of gray.
- **Tyson** – Human, male, small for his age, red, tightly curled hair cut close to his scalp. Brown eyes, sharp featured face with a blade of a nose.
- **Violet** Empath, Asian – Sand Dragon - Jelli apprentice Dragon Talker
- **Zahra** – blue-black hair with tinge of purple, Asian mixed race – sensitive
- Dona Gracile Clan DeMedici
 - Consorts title – Duke
 - Seat – Turin, other territories, N'sicily, Scarlet Archipelago, Nessie Isle
 - Clan rep – Dame Leona DeMedici
- Donna Maria Marchesa Rodriguez
 - Consorts title – El Cid – David Jones
 - Clan Rep – Marquesa – Serene Rodriguez
 - Seat – El Morro, Espanola, other territories
- Tsarina Veronika Clan Ivanov
 - Consorts title -- Grand Duke Mikel Romanov
 - Clan rep – Dame Katrine Ivanov
 - Seat – Petersburg, Flower Cay, other territories
- Denka Muri Clan Okoro
 - Consorts title – Kugyô Jeff Castro
 - Seat – Tokai, Gargantua,

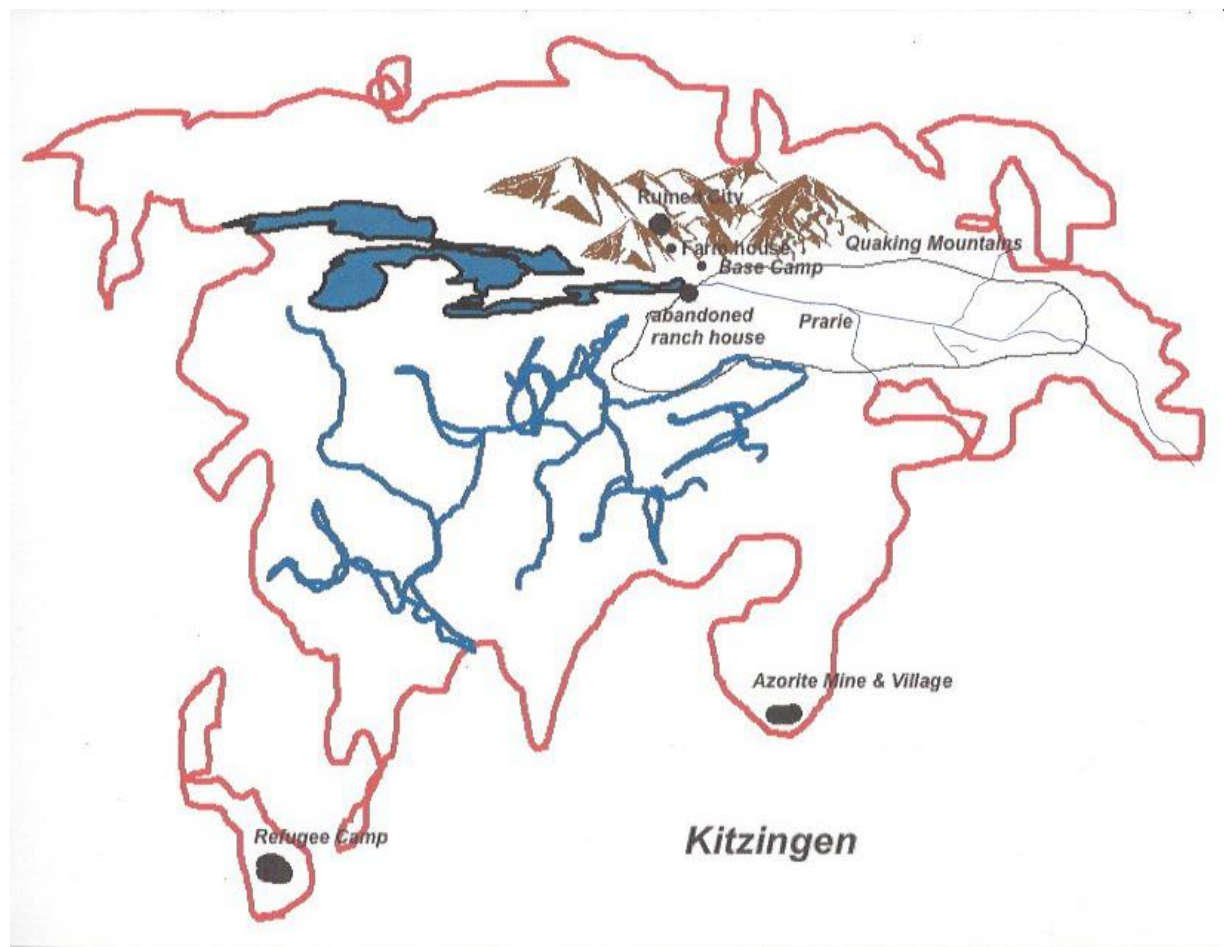
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- Clan rep –Ishiko Hime Muri
- Pendeuc Dyue Angharad - Clan Caldwell
 - Consorts title – Penteulu – Owen Richards
 - Seat – New Wales, Pembroke, Hissing Isle, other territories
 - Port Recovery Isle - Pembroke
 - Clan Rep Ardalyddes Anika Caldwell
- Princesse Eugenie Clan L'Roux
 - Consorts title – Duc d'Orleans – Sam Browning
 - Seat – Anjou, Wild Haven, other territories
 - Port Recovery Isle Versailles
 - Clan Rep Duchesse Antoinette L'Roux
 - First Daughter Odette
- Nü-Huang Toshi Ishamara Clan Yang
 - Consorts title – Shifu Mike Mullins
 - Seat – Beijing, Blue Isle, other territories
 - Clan Rep Tang Jiao Ishimara

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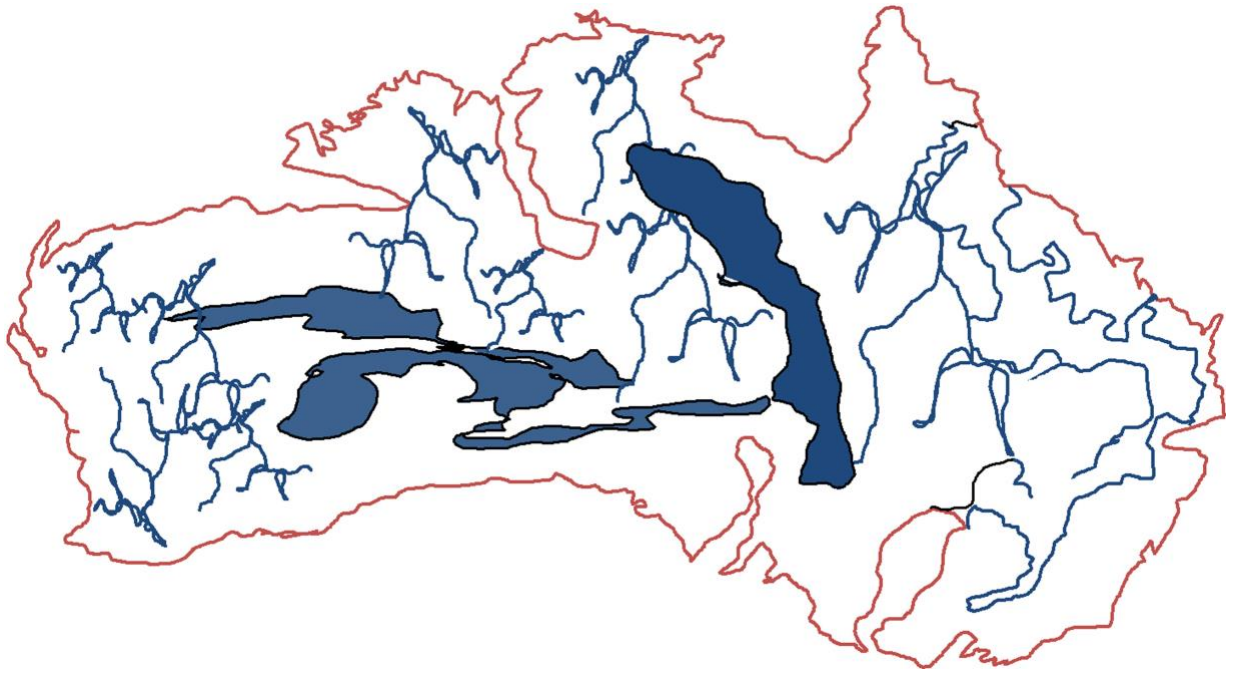
Main Continents

NORTHEAST – KITZINGEN, Azorite Mine, **Azorite City**. Some settlements along the coast, currently being explored by joint clan teams. Rugged Mountains surrounding a center rolling grassy 3 Mountain ranges along a center rolling grassy plain, tall trees., broadleaf forests tall trees. Large interconnected lakes on the western side of the continent. Ancient ruins set on the edge of the **Quaking mountains**.



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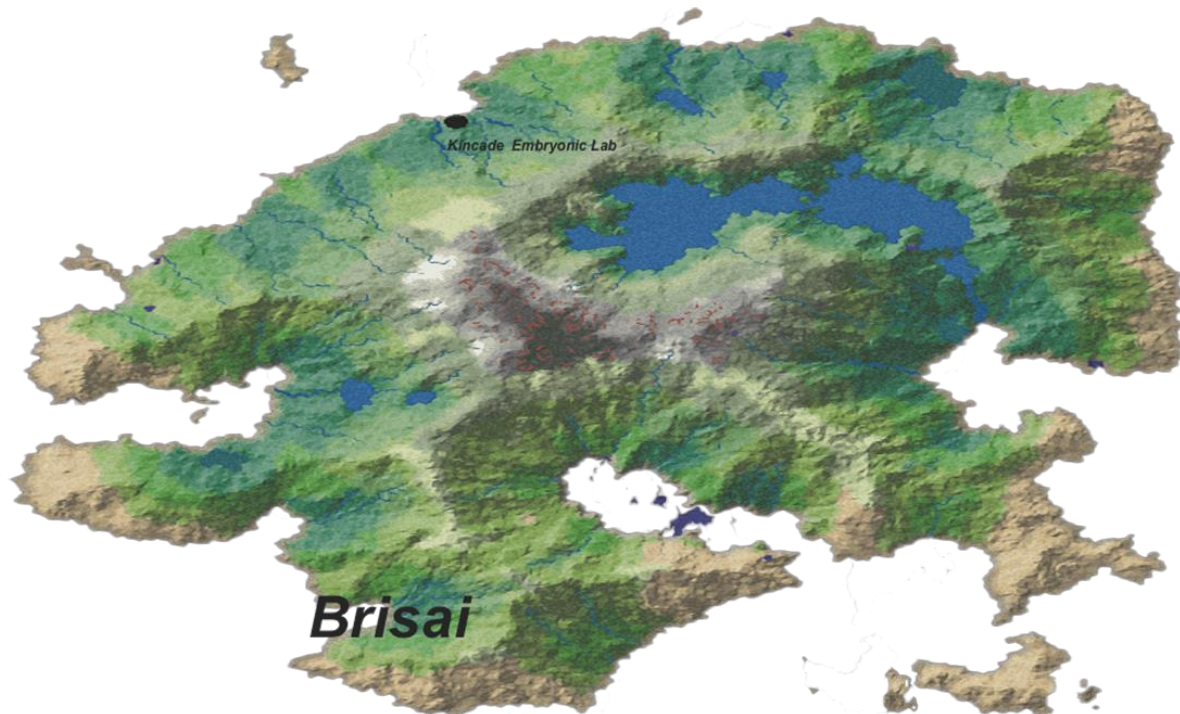
WESTERN – CAPACHAZ, huge rainbow tree forest



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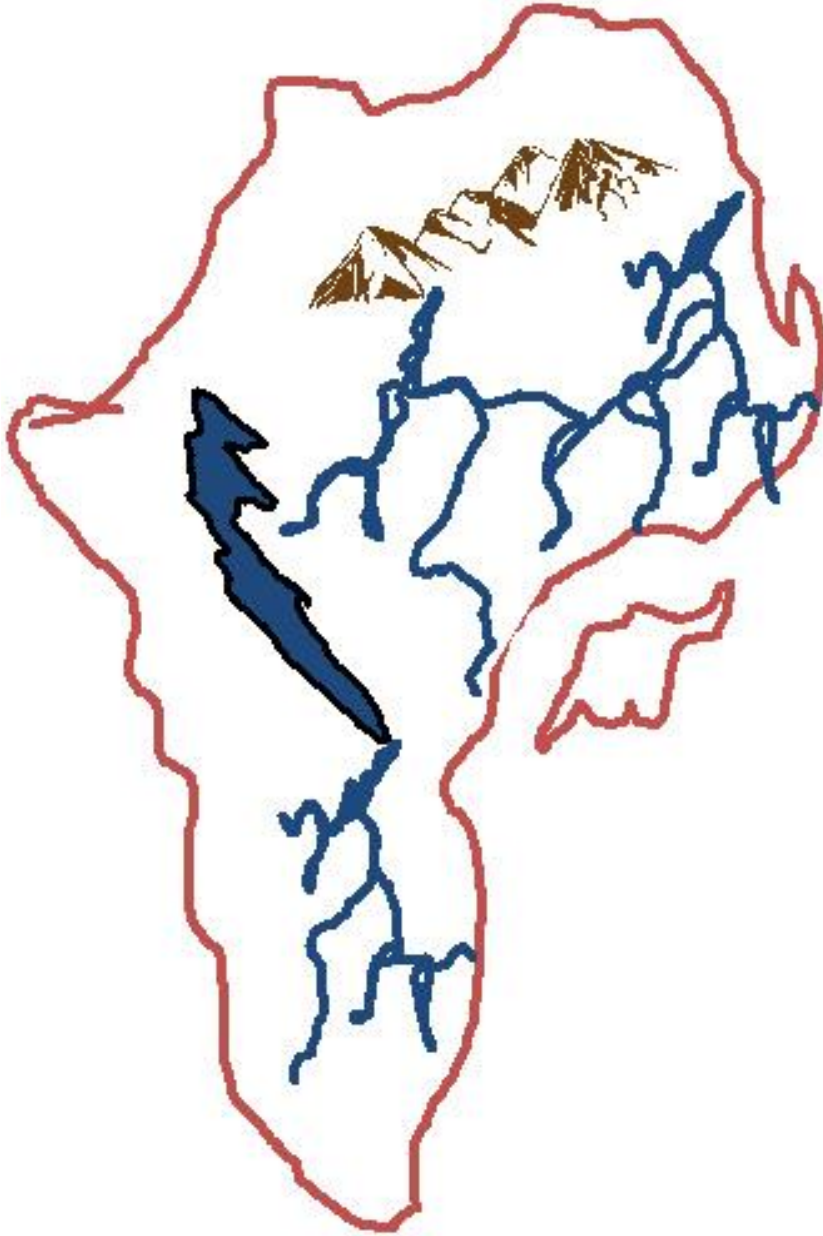
SOUTHWEST – BRISAI, a long curvy with 3 enormous bays running deep into the continent and many small ones. It sits just below the equator, vegetation along the coast is mostly jungle, with narrow beaches. There is a large inland lake with a southern access to the ocean toward the center of the island.

The Kinkade compound is located on the Northern side of Brisai, well back from the beach, and surrounded by fences. The embryonic lab is separated from the school facility by a double fence



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SOUTHEAST – IORAVINE most noted for the arid plains and High, flat topped mesas



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EASTERN VRAKEON very hilly, huge broadleaf tree forest and numerous lakes, rivers and ponds

EQUATOR ISLAND CHAIN

The equator island chain is six thousand miles wide and stretches around the entire equator. Some of these islands are fertile enough to support life (adequate water and good soil). Others are not. The chain consists of thousands of islands of varying sizes (a few miles to a few thousand miles).

PORT RECOVERY CLAN EMBASSIES & CLAN ISLANDS

Clan O'Teague

- Glass Isle**
- O'Teague Isle**
- Veiled Isle**

ClanL'Roux

- Anjou**
- Versailles**
- Wild Haven**

Clan Caldwell

- Cymry**
- Pembroke**
- Hissing Isle**

Clan Yang

- Beijing**
- Hong Kong**
- Shamian**

Clan DeMedici

- Turin**
- NeoSicily**
- Nessie Isle**

Clan Okoro

- Tokai**
- Honshu**
- Flower Cay**

Clan Ivanov

- Georgia**
- Petersburg**
- Bolshevik**

Clan Rodriguez

- El Morro**
- La Palma**
- Espanola**

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Scarlet Archipelago so named for the blood red-kelp and seaweed it attracts. Although in DeMedici Territory, it is home to a large colony of Sand Dragons

Talker's Isle – Located in O'Teague territory near Veiled Isle, it is independent. There is talk of ceding one of the unclaimed Equator Islands to the Talkers as an embassy site.

Refugee Island – Located off the coast of Kitingzen, it was established after the peace as a place to house war refugees who have passed the clan's initial immigration screening and are undergoing the 3-month immersion program. (Sleep training, sorting into clans, etc.)

Unclaimed Equator Islands

- **Varenye** – larger than any of the other islands—almost continent size but located on the opposite side of the planet from Port Recovery so not considered optimal for Clan settlement.
- Various smaller Islands, some of them unnamed.

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ANIMALS

Quirkas: small (squirrel size) mammals, empathic, chameleons but whose natural color appears to be a mottled yellow. Soft downy fur with Defensive quills running along their back ridge, Omnivorous, and hunt small vermin that infest home and other structures. Don't usually bond with mates for lifetimes unless humans they are bonded to are close companions. Females develop a musky odor and a "glow" when coming into season. In the wild usually live in trees. Adapts very well to human habitation. Their front paws are like hands. think a cross between a hedgehog and a flying squirrel with poison tipped spines

'Dragons' there are four distinct type of dragons which although related are different (think Zebras, horses & hippos)

Water Dragons or Nessies are the largest, reaching around 25 to 30 feet in length. They live in large extended family groups with a dominant male and female pair. Herbivores who live along the edges of bodies of water. Act like a hippo (waterhorse) and are sometimes dangerous to boats because of their size. In looks resemble the Loch Ness monster covered in scales. the scales are individual very thick fingernail material. Like the Quirkas they are chameleons. Mammals who give live birth. Can excrete several different materials; a hot green goo for defense, and a shimmery chameleon like material they use to line their nests. Humans harvest this material when the nests are abandoned and weave it into a highly prized cloth which they export.

Sand Dragons are about the size of mastiff dog or a very large horse (a Shire). Unlike the Nessies, they have no real herd instincts although they do tend to group together for mutual defense and safety. They are mammals and usually build their nests on land. Like humans and Quirkas, they eat both meat and vegetable matter. Usually give birth to one or two calves. Like elephants, the bulls run in a separate herd from the cows. They are empathic like Quirkas and sometimes form bonds with humans. Like the other dragons they are covered in individual chameleon scales. They seem to be more intelligent than the Nessies.

Wyrms or "Flying Dragons" are about the size of a Golden Eagle. Like the eagles, they are solitary hunters whose diet consists mostly of meat. They look very much like large, scale covered bats with long fangs. They are mammals who give birth to litters of about 3 to four pups. Unlike the Sand Dragons, they mate for life. They are found mostly in the high mountain areas.

Saltwater Dragons who never come onto land. they are about the size of a sperm whale and eat a variety of sea life. they can be dangerous to shipping. live in Pods like dolphins

Dactyls resemble Pterodactyls with four legs and a set of wings. they have fur and come in a variety of sizes from large enough to hunt the Water Dragons, to small enough to fit in

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the palm of a human hand. **Minis** (about the size of a human fist. Usually weigh less than 3 pounds. Very fast, territorial, mate for life). **Singing Dactyls** (weigh from 6 to 12 pounds. Can fly but don't unless forced to. Burrows in hollow trees or under stumps. Nicknamed singers because the noises they make sounds like singing). **Dragon Hunters** (very large wingspan is about five feet. They hunt and live in flocks. Generally found in the equator islands where their most common prey is the huge Water Dragons)

Flying Mink: This animal has long vivid blue fur and has a body shaped like a weasel (long and sinuous). Its face resembles that of a cat. It has a pair of feathery wings. Believed to be native to Brisai

Wajaadar: This animal is covered in black scales and has a body shaped like a lion. weighs about 2000 lbs. Its face resembles that of a hedgehog. It has a frill around its neck and a pair of mid-length antlers.

Horn Squirrel: This animal has long magenta fur and a tall, thin body. Its face resembles that of a squirrel. Powerful hind legs allow it to leap great distances. It has 4 short horns on the sides of its head. Very shy. Can climb sturdy trees. About 100 lbs. Usually found on Brisai where there is an abundant amount of fruit.

Hermit Flyer: This animal has a vivid yellow, scaly hide and a body shaped like a hamster. Its face resembles that of a cat and its eyes remind you of a mouse's. It has large round ears and a pair of feathery wings. About 12 lbs. Omnivore whose main diet is insects and grubs, but it will eat vegetation if that is all that is available.

Bison: Large ruminant grass eater with forked hooves. Can weigh up to 2,000 lbs. It has a shaggy coat, darker and longer on the back than on its underbelly. Face is mostly bare of hair and has a wrinkled leathery look. A set of 4 large flat antlers are shed after each rut. Herds of mixed bulls and cows on the great prairie below the Quaking Mountains on Kitingzen, seem to be in the thousands. A herbavoire.

Crimson Viper: Small, red viper (reptile- about 8" long) hides in vines or low-lying bushes. Strikes without warning.

Whistler: Large Rodent weighing about 40 pounds. Often found around low bushes with fruit or nuts which are its favorite but will eat any type of plant. Dens in holes in the ground or hollows of trees if they are low enough. massive talons for digging on the front paws. Long ears widely set, eyes on the side of the face. Powerful hind legs and a short stubby tail. Fur is plush and good for clothing. Makes a shrill whistling noise when threatened. Lives in family groups.

Onyx Puma: Large feline about 800 lbs. carnivore solitary hunter, favors dens and hunting grounds in the broad-leaf forests of the Quaking Mountains. Tufted ears and a long tail. Dappled fur in a mixture of light and dark colors. Hunts in the early hours of the morning.

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Greyhound Deer: Medium sized ruminant living in the broadleaf forests. Dainty body like that of a greyhound dog, sharp, pointed antlers, thin legs. Herds are most often found in the small meadows where they can quickly take shelter in the forest.

A variety of the species also lives on the prairies in large herds, mingling with the bison found there in hordes.

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Dactyl



Fire Indri



Sand Dragon

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VARIOUS CHARACTERS APPEARING IN THE BOOKS

The Designer People CHARACTERS & BACKGROUNDS

Sgt. Mira Forrest

Lucinda's Trainer in Security. Mira is around 40 years old with a tough blocky build, short black hair. A dead shot with both pistol and rifle, she is very knowledgeable about police procedures. A good judge of character, she instinctively knows when she is being lied to. She has turned down positions on the detective squad many times because she prefers working the streets in uniforms and bringing up young officers.

Lt. Jerusha Margrove: oversees recruits. Mira's boss. Tall, dark skinned, brown eyes

Dr. Doris Ivanov

Lucinda's old boss in the Coroner's lab. Very tiny woman, who has a motherly feeling for Lucinda.

Silas Crawford

Occupation: Agriculture

Clan: Ivanov – Mother is best friends with Dr. Ivanov, Lucinda's boss from her internship.

Currently occupied job helping to design the joint clan villages on Kitingzen.

A blocky round-faced young man with a merry smile. He is about average height. Blondish hair and brown eyes.

His Mother, Aunt and a younger sister and brother (twins age four at the time they emigrated, now about 9) who are gifted with higher than average EMPH, emigrated with him to Vensoog

Adopted into Ivanov Clan out of the DPC (Displaced Person Crèche) on Camelot. They had been there for five years. They were there because they had been 'rescued' off their farm when their world was overrun. The crèche had few conveniences for families, so Mrs. Crawford was in a dorm with other women. The twins had been placed in the child placement center, and Silas was in a dorm with other young men. His father had enlisted and been declared missing in action 2 years after they were 'rescued' to Camelot. At sixteen, he had signed up as a day labor to try and earn enough money to be able to unite his family.

When the Baroness Orlov came to Camelot seeking emigrants for Vensoog, Silas talked his mother into volunteering, and after an interview with her, his mother and the twins moved into a hotel room to await transport to Vensoog. Silas could have stayed there, but instead elected to stay with others of his age in one of the dormitories. It was there that he met Jake Reynolds and Tom Draycott who were joining Clan L'Roux, and Jorge Carmody whose Clan would become Caldwell. Despite joining different clans, he and Jorge remained friends, and he stayed in touch with Jake and Tom.

He meets Violet at Jake & Jayla's wedding, and makes a hit with her when he asks Jelli's permission to dance with her. They become friends despite the disparity in their ages (she

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is 16—he is in his twenties) because he doesn't seem to be intimidated by her abilities having spent time around his brother & sister.

Because the twins are about to go to Talker's Isle for training, he wants to learn as much about it as he can, and Violet is glad to tell him about it.

Tom Draycott

Clan: L'Roux

He is around Jake's age, a little taller than Lucinda, with a hard-bodied, powerful build. He had dark brown hair and cynical eyes in a wedge-shaped face. A blaster scar ran across one cheek.

Like Silas, Tom had been a refugee in the Crèche. Unlike Silas, he had been on his own there for nearly all his life. His father had died on his home planet of Taprion, fighting a rear-guard action to help families get off the planet. Tom had been about six when his mother had sickened of a wasting illness (Ironbark Syndrome) and died. Although an attempt had been made to put him in the Child Placement center, he was very rebellious and soon ran afoul of the man and woman who operated it. Constantly in trouble, and in line for disciplinary action, at around age eleven he began staying out overnight, returning only for classes. This went on for several years. Outside the center, he did odd jobs, begged on the street, burgled houses, stole food and money to stay alive. His proclivity for fighting soon won him a place in the hierarchy of the criminal element of the crèche. These activities also got him in trouble with local gangs when he refused to join them, and he needed to fight to stay alive. When he was caught by a wandering patrol after a fight, he was sentenced to take part in the work details the government organized. Because of his age, he was given mandatory sleep learning in mathematics, reading and writing as well. He did well in the labor pool, learning a variety of skills and developed an interest in investigating things.

He met Jake and the Max Browning (the Duc) when he and others had been sent on a work detail to help build barracks for the recently decommissioned soldiers. When they had been invited by the Comtesse d'Bourbon to join L'Roux, the Duc had persuaded Tom to come along with them.

In his work as an investigator, he uses a lot of different disguises and aliases.

- 1 Long dirty blond hair, and beard, grey contacts, works as day labor and drinks a lot (Or at least smells like he does)
- 2 Slicked back oily hair, black mustache, scar covered with plasta-skin, tight leather clothes, pretends to work as gigolo
- 3 Grey felt hat, gun and knife on show, goatee, red hair, blue contacts, suspected of being an enforcer

Jorge Carmody out of Caldwell was a tall skinny carrot top whose long face belied his sharp mind. He became an expedition leader for one of the exploration teams on Kitingzen. A Friend of Jake's who has married Juliette's cousin Jayla. Has the reputation for being a risk taker, and plays hard when he returns to the Clans?

Captain Talon Delgado (Del) of the Free Trade Ship Silver Samurai

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Says that at a conclave of the FT earlier in the year, he was elected to make arrangements for the FT to set up booths and to negotiate fees for them to do so. Has ties to the TG. Had encounters with Darla Lister, whom Lucinda resembles (an embryo from her was used in creating Lucinda), and he recognizes her as kin to Lister. Like his engineer, he had been working on a ship that ran black market weapons during the war.

Is now engaged in smuggling stolen Azorite stones

Will Thayer -Engineer on the Silver Samurai

Transported stolen weapons for Lister, and accidentally got her pregnant. Was unaware she had turned the fetus over to Grouter's lab techs, which eventually resulted in Lucinda. Tells Lucinda he is her father. She denies this, saying that biology doesn't make him a father. Her *true* father is Lord Zack biology or not.

Lorian Thayer – Will's wife.

Hates Lucinda because she looks like Darla. Works as medic on the Silver Samurai.

Isiah Jordan

Planet of Origin: Saramon. Main industry history, and farming/ranching, with small towns. Lots of abandoned alien cities. Only 1 large human settlement, that of the spaceport.

Clan: Caldwell. Works in the archives as a clerk.

Occupation: Historian/artist. Works as a record keeper in Vensoog's archives. Working with Tom Draycott because he was threatened by the TG who wanted him to falsify documents showing sales of stolen Azorite that hadn't taken place.

Age: 1 year older than Violet who is fifteen. Thin, dark hair and eyes, brown complexion.

His family was recruited from Camelot. He has a twin brother Isaac on the same expedition to Kitingzen as Juliette.

Like his twin Isaac, He has little or no experience in outdoor life, as his family has always lived in a city or a town. He is fascinated by Violet, both by her relationship with Jelli, her skills and by her looks. Not easily scared or intimidated. Single minded where his interests lie, like his brother, he might not notice Zack was testing him to see if he could intimidate him.

Duchesse Ilya St. Vyre Vensoog Head of Trade Delegation, First Daughter Odette

Captain Heidelberg: When the Free Trader Dancing Gryphon (Captain Heidelberg) who has old ties to the O'Teague clan, shows up saying He was elected by the conclave. The fur hits the fan. His ship had been sabotaged so he would miss the meeting and now needs repairs.

Personnel @ the Spaceport

Dr. Worthy

Port Recovery Security

- Lucinda & Mira
- George Takeo Clan Okoro and Sara McGrath Clan Yang
- Debra and Georgia Gannet (Morning shift lead)

Patrol Officers- many patrol officers join because the Patrol welcomes mixed races where some home planets and societies do not.

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- Nova Jonah Cohen, Space Patrol, young, good looking and very sure of himself, born on the wrong side of the blanket in Aphrodite. General Supervisor of all three shifts.
- Twilya Kiskiki a half Trellyan, half human hybrid. Ill at ease with her own people as a half-blood has almost no status among them.
- Officer Abdul
- Star Officer Dana Cicereli senior officer on the Morning shift.

Space Port Recovery Officers

- Officer Georgia Gannet a short, whip-thin, middle aged woman Clan Yang
- Officer Debra McLoed, a petite red-head with grey eyes

Supporting Characters

- Rachel, a younger version of Lucinda, genius level intelligence, artistic ability, blond-white hair, grey eyes, very good at strategy.
- Priestess Ispone Klam'y and her daughter Sesuna. They traveled from Trellya to Vensoog because Ispone is tracking down a rumor that the Jacks who attacked the outpost where her other daughter Eloyoni was stationed disappeared near Vensoog during the war.
- Eloyoni's body was never found, and her mother thinks she might still be alive. Her name has been called six times at the Fire ritual. If she doesn't appear when she is called the 7th time, she will be 'ubah' or unclean and so will her family. Pet Indri Solare
- Sesuna Klam'y, Trellyan child of the High Priestess of the Mother of Fire. Just entering puberty
- Shalendra s'Klam'y, third daughter of Ispone.
- Sesuna's friends Lacy (Fenriki girl), Boorkin (Lupin Boy) Lerys (human girl daughter of the warehouse supervisor) Jokin,(Free Trader. Father is first mate on Queen of the Stars)
- Hyati-Soturi – Elite force of Soturi – chief enforcement arm of the Mothers.
 - Protector – Ferine s'Rudin
 - EXARCH – TAINTE S'MARIS

2nd set of children 4 Katherine & Zack

Aire Philen, male, Part Elf, brilliant green eyes, straight blue-black hair, cut chin length, and delicate almost feminine features, looks about ten is actually 15

Anita Larkin– Female, human, mixed race blue eyes, brown hair, very fair complexion. Dainty build. Some healing ability.

Aymar Eliven, male, Part Elf. Brilliant blue eyes, straight golden hair, cut chin length, delicate almost feminine features, looks about 10 is actually 15

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Azalure (Part Syrene, copper colored skin, blue-green hair, silver eyes, webbed fingers and toes, can use her voice to make people obey her. Legend says a Syrene can sing a person to death.

Byrony Selman– Female, human, of human stock, with light brown hair, a brown complexion and brown eyes

Kirt vanHuron, male, human, Fenriki, long narrow face, sandy colored hair and eyes of an indeterminate shade of gray

Mason – Male, Mixed race Human/Lupin, hair a mixture of brown, black and red, yellow eyes, has the distinctive raspy voice of a Lupin, tip of the nose darker than the rest of his skin.

Meredia, Part Syrene, copper colored skin, blue-green hair, silver eyes, webbed fingers and toes, can use her voice to make people obey her. Legend says a Syrene can sing a person to death.

Patrice – (see Juliette), red hair, green eyes, slim build, ability to camouflage herself and anything she is touching to blend into the background, can be sneaky and manipulative, eidetic memory.

Rachel, blond hair, grey eyes, same genetic programming as Lucinda. About 12.

Selick s'Rudin, Trellyan/human, female, pinkish toned gray skin, lighter in shade than a full blood Trellyan, but she had the curly maroon colored hair. Her human heritage showed itself in her blue eyes.

Taglen Jorkinski – male, human, Fenriki, long narrow face, sandy colored hair and eyes of an indeterminate shade of gray.

Tyson – Human, male, small for his age, red, tightly curled hair cut close to his scalp. Brown eyes, sharp featured face with a blade of a nose.

Zahra – blue-black hair with tinge of purple, Asian mixed race – sensitive
Dactyl, Fire Indri & Sand Dragon

Confederation Planets

APHRODITE

ALIEN RACES:

PLANET DESCRIPTION:

SOCIETY VALUES: Monarchy. Very oriented toward keeping their people looking beautiful. Male dominated. Women considered good for having children but little else. Very like early Greek civilizations. A form of indentured servitude resembling slavery is often practiced.

ANIMALS: Black maned, spike tailed feline, called an **Aphroditian Lion**. Often kept as a pet. Excellent guard.

Confederation Planets

SAHARA

ALIEN RACES:

PLANET DESCRIPTION: dry and hot; most water is found underground, abundant plant life, oceans are very salty.

SOCIETY VALUES: Ruled by powerful families. no powered weapons allowed on the surface. Women are scarce and usually live most of their lives segregated.

ANIMALS: **Snap Dragon**. Ill tempered animal. Burrows in the sand.

Confederation Planets

KARAMINE COALITION

ALIEN RACES:

MAIN PLANET DESCRIPTION:

SOCIETY VALUES:

ANIMALS:

Confederation Planets

TRELLYA

TRELLYAN: humanoid. Taller than humans, light Grey skin, black eyes with no pupils. Faster and more limber than humans. Matriarchal Theocracy with a Caste system; ruled by priestesses of the Mothers (Magistra)

BRIEF HISTORY OF TRELLYA:

History says that Trellya leaped into the space faring age when visited by the "Dragon People". The dragons left a legacy of art and promoted the education of all the people, despite their caste. At the time the planet was had just begun to explore technology. It is a known fact that once a society reaches space, the structure of that society remains static. A Matriarchal Theocracy with a Caste system was in place on Trellya when the Dragons arrived, and still remains in place today although it is much muted and less powerful. When the Confederation of Planets was proposed, Trellya joined, drawn by the benefits of mutual protection from aggression (they had already had several undecided encounters with the Karamine Coalition) and establishing a stable economy by increased trading with member planets.

Caste is the relative social position of persons within a social group characterized by [endogamy](#) (the practice of marrying within a specific [social group](#)), hereditary transmission of a style of life which often includes an occupation, ritual status in a hierarchy, and customary social interaction and exclusion based on cultural notions. In ancient times, people were categorized by their occupations: the priestesses, warriors and nobility, farmers, traders and artisans, tenant farmers, and servants. Some people were born outside of (and below) the caste system. They were called Ubah, or untouchable. A part of the basis for rebellion against the Magistra is the avocation of laws to protect all citizens regardless of Caste.

Benefits to the Caste system: Caste accords the individual a fixed status in the society. An individual automatically enjoys the status of the caste into which she is born. This ascriptive status of the individual is fixed, for "neither poverty nor wealth, neither success nor disaster can remove him, unless, of course, he so violates standards of behavior lay down by the caste....." In this way, caste provides the individual with psychological security. Caste plays a crucial role in the process of socialization by teaching individuals the culture and traditions, values and norms of their society. It has given a sort of functional democracy to the Trellyan community

The position of the Mother of Many was legitimized by her adherence to the will of the gods. The temples throughout Trellya were not just places of worship but factories, dispensaries, workshops, counseling centers, houses of healing, educational and cultural centers. Mothers of Many began their reigns by offering themselves to the service of the goddess, who personified universal harmony and balance and embodied the concept of *ma'at* which was so important to Trellyan culture. By maintaining harmony, the Mother of Many provided the people with a culture that encouraged creativity and innovation.

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Worship of the Mothers had always been an important part of Trellyan society. They came to power as a theocracy during the pre-industrial age after a worldwide war devastated much of the planet. The worship of the Mother brought peace and a new prosperity to Trellya and the Magistra have remained in power ever since.

The Trellyan government is organized so that the hierarchy runs from the Mother of Many at the top, to the Chief Mothers of each of the four Goddesses, the royal treasurer, the general of the Soturi, overseers (supervisors of government locations like worksites) and scribes who kept the records and relayed correspondence. Families were expected to contribute one daughter to the Magistra (traditionally the 3rd daughter) whose dowry was controlled by the Magistra. The individual Mothers of each of the four elements serve the central government, accepting the role of being First Under The Mother of Many. This rank denotes her official's right to administer provinces on behalf of the Mother of Many. Such Priestesses were in charge of the region's courts, treasury, land offices, conservation programs, militia, archives, and storehouses. They reported to the Council and to the treasury on affairs within their jurisdiction.

The institutionalization of the police force (Soturi) For most of their tenure, they keep the peace and intervened in citizen's affairs at the direction of the Magistra. Soturi consist of Warrior enforcement teams answering only to the Magistra. Soturi were the main components of the fighters Trellya furnished in the Karamine war. They will go off-world if necessary, to enforce the Magistra's commands Soturi – warrior title. One who has passed the ritual testing of Fire, Water, Air and Earth **Hyati-Soturi** – Elite force of Soturi – the chief enforcement arm of the Mothers.

The temple units were normally composed of priestesses who were charged with maintaining the sanctity of the temple complexes. The regulations concerning sex, behavior, and attitude during and before all ritual ceremonies demanded a certain vigilance and the temples kept their own people available to ensure a harmonious spirit.

Rituals:

Ritual of Fire & Water (3-part trial – water, fire and combat) Anyone who passes these gains status in the caste system. One of the only routes to improve your status in Trellyan Society.

Fertility Rituals Held twice per year and encourage drinking to excess and letting go of one's inhibitions. It is considered bad luck to comment or inquire about the father of a child conceived during the Fertility rituals.

SOCIETY VALUES:

Matriarchal Theocracy (Magistra) ruled by a caste system. Females generally rule the family; males take a female mate by capturing her. multiple wives are permitted but not necessarily encouraged. The eldest wife always has sonority. Priestesses are one of the few castes of women whom it is forbidden to marry by capture.

Many Trellyans escape their society by joining the Thieves Guild or Free Traders

GODS: Main Deity – Mother of Many, with sub mothers of earth, fire, water & air

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OATHS: Milk of the Mother, Bones Of The Mother, etc

KALI-TARG: a fighting technique designed to disorient an opponent through fast feints with hands and feet.

TITLES:

Priestess of the Mother of Fire. Mother of Water, Mother of Air, Mother of wind, etc

SOTURI

Warrior enforcement teams answering only to the Magistra. Soturi were the main components of the fighters Trellya furnished in the Karamine war. They will go off-world if necessary, to enforce the Magistra's commands Soturi – warrior title. One who has passed the ritual testing of Fire, Water, Air and Earth

- **Hyati-Soturi** – Elite force of Soturi – chief enforcement arm of the Mothers.
- **Protector** – Ferine s'Rudin
- **Exarch** – Tainte s'Maris

ALIEN RACES:

PLANET DESCRIPTION: A Few degrees Warmer than earth normal, more humid, rains a lot

ANIMALS:

Fire Indri: Native to the planet Trellya in the Confederated Worlds universe. Fire Indri: This delightful, but very rare creature is a type of mammal. It's kept as pets by Trellyan's. Teams of them are used in the birthing temples to assist pregnant women about to deliver. It's about the size of a Chihuahua, has two legs and two arms and a long, fluffy tail. They have a thin, but strong leathery, very wrinkled skin, usually either gold or light purple or a combination of these colors. Trellians keep them as pets. They bond for life with their owner. They live in warm moist areas and are rare, so exporting them off planet is forbidden. They're omnivores and will eat almost anything. They're burrowing animals and rely on their sense of smell and sight to get around. They have wide ears, curling at the tip, round domed heads and large eyes. They have an extremely large range of sounds to indicate discoveries, dangers and otherwise communicate with each other. The sounds range from relatively high to low pitched; they mate with a few select partners. Which, with their very long lifespans, is only normal.

- **Rumdiaz** Its body is covered in clashing shades of red, blue and yellow in alternating

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stripes and spots. and it had a vaguely feline shape. Its features resembled a hedgehog with its narrow snout sticking out from a triangle shaped face. A huge leathery frill in shrieking colors of hot pink, virulent green and bright orange rises behind its head. and a pair of mid-length horns in bright red project from the forehead. A long tail lashes behind it as it jumps around in a mock battle.

- **Kotiers** are a ground nesting bird (like wild chickens) with colorful feathers.
- **Briictolar** – A wild predatory bird species, variegated blue and grey feathers on its underbelly to enable it to blend into the sky as it looks for prey.

Priestess Ispone s'Klam'y and her daughter Sesuna. They traveled from Trellya to Vensoog because Ispone is tracking down a rumor that the Jacks who attacked the outpost where her other daughter Eloyoni was stationed disappeared near Vensoog during the war. Eloyoni's body was never found, and her mother thinks she might still be alive. Her name has been called six times at the Fire ritual. If she doesn't appear when she is called the 7th time, she will be 'ubah' or unclean and so will her family. Pet Indri Solare

- Sesuna's friends Lacy (Fenriki girl), Boorkin (Lupin Boy) Lerys (human girl daughter of a visitor, Jokin, (Free Trader. Father is first mate on Queen of the Stars)

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LUPUS

LUPUNS: of canine ancestry.

ALIEN RACES:

PLANET DESCRIPTION: Yellow eyes, heavily muscled bodies, gravelly voices.

SOCIETY VALUES: Tends to run with a pack mentality, alpha males and females rule families, although some of them separate from their tribe when they go off-planet. Most Lupuns live in family groups, but they also form packs if they work together for any time, such as on a Free Trade Ship.

DNA is compatible with human.

ANIMALS:

Confederation Planets

TAPRION

Tom's home planet.

ALIEN RACES: Wikamor – Avian ancestry, noted for their whip fighting techniques. No longer capable of flight. Still retain feathers on head, under arms, very light down covers the rest of body, avian features.

SOCIETY VALUES: Pretty standard colonial society. Got along well with the Wikamor who colonized the planet earlier but were willing to share it with humans.

ANIMALS:

Confederation Planets

SARAMON

Isiah & Isaac's home planet

Main industry: historical research, and farming/ranching, with small towns. Lots of abandoned alien cities. Only 1 large human settlement, that of the spaceport. Was inside the line taken by the Karamines, but apparently not considered a threat as they left it alone. Human population was evacuated when that sector was overrun and returned to find the settlement largely undamaged

ALIEN RACES:

PLANET DESCRIPTION:

SOCIETY VALUES: More like a college campus combined with a typical colonial society

ANIMALS:

Confederation Planets

AZTECA

Survived Karamine war but left with broken economy. Civilian population barely surviving.

ALIEN RACES:

PLANET PLANET DESCRIPTION:

SOCIETY VALUES:

ANIMALS

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ALBATROS

WATERWORLD

ALIEN RACES:

PLANET PLANET DESCRIPTION:

SOCIETY VALUES:

ANIMALS

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OCEANA

PLANET PLANET DESCRIPTION: Water World, native race Syrene, humanoid

Syrenes bodies look much more delicate than they actually are. They are amphibious, possessing gills when in water. Their skin emits an oil to keep it from drying out when they are immersed for long periods giving it a shiny appearance in sunlight. Their skin has a soft coppery color, hair is blue/green (teal), the eyes are silver in color and have a second lid enabling them to stay open under water. They have the ability (according to legends) to sing spells compelling obedience from each other and also alien races. A powerful enough Syrene is said to be able to kill with her/his voice. Appear to be compatible genetically with humans, elves, and a few other species.

ALIEN RACES: Mer People. Thought to be native to Planet Y'lelenor, the Fae homeworld, who attempted to colonize Oceana. Commonly called mermaids or mermen and are half human-half fish. Appear to be very beautiful, both the men and the women.

SOCIETY VALUES: tribal: Rulership or leadership is passed through trials of power. Not strictly hereditary but usually is. Powerful Syrenes usually become Priests or Priestesses

ANIMALS: Capella: Water Horse, Pellagone Sea Snail,

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Y'LELENOR

Home Planet of two of Lady Katherine's adopted children.

PLANET DESCRIPTION: much like Old Earth in the early 12th century. Low flat valleys broken by rugged hills and high mountain peaks. Rains a lot. Mist in the mornings common, to be burned off by midday. Lush vegetation. Many plants that look harmless but aren't. Many rivers and streams. Cities don't show industrial markers, even though the civilization made it into space by a combination of skills from an uneasy alliance of elven, gnomes, brownies and other Elven offshoots.

Elven Homeworld. Inhabited by several species of what was known on Old Earth as Fae (see types of fae, below). They are all considered Elven by the Confederation as they come from the same planet. It is speculated (though not where they can hear it) that at some point, another, older race experimented on them and created sub-species such as brownies, Gnomes, Sylphs, Satyrs, etc.

HALFLING: Part Elven and another race. The Elvens are genetically compatible with quite a few other humanoids, among them: humans, Syrenes, Lupins, and Trellyans. Those of only part-Elven blood are looked down on by purebloods.

SOCIETY VALUES: Ruled by Seelie & Unseelie courts. Sort of tribal, but also a kind of monarchy. No real differences made between male or female as far as power goes. Each species and sub species (brownies, leprachauns, gnomes) has its own ruler and tribal values. With the Fae, there are no gifts—every transaction is an exchange, and it's never one-sided.

Although considered by some to be one of the Elder Races, it is commonly held belief that the various types of Fae were created by a race of Dragon-like people.

TYPES OF FAE:

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This is your one-stop shop for all terms and definitions related to fairies and the world of the fay. From letters A to Z, you will find fairies' terms and definitions right here in this article.

Alven: water fairies found in ponds, though they don't have wings. They can, however, fly by being encased in bubbles and traveling on the winds. Small fairies, extremely light and sometimes shift into otters.

Ashrays: water fairies that are mistaken for sea ghosts; have white bodies and look like a twenty-year-old human, both male and female. Nocturnal fairies, if sunlight hits them, they will melt into a rainbow-colored pond of water.

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Ballybog: (*peat fairy*) fairies that protect peatbogs; very ugly in appearance, as they are covered in mud and they are completely round. ALSO Known as boggans.

Banshee: (*beansidhe, beannidhe, washer at the fords, washer-woman*) a type of fairy usually believed to announce or warn of a death. The one distinguishable quality of the Banshee is her mourning wail, a piercing and eerie cry that can be heard miles away. Some are comforted by her wailing, while others are instilled with immediate fear.

Brownie: a benevolent house fairy. Associated with the element earth and are also known as a House Brownie or a Little Man. Supposed to pick a house with a nice and caring family in which to aid the woman of the house in her chores. They do so at night when everyone is sleeping. Some believe that brownies have the ability to shapeshift into domestic and farm animals such as a rooster.

Clurichaun: a cousin of the leprechaun who is usually dressed in red and guards a family's wine cellar. They choose their family wisely and pick a family who is ethical and kind to all life and never choose clergymen. Also known as the Monciello

Devas: small fairies that appear as bright orbs of light that live in nature and are one with Mother Nature. Said to live in the woods and in conjunction with the natural vibrations around them.

Dryad: a type of fairy or tree spirit. Thought to be female fairies and live in the highest boughs of sacred trees. Said to have given their knowledge and secrets of magic to the Druids.

Gnomes: a type of fairy that are said to live among tree roots in deep forests. Appear very old as they mature quickly and also look very much like dwarfs. Also usually wear pointed red hats with green or blue colored clothing. Gnomes are actually included in elemental magic, as a representation of the element earth. They are a type of elemental.

Heather Pixie: (moor sprites) a type of pixie fairy with beautifully delicate and translucent wings. Live in the moors and love the heather around the moors.

Sea Water Guardians: Water guardian fairies of small stature. They are said to be surrounded by a greenish blue light. are said to float on broken eggshells or surf on seashells during storms. Particularly active during sea storms. Enjoy dolphins and sea life in general.

Kelpie: a type of fairy associated with the water. Web-footed and ugly water spirits believed them to be carnivorous and cannibalistic. They were said to snatch deer from the shoreline to eat, other fairies and even humans were eaten by kelpies. Shapeshifting was possible by the male kelpies, as they would shift into handsome human men to lure young women to the water in order to consume them.

Leprechaun: a type of fairy who is a treasure hoarder and a cousin of the clurichaun. Lore says that they wear all green and work on shoes. Said to hide their cauldrons of gold and

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treasure at the end of a rainbow. If treasure is ever found, the leprechaun will also offer three wishes along with the pot of gold.

Mer people: a type of water fairy. Commonly called mermaids or mermen and are half human-half fish. Appear to be very beautiful creatures, both the men and the women. mermaids were said to lure ships to the rocks and to their deaths, but in other stories, mermaids were said to have rescued or tried to rescue drowning men.

Nymphs: a type of fairy said to be very seductive. There are wood nymphs, water nymphs, tree nymphs, grove nymphs, etc. Have a reputation for being obsessed with sex, hence the term for someone addicted to sexual activity - nymphomaniac.

Pixie: Usually depicted as small fairies with wings and heads too large for their tiny bodies. Pointy ears, noses, and highly defined eyebrows. Are usually friendly but tend to also be mischievous and like to play tricks. They live in flower gardens and are attracted to all types of flowers. Pixie dust obviously comes from Pixies and is said to aid in flying.

Salamanders: a type of fairy most commonly known and seen as a fire elemental. Salamanders appear as fiery lizards. Associated with the element fire and are known to aid in workings of passion and revenge.

Seelie Court: a classification of good fairies. They were said to ride on the wings of the heavens, on the highest waves of the winds and fight the Unseelie Court.

Selkie: A water fairy that has the ability to change from the appearance of a seal into a humanoid..

Sprite: an elf fairy.

Will O'Wisp: fairy that dances across lakes and bodies of water at night. The light that these fairies give off tends to look like a flickering candle or flickering orb of light.

Unseelie Court: these types of fairies are the opposites to the Seelie Court and tend to wage war against the Seelie Court fairies. Also known as dark elves

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ANIMALS OR OTHER THINGS NOT OPTED FOR SPECIFIC PLANETS

- Unnamed animal has long vivid blue fur and has a body shaped like a weasel's. Its face resembles that of a cat. It has a pair of feathery wings.
- Unnamed animal has long magenta fur and has a body shaped like a bird. Its face resembles that of a squirrel. It has a pair of short antlers. About 100 lbs.
- Unnamed animal has a scaly vivid red hide and a body shaped like a hamster's. Its face resembles that of a cat and its eyes remind you of a mouse's. It has a pair of feathery wings. About 7 lbs.
- Unnamed a type of aquatic mammal. They have a huge, powerful tail and small anal fin, two huge side fins and a small dorsal fin.
- They have two eyes which sit tightly in their sockets and can often make them appear to be excited. Their eyesight is a bit poor. Their long mouths and thin noses often make these aliens appear to be restrained but looks can be deceiving. Their ears are long, and their hearing is not too great at distances. They also have one long horn on their head. Their skin is thin, but strong. Their skin colors are mostly light bronze and gold, which tend to become faded as they age. The males are usually sneakier than their female counterpart and their colors are more varied. The females, however, are usually more vulgar.
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PLANETS DESTROYED OR OCCUPIED IN THE WAR

MOODON

GWYNNED (CYMRY)