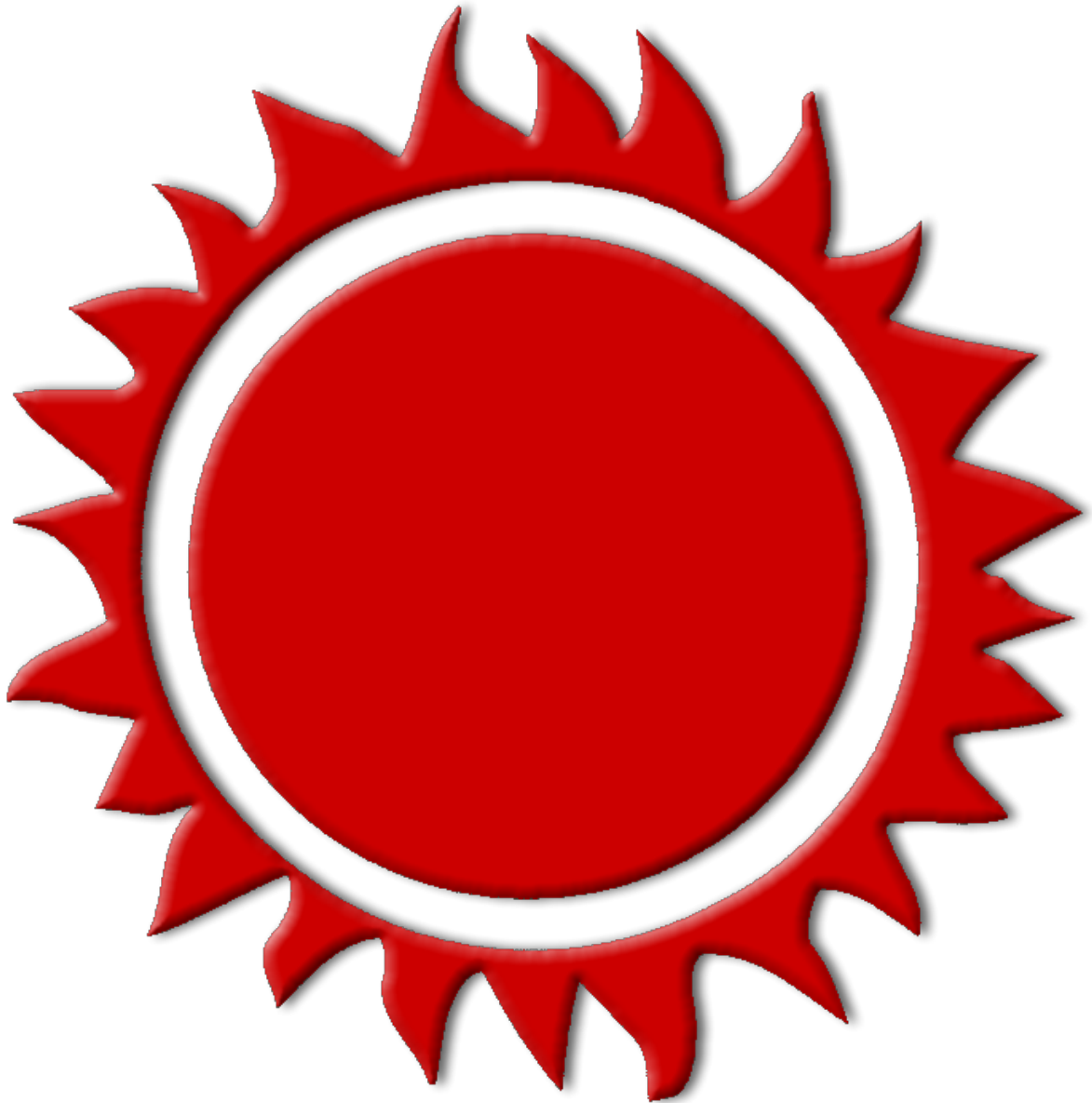


A Shadow in the Darkness

Library Data, circa 1115



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1.	Amber Zone	3
2.	Anagathics	3
3.	Ancients, The	3
4.	Aslan Hierate	4
5.	Core Sector News	4
6.	Currency.....	4
7.	Daily X-Boat, The.....	5
8.	Dirtside.....	5
9.	Governor	5
10.	Hivers	5
11.	Humaniti.....	6
12.	Imperial Army	6
13.	Imperial Civil Rights.....	6
14.	Imperial Intelligence Service	7
15.	Imperial Interstellar Scouts Service	8
16.	Imperial Marines Corps	8
17.	Imperial Ministry of Justice (MoJ)	9
18.	Imperial Moot	9
19.	Imperial Navy	10
20.	Imperial Nobility	10
21.	Interstellar Travel	11
22.	Jump Space	11
23.	K'Kree	11
24.	Law Level	12
25.	Minor Empires	12
26.	Naval Investigation Corps.....	12
27.	Office of the Emperor, The	12
28.	Palace Guard	13
29.	Pax Imperia	13
30.	Planetary Government.....	13
31.	Psychics.....	14
32.	Red Zone	14
33.	Robots	15
34.	Shuvil Varo.....	15
35.	Solomani Confederacy.....	15
36.	StarPort Authority (SPA).....	16
37.	Street Cameras	16
38.	Technology.....	16
39.	Third Imperium, The.....	17
40.	Travellers' Aid Society (TAS)	17
41.	Traveller News Service	17
42.	Universal Personality Profile (UPP)	18
43.	Vargr Extents.....	18
44.	Vilani Society	19
45.	X-Boat.....	19
46.	Zhodani Consulate	19

1. Amber Zone

Amber Zone is the Travellers' Aid Society classification for planetary systems which presents a need for caution in dealings and activity. The classification may indicate chaos, upheaval, or xenophobia in local business, politics, society, or culture, or it may be applied for other reasons.

Travellers should exercise caution.

2. Anagathics

"Drugs that counteract the aging process. A regimen of monthly doses enables an individual to ignore the debilitating effects of advancing years. Because of the rarity and demand for anagathics, they are quite expensive and are often unavailable at any price"

3. Ancients, The

"A race of non-humanoid beings who inhabited the general region of the Spinward Marches approximately 300,000 PI (Pre-Imperium). Archaeological evidence recovered from the few excavations of known Ancient cities indicates that the race died out during a 2000-year period of intense warfare - the Final War - leaving only ruined cities and shattered planets.

The Ancients were responsible for several major features within the general Imperial region. They created the multi-world rosette at Tireen (in the Vargr Extents), and their warfare resulted in an unusually high proportion of asteroid belts throughout this spiral arm. The asteroid belt at Shionthy (Regina / Spinward Marches2306) is believed to have been formed during one unusually intense battle between Ancient forces. Reports indicate that other Ancient sites within the Regina subsector are currently being excavated, both by official expeditions and clandestinely by treasure hunters in search of artifacts.

The Ancients were responsible for the wide dissemination of Humaniti within its current domain when (for reasons currently unclear) they transplanted genetic stock from Terra (Sol/Solomani Rim 1827) to at least 40 worlds across a span of 360 parsecs. They were also responsible for the creation of the Vargr through genetic manipulation of Terran carnivore/chaser stock."

4. Aslan Hierate

- The Aslan are an odd people. They are a warrior race, proud, noble and honourable. Their code of honour is odd and hard to follow for non-Aslan. It is largely their code of honour that keeps them to their treaties and prevents all out civil war, or worse war with the Imperium
- “The Aslan Hierate is that area of space controlled by the Aslan race. The Aslan are a major race; their empire consists of some 17 sectors containing 7000 worlds.
- Due to the nature of Aslan government, it is a rather loose confederation of worlds, run by independent clans with little central direction. The uniting force of the Hierate is cultural identity rather than nationalism. The common heritage and tradition of the Aslan, the concept of honour, the Trokh language, and the feudal ties between clans all bind the Hierate together.
- The basic unit of Aslan society is the family (ekho), 2 to 12 Aslan under the leadership of a strong male (tao). Other family members include the leader's wife or wives, children, and various blood relatives of the leader. Several ekho combine under one dominant family to form a pride (ahriy), with the tao' of the dominant family also the leader (aewar) of the pride. A number of ahriy form a clan (huiha), with one dominant pride. Again, the prides owe their loyalty to the leader of the dominant pride (fouheh). Clans, in turn, may owe allegiance to other, stronger clans. At the top of the Aslan governmental and social order is the Tlaukhu (council), which is formed by the 29 strongest clans. Many clans owe them fealty, either directly or through other clan allegiances. The Tlaukhu meet on Kusyu (Kilrai' / Dark Nebula), the Aslan homeworld.”

5. Core Sector News

Core Sector News (CSN) is the most reputable news service dedicated to news of the Core Sector. They are affiliated with the Imperial News Service (INS).

6. Currency

The Imperial economy is a large and difficult to manage beast. Every planet can have its own currency and has its own exchange rate with the Imperial Credit.

The Imperial Credit is measured in single Credits (Cr), kilo (thousands of) Credits (KCr) and mega (millions of) Credits (MCr).

7. Daily X-Boat, The

A tabloid news service, of varying quality and dubious accuracy.

8. Dirtside

A colloquial term for being on a planet's surface – usually used by Naval, Marine and interstellar merchants who spend more time in space than on a planet. When used by those who spend much of their life in space, the term is usually derogatory but it has slipped into more common parlance.

9. Governor

Each planet in the Imperium chooses how it is governed but it also has to nominate a Governor who represents that planet to the Imperium bureaucracy.

10. Hivers

- Hivers – the Hivers have only one culture and one language and what passes for government is chiefly concerned with maintaining uniformity of the species and its culture.
- “Hivers average 1.5 meters from ground to top of upraised head and weigh about 150 kg. Descended from omnivore gatherer/scavenger stock, they are the most alien of the major races. Hivers exhibit a modified six-fold radial symmetry; the body has a calcareous internal skeleton consisting of a series of rings supporting the limbs and a fused carapace protecting the brain and internal organs.
- The head is a modification of one of the limbs and contains six eye stalks and six manipulative tentacles, plus paired infra-red sensor organs. The other five limbs are identical (except for slight modifications of the hand opposite the head) and are used as arms and legs indiscriminately. Each limb ends in a six-fingered radial hand. Fingers are very flexible and have muscular suction cups on the lower surface about halfway to the tips. Hiver arms and hands are generally weaker than a human but are very tough and difficult to injure.”

11. Humaniti

Formerly known as Humanity – changed to reflect the fact that there were more humans than just the Solomani race – it is now the collective name for all human races, most notably the Solomani, Vilani, and Zhodani.

All of Humaniti originated from genetic stock on Terra, transplanted for reasons unknown by the Ancients throughout this spiral arm of the galaxy. Parallel development resulted in the predominance of essentially identical human races in the worlds of this arm.

12. Imperial Army

Not an Imperial force at all but rather they are troops recruited and trained on a planetary basis whose job it is to defend the planet.

Anti riot and armed response work is included in their purview, as well as regular day-to-day police work when the regular planetary police force requests assistance.

13. Imperial Civil Rights

Personal privacy is important in the Imperium. Over the centuries many bureaucratic obstacles have been put in place to protect a citizen's privacy.

To have your privacy assured by the state is seen as one of the great signs of civilisation.

14. Imperial Intelligence Service

The IIS is chartered to “ensure the continued existence and well-being of the Imperium against all threats both internal and external”. The IIS is the Imperium's premiere intelligence agency but is mostly concerned with intelligence gathering and analysis agency – it passes on selected intelligence to the agencies that it deems best able to act on that information.

The IIS is made up of the following Bureaux:

- **Internal Affairs Bureau** – with the broad ranging powers possessed by IIS agents, IAB exists to monitor agents' actions and to make sure they are accountable to the high ethical standard expected of Imperial agents
- **Logistics Bureau** – concerned with the acquisition of data and equipment from all around the Imperium, and distributing it to the right people in a timely manner
- **Operations Bureau** – this is where most of the day-to-day affairs of the IIS are conducted: analysis, surveillance and forecasts. One part of this Bureau is the Strategy Branch, ostensibly to come up with strategies for the smooth running of the IIS and the Imperium but in addition to this there is also a small and very secret group of people whose job it is to manipulate people and events so that simpler, easier and more cost effective strategies can be implemented. The Strategy Branch is where all the really scary spooks are – the people who are not afraid to ruin (or end) somebody's life for the sake of saving the Imperium some inconvenience, or speeding up the realisation of certain political agendas
- **Sanctioned Activities Bureau** – the name of this Bureau conjures up all sorts of dark imagery and rumour has it that it would be justified. This Bureau is the only place that officially and legally employs psychics for their talents (for interrogations, truthsayers in trials and so forth) but heresay has it that the SAB is full of assassins and other unsavoury characters
- Who watches the watchers? The Imperial Moot. One of the countless committees is the IIS Oversight Committee that was formed to monitor IIS expenditure, policy and doctrine. The day to day monitoring of the IIS is left to the IAB
- They have complete autonomy to collect, and to pass on information as they see fit to best fulfil their charter but they only have a limited authority to conduct actions (not directly related to intelligence gathering) themselves.
- The IIS see Naval Intelligence as small minded and inflexible, not caring about the important issues like societal ones.
- The Imperial Intelligence Service - Operations Bureau, Strategy Branch
- This rather small but nebulous defined branch is rumoured to be one of the most influential groups of people outside of the Emperor's bedroom. It is certainly true that the most successful IIS Directors in history have been those who have had a good working relationship with the DDOS (the Deputy Director in charge of the Operations/Strategy Branch) with the inverse also being true.
- The Imperial Intelligence Service - Internal Affairs Bureau
- Internal Affairs is responsible for keeping an eye on the IIS for security leaks, corruption, and violations of due process. "Infernal Affairs", as they are colloquially known, have broad ranging powers for questioning and monitoring of suspects.

15. Imperial Interstellar Scouts Service

The Imperial Interstellar Scout Service (IISS), informally known as the Scouts.

Every child wants to grow up to be a Scout. Their lives are portrayed as romantic - exploring outside the Imperium, making new discoveries, constantly having "first contact" situations. It all sounds romantic but there is the down side - spending lots of time alone in Jump Space, or conducting spectral analyses of stars, or watching a planet's inhabitants from space. The majority of the work is not all that exciting but the special sort of crazy person who survive the IISS are the sort who drink and tell wild tales and romanticise the whole thing.

There is a special forces arm of the Scout Service called the Security Branch. Scouts are free to travel outside of Imperial space, and due to the information, wealth and technology they bring they are quite often welcomed wherever they go. So, Scouts are often in place when an incident starts, or newsworthy events happen and they are often the only people who can attend a situation before it becomes unmanageable. Members of Security Branch can be found everywhere a major Scout presence can be found – they fill any role that is needed, army, navy, espionage agents, diplomats, etc. There are not many of them but like a fire that is tended to when it first appears, a small effort is all that is needed to extinguish it. More than once a major incident that the Imperial Navy was not prepared for was prevented by timely action by members of the Security Branch.

16. Imperial Marines Corps

The poster child of Imperial might. The Marines exist wherever a strong hand needs to be shown. Concepts like subtlety and compassion are drilled out of these troops during training and a ruthless pragmatism is put there in its place. To a Marine the shortest distance between two points is a straight line, even if they have to demolish a building full of people to get there.

From boarding ships in space to storming planetary defences - if it's a tough job with a high chance of death, send in the Marines. Because of the level of action and risk in their day to day lives, Marines think everybody else (especially the Navy boys) are "soft". This attitude breeds a particular kind of arrogance that shouldn't be tolerated in society... but it is.

There is no greater crime to an Imperial Marine than disloyalty or disobedience to the Emperor and the chain of command.

- The Imperial shock troops
- "Originally formed as an adjunct to naval forces, the Imperial Marines have developed into a full-fledged military force in their own right. The Imperial Marines provide a hard-hitting, rapidly deployable strike force for offensive and defensive military operations
- The Marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the Imperial Navy, and supplement other ground forces"

17. Imperial Ministry of Justice (MoJ)

The Ministry of Justice is an agency primarily concerned with maintaining law and order throughout Imperial society. The MoJ has connections with the court systems of all worlds of the Imperium, and it takes part in any legal proceeding that crosses jurisdictional boundaries. Transgressions of Imperial law are hosted and prosecuted in the “closest” regional jurisdiction, as determined by the MoJ; consequently many important trials are brought to Sylea.

The MoJ has an intelligence network that concentrates on keeping records on criminal organisations and their activities.

18. Imperial Moot

The Imperial Moot exists as one of the checks and balances to the Emperor's rule. In reality the Imperial Moot is only an advisory body to the Emperor (albeit the most influential), membership is officially extended to all Imperial nobles of baronial or higher status.

- When there is no clear, sole or fit Emperor, the Moot is the validating body for a new Emperor. It has the power to examine the qualifications and credentials of the candidate and either endorse or reject them
- The other official power that the Imperial Moot has is to dissolve the Imperium
- Most nobles do not find it convenient to travel to Sylea, so a lot of votes are held by proxies or voting blocs
- The Imperial Moot primarily advises on policy, strategy and planning based on population opinion, past experience and the findings of any number of specialist committees. Committees are set up to produce findings on just about any topic imaginable
- All major Imperial agencies have their budgets and activities subjected to a Moot oversight committee

19. Imperial Navy

The Navy is one of the most obvious reminders of the Emperor's authority. They are charged with keeping Pax Imperia amongst the stars. This means defending citizens (and the Imperium as an entity) from all external and internal threats. Its jurisdiction is "interstellar space", which stops at 1 planetary diameter - although this can be extended by special order from the Emperor (or local representative).

The Imperial Navy is comprised of several Corps:

- **Regular Navy** – starships travel the Imperium to meet interesting people and make war with them
- **Imperial Naval Intelligence** – primarily focussed on military intelligence. Naval Intelligence exists to gather intelligence about military matters and also to use the military to gather intelligence. Officially there is a lot of cooperation between NI and the IIS but in reality most of this is forced out of necessity. NI agents see IIS agents as sloppy and wilful whereas IIS agents see NI agents as stuffy and rules bound, they jokingly referred to them as "Naval Lint".
Often rivals of the NIC, and existing in different command structures within the Navy, they often step on each other's toes.
"One of the Imperium's most powerful intelligence agencies, Imperial Naval Intelligence (INI) can draw on the entire assets of the Imperial Navy, and is primarily concerned with military intelligence. It tracks starship and troop operations, and can mount intelligence-gathering activities into all parts of the Imperium"
- **Naval Investigation Corps** – a largely autonomous group inside the Navy, they are a combination of auditors, investigators and (independent) arbiters. The NIC's prime role is as an interstellar police force, for more details see their separate entry

20. Imperial Nobility

The nobility is responsible for representing the Emperor on a small scale. Barons represent him for planets, Dukes for an entire sector, etc.

They are also responsible for collecting and passing on any Imperial taxes that may be imposed.

- Charged with keeping Pax Imperia planetside
- "The Imperial nobility is a narrow class of persons at the upper strata of society who hold, either personally or through their family line, noble rank from the Emperor. Noble rank serves two purposes: it rewards individuals for significant achievements, and it provides social station for the political leaders within the government"
- "The foundation of interstellar government within the Imperium. The Imperium depends on nobles ranging From knights to archdukes to carry the chain of authority and the mantle of responsibility from the Emperor to the people"

21. Interstellar Travel

Interstellar travel is done by starships traversing an alternative dimension, called Jump Space. Each journey through Jump Space takes approximately 1 week but the distance travelled is dependent on the technological level of the engines. The current average level of technology in the Imperium means that the average travel distance is 4 parsecs per Jump and each Jump takes about a week, regardless of the distance travelled.

22. Jump Space

An odd grey void that ships pass through when they travel between stars. People have ventured outside of the safety of the ship whilst it has been in Jump Space – the few that have survived the unusual burns are stark, raving mad.

Jumps take about a week to complete, regardless of the distance travelled. Entering jump is possible anywhere, but perturbations due to gravity make it safest to begin a jump at least 100 diameters out from a large massive body such as a world or star. Ships are naturally precipitated out of Jump Space before they get too deep into a gravity field.

23. K'Kree

K'Kree – also called “centaurs” because their appearance is that of the mythical beast, the centaur. They are notable for being the only race descended from herbivores stock that made it to Major Race status, that is to have developed interstellar travel. Their empire is also known as the “Two Thousand Worlds” making them a significant power in the galaxy but fortunately, not an expansionistic one – their empire has not grown in size since before the formation of the Third Imperium.

- K'Kree society is caste based and extremely conservative. The K'Kree still have many traits leftover from their herbivore heritage – they prefer open spaces to enclosed ones, making their cities low and sprawling and they are still pack animals and will never be found alone for any length of time.
- “An adult K'Kree stands about 1.5 meters at the shoulder and between 2.0 and 2.4 meters tall when standing erect. Weight averages 550 kg. They are bilaterally symmetrical, hexapedal, and homoeothermic. They bear some resemblance to the centaurs of ancient Solomani myth.”

24. Law Level

- Each planet has the right to make up its own laws (within Imperial guidelines)
- Some planets are quite authoritarian and others are very liberal
- Although Sylea is the capital of the Imperium and the home of the Emperor, its laws are not as strict as might be expected

25. Minor Empires

None of these Empires are major powers, defined as entities that have the capacity to affect Imperial policy

- Droyne
- Julian Protectorate
- Sword Worlds
- Chirpers
- Darrian Confederation

26. Naval Investigation Corps

The NIC is a largely autonomous group inside the Navy, they are a combination of auditors, investigators and (independent) arbiters.

The NIC's prime role is as an interstellar police force, a federal police equivalent, charged with fighting interstellar crime. They function as police for crimes that cross planetary/governmental boundaries

27. Office of the Emperor, The

A small group dedicated to distributing official communiqués, executive orders and communicating with the Moot on behalf of the Emperor. Their offices are housed within the Imperial Palace, with outposts on every Imperial world

28. Palace Guard

Chartered to "ensure the continued existence and well-being of the Emperor, the Emperor's immediate family and visiting diplomats against all threats".

In the ground of the Imperial Palace (including the Royal Yacht) the only recognised authority is the Emperor and the Palace Guard. Outside of the Imperial Palace they have no authority whatsoever.

The best Marine regiments from each Domain make up the majority of the Guard, with the balance made up from the best from other agencies.

- Charged with the safety of the Imperial family and guests of state
- They have absolute (after the Emperor) power on the Palace grounds, the Emperor's Yacht or any other vehicle that the Emperor is using. Outside of these places, the Palace Guard have no authority at all but they generally work with the NIC, IIS or other appropriate agencies
- There Palace Guard is officially split into two parts, the Imperial Guard (made up of 11 regiments, one from each Domain plus 4 others) and a civilian workforce.
- By tradition, the leader of the Palace Guard is called "Captain (of the Guard)" regardless of other rank or title

29. Pax Imperia

Pax Imperia is the promise of the whole Nobility, that by surrendering control to them that they will ensure that there is peace and safety.

30. Planetary Government

Not an actual coherent collection of people per se - each planet in the Imperium is free to govern itself in any manner it chooses (subject to certain restrictions of Imperium law (see ISCAC) to preserve a minimum standard of living for its citizens).

Each planet also has a Governor, who nominally works directly for the Emperor. It is their place to oversee the planetary government and make sure Pax Imperia is upheld

31. Psychics

Public opinion of psychic talents is very negative – the talents are poorly understood and the general populace has been trained to loathe them. Psychics are almost always mistrusted and in some places they openly attacked. The negative image comes from the importance of a citizen's privacy and the perception that psychics can readily violate that privacy.

Psychics are not technically criminals but any use of psychic abilities is illegal, except for psychics working for the IIS Sanctioned Activities Bureau. Psychics can register with the Imperial Psychic Register and be immune from Imperial prosecution, provided they live their lives under a series of restrictions as deemed by that register (typically this means they cannot hold any Imperial office but they may still hold a Noble title and occasionally they are even forbidden from breeding). Immune from Imperial prosecution does not mean safe from harm; planetary governments are still free to treat psychics however they choose (within the Imperial Civil Rights charter) and there's always the threat of vigilante action. Unregistered psychics are liable to be prosecuted for use of psychic talents for the slightest thing, even winning small at the races is enough to turn a crowd against a known psychic.

Most psychics don't register and try to hide their talents – which tend to fade with time unless used frequently – in order to have some kind of normal life. There is a psychic underground movement where psychics can go and be with those who are similarly gifted (or at least tolerant) and receive training and support; so called Psychic Institutes are banned and are actively sought out and destroyed where they occur.

There have been several technological advances in the psychic field:

- **Psi Helmets** – helmets that, when turned on, prevent the wearer from being scanned, or read by a psi (well, at least makes it a lot more difficult). These helmets work both ways, so they restrict the wearer's psychic ability somewhat. They are available on the open market but they are somewhat boutique items and are thus difficult and expensive to acquire
- **Psi Boosters** – these drugs can enhance psionic talents – but they are very illegal
- **Psi Suppressors** – these drugs can suppress psionic talents. Possession of these drugs are highly restricted – you have to have a darn good reason to want them

32. Red Zone

The Traveller's Aid Society travel zone classification for planetary systems which are dangerous to travellers. In general, the imposition of a Red Zone classification indicates the location is quarantined, interdicted by higher authority, or at war.

Travellers should avoid these systems if at all possible – it may even be a criminal act to land on these systems without prior approval.

33. Robots

Robots are in common use in the Imperium – they take the place of a lot of labour intensive jobs. There are also androids (humanoid shaped robots) which are used in more domestic situations, their humanoid shape makes people comfortable when robots are dealing with them.

There was an experiment a couple of decades ago that made a new type of android (type 2) that looked exactly like a person. This was very unpopular with people – they didn't like having androids walking around that could easily be mistaken for a person. There was a very negative public backlash that resulted in the outlawing and extermination of all of these new androids.

34. Shuvil Varo

- A racially oriented crime syndicate of “pure” Vilani
- The Shuvil Varo are largely pro-Imperium because they see it as spreading civilisation in the manner of the great Vilani tradition of the First Imperium, the Ziru Sirka: the Grand Empire of Stars
- The organisation supports the stability of the Imperium, as this provides them a good basis for operation (“peace is good for business”, they say)

35. Solomani Confederacy

- The Solomani are seen to be militant and radical and pure Solomani ways are disruptive to “stable” (i.e. Vilani) society
- There are some that say the Solomani are only such trouble because their home world (Terra) is occupied by Imperial forces
- “True Solomani are rare outside the Confederation, although many humans find their attitudes familiar. Their most distinctive trait is their love of independence, which affects them on many levels. Fundamentally, the Solomani idealise self-reliance. Secondly, independence often manifests as non-conformity, the major reason why efforts to unify the Confederation's disparate cultures has borne little fruit. Thirdly, independence means risk-taking and the love of a challenge; many Solomani make a free-lance living, side-stepping the rigorous economic regulation imposed by the Solomani Party. Finally, the typical Vilani accepts authority; in contrast, the Solomani believe they have the right to challenge it”

36. StarPort Authority (SPA)

The SPA, as it is more commonly known, exists to manage the network of Imperial Starports. Imperial Starports are to be considered neutral ground and as a safe place to conduct trade and commerce. The SPA (and thus the actual starports themselves) are funded on a fixed formula of rating versus planetary population and any further funding has to be gathered in the form of service and docking fees plus any other charges that can be levied without scaring away traders.

37. Street Cameras

On Sylea it is hard to avoid being under surveillance. The cameras are mostly in place to keep track of traffic and disturbances in the streets. Cameras are typically placed on the tops of buildings and street intersections.

Because of the sheer number of cameras, not all the images can be monitored so unless there is a request for any particular camera, all their tapes are on a constant 24 hour rolling window

38. Technology

The average level of technology in Traveller makes fusion power, anti-gravity cars and powerful computers commonplace. Travel between the stars is to the Imperial citizenry as going on an ocean cruise is to us. Communication is however limited to radio waves – so the fastest way to get news from another planet is to actually visit that planet which takes much less than the years it would take for radio waves to travel between the closest of stars.

There are laser guns but they are a bit bulky, most people still prefer to use good old fashioned slug-throwers like we have on Earth today. Swords and other melee weapons are still in common use, especially in space, where one wrong bullet could kill everyone on board.

39. Third Imperium, The

The Imperium is a feudal caste system, ruled at the top by its 43rd Emperor: Strephon I, and then in descending order there are the Arch-Dukes (who rule large areas of space called Domains), then there are the Dukes (who typically rule an entire sector), Counts (who rule subsectors, or important planets), and finally the Barons (who rule planets, or important cities). Citizens can be knighted as a reward for long or exceptional service to the Imperium, which may or may not come with land or other responsibility.

The Vilani ruled the first Imperium for thousands of years, until the Solomani discovered space travel. The energy and youthful vigour and ambition of the Solomani propelled them into a position of control over the Imperium. The Solomani took over the Imperium, and it was called the Second Imperium (or Rule of Man) – this collapsed as the Solomani were not equipped to rule an empire of over 10,000 worlds.

After the Rule of Man, there was a period of anarchy called the Long Night. The Long Night ended when the Third Imperium was established by a cartel of merchants. The Third Imperium has been running for over 1,100 years and the ruling class is made up largely of Vilani and is styled more in the model of the First Imperium. The Imperial dating system is the day number in the year, then the year since the Third Imperium was founded.

40. Travellers' Aid Society (TAS)

TAS is a private organisation that maintains hostels and facilities at class A and B starports in many parts of the Imperium. Facilities are available (at reasonable cost) to members and their guests.

TAS has its own news service "Traveller News Service".

TAS membership has many advantages, including no ongoing membership fees but membership costs 1MCr to sign up initially.

41. Traveller News Service

The Travellers' Aid Society (TAS) owns this news service and reports on events Imperium wide with an integrity and lack of bias that can only come from independent wealth.

42. Universal Personality Profile (UPP)

On their 16th birthday every citizen in the Imperium is taken to an Imperial Testing Office and put through a series of physical and mental tests. The result of these tests is the Universal Personality Profile. This is a 7-digit number that describes fully the characteristics of the tested person. This is used to aid identification and classification of the Imperium citizenry. The average for a citizen of the Imperium is 777777-0.

The UPP in hexadecimal and each number represents an attribute, in the following order:
Strength, Dexterity, Endurance, Intelligence, Education, Social Standing, and Psi

43. Vargr Extents

- These are a loosely coupled “packs” of Vargr ruling space
- “The regions inhabited by the Vargr, generally to Coreward of the Imperium. Vargr are a far-flung race of intelligent aliens, although genetically derived from carnivore/chaser stock. The Vargr are, by nature, pack animals, but continuing rivalry between the various established packs has made a united Vargr empire impossible”
- “Intelligent major race derived from Ancient genetic manipulations of Terran carnivore/chaser stock, which apparently dates from approximately the same time that Humaniti was scattered to the stars”

44. Vilani Society

The Vilani have an ancient and well-established culture. When mankind on Earth was first thinking that agriculture might be a good idea, the Vilani had already formed a vast interstellar empire.

The Vilani on the edges of the Imperium interact more with other species and are more tolerant of others but near the centre of the Imperium there is not much interaction between species – this means the Vilani culture is still strong and undiluted.

The Vilani see themselves as superior to all other species because they were the first to reach the stars and form an empire and also because their culture has survived relatively unchanged for over 10,000 years. Their culture is very conservative, depending on consensus and stability to survive the thousands of years that their culture has dominated the known galaxy. Their society does not produce many inspired artists or visionaries but neither does it produce many discontents or revolutionaries. They see themselves as "proper", "fair" and "civilised" whereas other races sometimes see them as "slow moving", "cautious" and "stifling".

A major part of Vilani society is the strict caste structure. Every child's talents and predispositions are assessed while they turn 16 and sometimes they are then moved to families with a more appropriate caste or social standing to be child's natural talents. People of different social standings do not interact very often – the Vilani tend to look down on those of lower social standing and they try to curry favour with those of higher social status.

In the military there are people from all the social strata who have to interact but instead rank is used to establish the pecking order. It is, however, unusual for a person of lower social standing to have a higher rank than someone of higher social status does.

45. X-Boat

Network of interstellar communications – akin to the Pony Express of the wild west, these are fast ships who jump from one system to another, broadcast their messages and then float in space to be refuelled and sent on their way again.

46. Zhodani Consulate

- The Zhodani are considered utilitarian and differ radically in philosophy from the Imperium (think Romulan)
- They are a psychic oligarchy
- "The most important difference - and the major source of conflict between Imperials and Zhodani – is their acceptance of psionics. They claim racial superiority based on a supposed natural talent in this area, but their training is the more likely contributor"