



7002 Current Era. It's been five years since a mysterious cataclysm destroyed several colonies. The subsequent gravitational distortions ravaged the planet and ended the golden age of interplanetary trade and mining on Yortar. Completely forsaken by the rest of the universe, the remaining colonies have endured in solitude behind their protective domes. But their survival has come at a great cost as revolts and banishments have vastly altered most societies. As the dust of social unrest is settling and the endless spacetime fluctuations are finally starting to diminish, the new leadership of each colony is looking outward again but with different agendas. Some leaders want to research new technologies to rebuild and improve living conditions of their citizens. Others will be seeking domination over the other colonies through conquest or by manipulating the exiled races. Certain are hoping to reclaim their vast riches by rebuilding the abandoned gold mines and controlling trade. Some races are only interested in answers, or even better, satisfy the general lust of the populace for vengeance. What and who caused the cataclysm? Are the rumors about secret experiments with a warping portal true? Whatever road is chosen, the results will determine what races will remain in power and which will succumb to revolution.

Xe'lo Traders	3	Luxan Droids	12
Nurec Designers	5	Ralan Engineers	13
Dar'ja Shadows	6	Sol'ca Mercenaries	14
Silna Officials	7	Ecton Cultists	15
Xotan Timebenders	8	Dura Scavengers	16
Morlar Raiders	9	Zeto Archivists	17
Xurdun Slavers	10	Volut smugglers	18
Skolok miners	11	Tav'ma Morphlings	19

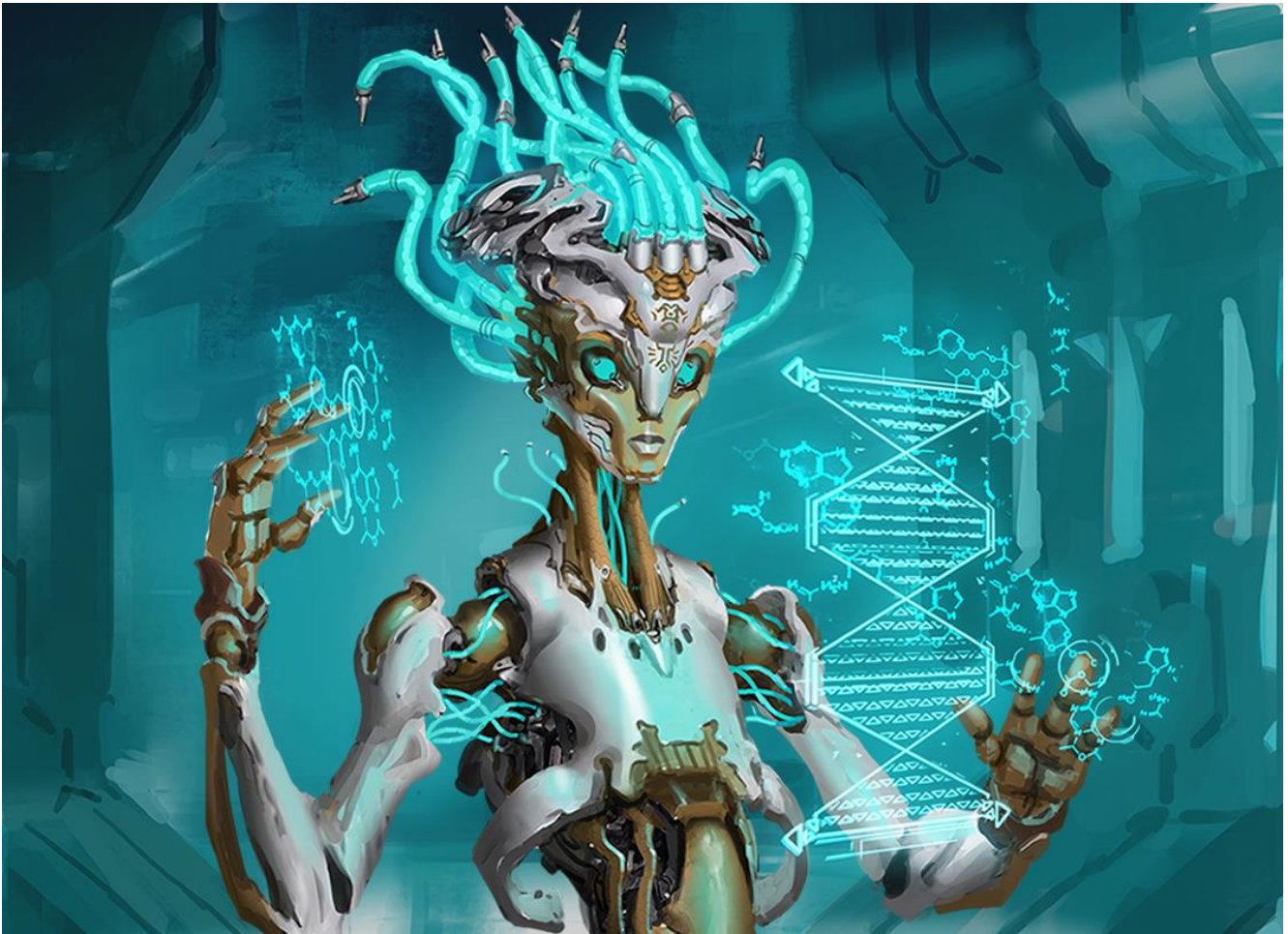
Xe'lo Traders



The Xe'lo Empire, centered around the Talzun solar systems, came into contact with the Star Federation as early as 3621 CE. The first decades of communication with this highly advanced civilization were characterized by uneasy diplomacy and frequent conflict over the boundary regions. Only with the intervention of Silna diplomats did the ever ambitious Xe'lo quickly realize the opportunities in joining the Star Federation, and dropped their hunger for military expansion. Within a century they already annexed key positions in the Star Council and actively engaged in intersolar trade. Their strong commitment in both trade and politics has reinforced their strife for the founding of colonies on resourceful planets and moons. With the funding of the Xe'lo this led to the foundation of several colonies on the distant planet Yortar in 6224 CE.

The Xe'lo quickly developed a blossoming gold mining business and invested the profits to make Yortar a trading free-haven. Here they represent the highest echelons of society and even after the disastrous events in 6997CE they are still firmly in control. Even considering their prominent role in the development of Yortar the Xe'lo are still hated by most of the other inhabitants of Yortar. They are as well known for their ambition as for their arrogance and contempt for the lower social classes. The repressive reaction of the Xe'lo to any unrest after the events and the slow progress of investigations have caused rumors of the direct involvement of the Xe'lo in the disasters. Their continued backing of the local government, despite the loss of all interplanetary trade, has raised quite a lot of questions.

Nurec Designers



The Nurec were originally settled in the southeast quadrant of the Lago system. Their peaceful and technologic civilization was almost wiped out around 1300 CE when a solar storm greatly damaged the magnetic fields of their home planets. Due to increased radiation, all life on the planets was deteriorating and it was only by extensive robotic alteration of their frail physique that they managed to survive. By genetic redesign of the local fauna and flora they even succeeded in restoring a local ecosystem. To prevent such future disasters and to increase the rate of their research they slowly developed the Rola, a greater consciousness shared by all Nurec. The Rola allows them to have permanent access to every single Nurec idea and design. Because of their fruitful and steady alliance with the powerful Xotan they remained unscathed from the wars that ravaged large parts of the universe in the 6th millennium. At the beginning of the 7th millennium the Nurec decided through the Rola to join the Star Federation. Soon after they sent out delegates throughout the cosmos to aid in the development of Star federation colonies and to expand their vast knowledge.

Since their arrival on Yortar in 6712 CE the Nurec have been considered irreplaceable. The Nurec designs improved both mining productivity, energy extraction, as well as the living conditions in the diverse colonies on the planet. In 6991 CE several Nurec disappeared and even when the remaining Nurec sensed their proximity no contact could be established through the Rola. Since these events the Nurec have enjoyed around the clock protection by their rich patrons. With the cataclysmic events of 6997 CE the remaining Nurec have been preoccupied with successfully safeguarding the colonies from the worst seismic activity and gravitational fluctuations.

Dar'ja Shadows



The origin of the Dar'ja is up to this day still shrouded in mystery. Their base planet is probably based in the northeastern quadrant of the Lo'Yun system, but even that is highly speculative. The first mention of their existence dates to 6201 CE in the mission logs of the Runa exploration expedition. They are known to board and hide in cargo ships and they have, over the course of the last centuries, been spotted in different colonies all over the known universe. They are intelligent, curious and non-hostile by nature but they can respond very fast and aggressive when threatened. Their body is composed of physical gas and can adapt to even very hazardous circumstances. The Dar'ja do prefer darker environments and tend to avoid light as much as possible. They mostly prefer living in small groups but they can also easily survive solitaire. They communicate by a number of clicking sounds but it is known they understand and mimic other intersolar languages.

On Yortar the Dar'ja have been present since the long-distance trade ships arrived. They live inside the colonies but they stick to the underworld of sewers. At night they tend to roam above ground but still avoid contact with other inhabitants whenever possible. Their behavior did however change after the cataclysms of 6997 CE. The Dar'ja sightings have significantly increased and their presence around military and technologic key points have alerted the local colonial officials. The current investigation is still running but officials do suspect the Dar'ja of trying to find the means to leave Yortar, no matter the price.

Silna Officials



Due to a very long lifespan and their ability to slow their metabolism, the Silna were one of the first known space races to engage in deep space travel, long before the development of instant warp technology. As early as 3000 BCE they were exploring the Lozul galaxy and in the process setting up local moon colonies. These expeditions soon led to the first intergalactic contacts. The diplomatic Silna maneuvered their way out of the first big conflicts and they were one of the three races that attended the First Interspace Congress, the beginning of the Current Era. Shortly after, around 500 CE, this resulted in the founding of the Star Federation. With their natural gift of mastering different languages, they soon were very active in intersolar politics and diplomacy. To the other races they slowly became the symbol of bureaucracy: always following procedures but very sluggish.

On Yortar the Silna were actively involved in the foundation taking up several high functions and serving on the colony council. Their allegiance to the Xe'lo has provided them with the money to keep a firm grip on power, even with the rising critique on the initial handlings of the government since 6997 CE. Only by building the power domes were they able to safeguard some colonies and quench the 6999 CE rebellion. With the improvement of the high-tech food production they even succeeded in feeding all echelons of society on a steady basis. Time is however not in their favor as growing malcontent takes hold on the population. After five years there is still no change in the fact that every citizen is still stuck on Yortar with no means of communication with the rest of the galaxy.

Xotan Timebenders



The Ancient Xotan have a recorded history that goes back up to 15.000 BCE. They are named after the planet Xotan because they originally inhabited the 8 Ice moons orbiting the planet. They developed a very powerful and technological civilization but their expansion was limited due to their constant requirement of extremely cold environments and religious restrictions. With the development of sustainable cryo suits and chambers and the outcasting of all religious castes around 2000 CE, the Xotan ended their solitude and began expansion. They however preferred diplomatic means over violence and through a series of alliances they gained control over the whole E'ci system by 4000 CE. Due to the invasion of the Sol'ca around 5000 the Xotan were however forced to successfully commit to a strong military development. During the great Tal Ren conflict they cooperated with the Star Federation in return for mutual technological exchange. Up to today the Xotan are not a member of the Star Federation but have been a trustworthy ally for millenia.

A Xotan expedition to Yotar was issued in 6402 CE after the news spread about the unique conditions on this planet. Not only did Yortar hold enormous amounts of high energy gas, it was very proximate to a newly discovered area in the Atlan sector with wormhole potential. This was particularly interesting to the Xotan who had managed significant advancement in the field of spacetime manipulation. The presence of the Nurec only strengthened their resolve in this matter. After 6997 CE the Xotan knowledge has been vital to the survival of the colonies. Not only did they with the Nurec develop the protection domes for the remaining colonies, they also learned to fully control spacetime for a short period. This resulted in both the development of a new warping technology as well as terrashift, the ability to create spacetime fluxuations to alter large geographical areas.

Morlar Raiders



The origins of the Morlar are traced deep in the Tra'hin sector. They are usually organised in small nomadic communities that lack any larger political entity or sentiment. They wander across the galaxy but can most often be found in regions far from centralized political power: warzones, colonies, etc. Here they use hit and run tactics to raid or extort small settlements, traders, mines and colonies. For the element of surprise they employ advanced fast space and assault ships. Most Morlar remain illiterate and speak their own local dialect that only holds certain resemblances to the other Morlar dialects. They have never bothered with keeping track of a recorded history and will not keep themselves from attacking other Morlar if the possible loot is worthwhile.

On Yortar, Morlar raids have been relatively rare in the latest centuries due to the rigorous measures the Xe'lo have taken to protect their gold and energy excavation infrastructure. Only 97 cases were recorded during the last century and most were unsuccessful due to the rapid deployable Luxan droids. Yortar is however still a popular destination for the Morlar due to the presence of the Xurdun, their favorite trade partners for the selling of captured hostages. When the disasters of 6997 CE occurred several Morlar raiding parties were present and due to the gravitational fluctuations they were ever since unable to leave the planet. The Morlar tribes now focus on raiding the semi-abandoned mines and anybody who crosses the wastelands. There are however rumors that the Morlar have made a deal with one of the colonies: military aid in exchange for a way off the planet.

Xurdun Slavers



The Xurdun are a nomadic people who have lived scattered across the Nolud solar system for eons. Around 5630 CE their somewhat secluded societies were firmly shaken by the expansion of the great Tal Ren conflict. Many Xurdun fled their system and the remaining groups retreated to more remote areas where they employed guerilla tactics to drive off wandering Sol'Ca and Morlar troops. With their increased hostage numbers and the further flooding of the Nolud system with war refugees, the Xurdun slowly evolved into relentless slave traders to survive. After the great war ended they restarted their nomadic lifestyle but by now the slave trading was strongly embedded in their way of life. The Nolud and neighboring Atlan systems were in the following period characterized by the funding of several mining colonies. The ever-growing need for cheap and hard labor quickly motivated the Xurdun to deploy local slave markets.

Attracted by the Xe'lo gold the Xurdun arrived on Yortar in 6480 CE and have been an active trading partner ever since. Here they lived in temporary camps between which they traveled to organize the slave auctions in all 6 colonies. Since 6997 CE they were however forced to take refuge in the safe colonies from the earthquakes and gravitational shifts. Even without the influx of outer planet slaves the Xurdun have managed to keep their slave pens full with the many homeless and washed up lower classes of society.

Skolok miners



The Skolok originate from the distant homeworld of Lokvar, which they share with the Dura. For millennia they have worked and lived in the subterranean cities and mines. They are molded by living underground and it is said that many of them have never seen light of day until they have reached adulthood. Next to a considerable physical strength, they possess a rocklike skin after which they are named. During their activities on Lokvar they have built up a vast knowledge and expertise in everything concerning geological sediments and the mining techniques needed to excavate precious minerals and energetic gasses. The formerly abundant energy and mineral reserves on Lokvar are however almost depleted. Therefore they have, since the joining of the Star Federation in 4900 CE, grasped the opportunity to work as contractors in many new mining colonies. A part of the contractors wage is always paid in energy cubes which they send to Lokvar which has become dependent on energy influx.

Only two years after the founding of Yortar in 6224 CE were the first Skolok already present on Yortar. Hired by the Xe'lo, they set up the best positions for the first gold energy mines and power plants close to the first two colonies. Due to the vast amount of gold and energy on Yortar many more Skolok came in the following centuries to coordinate and guide the excavation and extraction process. After the Xurdun started flooding the slave markets in the 8th millennium some of the Skolok sought other projects, but many stayed since their expertise was still very valuable. When the first cataclysm occurred many mines were lost along with the lives of many slaves and some Skolok. The mines and powerplants closest to the colonies are still in use, and with mastery of the terrashift technology the working conditions have become less dangerous.

Luxan Droids



Luxan droids were first designed and produced by the Xotun by the start of the 6th millennium on the E'ci planet Luxan, hence their name. The idea of the Xotun was to create an easy to transport and fast deployable troop force that would allow them to rapidly respond to any invasion threats. Due to their limited weight, cheap and very common production materials they were soon copied by the Star Federation who considered them an ideal solution to the rising tensions in the Ulca system. With the production and deployment of over 3 million Luxan droids by 5500 CE, the Star Federation succeeded in keeping the Sol'Ca at bay and finally pushing the Tal'Ren conflict out of their territories towards the outer Nolud system. Now the droids are considered remnants of a long-passed era and they are no longer employed in any modern warfare. They are however still considered useful for many simple military tasks. Their modification possibilities and available spare parts throughout the known Star Federation controlled galaxies makes them still a popular force in many colonies.

On Yortar about ten thousand Luxan droids were imported soon after the founding of the first colony. Next to guarding government infrastructure, supply depots and military facilities their main task has been securing the mines from both internal and external threats. Next to the occasional Morlar raids the main fear for the wealthy owners has always been the looming chance for revolts caused by the numerous slaves and lower-class miners. Twice such an uprising occurred but the fast answer with automated laser rifle fire quickly quenched the thirst for social change. Since the cataclysm many of the inland mines lay in ruins and a considerable amount of their Luxan guards rest uncharged amongst the wasteland. The biggest mines close to the colonies are however still actively excavated under the watchful eyes of the droids.

Ralan Engineers



In 6345 CE code omega, the highest defcon level, was activated by the Star Federation military council. Several distress signals, planetoids and many unknown ships were suddenly picked up in the Sut'va galaxy, a zone in the middle of the Star Federation territory formerly considered desolate. Upon arrival the Federation's military cruisers encountered the Ralan, who immediately communicated their good intentions and the extremely dire situation. The advanced Ralan had managed to keep their home system hidden from the rest of the galaxy by blocking all outgoing signals. They were surprised by an unexpected supernova of the biggest star in their system and many planets faced an imminent end. For most planets help came too late but with the help of the Star Federation about 2 million Ralan were evacuated. The Ralan in return faithfully pledged themselves immediately to the further development of the Star Federation.

As specialists in communication, detection and heavy laser defense mechanisms a large team of Ralan engineers was detached to Yortar in 6920 CE. Here, at the border of the Star Federation territories, their mission was the development of the first defense mechanisms and the training of maintenance crews. This was an immediate response by the central government to the many reports of cloaked intruding ships, many of which probably of Sol'ca origin. The result of these measures were positive with a strong decrease in intrusions during the last 50 years. Since 6997CE the Ralan stay neutral in the rising tensions between the colonies. Their main objective remains to restore contact with the Star Federation high command and the rest of the galaxy.

Sol'ca Mercenaries



The powerful Sol'ca civilization originated in the Ulca galaxy. For millennia the Sol'ca were organized in small competing tribes. Ongoing territorial disputes and subsequent warfare soon led to a society in which a selective breeding process and profound military training were the foundation. Even with the slow expansion in their home system and the first unfriendly contacts with other civilizations these internal struggles continued. Only by 4500 the Sol'Ca unified under the leader Nam'Ro and, with the introduction of high tech weaponry by the Volut, began a rapid outward expansion. The conquest was fueled by both the necessity of resources and the eternal strife for military prestige. To achieve these goals the Sol'Ca were relentless and in dealing with other civilizations genocide was just a tool like any other. This soon escalated in what came to be named as the great Tal Ren conflict in which a multitude of races were involved. In 5300 the Sol'Ca expansion in the E'ci system was halted by a heavy Xotan offensive and by 5500 they were driven out of this galaxy with Star Federation involvement. After this the Sol'Ca focused on the conquest of the outer Nolud system where there is no direct Star Federation involvement. Since then the Sol'Ca strongly despise the Star Federation which they consider an imperialist empire seeking control over all galaxies. To counter any external influence they have transformed the Nolud system to a defensive buffer zone. During the last millennium there have been no recorded conflicts between both sides but officially they are still at war.

Since 6800 CE several thousands of Sol'Ca elite units have traveled across the Star Federation border regions using advanced cloaked ships. Even though official edicts have been declared to arrest or kill these trespassers, there have been no attempts to uphold them in the outer border regions. Their unique combat skills have made them the most elite mercenary force that any self-respecting autocrat is willing to recruit. Even with the continued fear for the Sol'Ca and their possible mission to chart the Star Federation defensive soft spots, even colonial governments employ Sol'Ca. This is also the case on Yortar where since 6900 CE Sol'Ca mercs are active and employed by several factions and colonies.

Ecton Cultists



The Ecton are a very proud and old race with a very distinctive history. They founded a number of city-states that organically developed and gradually unified in a monostatic empire. By as early as 2000 BCE they gained control over their homeplanet Hurva through a series of wars. They asserted their dominance over the other native races by founding an authoritarian dynasty that lasted over 5000 CE years. The Ecton did not develop any interest in space exploration and never ventured in their Tra'hin system. Since the first contacts with more advanced races, they were soon diminished to bystanders in the broader galaxy. Their empire went into decay as the formerly suppressed races gained access to weapons and technology through intergalactic trade. The embittered Ecton slipped into nostalgia and chose to keep contact with the outside world to a minimum. The strong religious zeal among the Ecton, their now reclusive nature and a belief in a decaying civilization soon led to several apocalyptic religions.

Several of the newly formed religious factions chose to withdraw themselves fully from society to seek solitude. One of these sects was the cult of Ur'Fad, the endbringer, and they even took it upon themselves to search a remote planet in the galaxy for complete focus. In 6140 they settled in a small community on the almost uninhabited Yortar. With the colonisation some cultists remained in the wastelands, while others set up in tunnels or slums in the colonies to attract new members. These movements remained very small until the disasters of 6997 occurred. These signs for the coming end vastly increased the number of followers, including high ranked Silna and Xe'lo, and now this cult is a force to be reckoned with. Several suspicious disappearances and rumors about ritual sacrifice have made the central authorities on Yortar very wary of the Ecton cultists.

Dura Scavengers



While the Dura may share a common ancestor with the Skolok on Lokvar, their evolution was shaped by a totally different interest: the sky, and in a later phase, the stars. They developed a strong aviation program by 1000 BCE and around 1500 CE they were the first race to explore the Atlan galaxy. By 4500 CE the Dura made contact with the Star Federation and, as a representative, negotiated treaties with several other races. During the great Tal Ren conflict the Star Federation quickly installed a new military command center on Lokvar, due to its safe location but relative proximity to the conflict zone. Soon after, two Lokvar moons were confiscated by the Star Federation to stockpile the huge amount of damaged and destroyed spaceships. The technically gifted Dura saw the opportunities this offered and in return for extensive repair services demanded the right to salvage parts for resale. This very profitable business soon became the speciality of the Dura. After the great war and the halted influx of freshly destroyed ships, some Dura started relocation to planetary scrap yards across the multiverse.

By 6500 CE Yortar had become a successful trade and mining colony, which attracted many transport and trade ships. The position of the planet on the outskirts of the galaxy however made it an endstop for many of these ships. Yortar had built up a considerable supply of scrap and it didn't take long for the Dura to set up a local business. This greatly benefitted Yortar because the repair possibilities and availability of spare parts persuaded companies to adapt their trade and transfer routes through Yortar.

Zeto Archivists



Very little is known about the Zeto civilization as they are currently situated in the Rovna system, the most distant galaxy in contact with the Star Federation. The first interaction with the Zeto was only made in 6505 CE and even with the signing of several non-aggression pacts, not a single Star Federation emissary has set foot within the territories controlled by the Zeto. The Zeto on the other hand have very willingly accepted Star Federation invitations to move freely within the multiverse. The Zeto are gifted with an unprecedented memory, flawless multi-tasking capabilities and a hawk's eye for structure and detail. This has made them the most desired data processors and archivists in the known galaxy. They seem to lack any real interest in politics and they solely focus on gathering and centralizing knowledge. In contradiction to the Nurec, the motives and sincerity of the Zeto are often questioned. From intercepted data it is known that the Zeto have amassed huge data banks with intel and innovative technology on their home planet. Intelligence offices of the Star Federation have even started a first investigation about encrypted transmissions of very sensitive data towards the Rovna system. These investigations are still unknown to the governmental powers in many non-central galaxies. Even so the question remains if any corrupt politician will bother with this. Any larger schemes are of no concern to a colonial government and the Zeto are simply too efficient to discard over some global security breach.

To the Zeto, Yortar bears very little meaning as a colonial planet, even with considerable trading and mining resources at hand. They did nonetheless decide to send archivists to Yortar, at the other end of the galaxy, in 6750 CE to set up a frontier data point there. Being on the outskirts of the known galaxy with many planned exploration missions and in a strategic position with many intergalactic contacts Yortar features as an excellent intelligence site. Learning of the presence of both Nurec and Xotan only hastened the Zeto resolve of being physically present on Yortar.

Volut smugglers



The Volut have been running a relatively small but respected empire in the Atlan galaxy since 2500 CE. They maintained good relations with neighbouring civilizations, and to the Star Federation, and mainly engaged in peaceful activities such as long distance trade. Their reputation and relation to the Star Federation did nonetheless deteriorate when several small bands of Volut started active smuggling activities within the Star Federation. This particularly escalated when Volut began trafficking and selling Star Federation weapons to the Sol'ca, a foreign race who actively invaded Star Federation allies during the Tal Ren wars. This led to several former trade partners setting up economic embargoes which diminished trade income for the Volut economy. This only encouraged the Volut to find other means of income and many turned to conveying activities in a multitude of sectors.

As Yortar is part of the Star Federation territory, the Volut smugglers are officially outlawed. In reality, as in many border regions, the colony councils barely bother with their activities. The Volut smugglers have throughout the years built an extensive network of relations consisting of custom officers, enforcement agents and even corrupted politicians. The considerable financial means are accordingly used for the occasional greasing of one's palm. In the Atlan system Yortar is even used by the Volut as the central hub for the stocking of contraband. The current situation on Yortar has severely crippled the interplanet business of the Volut. With the stockpile at hand they have now focussed on the trade of illegal and limited goods between the different colonies. They nonetheless remain very eager in restoring the old ways since they face increasing pressure for the aid they gave to insurgence groups during the uprisings.

Tav'ma Morphlings



In a distant past the Tav'ma lived on the planet Etnak, a bountiful world with a very diverse ecosystem and a vast amount of natural resources. Due to the initial amount of large predators the Tav'ma had evolved several survival mechanics such as shapeshifting and strong regenerative abilities. Their seclusion from the outside world abruptly ended in 1000 CE with the invasion of the Hora, a then powerful and aggressive alien race set upon extracting all natural resources Etnak offered. Due to the skilled nature of the Tav'ma and the many natural obstacles the conquering of Etnak took many years and in the process the planet got ravaged. The situation even worsened when the Hora came into conflict with other civilizations in the same system in what came to be as the Uvma wars. These wars lingered up to 1700 CE and by then only several thousands of Tav'ma survived the onslaught.

During the past 5000 years the remaining Tav'ma spread across the galaxies. Because of their powerful abilities there is general mistrust towards them and so they were forced to adapt to the local situations to survive. Some live secluded in small communities on distant planets, others have grown accustomed to live in the colonial cities such as on Yortar. It's unclear how many Tav'ma are present on the planet since most Tav'ma live their public lives while shapeshifted. Some function as seemingly normal bureaucrats or merchants, while others live as thieves or assassins looming in the back alleys. Some even serve as spies for different factions and there are reports of Tav'ma in service of the Star Federation.