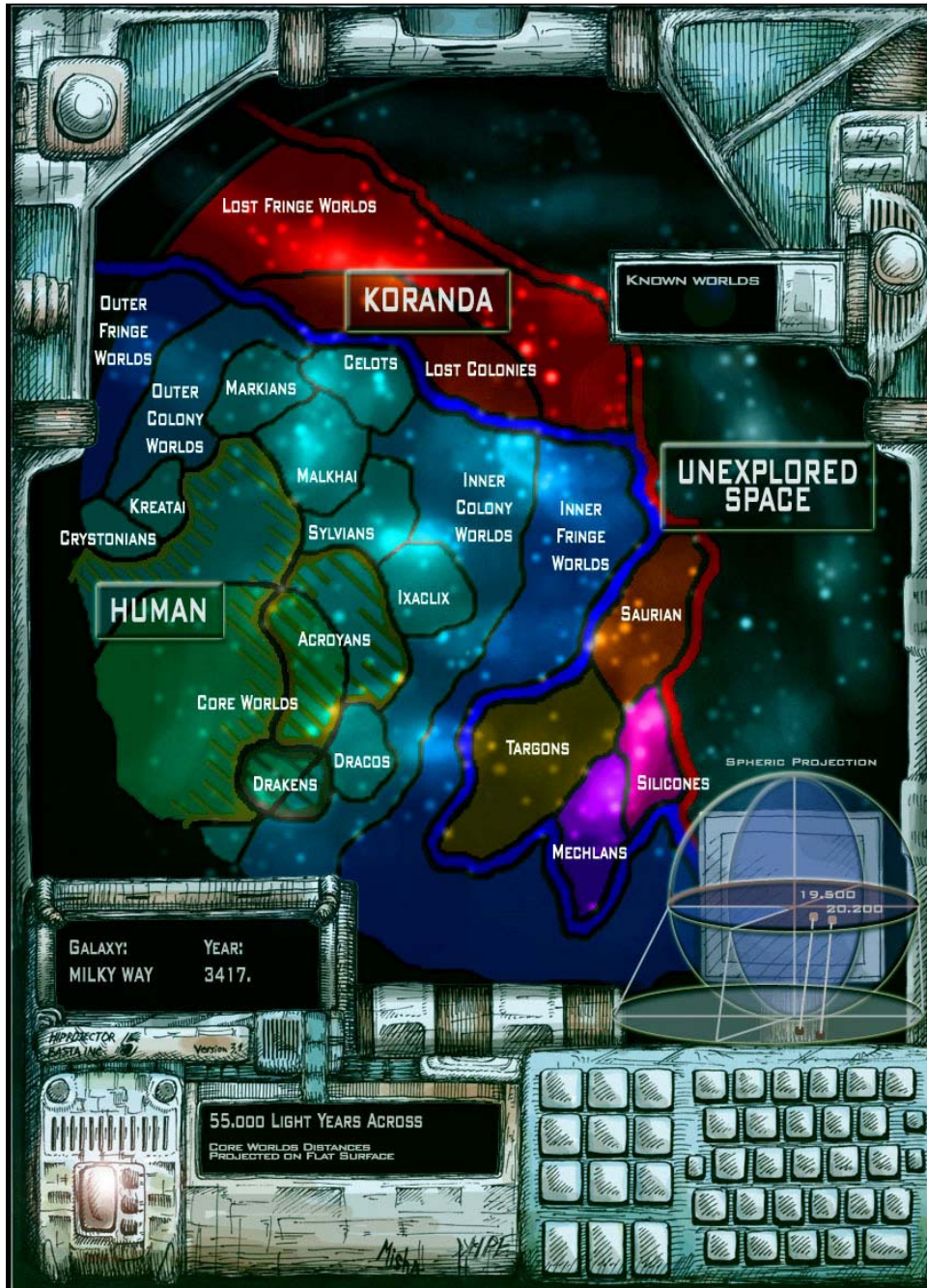


# Chapter 05: Race Worlds of the Outer Empire



## Race Worlds of the Empire

After the initial formation of the Empire, and its eventual growth further into space and into contact with other races. The majority of these races joined the Empire, adding their own regions of space to its already hefty mass. Each of these different race regions are represented within the Empire central government after their own elected officials.

Although the Empire has a residual presence in most of these areas, most of the Fleet has been pulled off to the front lines of the Koranda War. As a result many outposts and stations have

been gifted to the local races, to control until the war is over. Within the different race regions the population of natives maybe as high as 98% to 2% mixed other races at any given time.

Many of the race worlds have partnered deals with nearby MCs, to harvest the riches on colony worlds within their regions of space. In the deals up to 50% of the workers that are brought in are hired from the native race, providing valuable training of highly skilled laborers and technicians.

## Technology of the Race Worlds

The race worlds tend to have much lower technology levels than the core. Supplies are not as easy to get out to them as they

were before the KW. As a result the planets pretty much follow the tech level of their race provided in this chapter.

## Communication Infrastructure

The race worlds rarely have the quality of communications that the core enjoys. They have far fewer communication satellites and relay stations. They will often use their own native communication technologies to communicate with other smaller planets.

The largest population planets in the race worlds will house a Embassy of the Empire, as well as a satellite that is linked into

CommNet for access to the Empires network. Public terminals and accommodations with CommNet access are available at almost all major spaceports.

Communication is still slower than in the core, but slightly more challenging to find access. In addition local race worlds' computer networks can be of vastly different designs. Usually only the natives attempt to hack these diverse types of systems.

## Transporations Infrastructure

Each of the races has their own transportation systems as described within their descriptions. Access to Empire or MC vessels can found at any of the largest of space ports and populated planets. Regional transport, both in space or down

side is unique to that race. Not all races have their own space travel capabilities, and will rely solely on the Empire ships, and trade ships from the MCs.

## Architecture of the Race Worlds

Each of these races have their own architectural styles and live in a number of differing habitats. From the frozen mountains of the Munkarians, to the shard fields of the Crystonians, they are very diverse.

Anywhere there is a decent representation of the Empire, they will attempt to replicate a city of the Empire. In addition to embassies that spread the communications of the Empire to the locals they also possess Monasteries. In the monasteries of the

Empire, students are taught discipline, focus, the philosophies of the Empire, and trades to spread technology and skilled workers to the region. Both of these structures are highly decorated and beautiful to look at. They will also possess a space port, possibly a local star base or space station, and be on regular travel routes to and from the Empire.

The Empire and MCs also control fully or partial a number of operation bases within the race worlds. These bases resupply

the visiting freighters and warships, when the native technology is incapable of doing so. Goods are often processed right on

these bases by the MCs for sale in the region.

### **Economic Infrastructure**

Again each of the races is extremely diverse in their own economies. Any of the larger locales will have access to the Empire banking system. However spending money in the region is often performed with their local credits in a fashion similar to the credits of Mega Corporations. They are even traded as commodities on the Pan Galactic Stock Exchange. Often these

regions will still be using the older coin technology of the Empire for credits.

As a result foreign currencies as well as all other coin based systems have become the favorite of the smugglers, pirates and criminals everywhere. They find them to be much easier to launder in the less regulated banking systems of the race worlds.

### **Law Enforcement Infrastructure**

Each of the race regions has their own internal local police forces, and coast guard typically. In addition depending on the severity of the occasion they may also be supported by a

garrison of the PKF or Star Patrol. The regulations and practices of wearing armor or carrying weapons varies from the different regions.

### **Culture of the Race Worlds**

The culture of the local regions is heavily tainted by the local native race with the reassuring familiarity of the occasional building from the style of the Empire. Each of which is very unique. The MCs will also have a representation often.

compared to the core. Often seeking the more creature comforts of home, travelers will seek refuge in the many monasteries or take sanctuary with the galaxy royals of the empire's embassies.

Traveling to these areas is a very different experience from traveling throughout the core of the Empire. Most of these areas have much less technological resources available when

The Race Worlds is about as far as you can travel with purchased fair. You typically need to have a ship of your own to travel to the colonies and fringe worlds beyond.

### **Organization of the Race Worlds**

Theses regions are represented in a number of ways to the Empire. In addition to having expected representation by the two Senators from each settled world and representation by population in the House of Races, they also are represented by what is known as a Galaxy Royals. Their position is one of the many ranks of nobility within the old vassal system of Dukes, Lords, Knights, and Kings.

The Galaxy Royal is an appointed hero of exceptional courage, honor, and respectability from the native race. Each is pledged to represent the interests of their section of the region, to promote its growth, to represent the people within the House of Nobles. To be invited to serve as a galaxy royal is a great honor, and is an acceptance of a great responsibility.