

Library Data: Alceris Sector

Common Homeworlds

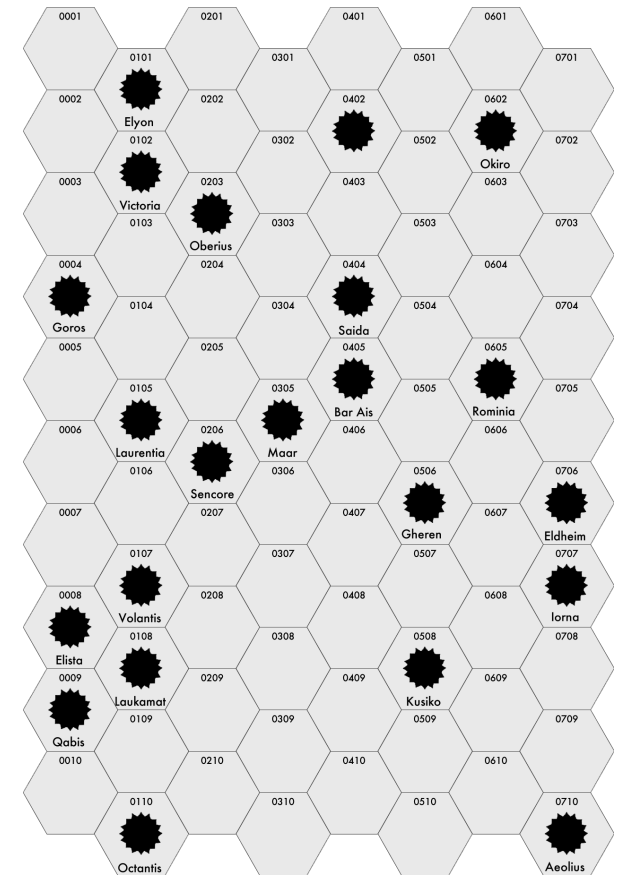
- *Goros* (0004) - Cosmopolitan & gleaming; home of the finest shipyard in Alceris
- *Elista* (0008) - Flying cities dedicated to different religions; sometimes there is strife
- *Qabis* (0009) - A miserable, medieval rock; occasionally folks escape to the stars
- *New Victoria* (0102) - Victorian mores & appearances; Only Psi Academy in the sector
- *Oberius* (0203) - The most civilized & advanced; highly-developed medical facilities
- *Saida* (0404) - Largest military & political power in the sector; arrogance abounds
- *Gherenberg* (0506) - Trade & banking center of Alceris; duty-free orbital stations
- *Kusiko* (0508) - Advanced science flourishes in bubble cities on a frozen world

Known Alien Species

- *Sencorites* - Reptilians native to Sencore (0206). They seem burdened by their vast scientific knowledge.
- *Volanti* - Genetically-altered humans native to Volantis (0107). You might call them hawk men. But they don't like that very much.
- *Yarassians* - Blue-furred, bat-like humanoids from the spinward sectors. Known for their curiosity & wanderlust.

Major Religions

- *Brandtic Catholicism* - One of several offshoots of Roman Catholicism. Pope Brandt XXXVI is its leader.
- *Daughters of Christ* - A Neofundamentalist Protestant movement, overseen by the Great Daughter. Gender roles are reversed from traditional Christianity.
- *Dhakaram Hinduism* - Nearly the same as traditional Hinduism, except that it holds that Rama is a fourth god, rather than an avatar of Vishnu.
- *Dynaean Judaism* - An offshoot of Reform Judaism focused on providing succor and sustenance to the disadvantaged. No central leadership.



- *S'ehran* - A branch of Islam devoted to quiet meditation and introspection. The Council of Peace presides over it.
- *Shar Alimah* - An Islamic-based faith that calls for animal & material sacrifices. The Alimah Council decrees its laws and judgements.
- *Yeda Nathava* - A form of Zoroastrianism revised & recompiled in the teachings of Munmaya. Its adherents each have an equal voice in its development and decisions.
- *Anti-Rationalism* - An ideology more than a religion. Entropy is their "god."

Major Corporations

- *Istvan Industries* - AI Armatures/Robotics/Computer Hardware. Rumored to be run by an unbraked Artificial Intelligence .
- *Litvak-Volokh Combine* - Livestock & Agriculture. Rumored to be teetering on the brink of bankruptcy.
- *Panstellar Corp* - Transportation & Shipping. Stodgy & very conservative business-wise.
- *Prime Unity Ltd.* - Energy & Projectile Weapons. Also, processed foods. Known for their high-level political connections.
- *TDO (The Daybreak Organization)* - Plastics & Construction. Rumored to be covering up a major industrial accident on Iorna.
- *Bhatanagar Enterprises* - Entertainment. Long history of questionable employee safety.
- *Oshiro | Paredes* - Exploration/Aeronautics/Fuel Refining. Producers of reliable & trustworthy goods.

Major Political Groups

- *Cobalt Alliance* - Based on Laukamat (0108). A loose collection of agrarians who seek governmental reform on that troubled world.
- *Coreward Society* - Active across the Alceris Sector. This group of devout moralistic socialists seeks to redistribute wealth evenly across all sentient species.
- *Gir Mela Front* - Active throughout the Alceris Sector. Comprised mostly of Lassiez-Faire Bourgeoisie seeks a grand unification of all of the worlds in the sector.
- *Homeland Combine* - Active throughout the Alceris Sector. Protectionist xenophobes who oppose the GMF and its open borders policies.
- *Iron Federation* - Primarily concerned with workers' rights and protections on the more industrial worlds within the Alceris Sector.
- *Viridian Brotherhood* - Active throughout the Alceris Sector. Lassiez-Faire elitists who work to protect their membership's profits and privileges.