

Spinward Vanguard

For me, Solarpunk is the radical assertion that while we live with a broken world, bearing scars of the poor decisions of the past we don't have to live like this and it's not too late.

Welcome to 3226. There was once a golden age, followed by a time of constant crisis. As the various external crises happened and compounded, the UNE came under the control of a fascist demagogue when the earth was destroyed by the invaders and transitioned into being "The Galactic Mandate."

An alliance led by psychic elves called the Isifar made a pact with a psychic God called The End of Cycles led an uprising against them and succeeded. The Mandate was destroyed. But then the bill from their patron came due. Their territory, people, and worlds were seized by a reality warping fog called The Indigo and the Isifar using the powers granted by the End of Cycles were claimed and became part of a roving abomination. The galaxy has been in a dark age from the power vacuum for centuries. But recently, The Indigo has cleared.

At the edge of their space has been a solar-punk pirate haven for free peoples called the Stormtossed Commune. It is an anarchist society of rebellious freed slaves and misfits built by principles of shared burdens and do it yourself spirit, living on a swamp world the rest of the galaxy once turned their nose up. Now, with The Indigo cleared, fragments of the mandate, megacorporations, cults, and sophont trafficking criminals who eye their world with envy as it sits on a choke-point into a newly lootable grave of the Isifar full of forgotten monsters and tech lost from before the dark age.

You have been chosen for mission on a ship called The Vanguard to go to the lost frontier to explore and find a way to protect the commune from the mega corps.



The ground is full of seeds.

The sky is full of lanterns.

Things are spiraling upward

*Lantern Icon made by Octopocto from
www.flaticon.com*

*Sword Icon made by IYIKON from
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The System

The system will be Savage Worlds with players encouraged to make up their own species, and the long extinct nation that species once founded, using +4 as their power point budget. In addition, I have a set of non mechanical “Backgrounds” that you can choose, to get you started in how you relate to the commune and setting. The ship, **The Vanguard** is the homebase. There are active crew and inactive crew for players not available.

Creating a Character

To begin character creation, choose a Background, Ancestry, and optionally choose an iconic framework. You can either choose an Iconic framework or choose an edge for free. You get 12 points for skills with skills over your attribute costing double. Some skills have been removed and the common skills have been expanded. See the player document for more information

Player Backgrounds

You could be from a **Stormtossed** from **Port Lazarus, Breakwater** the capital of the **Stormtossed Commune**.

You could be a **Wayfairer**, a wandering soul who heard about this commune on the edge of the frontier and hitchhiked there.

You could be a **Spacer kid**, a child who grew up on a deep space exploration vessel or military ship.

You could be a **Gilded Cage Exile**, having grown up middle class or better on the worlds still connected to the still active gateways that form “civilized space” carved up by megacorp, like Minamar Specialized Industries, Harmonium, Eta Sekreto, La Elektita, or The Builders of Providence. The Megacorps call these systems **The Prosperity Axis**

You could be a **Cult Survivor** who fled the influence of **The Temple of the Intersection** or **La Elektita**, two cults. The first being a primarily non-human cult led by a reptilian demagogue named Harper Gorn who worship the letter “t.” The second is a high control group where elites dress in 17th century macaroni fashion while keeping pledges on a neverending treadmill of auditing courses and buying slaves to alter their inner essence to be able to join them.

You could be an **Escaped Slave** fleeing the factions from so called civilized space who traffic sophonts such as **La Elektita, Minamar Specialized Industries**, or **Eta Sekreto** attracted to the beacon of liberty **Breakwater** represents.

Player Species

For creating a character's species, you have a total of +4 build points however, attributes should not be part of the character's species. The purpose is to prevent pigeon holes by having some species be good at one thing and bad at another thing as that means there would be no scientists of the high strength species and no athletes of the "brainiac" species. If you want a "proud warrior race guy" spend your regular building points on that. Look instead for "game changing" changes. Remember also, **"No one is good or bad because of what species they are or what nation state they were born in."**

Human and Near Human

You are encouraged to create your own species but most characters are "near human." They are shaped like humans, but maybe they have scales or bumpy foreheads. Mechanically, they are just humans. The Human form is particularly common in the galaxy among sophonts due to convergent evolution or possible precursor seeding.

Of these, you have several options for how your culture "Ascended" over the course of the golden age. You can't be more than one thing and some limit your arcane background options.

True Kin: ordinary human with no modifications

Synthetic: Uploaded your mind into a robot body.

Cybernetic: You've been chromed up since childhood

Genetic Augment: You have had your DNA customized to give yourself peak traits or to specialize in one thing or another. Sometimes the augments are unstable

Psionic: You have passive psionic ability even if you don't take an arcane background

Aliens and Robots

You are also free to play as an alien more significantly different than a human, including robots that were always robots and ascended in the other direction. Guidelines are in the full document.

Canon and Player Created Species

Some species, some near human and further away have already been built for the game by either previous players or they come straight from the Lore of Stellaris. Of these are the Isifar (Created by Alex) who are gender bending space elves who survived a

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Faustian bargain, The Tzynn (near human reptiles), The Lokk (near human nomadic reptiles), The Blorg (created by Paradox, repulsive but fantastic befrienders). And the merchantile Ratchet (small mammalian nomads, created by Paradox), Olinbar (cyclopean giants who dress as angels)

The Heroes

Stormtossed Commune – A group of anarchist space pirates living on the edge, a beacon of liberty to runaway slaves who fight the mega corporations, founded by a legendary pirate Captain David Zee who vanished around 100 years ago after founding Breakwater. The current First Citizen is Nightshade. They are part of a loose network of disparate communes that share a similar ideology called the Ember Network.

The Man

Megacorporations of the Prosperity Axis

Unified by The Board on New Rome in Tannhauser system, the so called adults in the room, the 100 Megacorps compete with each other to maximize shareholder value and exploit various sectors within reach of the gateway systems the Prosperity Axis controls.

Minamar Specialized Industries - *(Slaver Megacorp that exploit primitive pre spaceflight societies)*



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Harmonium

(Private Police Force Megacorp)



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The Builders of Providence

(Environmental Devastator Megacorp)



Criminals

Eta Sekreto

(criminal heritage megacorp, basically the Mafia)



Mauraders and Mandate Remnants

Murderhobo wandering pillagers driven by fascist ideology and personality cults

Cults

La Elektita

(elitist cult who dress like french aristocrats and trick middle class people into giving them everything)

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The Temple of the Intersection

(cult run by a weirdo lizard pope who found a cross and decided it people should worship the letter T)

Prikiki-ti

(recurring annoyance, 1 inch tall genocidal geckos, about the size of a space marine model)



Saul “Invictus” Metzger and the Mandate

(Parasitic long dead dictator of a long since fallen galactic overlord whose remnants still haunt the lanes)

History

It is now 3226. Earth began its journey to the stars in the 23rd century under the United Nations of Earth. There were other empires exploring the stars as well. Some of them were extremely old. Some of them were friendly and some were not. Some made poor decisions other people had to pay for. There were an abundance of wars and space monsters and crises over time. Eventually there was a golden age under a galactic community headed by the xenophile and egalitarian UNE as galactic custodian.

Then things went to hell. The United Nations of Earth came under the rule of a fascist demagogue named Saul Metzger. Long time allies, the Isilfar formed a rebellion but their accepted a Faustian bargain to do so. Eventually at the dawn of victory, the bill came due and a psychic God consumed most of them and their territory in an event called the Reckoning, leaving behind a zone of demonic chaos called the Indigo.

By the 28th century every crisis had happened, interstellar networks had collapsed or fallen to space fauna and marauders. In one section of the galaxy a few megacorporations and mandate remnants rebuilt enough to activate a portion of the gateway network. Most tech from before has been lost or forgotten leaving a

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scavenger economy in the region. The use a currency called Brilla Afero formed from old coins and currency and microtech.

- The Pioneer Time (2200s-2300s)
- The Golden Age (2400 - 2500)
- The Time of Crisis (2500-2700)
- The Destruction of Earth and the Rise of Saul "Invictus" Metzger and the Mandate
- Indigo Dark Age (c2700s - c3100)
- The Gateway Reactivation and Corporate Era (3026 -present 3226)

Astrography

TL;DR: space travel works like it does in Stellaris, for more information, see the longer document. Relativity matters when travelling in a system at sublight speeds between hyperlanes

The Lantern and Siren System

Breakwater and Port Lazarus

Port Lazaus is the starting point and hometown for the campaign. The planet is called "Breakwater" and was hand waved as a death world by Mandate and Isilfar who did not bother colonizing it. It is a swampy humid world in its most habitable zones. There are still mountains and some dry places and cold places but its very wet and the life is abundant and tangled. Much of it is integrated into a peaceful and friendly mutualistic hivemind named "Potato."

Port Lazarus was the touchdown point of a pirate named David Zee's original flagship the Stormtossed, bits and pieces of the ship are incorporated into the settlement's buildings as it was disassembled. The original crews of slaves who mutinied and stole more ships founded Port Lazarus. Port Lazarus was named after the author of the English language poem, "The New Colossus." An version translated of the poem translated into Mandate Esperanto inspired David Zee and Doubt to found their new homebase as a beacon of liberty for the misfits who yearn to breathe free.

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